

4E d20 Modern Ideas

ADVANCEMENT

XP	LEVEL	BENEFITS	FEATS	BASIC	UTILITY	EXPERT	BONUS
0	1	Core and Career Basic Powers, Core Expert	1	2	0	1	0
1000	2	Career Utility Power	2	2	1	1	0
2500	3	Critical Hit	2	2	1	1	1
4000	4	Career Expert Power, Ability Score Increase	3	2	1	2	1
5500	5	Core Utility Power	3	2	2	2	1
7500	6	Career Path, Career Novice Power	4	3	2	2	1
10000	7	Career Utility Power	4	3	3	2	2
13000	8	Improved Critical Hit, Ability Score Increase	5	3	3	2	2
16000	9	Career Expert Power	5	3	3	3	2
20000	10	Heroic Feature	6	3	3	3	2
25000	11	Core/Career Path, Basic Power, Ability Score Increase	6	4	3	4	3
32000	12	Career Utility Power	7	4	4	4	3
40000	13	Improved Critical Hit	7	4	4	4	3
50000	14	Career Expert Power, Ability Score Increase	8	4	4	5	3
60000	15	Core Utility Power	8	4	5	5	4
70000	16	Career Path, Career Novice Power	9	5	5	5	4
85000	17	Career Utility Power	9	5	6	5	4
100000	18	Improved Critical Hit, Ability Score Increase	10	5	6	5	4
120000	19	Career Expert Power	10	5	6	6	5
150000	20	Heroic Feature	11	5	6	6	5

-Characters would choose one as primary and one as secondary. Choose one core class or a race, and one career. As per Gamma World, these would determine primary and secondary stats and be used to determine powers. If core class and career are both the same, that stat starts at 18 and the player can assign the following to the other stats: 14, 14, 12, 12, 10. If the core class and career are different, both of those stats start at 16 and use 14, 12, 12, and 10 for the other stats.

-1st Level: Gain 1 Novice power from Core class and Career, 1 Expert power from Core class, Special Ability from Core and Career

-Critical Hit: Gain critical hit trait from career. Critical hit ability improves at levels 8, 13, and 18.

-Career Path: Choose to continue in current career or change to new career at level 6 and again at level 16. Gain Novice power from career. If continuing existing career, special ability improves as per description at level 6 and at level 16. If changing career, gain new special ability at base level and may also choose to change Critical Hit feature at that time, and if you change your critical hit you gain all previously gained improvements in the new choice. If the new career has a listed skill that is automatically trained, you also gain that skill. At level 11, if you have two careers you may choose which career you would like to continue in until your next career path choice at level 16.

-Ability Score Increase: At level 4, 8, 14, and 18, raise two ability scores by 1 point. At level 11, raise all ability scores by 1 point.

-Core Path: Choose to continue in Core class or change to new Core class. Gain Novice power for Core class or from any Careers. If continuing existing Core, special ability improves as per description and gain skill improvement as per description. If switching to new Core, gain new special ability at base level and skill bonus as described, and you start using the new Core classes hit points gained at each level if different.

-Heroic Feature: Gain special ability at level 10 and level 20. Includes options such as the ability to use an Expert power twice in an encounter, ability to use 2 action points per encounter, extra trained skill, or additional healing surges.

-Bonus: Inherent bonus to attack rolls, damage, and defenses.

CORE CLASSES

STRONG HERO

You've always been the one people call when they need to move furniture. Whether it is from a life of hard labor or hours in the gym, you are physically powerful and know how to use your strength.

STRONG TRAITS

Key Ability: Strength

Hit Points: 15 + Constitution at 1st level, 6 at each additional level

Healing Surges: 8 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to Athletics.

Improved: Increase bonus to +4.

Defense Bonus: +1 to Fortitude

Indomitable (Special Ability): Any forced movement is reduced by 1 square, to a minimum of 0.

Improved: Forced movement is reduced by 2 squares.

STRONG POWERS

BRUTAL STRIKE

STRONG NOVICE

You last out with a powerful hit, hoping to take your opponent down with brute force.

At-Will * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier + 2 damage.

FORCEFUL STRIKE

STRONG NOVICE

As you strike your foe, you use your physical power to shove him away from you.

At-Will * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier damage, and target is pushed 1 square.

ADRENALINE SURGE

STRONG UTILITY

You draw on inner reserves of might to deal with the task at hand.

Encounter * Martial

Minor Action **Personal**

Effect: You gain a +5 power bonus to Strength checks, skills, and melee damage rolls until the start of your next turn.

DON'T MAKE ME MAD

STRONG UTILITY

Your foe made you angry. He won't like you when you're angry.

Encounter * Martial

Immediate Reaction **Personal**

Trigger: An enemy deals damage to you

Effect: You gain a +2 power bonus to hit the triggering enemy on your next attack, and if you hit the attack deals additional damage equal to your Strength modifier.

MASSIVE SMASH**STRONG EXPERT**

You strike out with a powerful overhand swing, crushing your foe with all your strength.

Encounter * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + twice your Strength modifier damage.

HURL FOE**STRONG EXPERT**

You pick up your foe and toss him like a rag doll.

Encounter * Martial

Standard Action **Melee** 1

Target: One Creature

Attack: Strength + 1/2 your level vs. Fortitude

Hit: 2d8 + Strength modifier damage, and you slide the target 2 squares.

Effect: Target is knocked prone.

FAST HERO

You are quick and agile, capable of amazing feats of dexterity. You may have trained as an acrobat, practiced free running in urban back alleys, or even taken years of dance to gain your astounding reflexes.

FAST TRAITS

Key Ability: Dexterity

Hit Points: 12 + Constitution at 1st level, 5 at each additional level

Healing Surges: 6 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to Acrobatics, Stealth, or Thievery.

Improved: Increase bonus to +4 or gain +2 to another listed skill.

Defense Bonus: +1 to Reflex

Nimble (Special Ability): You gain +2 class bonus to AC if wearing you are wearing no armor and are unencumbered.

Improved: Your bonus to AC increases to +4.

FAST POWERS**QUICK ATTACK****FAST NOVICE**

Before your foe even notices, you have already hurt him.

At-Will * Martial, Weapon

Minor Action **Melee** or **Ranged** weapon

Target: One Creature

Attack: Dexterity + 1/2 your level + weapon accuracy - 2 vs. AC

Hit: Dexterity modifier damage.

DASHING ATTACK**FAST NOVICE**

You move quickly to a better position before you make your attack.

At-Will * Martial, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One Creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier damage.

BURST OF SPEED		FAST UTILITY
<i>You channel your days of track and field to sprint where you need to be.</i>		
Encounter * Martial		
Move Action	Personal	
Effect: You can move your speed +4.		
UNHINDERED MOVEMENT		FAST UTILITY
<i>While the terrain impairs your foes, your training makes it easy for you to move around.</i>		
Encounter * Martial		
Move Action	Personal	
Effect: You can move up to your speed and you are not affected by difficult terrain.		
MOVE-BY ATTACK		FAST EXPERT
<i>You are there and gone before your foe even knows what hit him.</i>		
Encounter * Martial, Weapon		
Standard Action	Melee or Ranged weapon	
Target: One Creature		
Effect: You can shift 2 squares before the attack.		
Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC		
Hit: 2[W] + Dexterity modifier damage, and you can shift 2 squares.		
RAPID ATTACK		FAST EXPERT
<i>You trade accuracy for speed as you unleash a barrage of attacks.</i>		
Encounter * Martial, Weapon		
Standard Action	Melee or Ranged weapon	
Target: One, Two, or Three Creatures		
Attack: Dexterity + 1/2 your level + weapon accuracy - 2 vs. AC		
Hit: 1[W] damage, make up to three separate attacks.		

TOUGH HERO

While you may not be as strong as some people, you seem to have endless reserves of energy and stamina. Maybe you are a factory worker, a boxer, or you are just naturally durable.

TOUGH TRAITS

Key Ability: Constitution
Hit Points: 15 + Constitution at 1st level, 6 at each additional level
Healing Surges: 9 + Constitution Modifier
Skill Bonus: Gain a +2 class bonus to Endurance.
Improved: Increase bonus to +4.
Defense Bonus: +1 to Fortitude
Durable (Special Ability): Gain resist 5 to one of the following damage types: acid, cold, electricity, fire, force, necrotic, poison, radiation, or sonic.
Improved: Your resist increases to 10 or pick a different damage type and gain resist 5 against it.

TOUGH POWERS

DEFENSIVE STRIKE	TOUGH NOVICE
<i>Even when you are lashing out, you have your guard up.</i>	
At-Will * Martial, Weapon	
Standard Action	Melee or Ranged weapon
Target: One Creature	
Attack: Constitution + 1/2 your level + weapon accuracy vs. AC	
Hit: 1[W] + Constitution modifier damage, and gain +1 power bonus to a defense of your choice until the start of your next turn.	

FORCEFUL CHARGE	TOUGH NOVICE
<i>You use the full mass of your body to send your foe reeling.</i>	
At-Will * Martial	
Standard Action	Melee
Target: One Creature	
Effect: You can move 2 squares before the attack.	
Attack: Constitution + 1/2 your level vs. Fortitude	
Hit: Constitution modifier damage, and target is pushed 2 squares and knocked prone.	

HARD TO KILL	TOUGH UTILITY
<i>You just don't know when to die.</i>	
Encounter * Martial, Healing	
Immediate Reaction	Personal
Trigger: You are reduced to 0 hit points by an attack.	
Effect: You heal hit points equal to 10 + your Constitution modifier.	

TOUGH AS NAILS	TOUGH UTILITY
<i>Your foe thought he could hurt you, but he's in for a surprise.</i>	
Encounter * Martial	
Immediate Interrupt	Personal
Trigger: You are hit by an attack that deals damage.	
Effect: You gain resist 10 against the damage of the attack.	

BACK OFF!	TOUGH EXPERT
<i>They had you surrounded, but that didn't last long.</i>	
Encounter * Martial	
Standard Action	Close Burst 1
Target: Enemies in Burst	
Attack: Constitution + 1/2 your level vs. Fortitude	
Hit: 1d8 + Constitution modifier damage, and target is pushed 1 square.	

READY FOR IT	TOUGH EXPERT
<i>After fighting your foe for a bit, you know exactly what to expect from him.</i>	
Encounter * Martial, Weapon	
Standard Action	Melee or Ranged weapon
Target: One Creature	
Attack: Constitution + 1/2 your level + weapon accuracy vs. AC	
Hit: 2[W] damage + Constitution modifier damage.	
Effect: You gain resist 10 to all damage from the target until the start of your next turn.	

SMART HERO

A mind is a terrible thing to waste, and you have never wasted a bit of yours. You are highly intelligent, and you may be the product of years of education, a highly intellectual environment, or just good genetics.

SMART TRAITS

Key Ability: Intelligence

Hit Points: 10 + Constitution at 1st level, 4 at each additional level

Healing Surges: 6 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to Conspiracy, History, Mechanics, or Science.

Improved: Increase bonus to +4 or gain +2 to another listed skill.

Defense Bonus: +1 to Reflex

Savant (Special Ability): Pick one Intelligence skill, and when you use this skill the DC is reduced by 5.

Improved: You may pick another Intelligence skill to gain the benefit of this ability.

SMART POWERS

CLEVER MANEUVERING

SMART NOVICE

Your foe thinks he has you, but you have positioned him right where you need him to be.

At-Will * **Tactical**

Move Action **Ranged 10**

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Will

Hit: You may shift the target up to 1 + your Intelligence modifier squares.

ANTICIPATE ATTACK

SMART NOVICE

You use your intellect to figure out your foe's next move so you can guard against it.

At-Will * **Tactical**

Move Action **Ranged 10**

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Reflex

Hit: You gain a power bonus to one defense of your choice equal to 1 + your Intelligence modifier against the target's attacks until the start of your next turn.

FLASH OF INSIGHT

SMART UTILITY

Just when things look grim, you come up with the answer you need at the last second.

Encounter * **Tactical**

Immediate Interrupt **Personal**

Trigger: You fail a skill check.

Effect: You gain a power bonus to the skill check equal to 5 + your Intelligence modifier.

UP TO THE CHALLENGE

SMART UTILITY

You are adept at finding the solution to challenging tasks.

Encounter * **Tactical**

Free Action **Personal**

Effect: While engaged in a Skill Challenge, if you succeed at your next skill check it counts as two successes.

SMART STRATEGY**SMART EXPERT**

Looking around the battlefield, you see patterns in your foes that may help you achieve victory.

Encounter * Tactical**Standard Action****Burst 1**

Target: Enemies in Burst

Attack: Intelligence + 1/2 your level vs. Will

Hit: Target's defenses are reduced by your Intelligence modifier (save ends).

RIGHT WHERE I WANT YOU**SMART EXPERT**

Although everyone else sees chaos, you know how to manipulate combat to give your allies the best chance.

Encounter * Tactical**Standard Action****Close Burst 2**

Target: Creatures in Burst

Attack: Intelligence + 1/2 your level vs. Reflex

Hit: You slide target up to your Intelligence modifier squares and target grants combat advantage (save ends).

DEDICATED HERO

You have a natural insight that few others possess, and it aids you in understanding the world around you. You might work as a social worker, a detective, or just have a natural resolve that helps you any hardship.

DEDICATED TRAITS

Key Ability: Wisdom

Hit Points: 12 + Constitution at 1st level, 5 at each additional level

Healing Surges: 7 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to Heal, Insight, or Perception.

Improved: Increase bonus to +4 or gain +2 to another listed skill.

Defense Bonus: +1 to Will

Supreme Resolve (Special Ability): Gain a +5 bonus to one save per encounter.

Improved: You may use this ability twice per encounter.

DEDICATED POWERS**BOLSTERING ATTACK****DEDICATED NOVICE**

As you attack, it aids one of your allies to help keep them in the fight.

At-Will * Martial, Weapon

Standard Action**Melee or Ranged weapon**

Target: One Creature

Attack: Wisdom + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier damage, and one ally within 5 squares of you gains temporary hit points equal to your Wisdom modifier.

GUIDING ATTACK**DEDICATED NOVICE**

You strike your foe, and it helps one of your allies target your foe.

At-Will * Martial, Weapon

Standard Action**Melee or Ranged weapon**

Target: One Creature

Attack: Wisdom + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier damage, and one ally within 5 squares of you gains a +1 power bonus to attack rolls against the target until the start of your next turn.

MORAL ENCOURAGEMENT	DEDICATED UTILITY
<i>Your words help your ally succeed when failure is not an option.</i>	
Encounter * Tactical	
Free Action	Personal
Effect: One adjacent ally gains a +5 power bonus to his or her next skill check.	
STRENGTHENING SACRIFICE	DEDICATED UTILITY
<i>By giving something of yourself, you keep an ally in the fight.</i>	
Encounter * Tactical	
Free Action	Personal
Effect: You spend a healing surge and one adjacent ally gains back hit points equal to his or her surge value.	
PACIFYING PRESENCE	DEDICATED EXPERT
<i>Your words and actions cause those around you to reconsider further violence.</i>	
Encounter * Interaction, Zone	
Standard Action	Close burst 2
Target: Creatures in Burst	
Attack: Wisdom + 1/2 your level vs. Will	
Hit: The target is immobilized (save ends).	
Effect: The burst creates a zone that lasts until the end of your next turn. Creatures within the zone can't attack.	
INSPIRING ATTACK	DEDICATED EXPERT
<i>Your bold attack encourages your allies and keeps them fighting.</i>	
Encounter * Martial, Weapon	
Standard Action	Melee or Ranged weapon
Target: One Creature	
Attack: Wisdom + 1/2 your level + weapon accuracy vs. AC	
Hit: 2[W] damage + Wisdom modifier damage, and allies within 5 squares may spend a healing surge.	

CHARISMATIC HERO

You have charm and wit to spare, and it can be one of your most dangerous weapons. It may be from your personality, your good looks, or a little of both, but you have a way with others that is astounding.

CHARISMATIC TRAITS

Key Ability: Charisma

Hit Points: 10 + Constitution at 1st level, 4 at each additional level

Healing Surges: 6 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to Bluff, Diplomacy, or Intimidation.

Improved: Increase bonus to +4 or gain +2 to another listed skill.

Defense Bonus: +1 to Will

Inspiration (Special Ability): Once per encounter you can grant allies within 5 squares of you a +2 bonus to attack rolls, defenses, saving throws, and skill checks that lasts until the end of your next turn.

Improved: The bonus is increased to +4.

CHARISMATIC POWERS

SUBTLE MANIPULATION

CHARISMATIC NOVICE

Your foe does not even realize that you are luring him where you want him.

At-Will * Interaction

Move Action

Ranged 5

Target: One Creature

Attack: Charisma + 1/2 your level vs. AC

Hit: You slide the target up to 3 squares and it is -2 to one defense of your choice until the start of your next turn.

QUICK TRICK

CHARISMATIC NOVICE

You do something sudden and unexpected, throwing off your foe.

At-Will * Interaction

Minor Action

Ranged 5

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: Target suffers a -2 penalty to defenses against your next attack.

NATURAL CHARM

CHARISMATIC UTILITY

You have an appeal that few people can resist, despite their best efforts.

Encounter * Interaction

Free Action

Personal

Effect: Your opponent suffers a -5 penalty to the next Insight check or Will defense to resist your use of Bluff, Diplomacy, or Intimidate.

GOT YOUR BACK

CHARISMATIC UTILITY

Your ally sputters and hesitates, but you are quick to step in and save the day.

Encounter * Interaction

Immediate Interrupt

Personal

Trigger: An ally fails a Bluff, Intimidate, or Diplomacy skill check.

Effect: You make the a Bluff, Intimidate, or Diplomacy skill check with a +5 power bonus.

CROWD CONTROL

CHARISMATIC EXPERT

You know how to work a group, much to their regret.

Encounter * Interaction

Standard Action

Close burst 2

Target: Enemies in Burst

Attack: Charisma + 1/2 your level vs. Will

Hit: Target is dazed and suffers a -2 to defenses (save ends both).

CONFOUNDING WORDS

CHARISMATIC EXPERT

You pull out all the stops, and your foe is so bewildered that he is at your mercy.

Encounter * Interaction

Standard Action

Ranged 5

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: Target is stunned (save ends).

Aftereffect: Target is dazed and suffers a -2 penalty to attack rolls until the end of your next turn.

CAREERS

MARTIAL ARTIST

You know kung fu, or some other hand-to-hand fighting style. You may run your own school, fight professionally, or take down people in back alleys or underground arenas, but few people are stupid enough to challenge you.

MARTIAL ARTIST TRAITS

Key Ability: Strength

Defense Bonus: +1 to Reflex

Armor Proficiencies: None

Weapon Proficiencies: Simple Melee

Bonus Feat: Unarmed Training

Class Skills: Athletics, Acrobatics, Endurance, Intimidate, Stealth

Trained Skills: Three from the list of class skills.

Ki Strike (Special Ability): You can deal +1d10 damage on one melee attack once per encounter.

Improved 1: You may use this ability twice per encounter.

Improved 2: You now deal +2d10 damage with this ability and you can use this ability three times per encounter.

Critical (Nerve Strike): When you score a critical hit, the attack deals 1d10 extra damage and the target is slowed until the end of your next turn.

Improved: The attack deals +1d10 extra damage on a critical at each improvement.

MARTIAL ARTIST POWERS

FOCUSED STRIKE	MARTIAL ARTIST NOVICE
<i>You control your breathing and lash out with concentrated power.</i>	
At-Will * Martial	
Standard Action	Melee 1 or weapon
Target: One Creature	
Attack: Strength + 1/2 your level + weapon accuracy - 2 vs. AC	
Hit: 1[W] + Strength modifier + 4 damage.	
HAMPERING STRIKE	MARTIAL ARTIST NOVICE
<i>You hit your foe in a nerve cluster, causing his legs to disobey his will.</i>	
At-Will * Martial	
Standard Action	Melee 1 or weapon
Target: One Creature	
Attack: Strength + 1/2 your level + weapon accuracy vs. AC	
Hit: 1[W] + Strength modifier damage, and target is slowed until the end of your next turn.	
ROUNDHOUSE STRIKE	MARTIAL ARTIST NOVICE
<i>You whip around with a powerful strike that hit all the foes around you.</i>	
At-Will * Martial	
Standard Action	Close burst 1
Target: Creatures in Burst	
Attack: Strength + 1/2 your level + weapon accuracy - 2 vs. AC	
Hit: 1[W] + Strength modifier damage.	

SHOULDER THROW**MARTIAL ARTIST NOVICE**

With a pivot of your hips, you toss your foe through the air to hit the ground.

At-Will * Martial

Standard Action

Melee 1

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1d8 + Strength modifier damage, and you slide the target 1 square and target is knocked prone.

DEEP MEDITATION**MARTIAL ARTIST UTILITY**

You focus your energies while you rest to increase your recuperative powers.

Encounter * Martial

Free Action

Personal

Effect: When you spend a healing surge during a short rest, you gain back 5 + your Constitution modifier additional hit points per surge spent. This power is refreshed at the end of the short rest.

FIGHTER'S SOUL**MARTIAL ARTIST UTILITY**

You channel your chi to increase your already deadly abilities.

Encounter * Martial

Minor Action

Personal

Effect: You gain a +2 power bonus on attack rolls and damage with melee attacks until the end of your next turn.

ONE AT A TIME**MARTIAL ARTIST UTILITY**

Even when they have you surrounded, your enemies want to prove their fighting prowess against you alone.

Encounter * Martial, Zone

Minor Action

Close burst 3

Effect: You create a zone that lasts until the end of your next turn. Only one enemy in the zone may take an attack action against you, and other enemies must choose non-attack actions or pick a different target.

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

WIRE FU**MARTIAL ARTIST UTILITY**

With focus, you move like gravity has no effect on you.

Encounter * Martial

Minor Action

Personal

Effect: You gain a + 2 power bonus to speed and a +5 power bonus to Athletics checks for jumps and treat all jumps as having a running start until the end of your next turn.

Sustain Minor: You maintain this power until the end of your next turn.

DIM MAK**MARTIAL ARTIST EXPERT**

You opponent thinks your strike was weak, but the real damage is yet to come.

Encounter * Martial

Standard Action

Melee 1

Target: One Creature

Attack: Strength + 1/2 your level vs. Fortitude

Hit: Strength modifier damage, and target takes 10 ongoing damage (save ends).

Aftereffect: Target is slowed and weakened (save ends both)

DRAGON'S FURY**MARTIAL ARTIST EXPERT**

The foes around you think they have the advantage, but a quick series of attacks shows them otherwise.

Encounter * Martial

Standard Action **Close** burst 1

Target: Enemies in Burst

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + twice your Strength modifier damage, and target is pushed 1 square.

ONE INCH PUNCH**MARTIAL ARTIST EXPERT**

Your foe thinks you don't have room to strike, but you only need a short distance to use your full force.

Encounter * Martial

Standard Action **Melee** 1

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Strength modifier damage and target is pushed 2 squares.

Special: If you are affected by the weakened condition or any effect that reduces your damage, you still do full damage with this attack.

SENSEI STRIKE**MARTIAL ARTIST EXPERT**

You are the master, and you bypass your foe's protection to strike.

Encounter * Martial

Standard Action **Melee** 1 or weapon

Target: One Creature

Attack: Strength + 1/2 your level + weapon accuracy vs. Fortitude

Hit: 2[W] + Strength modifier damage, and target is immobilized (save ends).

SOLDIER

You have been trained in combat skills and have learned to work well with a team. You may be part of a branch of the military, work for a mercenary company, or may be a member of a police SWAT unit.

SOLDIER TRAITS

Key Ability: Strength

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light, Heavy

Weapon Proficiencies: Simple Melee, One-handed Military Ranged, Two-handed Military Ranged, choose any two Heavy Military Ranged

Class Skills: Athletics, Endurance, Heal, Intimidate, Perception

Trained Skills: Three from the list of class skills.

Brother-in-Arms (Special Ability): As a minor action, you can mark one enemy within 20 squares of you, and that enemy remains marked until you use this ability again. If the marked enemy makes an attack that does not include you as a target, you may make a basic attack against the enemy as a free action.

Improved 1: You gain a +2 class bonus to the free basic attack.

Improved 2: You may mark up to two enemies with this ability.

Critical (Targeting Critical): When you score a critical hit, the attack deals 1d10 extra damage and your allies gain a +2 to attack rolls against the target until the start of your next turn.

Improved: The attack deals +1d10 extra damage on a critical at each improvement.

SOLDIER POWERS

COVER FIRE		SOLDIER NOVICE
<i>You use your weapon fire to help keep an ally safe.</i>		
At-Will * Martial, Weapon		
Standard Action	Ranged weapon	
Target: One Creature		
Attack: Strength + 1/2 your level + weapon accuracy vs. AC		
Hit: 1[W] + Strength modifier damage.		
Effect: One ally within 10 squares gains a +2 power bonus to defenses against attacks from the target.		

BURST FIRE		SOLDIER NOVICE
<i>You send a burst of ammunition at your foe to try to drop him quickly.</i>		
At-Will * Martial, Weapon		
Standard Action	Ranged weapon	
Prerequisite: You must be wielding a weapon with the Burst property.		
Target: One Creature		
Attack: Strength + 1/2 your level + weapon accuracy - 2 vs. AC		
Hit: 1[W] + Strength modifier damage + 4 damage.		

SNIPER SHOT		SOLDIER NOVICE
<i>You brace your weapon and look down your sights to get the best shot possible.</i>		
At-Will * Martial, Weapon		
Standard Action	Ranged weapon	
Target: One Creature		
Attack: Strength + 1/2 your level + weapon accuracy + 2 vs. AC		
Hit: 1[W] + Strength modifier.		

STRAFE		SOLDIER NOVICE
<i>You unload your weapon at a group of enemies, taking advantage of their positioning.</i>		
At-Will * Martial, Weapon		
Standard Action	Area burst 1 within 10 squares	
Prerequisite: You must be wielding a weapon with the Autofire property.		
Target: Creatures in Burst		
Attack: Strength + 1/2 your level + weapon accuracy vs. AC		
Hit: 1[W] damage.		

BE ALL YOU CAN BE		SOLDIER UTILITY
<i>When others might give up, you dig deep to keep on fighting.</i>		
Encounter * Martial		
Free Action	Personal	
Requirement: You are bloodied.		
Effect: You gain temporary hit points equal to 5 + your Strength modifier.		

DIG IN		SOLDIER UTILITY
<i>You know how to maximize cover to get in the best defensive position.</i>		
Encounter * Martial		
Free Action	Personal	
Effect: You treat partial concealment or cover as total and your bonus to defenses while prone increases to +5. This effect lasts until you move from your current position, including forced movement.		

NO ONE LEFT BEHIND**SOLDIER UTILITY**

When your ally falls, you are there to make sure he gets out of danger.

Encounter * Martial, Healing

Immediate Reaction

Personal

Trigger: An adjacent ally is reduced to 0 hit points.

Effect: You may spend a healing surge, and the ally regains hit points equal to his or her surge value. The ally may then shift 3 squares as a free action.

RALLY POINT**SOLDIER UTILITY**

You create a point on the battlefield where you and your allies can convene and gather strength.

Encounter * Martial, Zone

Move Action

Close burst 2

Effect: The burst creates a zone that lasts until the end of your next turn, and allies within this zone gain +1 power bonus to defenses and temporary hit points equal to 1 + your Strength modifier.

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

DEATH BLOSSOM**SOLDIER EXPERT**

You lash out at the enemies closing in on you, making them regret their attempt to surround you.

Encounter * Martial, Weapon

Standard Action

Close burst 2

Target: Enemies in Burst

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + twice your Strength modifier damage.

SUPPRESSION FIRE**SOLDIER EXPERT**

You bring your weapon across you as you fire, creating a barrier of death that only the foolish would cross.

Encounter * Martial, Weapon

Standard Action

Area wall 3 within 10 squares

Prerequisite: You must be wielding a weapon with the Autofire property.

Target: Creatures in Wall

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] damage.

Effect: If a creature enters the wall before the start of your next turn, you may use a ranged basic attack on them as a free action.

FRONTAL ASSAULT**SOLDIER EXPERT**

You charge towards your enemy, unleashing your fury in a hail of ammunition.

Encounter * Martial, Weapon

Standard Action

Ranged weapon

Target: One Creature

Effect: You can move your speed as a free action before making the attack.

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + twice your Strength modifier damage.

FULL AUTO**SOLDIER EXPERT**

You unload your clip at your foes, hoping that it is enough to bring them down.

Encounter * Martial, Weapon

Standard Action

Area blast 3 within 5 squares

Prerequisite: You must be wielding a weapon with the Autofire property.

Target: Creatures in Blast

Attack: Strength + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] damage + Strength modifier damage. After using this attack, you need to reload your weapon.

INFILTRATOR

You are an expert at getting into places where no one else can through stealth and guile. Perhaps you are a thief, or a corporate spy, or you work for a covert intelligence agency.

INFILTRATOR TRAITS

Key Ability: Dexterity

Defense Bonus: +1 to Reflex

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Simple Ranged, Light Pistol, Sniper Rifle

Class Skills: Acrobatics, Bluff, Perception, Stealth, Streetwise, Thievery

Trained Skills: Stealth and any three from the list of class skills.

Sneak Attack (Special Ability): When you make an attack with an unarmed strike, a light blade, a blackjack, a baton, a light pistol, or a sniper rifle and hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage. You can deal this extra damage only once per turn.

Improved 1: The damage is increased to 3d6.

Improved 2: The damage is increased to 4d6.

Critical (Opportunistic Strike): When you score a critical hit, you can make a basic attack with a +2 bonus to the attack roll against the target as a free action.

Improved: The basic attack does +1d6 extra damage at each improvement.

INFILTRATOR POWERS

AMBUSH TACTICS

INFILTRATOR NOVICE

You move quickly and strike out at a lone target, hoping to drop him before anyone else notices.

At-Will * **Tactical**

Move Action

Personal

Effect: You may move up to your speed. Until the end of your turn, you gain combat advantage against enemies that are within 5 squares of you when you attack and they have none of their allies adjacent to them.

NIMBLE TACTICS

INFILTRATOR NOVICE

You move along the wall like a spider and lash out with a powerful attack.

At-Will * **Tactical**

Move Action

Personal

Effect: You move up to your speed -2 and you are treated as having a climb speed during this move. You also have a +2 power bonus to your next damage roll with a basic attack during this turn.

SKULKING TACTICS

INFILTRATOR NOVICE

You know how to strike and fade away before your foe can even react to your presence.

At-Will * **Tactical**

Move Action

Personal

Effect: You may move up to your speed -2. At the end of this move, you can make a Stealth check to hide if you have any cover or concealment.

CUNNING TACTICS

INFILTRATOR NOVICE

You use the distractions of your allies to make a deadly attack against your enemies.

At-Will * **Tactical**

Move Action

Personal

Effect: You may move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you gain combat advantage against enemies that have at least one of your allies adjacent to them.

AGILE RETREAT**INFILTRATOR UTILITY**

As your enemy closes in, you dash away to get out of reach.

Encounter * Tactical

Immediate Reaction **Personal**

Trigger: An enemy ends its turn adjacent to you.

Effect: You shift up to 3 squares.

CUNNING ESCAPE**INFILTRATOR UTILITY**

Your enemy strikes at you, and you try to move away from the attack.

Encounter * Tactical

Immediate Reaction **Personal**

Trigger: An enemy attacks you.

Effect: You gain a +4 power bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, you may shift up to 3 squares as a free action.

HIDDEN WEAPON**INFILTRATOR UTILITY**

You use a hidden weapon to strike at an unsuspecting foe.

Encounter * Tactical

Minor Action **Personal**

Prerequisite: You must have training in Thievery.

Effect: You gain combat advantage for the next attack you make with an off-hand weapon before the end of your turn.

ACROBATIC MOVEMENT**INFILTRATOR UTILITY**

With a series of flips and tumbles, you cross the battlefield before any of your enemies can react.

Encounter * Tactical

Move Action **Personal**

Prerequisite: You must have training in Acrobatics.

Effect: You shift up to your speed.

BACKSTAB**INFILTRATOR EXPERT**

You find your foe's most vulnerable spot and strike when the opportunity presents itself.

Encounter * Tactical

Free Action **Personal**

Trigger: You make an attack roll against an enemy within 5 squares using a basic attack, and the enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 2d6 extra damage if the attack hits.

Special: When you gain another Infiltrator expert power, you can choose this power again to gain another use per encounter.

HAMPERING STRIKE**INFILTRATOR EXPERT**

Your foe is closing in, so you make an attack that will hamper his ability to pursue you.

Encounter * Tactical

Free Action **Personal**

Trigger: You make an attack roll against an enemy within 5 squares using a basic attack, and the enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy is immobilized and weakened (save ends).

Special: When you gain another Infiltrator expert power, you can choose this power again to gain another use per encounter.

BLINDING STRIKE

INFILTRATOR EXPERT

Your foe has seen you, so you lash out to make sure he can't do that again.

Encounter * Tactical

Free Action

Personal

Trigger: You make an attack roll against an enemy within 5 squares using a basic attack, and the enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy is blinded and dazed (save ends).

Special: When you gain another Infiltrator expert power, you can choose this power again to gain another use per encounter.

STUNNING STRIKE

INFILTRATOR EXPERT

You hit your foe in a sensitive area, knocking the wind out of him as you slip away.

Encounter * Tactical

Free Action

Personal

Trigger: You make an attack roll against an enemy within 5 squares using a basic attack, and the enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy is knocked prone and stunned (save ends).

Special: When you gain another Infiltrator expert power, you can choose this power again to gain another use per encounter.

GUNSLINGER

When you have a pistol in your hands, it almost seems like an extension of your arm. You are a crack shot, and you may use your abilities in law enforcement, military service, or even as a criminal.

GUNSLINGER TRAITS

Key Ability: Dexterity

Defense Bonus: +1 to Reflex

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Simple Ranged, One-Handed Military Ranged

Class Skills: Acrobatics, Athletics, Intimidate, Perception, Streetwise

Trained Skills: Three from the list of class skills.

Precision Shooting (Special Ability): You gain a +1 power bonus to the attack roll and can deal +1[W] damage on one ranged attack once per encounter.

Improved 1: You can use this ability twice per encounter.

Improved 2: Your bonuses increase to +2 to hit and +2[W] damage and you can use this ability three times per encounter.

Critical (On Target): When you score a critical hit, the attack deals 1d10 extra damage and the target is dazed until the start of your next turn.

Improved: The attack deals +1d10 extra damage on a critical at each improvement.

GUNSLINGER POWERS

CLEVER SHOT

GUNSLINGER NOVICE

You quickly judge the best place to shoot to make your foe far less effective.

At-Will * Martial, Weapon

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon. If the attack hits, the target is also subject to one of the following effects of your choice:

* You slide the target up to 2 squares.

* The target falls prone.

* The target may not make attacks with one power of your choice that has the Weapon or the Implement keyword until the end of your next turn.

DOUBLE SHOT

GUNSLINGER NOVICE

When you have two guns in your hands, your foes should fear you twice as much.

At-Will (Special) * Martial, Weapon

Free Action

Ranged weapon

Prerequisite: You must be wielding two one-handed ranged weapons.

Trigger: You hit with a ranged basic attack on your turn.

Target: One Creature

Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC (off-hand weapon)

Hit: 1[W] + Dexterity modifier damage.

Special: You can only use this power once per round.

RAPID FIRE

GUNSLINGER NOVICE

You aim at a group of enemies and fill them with hot lead.

At-Will * Martial, Weapon

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

SHARPSHOOTER

GUNSLINGER NOVICE

You take careful aim so that you can ignore any obstacles in the way of your target.

At-Will * Martial, Weapon

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

RAPID RELOAD

GUNSLINGER UTILITY

You reload your weapons so fast that it seems like you have unlimited ammunition.

Encounter * Martial

Free Action

Personal

Effect: As long as you have available clips or speed loaders, you may reload one-handed ranged weapons as a free action until the end of the encounter.

SERPENTINE

GUNSLINGER UTILITY

You zig and zag across the battlefield, making it harder for your opponents to target you.

Encounter * Martial

Move Action

Personal

Effect: You shift up to your speed -2 squares and you gain a +2 power bonus to your defenses until the start of your next turn.

TAKE COVER

GUNSLINGER UTILITY

You know how to optimize your cover in a firefight to get the best possible position.

Encounter * Martial

Free Action

Personal

Effect: You gain a +2 power bonus to the defense bonus provided by any cover or concealment. This effect lasts until you move from your current position, including forced movement.

TRICK SHOT**GUNSLINGER UTILITY**

You know a well-placed bullet can solve problems other than enemies.

Encounter * Martial

Free Action

Personal

Prerequisite: You must be wielding a ranged weapon.

Effect: You make a ranged basic attack against the target that does no damage, and if you hit you provide a +5 power bonus to the next skill roll against the target, subject to DM approval.

DANCE OF DEATH**GUNSLINGER EXPERT**

After each shot you move to get into position for the next target.

Encounter * Martial, Weapon

Standard Action

Ranged weapon

Target: One, Two, or Three Creatures

Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier damage, make three attack rolls.

Effect: After each attack roll, you may shift 1 square.

HAIL OF BULLETS**GUNSLINGER EXPERT**

You unload your weapon at your enemies with deadly precision.

Encounter * Martial, Weapon

Standard Action

Area blast 2 within 20 squares

Target: Enemies in Blast

Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Dexterity modifier damage.

GUT SHOT**GUNSLINGER EXPERT**

You shoot your target in the stomach, causing a wound that will lead to his slow death.

Encounter * Martial, Weapon

Standard Action

Ranged weapon

Target: One Creature

Attack: Dexterity + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target takes 10 ongoing damage (save ends).

RIGHT BETWEEN THE EYES**GUNSLINGER EXPERT**

You take careful aim and put a bullet right where it counts.

Encounter * Martial, Weapon

Standard Action

Ranged weapon

Target: One Creature

Attack: Dexterity + 1/2 your level + weapon accuracy - 2 vs. AC

Hit: 3[W] + Dexterity modifier damage.

BODYGUARD

You know the best way to defend someone, and that often means putting yourself in the line of fire. You might belong to a private security firm, a government agency, work as a bouncer in a rough dive.

BODYGUARD TRAITS

Key Ability: Constitution

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light, Heavy

Weapon Proficiencies: Simple Melee, Military Ranged

Class Skills: Athletics, Endurance, Insight, Perception, Streetwise

Trained Skills: Perception, and any two from the list of class skills.

Vigilant Focus (Special Ability): You gain the Vigilant Focus power.

VIGILANT FOCUS

BODYGUARD AT-WILL

You are always on your guard, watching out for potential danger while keeping the enemy's focus on you.

At-Will * **Martial**

Minor Action

Close blast 2

Target: Enemies in Blast

Effect: Enemies within the target area are marked until the start of your next turn.

Improved 1: As a move action, you can change the power's range to Area blast 2 within 10 squares.

Improved 2: The power's area is increased to blast 3.

Critical (Protector Critical): When you score a critical hit, the attack deals 1d6 extra damage and one ally within 5 squares gains a +2 class bonus to defenses until the end of your next turn.

Improved: The attack deals +1d6 extra damage on a critical and the bonus to defenses increases by +1 at each improvement.

BODYGUARD POWERS

ASSAULT STANCE

BODYGUARD NOVICE

Sometimes the best defense is a good offense, so you prepare yourself for the worst.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

* You gain a power bonus of +2 to damage rolls with basic attacks.

* You can take a free action at the end of each of your turns to shift 1 square.

GUARDIAN STANCE

BODYGUARD NOVICE

You stick close to your charge, keeping them as safe as possible.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

* One ally adjacent to you gains a +1 power bonus to defenses.

* You can take a free action at the end of each of your turns to shift an ally 1 square.

* If an enemy marked by you makes an attack that does not include you as a target, you may make a basic attack against that enemy as a free action.

INSIGHTFUL STANCE**BODYGUARD NOVICE**

You have been trained to read people, and through that you can anticipate what they will do.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * You gain a +2 power bonus to Insight checks.
- * You gain a +4 power bonus to initiative checks.
- * You gain a power bonus to all defenses against opportunity attacks that you provoke by moving. This bonus is equal to your Constitution modifier.

PERCEPTIVE STANCE**BODYGUARD NOVICE**

You know how to spot danger around you, and that helps you anticipate nearly anything.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * You gain a +2 power bonus to Perception checks.
- * You ignore the penalty to attack rolls for making a ranged weapon attack at long range.
- * You ignore the penalty to attack rolls imposed by partial cover and partial concealment, and you take no worse than a -2 penalty to attack rolls against targets that have superior cover or total concealment.

ASSESS THE SITUATION**BODYGUARD UTILITY**

You take a moment to study your surroundings to keep your allies out of harm's way.

Encounter * **Martial**

Move Action

Personal

Effect: Allies within 5 squares of you do not grant combat advantage and are not subject to opportunity attacks until the end of your next turn.

GUARDIAN MOVE**BODYGUARD UTILITY**

You know the best path to move your charge to get them to safety.

Encounter * **Martial**

Move Action

Personal

Effect: You and an adjacent ally move your speed. You both gain a power bonus to defenses against opportunity attacks while moving equal to 2 + your Constitution modifier

MAXIMIZE ARMOR**BODYGUARD UTILITY**

You know how to position yourself against an attack to get the best benefit from your body armor.

Encounter * **Martial**

Immediate Interrupt

Personal

Prerequisite: You must be wearing armor.

Trigger: You are hit by an attack that target's your AC.

Effect: You gain a power bonus to your AC against the attack equal to 2 + your Constitution modifier. If the attack still hits, you gain resist 5 against any damage from the attack.

HUMAN SHIELD**BODYGUARD UTILITY**

When your charge is about to be hit, you leap in the way and take the hit for him.

Encounter

Immediate Interrupt

Personal

Trigger: An adjacent ally is hit by an attack that deals damage.

Effect: You and the ally switch places and you are hit by the attack, but the attack does half damage to you.

BODYGUARD EXPERT

You know your enemy needs to fall if you want to keep your friends safe.

Encounter * Martial, Weapon

Standard Action	Melee or Ranged weapon
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Target: One Creature

Attack: Constitution + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + twice your Constitution modifier damage and target is knocked prone.

BODYGUARD EXPERT

You hit your foe to hinder him, giving you more time to get your charge to safety.

Encounter * Martial, Weapon

Standard Action	Melee or Ranged weapon
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Target: One Creature

Attack: Constitution + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Constitution modifier damage, and target is weakened and slowed (save ends both).

BODYGUARD EXPERT

You attack your foe and order your charge into a more defensive position.

Encounter * Martial, Weapon

Standard Action	Melee or Ranged weapon
<p>Attack. Make a ranged attack roll. If the roll is a critical hit, the target must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a successful throw.</p>	<p>Attack. Make a melee attack roll. If the roll is a critical hit, the target must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a successful throw.</p>

Target: One Creature

Attack: Constitution + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Constitution modifier damage, and one ally within 5 squares can shift 3 squares as a free action.

Effect: If the ally is behind concealment or cover after the move, the defense bonus provided by the cover or concealment is increased by +2.

BODYGUARD EXPERT

You slam your fist into the enemy and grab hold of him, trying to keep him from hurting your charge.

Encounter * Martial

Standard Action	Melee 1
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Target: One Creature

Attack: Strength + 1/2 your level vs. Fortitude

Requirement: You must have a hand free.

Hit: 2d8 + Constitution modifier damage, and the target is restrained (save ends).

Special: If you move to a square that is not adjacent to the target, the restrained effect ends immediately.

DAREDEVIL

You like to live life on the edge, and you take risks every day that make people think you are insane. You might be a stuntman, an extreme sports athlete, or just an adrenaline junkie.

DAREDEVIL TRAITS

Key Ability: Constitution

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Acrobatics, Athletics, Endurance, Heal, Mechanics

Trained Skills: Endurance, and any two from the list of class skills.

Brace for Impact (Special Ability): When you are subject to damage from a fall or a crash, the distance is reduced by 10 feet before determining the damage.

Improved 1: The distance is reduced by 20 feet.

Improved 2: The distance is reduced by 30 feet.

Critical (In Motion): When you score a critical hit, the attack deals 1d6 extra damage and you may shift up to your speed as a free action.

Improved: The attack deals +1d6 extra damage on a critical at each improvement.

DAREDEVIL POWERS

ATHLETIC STANCE	DAREDEVIL NOVICE
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You get ready for action, knowing you may need to move at any moment.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * You gain a +2 power bonus to Athletics checks.
- * You can take a free action at the end of each of your turns to shift 1 square.
- * As a move action, you gain a climb speed equal to your speed - 2.

CHARGING STANCE	DAREDEVIL NOVICE
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You prepare to lunge at your foe when needed, and you know the best ways to use your momentum.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * Your movement during a charge does not provoke opportunity attacks.
- * You gain a +1 power bonus to attack rolls and damage rolls for charge attacks.
- * If you hit with a charge attack, you can knock the target prone.

DEFENSIVE STANCE	DAREDEVIL NOVICE
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You throw your guard up, and prepare yourself for anything that might come your way.

At-Will * **Martial, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * You gain a +1 power bonus to your defenses.
- * You take only half damage from attacks made against you during your turn.
- * You gain a power bonus to all defenses against opportunity attacks that you provoke by moving. This bonus is equal to your Constitution modifier.

QUICK STANCE**DAREDEVIL NOVICE**

You know sometimes that swift reactions are all you need, so you prepare yourself.

At-Will * Martial, Stance

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain the following benefits.

- * You gain a +2 power bonus to Initiative checks.
- * You gain a +2 power bonus to your speed.
- * Whenever you hit or miss with an attack on your turn, you can take a free action to shift up to 2 squares.

ADRENALINE RUSH**DAREDEVIL UTILITY**

You thrill with the potential danger, and it pumps you up and gets you ready for action.

Encounter * Tactical

Free Action

Personal

Effect: You gain a +2 power bonus to one of the following abilities for the remainder of the encounter: Strength, Dexterity, or Constitution.

TAKE THE HIT**DAREDEVIL UTILITY**

You know how to roll with the punches, and how to minimize a potential lethal blow.

Encounter * Tactical

Immediate Reaction

Personal

Effect: You gain temporary hit points equal to 5 + your Constitution. After the attack is resolved, you may shift 1 square.

UNENDING STAMINA**DAREDEVIL UTILITY**

Nothing seems to slow you down, and you can keep going when others fall.

Encounter * Tactical

Free Action

Personal

Effect: You gain a +5 bonus to Endurance skill checks for the remainder of the encounter.

ALWAYS READY**DAREDEVIL UTILITY**

Even when something catches you off guard, you react instinctively.

Encounter * Tactical

Immediate Reaction

Personal

Trigger: You are surprised.

Effect: You may move up to your speed.

EXTREME MEASURES**DAREDEVIL EXPERT**

You put everything into your attack, hoping to take your foe down with a risky assault.

Encounter * Tactical

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Constitution + 1/2 your level + weapon accuracy vs. AC

Hit: 3[W] + Constitution modifier damage and target is knocked prone.

Aftereffect: You are -2 to attack rolls and your defenses until the end of your next turn.

LAST SECOND DODGE

DAREDEVIL EXPERT

As two of your foes move to attack, you wait until the last second to let them take each other down.

Encounter * Tactical

Standard Action **Close** burst 5

Special: You may shift 2 squares before the attack.

Target: Two enemies in Burst

Attack: Constitution + 1/2 your level vs. Will

Hit: You may slide the targets three squares and they make a basic attack against each other with a power bonus to the attack roll and damage roll equal to your Constitution modifier

CALL TO ACTION

DAREDEVIL EXPERT

You make a bold attack, and it inspires your allies into action.

Encounter * Tactical

Standard Action **Melee** or **Ranged** weapon

Target: One Creature

Attack: Constitution + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Constitution modifier damage, and allies within 5 squares of you may move half their speed as a free action and they gain a power bonus to their next attack roll equal to half your Constitution modifier.

ALONG FOR THE RIDE

DAREDEVIL EXPERT

You charge at your foe and tackle him, then use the momentum to carry him along with you.

Encounter * Tactical

Standard Action **Melee** 1

Special: You may move up to half your speed before the attack.

Target: One Creature

Attack: Constitution + 1/2 your level vs. Fortitude

Hit: 2d8 + Constitution modifier damage, and you push the target up to 3 squares.

Effect: You slide the same distance as the target is pushed and remain adjacent to the target during the move. If the movement would result in a fall, you and the target are -2 to the saving throw to avoid the hazard but you take half damage from the fall.

ACADEMIC

You have always had your nose in books, and it has made you an expert on many topics. You might be a researcher, a professor, or just the person who no one wants to play trivia games with.

ACADEMIC TRAITS

Key Ability: Intelligence

Defense Bonus: +1 to Will

Armor Proficiencies: None

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Conspiracy, History, Mechanics, Nature, Perception, Science, Streetwise

Trained Skills: Five from the list of class skills.

Area of Expertise (Special Ability): Pick one Intelligence or Wisdom skill you have training in, and when you use this skill you may roll two dice and take the higher result.

Improved 1: You may pick another Intelligence or Wisdom skill you have training in.

Improved 2: You may pick another Intelligence or Wisdom skill you have training in.

Critical (Gain Insight): If you score a critical hit, you gain a bonus on your next attack against the target equal to your Intelligence modifier and the target gains vulnerable 5 to damage from you until the end of your next turn.

Improved: The bonus to attack rolls is increased to 2 + your Intelligence modifier and the vulnerability is increased to 10.

ACADEMIC POWERS

DRONING FACTS

ACADEMIC NOVICE

You begin talking about your favorite subject, and soon your enemy is reeling.

At-Will * Interaction

Standard Action Ranged 5

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Will

Hit: The enemy is dazed and suffers a -2 penalty to attack rolls until the start of your next turn.

DAMAGING INSIGHT

ACADEMIC NOVICE

You predict what your enemy's next move is, and take advantage of it to hurt him.

At-Will * Tactical, Stance

Minor Action Personal

Effect: You assume a stance, and until the stance ends one target of your choice within 5 squares of you gains vulnerability equal to 1 + half your Intelligence modifier to your attacks. You may change your target as a minor action.

COUNTERING INSIGHT

ACADEMIC NOVICE

You watch your opponent's movements carefully to learn how to counter his attacks.

At-Will * Tactical, Stance

Minor Action Personal

Effect: You assume a stance, and until the stance ends may make an immediate saving throw with a power bonus throws equal to 1 + half your Intelligence modifier when hit by an attack from one target of your choice that subjects you to an ongoing effect. If you fail this immediate saving throw, you must make further saving throws against the attack as normal. You may change your target as a minor action.

TARGETING INSIGHT

ACADEMIC NOVICE

You watch your foe and calculate where he will be next so you can hit him where it hurts.

At-Will * Tactical, Stance

Minor Action Personal

Effect: You assume a stance, and until the stance ends one target of your choice within 5 squares of you suffers a penalty to its defenses equal to 1 + half your Intelligence modifier against your attacks. You may change your target as a minor action.

ART OF WAR

ACADEMIC UTILITY

You have studied the strategies of history's greatest military minds, and you can apply it to your current conflict.

Encounter * Tactical

Free Action Personal

Effect: You use this ability after a short rest prior to an encounter, and you and allies within 5 squares gain a power bonus to initiative equal to your Intelligence modifier at the start of the encounter and gain a +2 power bonus to attack rolls and defenses for the first round in the encounter.

BY THE BOOK

ACADEMIC UTILITY

You may not have training in something, but you read about it in a book once.

Encounter * Tactical

Free Action Personal

Effect: You are treated as trained in one skill of your choice until the end of the encounter.

HISTORICAL PRECEDENT

ACADEMIC UTILITY

You read about a similar situation in the past, and it helps guide your actions now.

Encounter * Tactical

Minor Action **Personal**

Effect: You gain a +2 power bonus to skill checks until the end of the encounter.

EDUCATED GUESS

ACADEMIC UTILITY

You are not sure if you know the answer, but you know enough to give it your best attempt.

Encounter * Tactical

Immediate Interrupt **Personal**

Trigger: You fail a knowledge skill check.

Effect: You reroll the skill check with a +5 power bonus.

EXPLOIT WEAKNESS

ACADEMIC EXPERT

You instruct your allies on the best way to cause maximum harm to your foe.

Encounter * Tactical

Standard Action **Ranged 5**

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Fortitude

Effect: The next ally to hit the target automatically scores a critical hit.

POWER OF LEARNING

ACADEMIC EXPERT

By taking time to learn about your foe, you help you and your allies defeat him.

Encounter * Tactical

Standard Action **Personal**

Prerequisite: You must succeed at a moderate knowledge skill check prior to using this skill. The specific knowledge skill is based on the type of enemy in the encounter.

Hit: You and all allies within 5 squares gain a power bonus to damage rolls equal to your Intelligence modifier until the end of the encounter.

KNOW THY ENEMY

ACADEMIC EXPERT

Having studied your foe, you know the best ways to take him out.

Encounter * Tactical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Fortitude

Hit: You gain a power bonus to hit the target equal to your Intelligence modifier and the target gains vulnerability 5 to your attacks until the end of the encounter.

HISTORY LESSON

ACADEMIC EXPERT

You inform your foe about similar situations in the past, and how his defeat is preordained.

Encounter * Interaction

Standard Action **Ranged 5**

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Will

Hit: The target suffers a penalty to attack rolls and defenses equal to your Intelligence modifier (save ends).

Aftereffect: The target suffers a -2 penalty to attack rolls and defenses until the end of your next turn.

TECHIE

You love gadgets and devices, and you are an expert in using them and fixing them. You may be an engineer, a technician, or an inventor.

TECHIE TRAITS

Key Ability: Intelligence

Defense Bonus: +1 to Reflex

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Implements: Toolkit, Computer

Class Skills: History, Mechanics, Perception, Science

Trained Skills: Mechanics and any two from the class skill list.

Robot Servitor (Special Ability): You have a robot servitor whose actions you can control. You must spend a minor action to activate the robot, and you use your actions to operate the robot by using a special control device. You must spend a move action for the robot to move, a standard action for it to use its standard action, and a minor for it to use an action that requires a minor action. The robot is not capable of independent action, and if you are unable to give it direction it remains in its last location. The robot is also incapable of taking opportunity or immediate actions. You can restore lost hit points to your robot during a short or extended rest by making a moderate Mechanics skill check to restore your surge value, or a hard skill check to restore all of its hit points.

Robot Servitor

Small natural animate (robot)

HP your bloodied value

AC 14, **Fortitude** 14, **Reflex** 14, **Will** 12

(add your level to each defense)

Initiative equal to yours

Perception equal to yours -2

Speed 6

Low-light vision

Traits

Robot Sensors * At-Will

As a minor action you can see and hear through the robot's sensors, and you can make a Perception check through the robot with a -2 penalty.

Standard Actions

Robot Weapon * At-Will (basic melee)

Attack: Melee 1 (one creature); your level + 5 vs. AC

Hit: 1d6 + your Intelligence modifier + 2 damage.

Robot Proxy * At-Will

Effect: You may make a skill check that involves physical manipulation through the robot. This includes uses of skills such as Mechanics, Science, and Thievery. When using the skill in this way, you suffer a -5 penalty to the skill check.

Str 14

Dex 18

Wis 10

Con 20

Int 2

Cha 2

Improved 1: You may pick one new ability for your robot servitor from the following list:

- * Your robot gains a climb speed of 4.
- * You add one one-handed or two-handed military ranged weapon to your robot. This weapon may be used as a ranged basic attack with bonus damage equal to your Intelligence modifier.
- * You eliminate the penalty to Perception checks and add Darkvision.

Improved 2: You may pick one new ability for your robot servitor from the following list or one from the previous list:

- * Your robot gains a flight speed of 6 (hover).
- * The base damage for your robot's melee basic attack increases to 1d10.
- * The penalty for using skills through the robot is reduced to -2.

Critical (Robot Aid): When you score a critical hit, if your robot servitor is active it makes a basic attack against the target as a free action. If your servitor is not active, the attack does +1d6 additional damage.

Improved: If your robot servitor is active, the servitor's attack is +1 to hit and +1d8 damage at each improvement. If it is inactive, the attack does an additional +1d6 damage at each improvement.

TECHIE POWERS

FACTORY FLAW	TECHIE NOVICE
<i>You know the enemy's equipment better than he does, and you use that knowledge to your advantage.</i>	

At-Will * **Technical**

Minor Action

Personal

Effect: You choose one enemy within 10 squares of you, and you may choose one of the following effects that lasts until the start of your next turn.

- * The enemy is -1 to attack rolls against you.
- * The enemy is -2 to damage rolls against you.
- * The enemy is -2 to its AC defense against attacks from you.

Special: This power only works on attacks that have the weapon or implement keyword or on targets that are wearing armor.

QUICK TWEAK	TECHIE NOVICE
<i>You make a quick adjustment to your gear, trying to get the most out of it.</i>	

Weapon * **Technical, Implement**

Move Action

Personal

Effect: You may choose one of the following effects when you use this power, and the effect lasts until the start of your next turn.

- * You gain a +1 power bonus to your next attack roll.
- * You gain a +2 power bonus to your next damage roll.
- * You gain a +2 power bonus to your AC defense.
- * You gain a +2 power bonus to your next Mechanics or Science skill roll.

Special: This power only works on attacks that have the weapon or implement keyword, skill uses that require mechanical or technological equipment, or if you are wearing armor.

TECHNOBABBLE	TECHIE NOVICE
<i>As your enemy closes in, you start explaining your theories to him to befuddle him.</i>	

At-Will * **Interaction**

Standard Action

Ranged 5

Target: One Creature

Attack: **Intelligence** + 1/2 your level vs. Will

Hit: Intelligence modifier psychic damage and target is dazed until the end of your next turn.

ROBOT ATTACK	TECHIE NOVICE
<i>Thanks to your programming, you can get the most out of your robot.</i>	

At-Will * **Technical**

Standard Action

Personal

Effect: Your robot servitor makes a basic attack as a free action, and gains a +1 power bonus to attack rolls and +2 power bonus to damage rolls with this attack.

DIRECT INTERFACE	TECHIE UTILITY
<i>You get right into the guts of a machine so that you have better access to do what you need.</i>	

Encounter * **Technical, Implement**

Free Action

Personal

Effect: You gain a +5 power bonus to your next Mechanics or Science skill check to operate or repair a technological device.

FIREWALL	TECHIE UTILITY
<i>You know ways to keep your robot safe in the thick of things.</i>	

Encounter * **Technical**

Free Action**Personal**

Effect: Your robot servitor gains a +5 power bonus to its defenses until the end of your next turn.

TECH SUPPORT**TECHIE UTILITY**

When one of your allies has trouble with a technical task, you are right there to guide him through it.

Encounter * Technical, Implement

Immediate Reaction**Personal**

Trigger: An ally fails a Mechanics or Science skill check to operate a technological device.

Effect: You make the same skill roll with a +5 power bonus as a free action.

VOID THE WARRENTY**TECHIE UTILITY**

You modify a piece of equipment to work beyond its specs, but it has a cost.

Encounter * Technical, Implement

Special**Personal**

Effect: You spend this power after a short rest to enhance one item that has mechanical or electronic components. The enhancement lasts until the end of the next encounter, and you may choose the enhancement gained from the following list of options.

- * Weapon: +1 power bonus to attack rolls and +4 power bonus to damage rolls.
- * Armor: +2 power bonus to AC and gains resist 5 to attacks with the weapon keyword.
- * Implement or Other Item: +5 power bonus to any skill check that uses the item.
- * Vehicle: +2 power bonus to checks to operate vehicle and +5 to speed.

Special: After the encounter, the modified piece of equipment is rendered inoperable. A successful hard Mechanics check during an extended rest is required to get the equipment operational again at its original abilities.

BLUE SCREEN OF DEATH**TECHIE EXPERT**

You know the right way to disable your enemy's equipment.

Encounter Weapon

Standard Action

Ranged 10

Target: One Creature

Attack: Intelligence + 1/2 your level vs. Reflex

Hit: The target can not make any attacks with any power that has the implement or weapon keyword (save ends).

Aftereffect: The target is weakened with any power that has the implement or weapon keyword (save ends).

MAJOR TWEAK**TECHIE EXPERT**

You make a significant but temporary adjustment to a piece of your equipment.

Encounter * Technical, Implement

Move Action**Personal**

Effect: You may choose one of the following effects when you use this power, and the effect lasts until the start of your next turn.

- * You gain a power bonus to your next attack roll equal to your Intelligence modifier and you score a critical hit on a 19 or 20.
- * Your next damage roll is 2[W] plus twice your Intelligence modifier.
- * You gain a +4 power bonus to your AC defense and gain resist equal to 2 + your Intelligence modifier
- * You gain a +5 power bonus to your next Mechanics or Science skill roll and if you fail, you can reroll the skill check.

Special: This power only works on attacks that have the weapon or implement keyword, skill uses that require mechanical or technological equipment, or if you are wearing armor.

OVERLOAD

TECHIE EXPERT

You quickly modify a piece of seemingly normal technology, making it a deadly weapon.

Encounter * Technical, Implement

Standard Action

Special

Effect: You may choose to affect either a Close blast 2 or an Area burst 1 within 10 squares when you use this power. Make a Mechanics skill check and use the result to determine the damage of the attack:

- * 15 or less: 1d8 + Intelligence modifier.
- * 16 to 25: 2d8 + Intelligence modifier.
- * 25 or higher: 3d8 + Intelligence modifier.

Target: Creatures in Blast or Burst

Attack: Intelligence + 1/2 your level vs. Reflex

Hit: See above for damage.

Miss: Half damage.

Special: If you use this power as a full action, you get a +5 power bonus to the Mechanics check to determine the effects.

ROBOT ASSAULT

TECHIE EXPERT

You know your robot well enough to coordinate your attacks.

Encounter * Technical, Weapon

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Intelligence + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Intelligence modifier damage.

Effect: Your robot servitor can take a free action to move up to its speed and then make a basic attack.

INVESTIGATOR

You know that the truth is out there if you dig deep enough, and you are willing to look for it. You may be a reporter, a detective, or even just a lone conspiracy theorist.

INVESTIGATOR TRAITS

Key Ability: Wisdom

Defense Bonus: +1 to Will

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Bluff, Conspiracy, Diplomacy, Insight, Intimidate, Perception, Streetwise

Trained Skills: Perception and any three from the class skill list.

Contacts (Special Ability): You have a contact that has access to a skill that you do not have training in, and once per game session you may have this contact make a skill check for you. The contact has a bonus to the skill check equal to your Wisdom modifier + your level +5, and you may use this ability as part of a normal skill check or as part of a skill challenge. You must have the ability to communicate with or visit your contact, depending on the skill use needed. You may use this ability again during a session, but you are required to pay your contact in money or services equal to \$100 times your level.

Improved 1: You gain another contact with a different skill, and you may use this special ability twice per game session.

Improved 2: You gain another contact with a different skill, and you may use this special ability three times per game session.

Critical (Hidden Weakness): If you score a critical hit, the target gains vulnerability 10 against the next damage that you deal to it.

Improved: The vulnerability increases by 5 at each improvement.

INVESTIGATOR POWERS

THE TRUTH HURTS

INVESTIGATOR NOVICE

You have insight into your foe, and you shock him with his own hidden secrets.

At-Will * Interaction

Standard Action

Ranged 5

Target: One Creature

Attack: Wisdom + 1/2 your level vs. Will

Hit: Wisdom modifier psychic damage and target is immobilized until the start of your next turn.

DEFENSIVE INSIGHT

INVESTIGATOR NOVICE

You watch how your opponent attacks, and you learn how to anticipate his strikes.

At-Will * Tactical, Stance

Minor Action

Personal

Effect: You assume a stance, and until the stance ends one target of your choice within 5 squares of you suffers a penalty to attacks rolls against you equal to 1 + half of your Wisdom modifier. You may change your target as a minor action.

BANTERING STANCE

INVESTIGATOR NOVICE

You pepper your foes with taunts and verbal jabs as you fight, wearing them down with more than bullets.

At-Will * Interaction, Stance

Minor Action

Personal

Effect: You assume a stance, and until the stance ends your attacks on targets within 5 squares of you do additional psychic damage equal to 1 + half of your Wisdom modifier.

UNDERMINING INSIGHT

INVESTIGATOR NOVICE

You see a weakness in your opponent's strikes and exploit it.

At-Will * Tactical, Stance

Minor Action

Personal

Effect: You assume a stance, and until the stance ends one target of your choice has a penalty to its damage rolls against you equal to 1 + half your Wisdom modifier. You may change your target as a minor action.

SHED SOME LIGHT

INVESTIGATOR UTILITY

As a seeker of truth, you are skilled at helping those around you see it too.

Encounter * Tactical

Free Action

Personal

Effect: You and all allies within 5 squares gain a +5 power bonus to Perception checks until the end of your next turn.

LEAP OF LOGIC

INVESTIGATOR UTILITY

You may not have all the facts, but you are able to come to a solid conclusion.

Encounter * Tactical

Immediate Interrupt

Personal

Trigger: You fail an Insight or Perception skill check.

Effect: You reroll the skill check with a +5 power bonus.

MASTER DETECTIVE

INVESTIGATOR UTILITY

You are very astute and able to pick up on the most subtle clues.

Encounter * Tactical

Free Action

Personal

Effect: When you use Insight or Perception during your next skill challenge, your successes count as two successes.

CALL IN A FAVOR**INVESTIGATOR UTILITY**

Your contact owes you one, and you make sure that he pays up.

Daily * Tactical**Free Action****Personal**

Effect: You may call upon your contact for a favor other than using their chosen skill. When you use this power, you may choose one of the following effects.

- * You gain access to one piece of equipment for the remainder of the game session with a value equal to or less than your level times \$1000.
- * Your ally helps you gain favorable circumstances for your next encounter, and you and your allies automatically have surprise.
- * The contact provides another favor such as access to a particular location, transportation, or an answer to a specific question, all subject to DM approval.

DAMNING EVIDENCE**INVESTIGATOR EXPERT**

You dig up dirt on your foe that will bring him to his knees.

Encounter * Tactical**Special****Ranged 10**

Effect: You use this power after a short rest, and you must make either a Perception or Insight skill check and use the result to determine the damage of the attack.

- * 15 or less: 2d8 + Wisdom modifier psychic damage.
- * 16 to 25: 3d8 + Wisdom modifier psychic damage.
- * 25 or higher: 4d8 + Wisdom modifier psychic damage.

Once you have made this check, you may use the following attack as a free action before you take another extended rest.

Target: One Creature

Attack: Wisdom + 1/2 your level vs. Will

Hit: See above for damage.

Miss: Half damage.

REVEAL BETRAYAL**INVESTIGATOR EXPERT**

You inform your foe that one of his allies is a traitor, whether it is true or not.

Encounter * Interaction**Standard Action****Ranged 5**

Target: One Creature

Attack: Wisdom + 1/2 your level vs. Will

Hit: The target slides 3 squares and makes a basic attack against one enemy of your choice.

Aftereffect: The target is dominated (save ends). While dominated, you may only direct the target to make attacks against the same enemy of the initial attack.

ACCURATE PROFILE**INVESTIGATOR EXPERT**

You know your foe so well by this point, that you are able to counter nearly anything he does.

Encounter * Tactical**Standard Action****Ranged 10**

Target: One Creature

Attack: Wisdom + 1/2 your level vs. Will

Hit: You gain a power bonus to your defenses against the target equal to your Wisdom modifier and you gain resist 5 to all damage from the target until the end of the encounter.

INSIGHTFUL ACCUSATION**INVESTIGATOR EXPERT**

You realize a deep, dark secret of your foe, and you shock him and his allies with your knowledge of it.

Encounter * Interaction

Standard Action

Close burst 5

Target: Enemies in Burst

Attack: Wisdom + 1/2 your level vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and target is immobilized and weakened (save ends both).

Aftereffect: One target of your choice hit by the power takes 10 ongoing psychic damage (save ends).

MEDIC

You are trained in medical skills and are able to bring people back from the brink of death. You might work as a doctor, a nurse, or an EMT.

MEDIC TRAITS

Key Ability: Wisdom

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Diplomacy, Endurance, Heal, Insight, Perception, Science

Trained Skills: Heal and any three from the class skill list.

First Aid (Special Ability): Once per encounter you or an adjacent ally can spend a healing surge and regain 2d6 additional hit points.

Improved 1: You can use this ability twice per encounter.

Improved 2: The additional hit points healed is increased to 4d6.

Critical (Rejuvenating Hit): If you score a critical hit, allies within 5 squares of you may spend a healing surge.

Improved: Allies who spend a healing surge gain back an additional 1d6 hit points at each improvement.

MEDIC POWERS

PROTECTIVE AURA**MEDIC NOVICE**

You direction and guidance keeps allies around you safe.

At-Will * Tactical, Aura

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action, until you use another aura power, or until you fall unconscious.

While in this aura, allies gain a +1 power bonus to defenses and a +2 power bonus to saves against ongoing conditions.

REJUVINATING AURA**MEDIC NOVICE**

Your close presence keeps your allies motivated to stay in the fight.

At-Will * Tactical, Aura

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action, until you use another aura power, or until you fall unconscious.

While in this aura, allies gain temporary hit points equal to your Wisdom modifier

STABILIZING AURA**MEDIC NOVICE**

You make sure that any ally that falls near you is kept alive and wounded allies are stable.

At-Will * Tactical, Aura

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action, until you use another aura power, or until you fall unconscious.

While in this aura, allies gain a +2 power bonus to saves against ongoing damage and allies reduced to 0 hit points always succeed on their death saves.

TACTICAL AURA

MEDIC NOVICE

You directions help nearby allies maneuver in combat to keep them as safe as possible.

At-Will * Tactical, Aura

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action, until you use another aura power, or until you fall unconscious.

Allies that start their turn in this aura may shift up to 3 squares as a free action and gain a +1 power bonus to attack rolls during their next turn.

EXPERT HEALER

MEDIC UTILITY

When it comes to medicine, you are one of the best there is.

Encounter

Free Action

Personal

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

MEDICAL MIRACLE

MEDIC UTILITY

Everyone thinks one of your allies has fallen, but you will prove them otherwise.

Daily * Tactical, Healing

Standard Action

Personal

Requirement: You must use this power during a short rest.

Target: One creature that has died within the last encounter.

Effect: The target is restored to life at 1 hit point and half of its total healing surges. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached 2 milestones or has taken 2 extended rests.

RUSH TO HELP

MEDIC UTILITY

When an ally needs your help, you won't let anything stop you from getting to their side.

Encounter * Tactical

Move Action

Personal

Effect: You move up to your speed and this movement does not provoke attacks of opportunity.

QUICK PATCH

MEDIC UTILITY

You are so skilled that you can treat a wound in a blink of an eye.

Encounter * Tactical, Healing

Minor Action

Personal

Effect: You or an adjacent ally may either gain hit points equal to 5 + your Wisdom modifier or make a saving throw with a +2 power bonus.

CEASEFIRE

MEDIC EXPERT

You convince the enemy to halt aggressions long enough to tend to your wounded.

Daily * Interaction

Standard Action

Close burst 10

Target: Creatures in Burst

Effect: Creatures in the burst may not make any attack action until the end of your next turn. If you or any creature not affected by the power takes any kind of aggressive action during that time, the effect ends immediately.

Special: This power only works on creatures that have an Intelligence of 6 or higher.

HEALING PRESENCE

MEDIC EXPERT

You bravery intimidates your foes and it bolsters you and your allies to keep on fighting.

Encounter * Tactical, Fear, Healing

Standard Action

Close burst 3

Target: Enemies in Burst

Attack: Intelligence + 1/2 your level vs. Will

Hit: The target is pushed 2 squares and is weakened until the end of its next turn.

Effect: You and your allies in the burst gain temporary hit points equal to 5 + your Intelligence modifier.

PROTECT THE FALLEN

MEDIC EXPERT

You will do anything in your power to keep a wounded friend from harm.

Encounter * Tactical, Zone

Standard Action

Close burst 5

Requirement: You must be adjacent to an ally who is bloodied or reduced to 0 hit points.

Effect: The burst creates a zone that lasts until the start of your next turn. You can make a basic attack as a free action against any enemy that starts their turn in the zone or if the enemy enters the area of the zone.

Sustain Standard: The zone persists until the start of your next turn.

Special: The effect immediately ends if you move or are moved away from the adjacent ally or if the ally is no longer bloodied.

OUT OF DANGER

MEDIC EXPERT

You distract the enemy so a wounded ally can get to safety.

Encounter * Tactical, Weapon

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Intelligence + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] + Wisdom modifier damage.

Effect: One bloodied ally within 5 squares can shift up to their speed.

NEGOTIATOR

You have a way with people, and you know how to resolve the most tense situations. You might be a police negotiator, a diplomat, or you are just skilled at conflict resolution.

NEGOTIATOR TRAITS

Key Ability: Charisma

Defense Bonus: +1 to Will

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Bluff, Diplomacy, Heal, Insight, Perception, Streetwise

Trained Skills: Diplomacy and any three from the class skill list.

Improved Aid (Special Ability): When you take an action to aid another, if you are successful the bonus you provide is increased to +3.

Improved 1: You gain a +2 power bonus to the skill check or ability check to aid another, and if you fail the check your ally does not take a penalty to the attempt..

Improved 2: The bonus you provide increases to +4.

Critical (Teamwork): If you score a critical hit, one ally within 10 squares may make a basic attack against the same target as a free action.

Improved: An additional ally within 10 squares can make a basic attack at each improvement.

NEGOTIATOR POWERS

COMBAT HESITATION	NEGOTIATOR NOVICE
<i>You implore your enemy to stop hostilities against you, even if just for a moment.</i>	
At-Will * Interaction	
Standard Action	Ranged 5
Target: One Creature	
Attack: Charisma + 1/2 your level vs. AC	
Hit: The target is dazed and may not take an attack action against you until the start of your next turn.	

FOCUS ON ME	NEGOTIATOR NOVICE
<i>You try to keep the enemy's attention on you so your allies can be safe.</i>	
At-Will Weapon	
Standard Action	Melee 1
Target: One Creature	
Attack: Charisma + 1/2 your level vs. AC	
Hit: The target is marked by you and suffers a -2 penalty to attack rolls until the start of your next turn.	
Effect: If the target makes an attack that does not include you as a target while it is marked, you may make a basic attack against the target as a free action.	

GIVE ORDERS	NEGOTIATOR NOVICE
<i>You direct one of your allies on the best way to attack the enemy.</i>	
At-Will * Interaction	
Standard Action	Personal
Effect: One ally within 5 squares of you shifts 2 squares and makes a basic attack as a free action.	

INSPIRATIONAL PRESENCE	NEGOTIATOR NOVICE
<i>When you are close by, your friends feel more confident in their abilities.</i>	
At-Will * Interaction, Aura	
Minor Action	Personal
Effect: You activate an aura 1 that lasts until you end it as a minor action, until you use another aura power, or until you fall unconscious. While in this aura, allies gain a +1 power bonus to attack rolls, to saving throws, and to one defense of their choice. As long as the ally remains in the aura, they can change which defense receives the bonus at the start of their turn.	

MASTER DIPLOMAT	NEGOTIATOR UTILITY
<i>Even before negotiations begin, something about you puts the other side at ease.</i>	
Encounter * Interaction	
Free Action	Personal
Effect: The DC of your first Diplomacy skill check in an interaction is reduced by 5.	

ENCOURAGING WORDS	NEGOTIATOR UTILITY
<i>When your allies need it most, your words help them give their best.</i>	
Encounter * Interaction	
Standard Action	Personal
Effect: Allies within 5 squares of you gain a +2 power bonus to ability checks and skill checks until the end of the encounter.	

INSPIRING SPEECH	NEGOTIATOR UTILITY
<i>As battle rages around you, you shout encouragement to your allies that makes them strive for victory.</i>	
Encounter * Interaction	

Standard Action**Personal**

Effect: Allies within 5 squares of you gain a +1 power bonus to attack rolls and damage rolls until the end of the encounter.

RALLYING SPEECH**NEGOTIATOR UTILITY**

Your allies are weary, but you give a speech that reinvigorates them and keeps them fighting.

Daily * Interaction**Free Action****Personal**

Effect: If you spend this power after a short rest, you and all of your allies regain one quarter of their spent healing surges.

COORDINATED ATTACK**NEGOTIATOR EXPERT**

You direct your allies to strike at a powerful foe, hoping to bring him down with concentrated fire.

Encounter * Tactical**Standard Action****Close burst 10**

Target: One creature in Burst

Effect: Up to three allies in the burst can make a basic attack against the target as a free action, and your allies gain a +2 power bonus to the attack roll.

MOVE VALUABLE ALIVE**NEGOTIATOR EXPERT**

You convince your enemies that your death is a mistake, so they are wary of using lethal force.

Encounter * Interaction**Standard Action****Close burst 5**

Target: Enemies in Burst

Attack: Charisma + 1/2 your level vs. Will

Hit: Target is weakened and its attacks cannot reduce a creature below 1 hit point (save ends both).

Aftereffect: Target's attacks cannot reduce a creature below 1 hit point (save ends).

PEACEMAKER**NEGOTIATOR EXPERT**

As battle rages around you, you try to get hostilities to stop so more diplomatic solutions can be reached.

Encounter * Interaction**Standard Action****Close burst 5**

Target: Creatures in Burst

Attack: Charisma + 1/2 your level vs. AC

Hit: Target can not take attack actions and is immobilized (save ends).

Aftereffect: Target is -2 to attack rolls until the end of its next turn.

Special: If the target is attacked, the effect ends immediately and it can make a basic attack against the attacker as a free action.

TALK DOWN**NEGOTIATOR EXPERT**

You convince one of your foes that further aggressions are not worth it, and to walk away.

Encounter * Interaction**Standard Action****Ranged 5**

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: Target is stunned (save ends).

First Failed Save: The target slides a number of squares equal to twice its move towards the edge of the battlefield as a free action. If it reaches the edge of the battlefield and still has movement left, it is removed from play and does not return to the battle.

For each failed saving throw after the first, it will take the same action until it moves off the battlefield or successfully saves.

Special: If the target is attacked, the effect ends immediately and it can make a basic attack against the attacker as a free action.

CON ARTIST

You know how we weave a web of lies and deceit that few people can penetrate. You may use your talents as a salesperson, a grifter, or even in politics, but few people know that you are not what you appear to be.

CON ARTIST TRAITS

Key Ability: Charisma

Defense Bonus: +1 to Will

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Choose two from One-Handed Military Ranged

Class Skills: Bluff, Diplomacy, Insight, Perception, Streetwise, Thievery

Trained Skills: Bluff and any three from the class skill list.

Can't Trick the Trickster (Special Ability): Any attempt to use the Bluff skill on you is at a -5 penalty to the skill roll.

Improved 1: This penalty also applies to use of the Intimidate skill.

Improved 2: The penalty is increased by an amount equal to your Charisma modifier.

Critical (Combat Trick): When you score a critical hit, the target makes a basic attack against an enemy of your choice, including the target itself.

Improved: The attack deals +1d6 extra damage on a critical at each improvement.

CON ARTIST POWERS

AGGRAVATING TAUNT

CON ARTIST NOVICE

You know exactly how to get under your enemy's skin and throw him off his game.

At-Will * **Interaction**

Move Action **Ranged 5**

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: Target is -2 to attack rolls and defenses until the end of your next turn.

FALSE FRIEND

CON ARTIST NOVICE

You make your enemy believe that you are really his ally with a quick lie.

At-Will * **Interaction**

Move Action **Ranged 5**

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: The target will not make any attacks or take opportunity actions against you (save ends).

Special: If you make an attack against the target or any of the target's allies, the effect ends immediately. You also can not use this power against any creature that you have attacked during the encounter.

HE DID IT!

CON ARTIST NOVICE

You convince your foe that one of his allies has turned against him in the hopes of sowing discord.

At-Will * **Interaction**

Standard Action **Ranged 5**

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: The target makes a basic attack against one enemy of your choice.

MISDIRECTING STRIKE**CON ARTIST NOVICE**

You make an attack that throws off your foe, making him question who is attacking him.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Charisma + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Charisma modifier damage, and the target's next attack roll is at -2.

CHANGE YOUR STORY**CON ARTIST UTILITY**

You are almost caught in a lie, but you quickly recover to keep the deception going.

Encounter * Interaction

No Action **Personal**

Trigger: You fail a Bluff skill check.

Effect: You gain a +5 power bonus to your next Bluff skill check.

DISTRACTING PRESENCE**CON ARTIST UTILITY**

Your very presence is enough to create an opportunity for one of your allies.

Encounter * Interaction

Minor Action **Personal**

Effect: One enemy within 5 squares of you grants combat advantage an ally of your choice until the end of your next turn.

WEAR THEM DOWN**CON ARTIST UTILITY**

Your constant berating and taunts take their toll on your foe, lowering his resolve to your next manipulation.

Encounter * Interaction

Minor Action **Personal**

Effect: Your opponent suffers a penalty to their Will defense against your next attack equal to your Charisma modifier

WEB OF LIES**CON ARTIST UTILITY**

Your skills as manipulating others allow you to easily make falsehoods seem like truths.

Encounter * Interaction

No Action **Personal**

Effect: Until the end of your next turn, when you roll a Bluff check you may roll two dice and take the higher roll for your result.

INTO THE FIRE**CON ARTIST EXPERT**

You manage to maneuver your foe right into the middle of the battle, and he suffers greatly for it.

Encounter * Interaction

Standard Action **Ranged 5**

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: You slide the target your Charisma modifier in squares, and any three allies or enemies within 5 squares of the target make basic attacks against him.

MASS DISTRACTION**CON ARTIST EXPERT**

You manage to draw the attention of your enemies away from your allies, providing your friends an opening.

Encounter * Interaction

Standard Action **Close burst 3**

Target: Enemies in Burst

Attack: Charisma + 1/2 your level vs. Will

Hit: Target grants combat advantage and is -2 to defenses (save ends both).

MASS MANIPULATION

CON ARTIST EXPERT

You create a lie so good, it has your foes right in the palm of your hand.

Encounter **Weapon**

Standard Action **Area** blast 2 within 5

Target: Enemies in Blast

Attack: Charisma + 1/2 your level vs. Will

Hit: You slide the target 3 squares and the target is dazed (save ends)

First Failed Save: Target is dominated (save ends all)

UNDERMINE CONFIDENCE

CON ARTIST EXPERT

You convince the target that has no hope of defeating you and your allies.

Encounter * Interaction

Standard Action **Ranged** 5

Target: One Creature

Attack: Charisma + 1/2 your level vs. Will

Hit: Charisma modifier psychic damage and target can not take attack actions (save ends).

Aftereffect: Target is weakened (save ends).

SKILLS

SKILLS

Skill	Key Ability
Acrobatics	Dexterity
Athletics	Strength
Bluff	Charisma
Conspiracy	Intelligence
Diplomacy	Charisma
Endurance	Constitution
Heal	Wisdom
History	Intelligence
Insight	Wisdom

Skill	Key Ability
Intimidate	Charisma
Mechanics	Intelligence
Nature	Wisdom
Perception	Wisdom
Science	Intelligence
Stealth	Dexterity
Streetwise	Charisma
Thievery	Dexterity

Conspiracy

Intelligence

There are many secrets in the world, and the Conspiracy skill represents knowledge of the hidden things that lurk in the shadows. Depending on the nature of the campaign world, this skill may represent knowledge in hidden government programs, alien visitation, secret cults, religious traditions, ancient magicks, or all of the above. Training in this skill represents education the supernatural and the unknown, either through esoteric forms of formal learning or through diligent research and pouring over repositories of hidden lore. This could include ancient tomes, religious and philosophical traditions, or the websites of wacko conspiracy theorists full of blacked out government documents. If it is mysterious, strange, and hidden from the world at large, this skill covers it.

Hidden Knowledge

Make a Conspiracy check to recall a relevant piece of secret lore or to recognize a clue related to something supernatural or unknown. If you have training in Conspiracy, you may also use the skill to detect signs that indicate the presence of something unnatural, such as recent use of magic or psionic abilities. This takes a standard action and you must be within 5 + your level squares of the source, and it is usually a hard DC check unless the source is especially powerful. Depending on the campaign setting, the ability might be careful examination of the scene, a natural sensitivity to paranormal energies, or the ability to hone in on unnatural things because of how they affect the natural world.

Success: You detect the use of a paranormal ability or the presence of a paranormal object, if any. If it is within line of sight, you detect pinpoint the actual location. If it is not within line of sight, you detect the direction of the paranormal energy source but not the exact location or distance.

Failure: You detect nothing, or nothing is within range to detect. You can't try again until after a short rest.

Monster Knowledge

Fey, Immortal, Shadow, Undead

Make a Conspiracy check to identify a creature that is undead, or that has the fey, immortal, or shadow origin.

IMPROVISING WITH CONSPIRACY

- * Using a ritual from an dusty book of magic to banish a demonic creature (hard DC)
- * Figure out the meaning of a strange piece of recovered alien technology (hard DC)
- * Use your knowledge about a secret cult to know the right things to say to infiltrate them (moderate DC)

Mechanics

Intelligence

Heroes typically use Mechanics to operate, diagnose, and repair mechanical and electronic devices in both normal and dangerous situations. It also includes an understanding on how different machines work, and how to make them stop working. This skill also includes an understanding of how to build and repair computers, but programming and hacking computers is covered by the Science skill. Training in this skill represents an education in how to build and repair devices and machines, whether from a trade school, an engineering degree, or years of experience working in a repair shop.

Mechanical Knowledge

Make a Mechanics check to recall a relevant piece of knowledge about a mechanical or electronic device, or to attempt to operate an unfamiliar piece of technology. It can also be used to determine what is wrong with a damaged or malfunctioning piece of equipment.

Mechanics can also be used to disable mechanical hazards, electronic security devices, or traps with mechanical or electronic components. This is usually a standard action, and you must be adjacent to most devices to attempt to disable them.

Success: You disable the device. Some devices, however, require multiple checks to be disabled.

Failure by 4 or Less: Nothing happens, unless the device's description says otherwise.

Failure by 5 or More: You trigger the device.

Make Repairs

One of the most common uses of this skill is to repair damaged devices, usually in the form of restoring lost hit points. This process represents replacement of damaged components and rebuilding the structure of the device, and for most machines it requires at least basic tools and replacement parts. Enterprising heroes will use whatever is at hand to get their gear back in working order, but extensive repairs will require time and the appropriate resources. The time involved depends on the amount of damage the device has suffered and the size of the device in question, with a simple repair to a small device taking a short rest and a complex rebuilding of a damaged vehicle taking extended rests. The DM will determine the exact time that it takes to repair a given item. The DC of the repair depends on how damaged the device is: easy DC for minor damage (more than half total hit points remaining), moderate DC for moderate damage (at half hit points or less but above 0 hit points), and hard DC for severe damage (at 0 hit points or below). The DM may decide that a vehicle that is destroyed is beyond repair.

Success: You repair the device and it is restored to its total hit point value.

Failure by 4 or Less: You are unable to repair the device, and you may not attempt again until after an extended rest.

Failure by 5 or More: You ruin the device, and further attempts to repair it are ineffective.

Monster Knowledge

Construct

Make a Conspiracy check to identify a creature that is a construct.

IMPROVISING WITH MECHANICS

- * Know a design flaw in a security system so that you and your allies can bypass it (hard DC)
- * Sabotaging an automobile to prevent pursuit (moderate DC)
- * Learn the basic functions of a mysterious or alien piece of technology (hard DC)

Science

Intelligence

The Science skill encompasses knowledge of the various natural, applied, and formal sciences such as chemistry, computer science, physics, and mathematics. This skill also represents the ability to program and hack into computer systems, as well as the ability to create and disable explosive devices. Training in this skill represents formal education from a college or university, experience in research, or an accumulation of knowledge over the years on a variety of scientific subjects.

Scientific Knowledge

Make a Science check to recall a relevant piece of knowledge about a scientific principle or theory, or to conduct an scientific experiment. It can also be used to identify an unusual but natural phenomenon or an unknown substance.

Science can also be used to create or disable explosive devices or traps with explosive components. This is usually a standard action, and you must be adjacent to most devices if you are attempting to disable them. Creating a explosive requires at least basic chemical components and a place to properly mix them together.

Success: You disable the device. Some devices, however, require multiple checks to be disabled. If you are creating an explosive, you create one charge and the DM will determine the damage and effect of the created explosive.

Failure by 4 or Less: Nothing happens, unless the device's description says otherwise. If you are creating an explosive, the charge is a dud. You must make a moderate Science check to recognize that the explosive is ineffective.

Failure by 5 or More: You trigger the device or the explosive you are creating.

Computer Programming/Hacking

One of the most common uses of this skill is program computers and hack into computer systems to retrieve data or cause havoc. Creating a new program may improve the utility of a computer or may help solve a problem that the characters are facing. Hacking into another computer system may help find valuable information or clues, may hamper your foes ability to use their computers against you, or it might be the easiest way to disable a building's security devices. The DM will determine the exact time that it takes to create a program or hack into a given system. The DC for creating a computer program depends on the complexity of the program, but most programs are a moderate DC. Success means that the program is created successfully, and failure means that the program does not function and you may attempt again after a short rest. For hacking attempts, the DC is either a standard DC determined by the complexity of the target computer's defenses or an opposed roll against the Science skill of the NPC computer administrator or AI.

Success: You hack into the system. Some devices, however, require multiple checks to be accessed. You may now retrieve information (moderate or hard DC), or modify the computer's systems (moderate or hard DC).

Failure by 4 or Less: You fail to hack into the system, but you are not detected. You may attempt to hack in again after a short rest, but the DC for further attempts is increased by 5 for each failure.

Failure by 5 or More: You fail to hack into the system and you alert its defenses. You must make an immediate hard DC Science check or an opposed roll against the administrator's Science skill. If you fail this check, you are detected and the administrator determines where the hack attempt came from. Any further attempts to hack into this system have the DC increased by 10.

Monster Knowledge

Aberrant, Elemental

Make a Conspiracy check to identify a creature that has the aberrant or elemental origin.

IMPROVISING WITH SCIENCE

- * Create an cure for a biological agent created by your enemies (hard DC)
- * Use knowledge on geology to find the best way to cross a dangerous lava flow (hard DC)
- * Recognize that a fallen enemy has been genetically modified (moderate DC)

FEATS

FEAT CATEGORIES

ARMOR TRAINING

Armor Finesse
Armor Proficiency: Heavy
Armor Proficiency: Light
Heavy Armor Agility
Shield Finesse
Shield Proficiency: Heavy
Shield Proficiency: Light

COMBAT INSIGHT

Battlewise
Blindfighting Sentinel
Blindfighting Warrior
Distant Advantage
Terrain Advantage

ENDURING STAMINA

Cold Adaptation
Durable
Great Fortitude
Heat Adaptation
Improved Defenses
Resilient Focus
Superior Fortitude
Swift Recovery
Tenacious Resolve
Toughness

LEARNING AND LORE

Combat Medic
Jack of All Trades
Linguist
Skill Focus
Skill Training

QUICK REACTION

Aggressive Advantage
Alertness
Eager Advance
Improved Initiative

Superior Reflexes

STEADFAST WILLPOWER

Improved Defenses
Iron Will
Resilient Focus
Superior Will

TWO-WEAPON TRAINING

Two-Gun Fighting
Two-Weapon Defense
Two-Weapon Fighting

VEHICLE TRAINING

Vehicle Specialization
Vehicle Training

VIGILANT REFLEXES

Defensive Mobility
Improved Defenses
Lightning Reflexes
Resilient Focus
Superior Reflexes

WEAPON TRAINING

Axe Expertise
Bluncheon Expertise
Bow Expertise
Crossbow Expertise
Heavy Blade Expertise
Light Blade Expertise
Master at Arms
Melee Training
Pistol Expertise
Ranged Training
Rifle Expertise
Shotgun Expertise
Sling Expertise

Spear Expertise	WILDERNESS LORE
Speed Loader	Cunning Stalker
Staff Expertise	Hidden Sniper
Unarmed Training	Low-Light Adaptation
Weapon Focus	Wasteland Wanderer
Weapon Proficiency	Wilderness Skirmisher

Heroic Feats

Armor Proficiency: Light

Benefit: You gain proficiency with light armor.

Armor Proficiency: Heavy

Prerequisite: Strength 13, Constitution 13, proficiency with light armor

Benefit: You gain proficiency with heavy armor.

Pistol Expertise

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a pistol. This bonus increases to +2 at 11th level.

In addition, when you make a ranged attack or an area attack with a pistol, you don't provoke opportunity attacks for doing so.

Ranged Training

Benefit: Choose an ability other than Dexterity. When you make a ranged basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Dexterity for the attack roll. In addition, you can use half of that ability's modifier, instead of Dexterity, for the damage roll.

Rifle Expertise

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a rifle. This bonus increases to +2 at 11th level.

Also, you ignore partial cover and superior cover with weapon attacks you make with a rifle.

Shotgun Expertise

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a shotgun. In addition, you gain a +1 bonus to the damage roll of any weapon attack you make with a shotgun against a single creature that is not adjacent to any other creature. Both of these bonuses increase to +2 at 11th level.

Speed Loader

Benefit: As a free action, you can reload a ranged weapon you are wielding that has the load minor weapon property.

Two-Gun Fighting

Prerequisite: Dexterity 13

Benefit: When wielding a one-handed ranged weapon in each hand, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a ranged weapon.

Unarmed Training

Benefit: Your unarmed attacks are treated as a weapon that has the off-hand weapon property and a +3 proficiency bonus, and it

deals 1d8 damage. You must have a hand free to use your unarmed strike, even if you are kicking, kneeing, elbowing, or head-butting a target.

Vehicle Specialization

Benefit: Choose a vehicle group, such as automobile or helicopter. You gain a +5 feat bonus to ability checks to operate a vehicle from that group.

In addition, you gain a +1 feat bonus to attack rolls with weapons mounted on a vehicle from the group that you choose.

This bonus increases to +2 at 11th level.

Special: You can take this feat more than once. Each time you select this feat, choose another vehicle group.

Vehicle Training

Benefit: You gain a +2 feat bonus to ability checks to operate a vehicle.

EQUIPMENT

ARMOR

WEAPONS

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Baton								
Blackjack								
Brass Knuckles								
Knife								
Pepper Spray								
Taser								

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Quarterstaff								
Sledgehammer								

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hatchet								
Katana								
Nunchaku								

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Chainsaw								
Fire Axe								
Spear								

SIMPLE RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hand Crossbow								
Slingshot								
Throwing Knife								

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Bow								
Compound Bow								

Crossbow								
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MILITARY RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Light Revolver								
Heavy Revolver								
Light Pistol								
Heavy Pistol								
Machine Pistol								

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hunting Rifle								
Carbine								
Sniper Rifle								
Sub-Machinegun								
Assault Rifle								
Shotgun								
Automatic Shotgun								

Heavy Weapons

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Machinegun								
Minigun								
Grenade Launcher								
Rocket Launcher								
RPG								

-Properties

- Burst: +1 to damage rolls, but uses up 3 ammo per target
- Auto: +1 to attack rolls, but uses up 5 ammo per target
- Shotgun: +1 bonus to hit and damage within 5 squares
- Laser-guided: roll attack twice and take higher result
- Basic Attack: This type of weapon can only be used with basic attack actions

VEHICLE RULES

- Crashes: treat as falls, using speed or relative speed of vehicle as distance to determine damage.
- Crashing into obstacles: if damage from crash exceeds obstacle's hit points, then that is maximum damage done and vehicle goes through obstacle
- Safety Harnesses: occupants of vehicle take half damage from crash, or gain resist to crashes
- Operation is done with Dexterity/Intelligence ability checks
- Stunts are ability checks of various DCs