

4E Modern

ADVANCEMENT

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

-Choose one core class or a race, and one career. If core class and career both have the same ket ability score, that ability score 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 have different ability scores, both of those ability scores start at 16 and use 14, 12, 12, and 10 for the others.

-1st Level: Gain 2 Novice powers from either Core class and Career, 1 Expert power from either class, Special Ability from Core and Career, Gain both bonuses to defenses, which are cumulative if they apply to the same defense.

-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 any careers or from Core class. 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/Utility power twice in an encounter/day, ability to use 2 action points per encounter, gain an extra trained skill, gain the ability to use two second winds per encounter, or gain an extra feat.

-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 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 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.

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 - 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 vs. AC

Hit: 1[W] + Dexterity modifier damage.

BURST OF SPEED

FAST UTILITY

You channel your days of track and field to sprint where you need to be.

Encounter * Martial

Move Action **Personal**

Effect: You can move your speed +4.

UNHINDERED MOVEMENT

FAST UTILITY

While the terrain impairs your foes, your training makes it easy for you to move around.

Encounter * Martial

Move Action **Personal**

Effect: You can move up to your speed and you are not affected by difficult terrain.

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 or gain resist 1 to all damage.

Improved: Your resist increases to 10 or pick a different damage type and gain resist 5 against it, or gain resist 2 to all damage.

TOUGH POWERS

DEFENSIVE STRIKE

TOUGH NOVICE

Even when you are lashing out, you have your guard up.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Constitution 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

You use the full mass of your body to send your foe reeling.

At-Will * Martial

Standard Action **Melee 1**

Target: One Creature

Effect: You can move 2 squares before the attack.

Attack: Constitution vs. Fortitude

Hit: Constitution modifier damage, and target is pushed 2 squares and knocked prone.

HARD TO KILL

TOUGH UTILITY

You just don't know when to die.

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

Your foe thought he could hurt you, but he's in for a surprise.

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**

They had you surrounded, but that didn't last long.

Encounter * Martial

Standard Action

Close Burst 1

Target: Enemies in Burst

Attack: Constitution vs. Fortitude

Hit: 1d8 + Constitution modifier damage, and target is pushed 1 square.

READY FOR IT**TOUGH EXPERT**

After fighting your foe for a bit, you know exactly what to expect from him.

Encounter * Martial, Weapon

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Constitution 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 vs. Will

Hit: You may slide the target up to 1 + half 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 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.

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 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 foes.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Wisdom vs. AC

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

MORAL ENCOURAGEMENT

DEDICATED UTILITY

Your words help your ally succeed when failure is not an option.

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

By giving something of yourself, you keep an ally in the fight.

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**

Your words and actions cause those around you to reconsider further violence.

Encounter * Interaction, Zone

Standard Action **Close burst 2**

Target: Creatures in Burst

Attack: Wisdom 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**

Your bold attack encourages your allies and keeps them fighting.

Encounter * Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One Creature

Attack: Wisdom vs. AC

Hit: 2[W] + 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 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 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.

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, Nunchaku, Simple Ranged

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

You control your breathing and lash out with concentrated power.

At-Will * Martial

Standard Action **Melee** 1 or weapon

Target: One Creature

Attack: Strength - 2 vs. AC

Hit: 1[W] + Strength modifier + 4 damage.

HAMPERING STRIKE

MARTIAL ARTIST NOVICE

You hit your foe in a nerve cluster, causing his legs to disobey his will.

At-Will * Martial

Standard Action **Melee** 1 or weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and target is slowed until the end of your next turn.

ROUNDHOUSE STRIKE

MARTIAL ARTIST NOVICE

You whip around with a powerful strike that hit all the foes around you.

At-Will * Martial

Standard Action **Close burst** 1

Target: Creatures in Burst

Attack: Strength - 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 vs. Fortitude

Hit: 1d8 + Strength modifier damage, and you slide the target 1 square and it 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**

Your 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 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, Weapon

Standard Action **Close burst 1**

Target: Enemies in Burst

Attack: Strength 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, Weapon

Standard Action **Melee 1**

Target: One Creature

Attack: Strength 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, Weapon

Standard Action **Melee 1 or weapon**

Target: One Creature

Attack: Strength vs. Fortitude

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

WEAPON MASTER

When you have a melee weapon in your hand, you have no peer. Perhaps you have been trained in martial arts, you are an avid medieval re-enactor, or you were raised on mean streets with a knife in your hand.

WEAPON MASTER TRAITS

Key Attribute: Strength

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light, Heavy

Weapon Proficiencies: Simple Melee, Military Melee, Simple Ranged

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

Trained Skills: Choose any three from class skill list.

Melee Mastery (Special Ability): You gain a +2 class bonus to damage rolls with melee weapons.

Improved 1: You gain a +1 class bonus to attack rolls with melee weapons, and increase the damage bonus to +4.

Improved 2: Increase the attack bonus to +2 and the damage bonus to +6.

Wounding Strike (Nerve Strike): When you score a critical hit, the target takes 5 ongoing damage (save ends).

Improved: The ongoing damage increases by 5 at each improvement.

WEAPON MASTER POWERS

BINDING STRIKE

WEAPON MASTER NOVICE

As you attack, you manage to use your weapon to prevent your opponent from using his.

At-Will * Martial, Weapon

Standard Action **Melee weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target can not use one basic attack of your choice until the start of your next turn.

CLEAVING STRIKE

WEAPON MASTER NOVICE

You swing your weapon in a wide arc, hitting your foe and catching one of his allies in the backswing.

At-Will * Martial, Weapon

Standard Action **Melee weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can do your Strength modifier damage to an additional target adjacent to the primary target.

DOUBLE STRIKE

WEAPON MASTER NOVICE

Each of your weapons is like an extension of your hand, and your opponents would be foolish to be near you.

At-Will (Special) * Martial, Weapon

Free Action **Melee weapon**

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

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

Target: One Creature

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

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

SHIFTING STRIKE**WEAPON MASTER NOVICE**

As you battle your foe, you move him around the battlefield to get him right where you want him.

At-Will * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you slide your opponent 1 square.

Effect: You shift into the square that your target left.

IAIDO**WEAPON MASTER UTILITY**

You have mastered the art of the quick draw, moving faster than your opponents can see.

Encounter * Martial

Immediate Reaction **Personal**

Trigger: You must roll initiative.

Effect: You gain a bonus to the initiative roll equal to your Strength bonus and you may draw your weapon as a free action.

Special: If you are first in the initiative order, you also gain a +2 to your attack rolls on the first round of combat.

QUICK RIPOSTE**WEAPON MASTER UTILITY**

Your opponent lunges into attack, and you are prepared to make him pay for his strike.

Encounter * Martial

Immediate Reaction **Personal**

Trigger: You are hit or missed by an attack.

Effect: You can make a melee basic attack against the triggering enemy as a free action.

SKILLED PARRY**WEAPON MASTER UTILITY**

You are skilled at defense as well as offense, and you know exactly when to block your foe's strike.

Encounter * Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: You gain a bonus to your defenses against the attack equal to 1 + your Strength modifier. Hit or miss, you may shift 2 squares after the attack is resolved.

WEAPON DISPLAY**WEAPON MASTER UTILITY**

You whirl your weapon around in a dazzling but deadly display, making your foe's think twice about attacking you.

Encounter * Martial

Prerequisite: You must be trained in the Intimidate skill.

Move Action **Close** burst 3

Effect: You make an Intimidate skill check with a bonus equal to your Strength modifier, and the skill affects all enemies within range.

BLEEDING STRIKE**WEAPON MASTER EXPERT**

Your attack opens up a viscous wound on your foe, bleeding him out as he continues the fight.

Encounter * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes 5 ongoing damage (save ends).

DEBILITATING STRIKE**WEAPON MASTER EXPERT**

Your blow temporarily cripples your foe, allowing you to take your time in defeating him.

Encounter * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength vs. AC

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

MASTER'S STRIKE**WEAPON MASTER EXPERT**

You are an expert with your weapon, and you rarely miss exactly where you aim.

Encounter * Martial, Weapon

Standard Action **Melee** weapon

Target: One Creature

Attack: Strength vs. AC, and you may reroll this attack roll but you must take the second result.

Hit: 2[W] + Strength modifier damage, and you may reroll each damage die once but you must use the second result.

WHIRLWIND OF DEATH**WEAPON MASTER EXPERT**

You spin around like a tornado, and your weapon flashes out like a storm against the foes around you.

Encounter * Martial, Weapon

Standard Action **Close burst** 1

Target: Enemies in Burst

Attack: Strength vs. AC

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

Miss: Half damage

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 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.

GUN FU**GUNSLINGER UTILITY**

You stay in constant motion during a fight, leaping and dodging around your foes as your guns blaze.

Encounter * Martial

Move Action

Personal

Effect: You may shift up to your speed -2 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.

LIGHTNING DRAW**GUNSLINGER UTILITY**

You know the first shot counts, and you are trained to draw your weapon at the speed of lightning.

Encounter * Martial

Immediate Reaction

Personal

Trigger: You must roll initiative.

Effect: You gain a bonus to the initiative roll equal to your Dexterity bonus and you may draw your weapon as a free action.

Special: If you are first in the initiative order, you also gain a +2 to your attack rolls on the first round of combat.

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.

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, One-handed Military Ranged, 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 take 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) if the attack hits.

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) if the attack hits.

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) if the attack hits.

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

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: Dexterity

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light, Heavy

Weapon Proficiencies: Simple Melee, Simple Ranged, 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

You use your weapon fire to help keep an ally safe.

At-Will * Martial, Weapon

Standard Action Ranged weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: One ally within 10 squares gains a +2 power bonus to defenses against attacks from the target.

SNAP SHOT

SOLDIER NOVICE

You unleash a quick but deadly shot at your enemy, trading accuracy to catch your foe off guard.

At-Will * Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity - 2 vs. AC

Hit: 1[W] + Dexterity modifier + 4 damage.

SNIPER SHOT

SOLDIER NOVICE

You brace your weapon and look down your sights to get the best shot possible.

At-Will * Martial, Weapon

Standard Action Ranged weapon

Target: One Creature

Attack: Dexterity + 2 vs. AC

Hit: 1[W] + Dexterity modifier.

STRAFE**SOLDIER NOVICE**

You unload your weapon at a group of enemies, taking advantage of their positioning.

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: Dexterity vs. AC

Hit: 1[W] damage.

BE ALL YOU CAN BE**SOLDIER UTILITY**

When others might give up, you dig deep to keep on fighting.

Encounter * Martial

Free Action Personal

Requirement: You are bloodied.

Effect: You gain temporary hit points equal to 5 + your Dexterity modifier.

DIG IN**SOLDIER UTILITY**

You know how to maximize cover to get in the best defensive position.

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 Dexterity 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: Dexterity vs. AC

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

TECH ARCHER

As other weapons advance, you have mastered a weapon that most consider too archaic to view as a threat. But thanks to some modifications and use of technology, you are proving that a bow is still a lethal combat option.

TECH ARCHER 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, Mechanics, Nature, Perception

Trained Skills: Three from the list of class skills.

Archer's Quarry (Special Ability): You gain the Archer's Quarry power.

ARCHER'S QUARRY

TECH ARCHER NOVICE

You single out one of your foes, making him your prey.

At-Will * Martial

Minor Action

Personal

Effect: You designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals 1d6 extra damage. The target remains your quarry until the target is reduced to 0 hit points, until the end of the encounter, or until you designate a new quarry target as a minor action. You may only designate one enemy as your quarry at a time.

Improved 1: The extra damage increases to 1d8.

Improved 2: You gain a +1 to attack rolls against your quarry and the damage increases to 1d10.

Critical (Bullseye): When you score a critical hit, the attack deals 1d12 extra damage.

Improved: The attack deals +1d12 extra damage on a critical at each improvement.

TECH ARCHER POWERS

CLEVER SHOT

TECH ARCHER 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:

* The target is dazed until the start of your next turn.

* 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.

TWIN SHOT

TECH ARCHER NOVICE

You unleash two arrows in rapid succession to take out your foes.

At-Will * Martial, Weapon

Standard Action

Ranged weapon

Target: One or Two Creatures

Attack: Dexterity - 2 vs. AC, make two attacks

Hit: 1[W] + half your Dexterity modifier damage.

PINNING SHOT**TECH ARCHER NOVICE**

You use your shot to trap your foe, preventing him from moving to attack you.

At-Will * Martial, Weapon

Standard Action **Ranged weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is immobilized until the start of your next turn.

SHARPSHOOTER**TECH ARCHER 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.

SURPRISE RICOCHET**TECH ARCHER UTILITY**

You skill allows you to bounce your missed arrow off an object to have a second chance at another foe.

Encounter * Martial, Weapon

Immediate Reaction **Personal**

Trigger: You miss with a ranged attack roll.

Target: One creature within 10 squares of your initial target.

Attack: Dexterity vs. AC

Hit: 1[W] damage.

HUNTER'S STRIDE**TECH ARCHER UTILITY**

Your training allows you to move through impediments as if they don't exist.

Encounter * Martial

Move Action **Personal**

Effect: You shift up to your speed -2 squares and you ignore movement penalties from difficult terrain.

REJUVINATING STRIDE**TECH ARCHER UTILITY**

You know that even the hunter gets overwhelmed, so you quickly back away to catch your breath.

Encounter * Martial

Move Action **Personal**

Effect: You shift a number of squares equal to your Dexterity modifier and you must not end the shift adjacent to any enemies. You can use your second wind as a free action.

TRICK SHOT**TECH ARCHER UTILITY**

You know a well-placed arrow 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.

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, Simple Ranged, One-handed Military Ranged, choose two Two-handed Military Ranged

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

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

Close Combat Training: When you make a melee basic attack, you may use Constitution instead of Strength for the attack roll and the damage roll.

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

VIGILANT FOCUS

BODYGUARD NOVICE

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 blast 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 1d8 extra damage and one ally within 5 squares gains a +2 bonus to defenses until the end of your next turn.

Improved: The attack deals +1d8 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 adjacent 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.

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, Simple Ranged, 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

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

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

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 +4 power bonus to one of the following abilities until the end of your next turn: 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

Trigger: You are hit by an attack.

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**

Immediate Reaction

Personal

Trigger: You fail an Endurance check.

Effect: You may reroll the skill check with a bonus equal to 1 + your Constitution modifier.

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 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 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 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 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.

JUGGERNAUT

You are a walking tank, using heavy arms and armor to wade through the enemy as you decimate their ranks. You might be a heavy weapons soldier or a mercenary.

JUGGERNAUT TRAITS

Key Ability: Constitution

Defense Bonus: +1 to Fortitude

Armor Proficiencies: Light, Heavy

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

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

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

Ranged Combat Training: When you make a ranged basic attack, you may use Constitution instead of Dexterity for the attack roll and the damage roll.

Shoulder the Weight (Special Ability): You use your Constitution ability score +2 to determine how heavy of a load you can carry.

Additionally, you do not suffer penalties to your movement from wearing heavy armor.

Improved 1: Use your Constitution +4 to determine the load you can carry, and you gain a +1 class bonus to attack rolls with Martial Heavy Weapons.

Improved 2: Use your Constitution +6 to determine the load you can carry, and your bonus to attack rolls with Martial Heavy Weapons increases to +2.

Critical (Massive Hit): When you score a critical hit, the attack deals 1d10 extra damage and the target is pushed 2 squares and knocked prone.

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

JUGGERNAUT POWERS

ASSAULT STANCE

JUGGERNAUT 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 +2 power bonus to damage rolls with basic attacks.
- * You can take a free action at the end of each of your turns to shift 1 square.

DEMOLISHING STANCE

JUGGERNAUT NOVICE

You brace your weapon and prepare to unleash hell upon your enemies.

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 attack rolls with close or ranged area attacks.
- * If you hit with an area attack, you can knock the target prone.
- * You may choose to exclude creatures equal to half of your Constitution modifier in an area attack.

CHARGING STANCE

JUGGERNAUT NOVICE

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 push the target up to 2 squares.

ARMORED STANCE**JUGGERNAUT NOVICE**

You position yourself to utilize your armor in the best way, maximizing your defenses.

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 your AC.
- * You gain a resist to all damage equal to half of your Constitution modifier.
- * You take only half damage from attacks made against you during your turn.

CALL THEM OUT**JUGGERNAUT NOVICE**

Your foe tries to get you where he wants you, but you decide to stay right where you are.

At-Will * Martial

Move Action **Area burst 2 with 20 squares**

Effect: Enemies within the burst are marked by you until you use this power again or they are marked by another creature. If a marked enemy makes an attack that does not include you as a target, he receives a penalty to the attack roll equal to your Constitution modifier.

GOING NOWHERE**JUGGERNAUT UTILITY**

Your foe tries to get you where he wants you, but you decide to stay right where you are.

Encounter * Martial

Immediate Interrupt **Personal**

Trigger: You are subjected to forced movement by an attack.

Effect: You are not affected by the forced movement.

SMACK DOWN**JUGGERNAUT UTILITY**

Your foe attempts to close with you, but you smack him down and teach him a painful lesson.

Encounter * Tactical

Immediate Interrupt **Personal**

Trigger: An enemy moves into a square adjacent to you.

Effect: You make a melee basic attack as a free action against the triggering enemy with a power bonus to the attack roll and damage equal to half of your Constitution modifier, and you knock the enemy prone.

Special: If the triggering movement was part of a charge attack, the power bonus to the attack roll and damage is equal to your Constitution modifier.

TAKE THE HIT**JUGGERNAUT UTILITY**

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

Encounter * Tactical

Immediate Reaction **Personal**

Trigger: You are hit by an attack.

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

MAXIMIZE ARMOR**JUGGERNAUT 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 targets 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.

TACTICAL AIM**JUGGERNAUT UTILITY**

You know how to target your attacks so that you can keep your allies safe as you rain death down on everyone else.

Encounter * Martial

Immediate Reaction **Personal**

Trigger: You make an area attack that targets creatures.

Effect: The attack targets enemies instead of creatures.

HEAVY ASSAULT**JUGGERNAUT EXPERT**

You know your enemy needs to fall quickly, so you unleash your fury on him.

Encounter * Martial, Weapon

Free Action **Personal**

Trigger: You make an attack roll against enemies within 20 squares using a basic attack.

Effect: You gain a +2 power bonus to the attack roll, and enemies take 1d6 extra damage if the attack hits.

DEVESTATING CHARGE**JUGGERNAUT EXPERT**

You slam your shoulder into your foe, bringing the weight of your gear to bear as you send him reeling.

Encounter * Martial

Standard Action **Melee 1**

Special: You may move up to your speed before you make the attack roll.

Target: One Creature

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

Hit: 2d8 + twice your Constitution modifier damage, and target is dazed (save ends) and knocked prone.

SPREADING ASSAULT**JUGGERNAUT EXPERT**

You know the best way to use your weapon to inflict the maximum damage to the maximum number of targets.

Encounter * Martial, Weapon

Free Action **Personal**

Trigger: You make an attack against enemies within 20 squares using a basic attack.

Effect: If the basic attack is not an area attack, it becomes your choice of a ranged burst 1 attack or a ranged blast 2, and the attack does +2 extra damage. If the basic attack is an area attack, you increase the size of the area by 1 and the attack does +2 extra damage.

UNLEASH HELL**JUGGERNAUT EXPERT**

After your deadly assault, you leave behind flaming ruin that further impairs your enemies.

Encounter * Martial, Weapon, Zone

Free Action **Personal**

Trigger: You make an area attack roll against enemies within 20 squares using a basic attack.

Effect: You gain a power bonus to the damage roll equal to your Constitution modifier.

Special: You create a zone equal to the size of the initial attack, and this zone lasts until the end of the encounter. Creatures that enter or end their turn in the zone take fire damage equal to your Constitution modifier, and squares in the zone are considered difficult terrain.

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 or Simple 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 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 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 your next turn.

HISTORICAL PRECEDENT**ACADEMIC UTILITY**

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

Encounter * Tactical

Prerequisite: You must succeed at a moderate DC History skill check.

Minor Action**Personal**

Effect: You gain a +2 power bonus to one skill you have training in 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 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 you are targeting.

Target: One Creature

Effect: You and all allies within 5 squares gain a power bonus to damage rolls against the target 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 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 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.

STRATEGIST

While you may not be the best combatant, your keen mind is quick to determine the best tactical decisions for a battle. You might be a military officer, a master criminal, or an expert in the history of warfare.

STRATEGIST TRAITS

Key Ability: Intelligence

Defense Bonus: +1 to Will

Armor Proficiencies: Light, Heavy

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

Class Skills: Bluff, Conspiracy, Diplomacy, History, Insight, Intimidation, Perception

Trained Skills: Three from the list of class skills.

Tactical Presence (Special Ability): Whenever an ally spends an action point to take an extra action to make an attack, the attack roll gains a bonus equal to your Intelligence modifier.

Improved 1: The bonus also applies to the damage roll for the attack.

Improved 2: You may also make a basic attack against the same target as a free action.

Critical (Tactical Advantage): If you score a critical hit, you and all allies within 5 squares of you gain a bonus on your next attack against the target equal to your Intelligence modifier.

Improved: The bonus to attack rolls is increased to 2 + your Intelligence modifier.

STRATEGIST POWERS

DIRECT THE BATTLE

STRATEGIST NOVICE

You instruct your ally in the best way to attack the target.

At-Will * Tactical

Standard Action **Ranged 10**

Target: One Ally

Effect: The ally makes a basic attack against the target with a bonus to the attack roll and damage roll equal to half of your Intelligence modifier.

DAMAGING ORDERS

STRATEGIST NOVICE

You set your sights on an enemy, and you use your knowledge to instruct your allies in the best way to hit him.

At-Will * Tactical, Stance

Minor Action **Personal**

Effect: You assume a stance, and until the stance ends one ally of your choice within 5 squares of you gains a power bonus to damage rolls equal to 1 + half your Intelligence modifier. You may change with ally within 5 squares gets the bonus as a minor action.

AIMING ORDERS

STRATEGIST NOVICE

Your direction helps guide your ally into hitting the enemy so you both can bring him down.

At-Will * Tactical, Stance

Minor Action **Personal**

Effect: You assume a stance, and until the stance ends one ally of your choice within 5 squares of you gains a power bonus to attack rolls equal to 1 + half your Intelligence modifier. You may change with ally within 5 squares gets the bonus as a minor action.

DEFENDING ORDERS

STRATEGIST NOVICE

As you study your foe, you find ways to throw off his aim to keep you and your allies safe from his assaults.

At-Will * Tactical, Stance

Minor Action **Personal**

Effect: You assume a stance, and until the stance ends one ally of your choice within 5 squares of you gains a power bonus to one defense of your choice equal to 1 + half your Intelligence modifier. You may change with ally within 5 squares gets the bonus as a minor action.

ART OF WAR**STRATEGIST 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.

PROTECT THE LEADER**STRATEGIST UTILITY**

Your inspirational leadership causes your allies to look out for your welfare, and they are quick to strike a foe that attacks you.

Encounter * Tactical

Immediate Interrupt

Personal

Trigger: You are attacked by an enemy.

Effect: Up to two allies within 5 squares of you make a basic attack against the triggering enemy as a free action.

ENCOURAGING ORDERS**STRATEGIST UTILITY**

Your direction gives your ally the strength and motivation to stay in the fight.

Encounter * Tactical

Minor Action

Close burst 5

Target: One bloodied ally in burst.

Effect: The ally regains the use of his second wind and gains temporary hit points equal to 1 + your Intelligence modifier.

REPOSITIONING ORDERS**STRATEGIST UTILITY**

You bark commands to your allies, moving them into better positions on the battlefield.

Encounter * Tactical

Move Action

Close burst 10

Target: You and each ally in burst.

Effect: Each target can shift 1 square.

EXPLOITING ATTACK**STRATEGIST EXPERT**

Your attack serves as a guide to your allies in the best way to cause maximum damage to your foe.

Encounter * Tactical

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you may reroll each damage die once but you must take the second roll.

Effect: Until the start of your next turn, allies who damage the target may choose to reroll each damage die once but they must take the second roll.

LEADING ASSAULT**STRATEGIST EXPERT**

Your attack shows one of your allies a vulnerability to exploit in your enemy, one you can share with other allies when needed.

Encounter * Tactical, Weapon

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and one ally within 5 squares of you gains a power bonus to attack rolls and damage rolls against the target equal to your Intelligence modifier until the end of the encounter.

Special: You may transfer the bonus to another ally within 5 squares of you as a minor action.

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 or Simple 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 it will repeat the last command given to it until that task is resolved. So if you spend a standard action to make the robot attack a target, it will continue to attack the same target each round until the target is defeated or it moves out of range or line of sight. You do not need to spend an additional action as long as the robot is repeating the last programmed action, but you must spend the appropriate action to make the robot change its current programmed action. 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.
- * 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.

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

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

You know the enemy's equipment better than he does, and you use that knowledge to your advantage.

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

You make a quick adjustment to your gear, trying to get the most out of it.

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

As your enemy closes in, you start explaining your theories to him to befuddle him.

At-Will * **Interaction**

Standard Action

Ranged 5

Target: One Creature

Attack: Intelligence vs. Will

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

ROBOT ATTACK

TECHIE NOVICE

Thanks to your programming, you can get the most out of your robot.

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

You get right into the guts of a machine so that you have better access to do what you need.

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

You know ways to keep your robot safe in the thick of things.

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 vs. Reflex

Hit: The target cannot 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.

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 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.

You quickly modify of 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 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.

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 or Simple 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 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, and use of this power does not count as your use of the special ability for the session. 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 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 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 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 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, and the lives of heroes means your skills will be frequently required. You might work as a medical 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 or Simple 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 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 vs. AC

Hit: 2[W] + Wisdom modifier damage.

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

CON ARTIST

You know how 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 or Simple 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 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 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 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 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 to 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: One enemy within 5 squares of you suffers a penalty to their Will defense equal to your Charisma modifier against your next attack.

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 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 vs. Will

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

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 or Simple 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

You implore your enemy to stop hostilities against you, even if just for a moment.

At-Will * Interaction

Standard Action **Ranged 5**

Target: One Creature

Attack: Charisma vs. Will

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

You try to keep the enemy's attention on you so your allies can be safe.

At-Will * Interaction

Standard Action **Ranged 5**

Target: One Creature

Attack: Charisma vs. Will

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

You direct one of your allies on the best way to attack the enemy.

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**

When you are close by, your friends feel more confident in their abilities.

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 as a free action.

MASTER DIPLOMAT**NEGOTIATOR UTILITY**

Even before negotiations begin, something about you puts the other side at ease.

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**

When your allies need it most, your words help them give their best.

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 their next turn.

INSPIRING SPEECH**NEGOTIATOR UTILITY**

As battle rages around you, you shout encouragement to your allies that makes them strive for victory.

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 their next turn.

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 shift up to half their speed and 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 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 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 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.

SKILLS

SKILLS

Skill	Key Ability	Skill	Key Ability
Acrobatics	Dexterity	Intimidate	Charisma
Athletics	Strength	Mechanics	Intelligence
Bluff	Charisma	Nature	Wisdom
Conspiracy	Intelligence	Perception	Wisdom
Diplomacy	Charisma	Science	Intelligence
Endurance	Constitution	Stealth	Dexterity
Heal	Wisdom	Streetwise	Charisma
History	Intelligence	Thievery	Dexterity
Insight	Wisdom		

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 Mechanics 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 a 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 an 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 Science 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	STEADFAST WILLPOWER
Armor Finesse	Improved Defenses
Armor Proficiency: Heavy	Iron Will
Armor Proficiency: Light	Resilient Focus
Heavy Armor Agility	Superior Will
Shield Finesse	
Shield Proficiency: Heavy	TWO-WEAPON TRAINING
Shield Proficiency: Light	Two-Gun Fighting
	Two-Weapon Defense
	Two-Weapon Fighting
COMBAT INSIGHT	VEHICLE TRAINING
Battlewise	Vehicle Specialization
Blindfighting Sentinel	Vehicle Training
Blindfighting Warrior	
Distant Advantage	
Terrain Advantage	
ENDURING STAMINA	VIGILANT REFLEXES
Cold Adaptation	Defensive Mobility
Durable	Improved Defenses
Great Fortitude	Lightning Reflexes
Heat Adaptation	Resilient Focus
Improved Defenses	Superior Reflexes
Resilient Focus	
Superior Fortitude	WEAPON TRAINING
Swift Recovery	Axe Expertise
Tenacious Resolve	Bludgeon Expertise
Toughness	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
	Speed Loader
	Staff Expertise
	Unarmed Training
	Weapon Focus
	Weapon Proficiency
LEARNING AND LORE	
Combat Medic	
Jack of All Trades	
Linguist	
Robot Upgrade	
Skill Focus	
Skill Training	
QUICK REACTION	
Aggressive Advantage	
Alertness	
Eager Advance	
Improved Initiative	
Superior Reflexes	

WILDERNESS LORE

Cunning Stalker

Hidden Sniper

Low-Light Adaptation

Wasteland Wanderer

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.

Robot Upgrade

Prerequisite: Techie, level 6

Benefit: You gain one additional improvement to your robot from the class improvement list.

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

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

EQUIPMENT AT 1st LEVEL

When you create a character at 1st level, you start with basic clothing. Modern characters also start with a basic vehicle (usually an automobile or motorcycle) and a small residence (either a small home or an apartment). You also get \$1000 to spend on weapons, armor, and basic heroic gear. For simplicity modern adventures use the dollar (\$) as the standard currency, but this can easily be changed to whatever currency is appropriate to your campaign.

RESOURCE ROLL

Modern characters often have access to money outside of their starting income, including paychecks from occupations, savings accounts, credit cards, and retirement funds that can be dipping into in a pinch. To represent this, once per session a character can make a resource roll to tap into his other available income. The character rolls 1d20 + half his level, and on a 10 or higher the character is able to acquire \$100 per character level. On a natural 20, the character receives double this amount. But on a natural 1 on this roll, the character's credit rating is damaged by this attempt and their next resource roll only succeeds on a 15 or higher.

ARMOR

ARMOR TYPES

Leather Leather armor can come in the form of a well-worn aviator's jacket, a padded motorcycle jumpsuit, or safety gear for a sport. While it is not meant to be armor per se, it does provide a small amount of protection to the wearer.

Light Undercover Vest A thin but effective vest of ballistic weave material, a light undercover vest provides a small amount of protection while remaining thin enough to wear underneath ordinary clothing. If an observer who is visually examining the wearer makes a hard DC Perception check, he notices the armor.

Undercover Vest Thicker and bulkier than its light counterpart, the undercover vest remains thin enough to wear under clothing but provides a higher degree of protection. If an observer who is visually examining the wearer makes a hard DC Perception check, he notices the armor.

Tactical Vest The tactical vest is a durable piece of body armor that uses a combination of layers of ballistic weave material and strategically placed ceramic plates to protect the wearer. It is not concealable due to its bulk, but it offers much better protection.

SWAT Body Armor Designed for assaults against armed opponents, SWAT armor uses a combination of ballistic weave armor and ceramics to provide total body protection. This armor also includes a helmet and armored pieces to cover the limbs, and it is often combined with tactical shields to provide a high level of protection to the wearer.

Military Tactical Armor The cutting edge of personal armor is military tactical armor, which is designed to protect against most small arms and other threats that might be encountered on the modern battlefield. This armor uses the latest designs in ballistic materials and ceramic inserts to enhance the protection, and it includes a helmet and additional removable armor for areas such as the throat and shoulders.

Armor	Armor Bonus	Check	Speed	Price	Weight
Leather (light)	+1	-	-	\$150	5 lb.
Light Undercover Vest (light)	+2	-	-	\$250	10 lb.
Undercover Vest (light)	+3	-1	-	\$350	15 lb.
Tactical Vest (heavy)	+5	-1	-	\$500	20 lb.
SWAT Body Armor (heavy)	+6	-2	-1	\$1000	40 lb.

Military Tactical Armor (heavy)	+8	-2	-1	\$2500	50 lb.
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SHIELD TYPES

Riot Shield Used by police forces, riot shields are light polycarbonate panels that can be strapped to the user's arm to provide protection. While not bulletproof, riot shields are still an effective barrier against most attacks.

Tactical Shield Made up of sheets of metal, tactical shields are designed to protect the user against more dangerous attacks such as bullets and shotgun blasts. If the user does not move during his turn, the shield also acts as partial cover.

Shield	Shield Bonus	Check	Speed	Price	Weight
Riot Shield	+1	-	-	\$150	10 lb.
Tactical Shield	+2	-2	-	\$350	15 lb.

WEAPONS

WEAPON GROUPS

Explosive: Explosive devices use powerful reactions to unleash devastating and destructive energy. They are most often used to destroy buildings and obstacles, but they can also serve as powerful weapons. Explosives come in charges, and multiple charges can be set to create larger and more powerful explosives. For each additional charge used, the damage is increased by 1[W] or the size of the area is increased by 1, to a maximum 4 times the base damage and area of the explosive. Explosives can also be timed to go off after a certain period of time or when a detonator is activated, and a successful moderate DC Science check allows the user to make an attack with a explosive at any time after the device is set. But explosives are also dangerous to work with, and failure by 5 or more on a Science check to set a device means the device goes off immediately.

Moldable Explosives: Moldable explosives are more versatile in how they can be set, so the user is not restricted to a specific area for the explosion. With a moderate DC Science check, the user may change the area to a blast or a wall instead of a burst.

Grenade: Grenades are small, one-shot devices that contain a variety of chemical or explosive agents to produce varied effects. Most grenades detonate after a short period of time, but in game terms they produce the effect on the same turn that they are used in.

Fragmentation: Fragmentation grenades use a combination of an explosive charge and razor sharp shrapnel to damage targets.

Concussion: Concussion grenades rely on the explosive contained within to cause damage to targets.

Flashbang: Also known as stun grenades, flashbangs use a combination of a bright flash and the noise produced to disable targets without causing direct harm. A target hit by this grenade is blinded, deafened, and dazed until the end of his next turn.

Smoke: Smoke grenades are often used to block line of sight to an area or to signal allies, but some use chemical smoke that can irritate the eyes and blind creatures inside the smoke cloud. The burst creates a zone that lasts 3 rounds (1 round in moderate or higher winds). Squares in the zone are considered heavily obscured, and creatures that enter the zone or end their turn in the zone are blinded until the end of their next turn.

Thermite: Thermite grenades use chemical reactions to create intense heat, and they are often used to destroy material or burn through obstacles. A target hit by the attack takes the initial damage and also takes 5 ongoing fire damage (save ends), and the grenade also acts as a smoke grenade in the square of the initial attack.

Heavy: Heavy weapons are designed to combat armored vehicles and defensible fortifications as well as attacking troops. Many heavy weapons are simply larger, more powerful versions of smaller weapons, and others are designed to launch powerful explosives to decimate targets at range.

Grenade Launcher: Grenade launchers are designed to fire small explosive devices that detonate at range. While the type of grenades used differ from the hand-thrown variety, they function in the same manner. This weapon launches the same types of grenades detailed below, but the weapon provides the increased accuracy and range over throwing the weapon by hand. There is also a single shot variety that can be attached under the barrel of an assault rifle, and this model has the cost reduced to \$400 and the weight reduced to 3 pounds.

Rocket Launcher: Rocket launchers are shoulder fired tubes that deliver a powerful explosive device at targets, and they are

designed to destroy property and armored vehicles. Some rocket launchers also have guidance systems, either using the target's heat signature or a separate laser designator to aid in making sure the weapon hits its mark. This weapon is an area attack that affects targets in a burst 2. A guided rocket allows the user to make two attack rolls and take the higher result.

RPG: Short for rocket propelled grenade, the RPG is a shoulder fired weapon designed to inflict massive damage to infantry and to lightly armored vehicles. This weapon is an area attack that affects targets in a burst 1.

Melee: While melee weapons do not see use as much as they did in other periods of history, they are still very functional and useful in combat. It should be noted that there are many replica copies of medieval weapons that serve as decoration, but they are not as effective in combat. A replica weapon has its damage reduced by one die type, to a minimum of 1d4, and the weapon breaks if a natural 1 is rolled on the attack roll.

Brass Knuckles: Brass knuckles and sap gloves add the listed damage to the wielder's unarmed strike damage.

Pistol: Pistols are one-handed firearms designed to be easily carried and serve as highly effective sidearms. While they lack the range and accuracy of larger guns, they are smaller and more concealable.

Revolver: The load time listed below assumes that the wielder is using a speed-loader to reload the weapon. If the wielder has to load the bullets individually, the load time is increased to a move action.

Rifle: Rifles are shoulder-fired firearms that have longer barrels and allow for greater range and higher accuracy than smaller guns. Rifles come in single-shot, semi-automatic, and automatic varieties, but all of them are bulky and not easily concealed.

Shotgun: Shotguns are firearms that fire a spray of small pellets to damage targets, and the spread of the pellets makes the weapon very effective at short ranges. Shotguns can also be loaded with solid slugs instead of pellets, and when using this form of ammunition the weapons does not benefit from the shotgun property but the range is increased to 10/20.

Special: Some weapons do not fit into a specific category and there is no formal training in the use of the weapon. These weapons have special traits unique to the specific armament as detailed below.

Pepper Spray: This small canister shoots a concentrated stream of capsicum via a propellant, and the chemical spray is a strong irritant to the eyes and respiration of a living creature. A target hit by this weapon is blinded and dazed (save ends both).

Taser: Tasers shoot small darts connected to conductive wire into a target, and the target is subjected to a powerful electrical charge that causes involuntary muscle spasms that can incapacitate. A target hit by this weapon is stunned (save ends) and knocked prone.

Chainsaw: Designed as a tool for cutting lumber, a chainsaw can also be a deadly weapon in close combat. Most models use gasoline powered motors, but electrical models also exist. This weapon can also represent any hand-held motorized industrial or medical cutting device. Chainsaws are cumbersome and unwieldy, so there is no proficiency bonus for using them no matter how skilled the user is.

WEAPON PROPERTIES

Autofire (A): Autofire weapons are designed to fire rapidly by simply holding down the trigger, trading ammunition for improved chances of hitting a target. You can gain a +1 bonus to attack rolls with the weapon at the cost of 5 additional ammunition per attack.

Basic Attack (BA): Some weapons are so cumbersome or specialized in their use that they do not lend themselves to the special techniques or training that heroes possess. Weapons with this property can only be used with basic attacks.

Burst Fire (Bu): Weapons with the burst fire property have the ability to switch to a mode where each press of the trigger fires several rounds at a target to increase damage potential. You can gain a +1 bonus to damage rolls with the weapon at the cost of 5 additional ammunition per attack.

Consumable (C): Some weapons are one-use items where the attack power is expended when used.

Defense: Some weapons target a defense other than Armor Class. If this is the case, the property section of the weapon's entry will note which defense the attack targets: Fortitude (**Fo**), Reflex (**Re**), or Will (**Wi**).

Shotgun (Sh): Shotguns fire a spread of smaller pellets during attacks, allowing for increased accuracy and damage at short range. You

gain a +1 bonus to attack rolls and damage rolls against targets within 5 squares of you.

FIREARM ACCESSORIES

Laser Sight Laser sights help increase accuracy by creating a small dot of laser light on your target to show where the gun's barrel is aimed at. By spending a minor action, you gain a +1 equipment bonus to attack rolls with the weapon. A laser sight costs \$100 and adds 1 pound to the weight of the weapon.

Scope Scopes are telescopic sighting devices that are designed to improve accuracy at longer ranges, and some advanced models also help improve vision in poor lighting conditions. By spending a move action, you eliminate the penalty for making attacks at long range for the weapon. A standard scope costs \$150 and adds 1 pound to the weight of the weapon. A low-light scope also grants low-light vision when aiming through the scope, and it costs \$400 and adds 2 pounds to the weight of the weapon.

Suppressor Suppressors help to reduce the sound of the weapon firing and the bright muzzle flash, both of which are telltale signs of the location of the attacker. Using a suppressor increases the DC of Perception checks to locate the attacker by 5, but it also reduces the long range of the weapon by 5 squares.

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Baton	+2	1d6	-	-	\$35	3 lb.	O	Mace
Blackjack	+3	1d4	-	-	\$10	2 lb.	O	Mace
Brass Knuckles	+3	+2*	-	-	\$20	1 lb.	O	Unarmed
Knife	+3	1d4	5/10	-	\$20	1 lb.	O, LT	Light blade
Pepper Spray	-	See Below	Melee 2	1	\$25	1 lb.	BA, Fo	Special
Taser	-	See Below	Melee 2	1	\$200	3 lb.	BA, Fo	Special

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Quarterstaff	+3	1d8	-	-	\$20	3 lb.	-	Staff
Sledgehammer	+2	2d4	-	-	\$30	10 lb.	-	Hammer

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hatchet	+3	1d6	5/10	-	\$30	4 lb.	O, HT	Axe
Katana	+3	1d10	-	-	\$250	6 lb.	V	Heavy Blade
Nunchaku	+2	1d6	-	-	\$30	2 lb.	O	Mace

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Chainsaw	-	2d8	-	-	\$150	10 lb.	HC	Special
Fire Axe	+2	1d10	-	-	\$75	6 lb.	V	Axe
Spear	+2	1d10	-	-	\$80	9 lb.	R	Spear

SIMPLE RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hand Crossbow	+2	1d6	10/20	1	\$50	2 lb.	Lf	Crossbow
Slingshot	+2	1d6	10/20	1	\$30	1 lb.	Lf	Sling

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Bow	+2	1d8	15/30	1	\$100	2 lb.	Lf	Bow
Compound Bow	+2	1d10	20/40	1	\$200	3 lb.	Lf	Bow
Crossbow	+2	1d8	20/40	1	\$250	4 lb.	Lm	Crossbow

MILITARY RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Light Revolver	+3	1d6	10/20	6	\$150	1 lb.	Lm*, O	Pistol
Heavy Revolver	+2	1d10	15/30	6	\$250	3 lb.	Lm*	Pistol
Light Pistol	+3	1d8	10/20	12	\$200	2 lb.	Lm, O	Pistol
Heavy Pistol	+2	1d10	15/30	10	\$300	4 lb.	Lm, V	Pistol
Machine Pistol	+3	1d8	10/20	25	\$400	5lb.	A, Bu, Lm	Pistol

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Hunting Rifle	+2	1d8	20/40	5	\$350	7 lb.	Lm	Rifle
Carbine	+2	1d10	20/40	12	\$450	8 lb.	Lm	Rifle
Sniper Rifle	+3	1d12	40/80	8	\$1000	25 lb.	HC, Lm	Rifle
Sub-Machinegun	+3	2d4	10/20	30	\$400	7 lb.	A, Bu, Lm	Rifle
Assault Rifle	+2	1d10	15/30	40	\$500	10 lb.	A, Bu, Lm	Rifle
Shotgun	+2	2d6	5/10	6	\$250	7 lb.	Lm, Sh	Shotgun

Heavy Weapons

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Machinegun	+2	2d8	30/60	100	\$800	75 lb.	A, HC, LM	Heavy
Minigun	+2	2d6	15/30	50	\$1000	30 lb.	A, LM	Heavy
Grenade Launcher	+1	See below	20/40	8	\$1200	10 lb.	BA, Lm, Re	Heavy
Rocket Launcher	+1	3d10*	50/100	1	\$5000	7 lb.	BA, Re	Heavy
RPG	+1	3d6*	30/60	1	\$3000	15 lb.	BA, Re	Heavy

EXPLOSIVES

Grenades (Simple Ranged)

Weapon	Prof.	Damage	Range	Area	Price	Weight	Properties	Group
Fragmentation	-	2d6	5/10	Burst 2	\$75	1 lb.	BA, C, Re	Grenade
Concussion	-	2d8	5/10	Burst 1	\$100	1 lb.	BA, C, Re	Grenade
Flashbang	-	See below	5/10	Burst 2	\$75	1 lb.	BA, C, Re	Grenade
Smoke	-	See Below	5/10	Blast 3	\$50	1 lb.	BA, C, Fo	Grenade
Thermite	-	2d8 Fire	5/10	-	\$150	1 lb.	BA, C, Re	Grenade

Explosives

Weapon	Prof.	Damage	Range	Area	Price	Weight	Properties	Group
Scratch-Built	-	2d4*	5/10	Burst 1	\$50	2 lb.	BA, C, Re	Explosive
Dynamite	-	2d6*	5/10	Burst 1	\$75	1 lb.	BA, C, Re	Explosive
Moldable	-	2d8*	5/10	Burst 1*	\$150	1 lb.	BA, C, Re	Explosive

ADVENTURING GEAR

Item	Price	Weight	Description
Explorer's Kit	\$350	30 lb.	Contains the following: Backpack, Canteen, Flint, Rope (100 ft.), Sleeping Bag, Tent (holds 2 people), Trail Rations (1 week)
Climber's Kit	\$150	20 lb.	+5 to Athletics checks to climb, contains the following: Grappling Hook, Hammer, Pitons (10), Rappelling Harness, Rope (100 ft.)
Ammunition			-
-Arrows (20)	\$75	3 lb.	-
-Bullets, pistol (50)	\$20	3 lb.	-
-Bullets, rifle (50)	\$25	3 lb.	-
-Crossbow Bolts (20)	\$75	3 lb.	-
-Shells, shotgun (20)	\$20		-
Binoculars	\$75	3 lb.	+5 to Perception checks to observe distant details
Bolt Cutters	\$50	5 lb.	+5 to Strength checks to cut materials
Camera, digital	\$150	1 lb.	Able to take up to 500 still photos or 1 hour of video
Cellular Phone	\$100	1 lb.	Communication on near global scale with an active cellular network
Chem-stick	\$20	2 lb.	Dim light in close burst 6 for 5 hours
Compass	\$20	1 lb.	+ 2 to Nature check for navigation
Computer, laptop	\$600	5 lb.	+2 to Science checks for computer programming and to knowledge skill checks.
Crowbar	\$30	5 lb.	+2 to Strength checks to force open barriers, functions as a club in combat
Duct Tape	\$5	1 lb.	You'll think of ways to use it
First Aid Kit	\$30	5 lb.	+ 2 to Heal checks, 5 uses
Flashlight	\$10	2 lb.	Bright light in close blast 8
Gas Mask	\$150	5 lb.	Gain resist 5 poison against gas attacks
Handcuffs, nylon (5)	\$10	1 lb.	DC 18 Strength check to break
Handcuffs, steel	\$30	1 lb.	DC 25 Strength check to break
Lantern	\$30	4 lb.	Bright light in close burst 8
Lockpicking Tools	\$40	2 lb.	+2 to Thievery checks to open locks
Mechanics Tools	\$500	50 lb.	+2 to Mechanics check to repair objects
Nightvision Goggles	\$500	4 lb.	Gain darkvision 10 but take -5 to Perception checks and -2 to attack rolls
Winter Clothing	\$250	15 lb.	+2 to Endurance checks to resist cold weather, gain resist 5 against cold damage

VEHICLES

The following rules are based on vehicle rules originally appearing in The Adventurer's Vault.

BASIC RULES

VEHICLE STATISTICS

Size: Vehicles have a size entry just like a creature.

Hit Points: A vehicle's hit points represent the amount of damage that it can take before it is destroyed. As a vehicle takes more damage, its abilities are reduced to represent the toll the damage takes on the vehicle's functioning. A vehicle reduced to half of its starting hit point value is Damaged, and the pilot takes a -2 penalty to rolls to operate the vehicle. A vehicle reduced to 0 hit points is rendered inoperable and it immediately ceases functioning and goes out of control. A vehicle reduced to negative its Damaged value is destroyed, and its occupants takes full damage from the attack that destroyed the vehicle. They are also expelled from the vehicle and take crash or falling damage based on the speed the vehicle was moving at prior to being destroyed, and the vehicle's wreckage is considered difficult terrain.

Space: Unlike creatures, vehicles occupy all the space within their dimensions and they can not squeeze into smaller spaces. Space is represented by the width and length of the vehicle in squares.

Defenses: Vehicles have most of the same defenses as creatures, and the defenses are modified by the experience level of the vehicle's operator. A vehicle has a base rating list for its Armor Class and Fortitude defenses, and half the level of the operator is added to determine the total defense. The Reflex defense is equal to that of the operator, modified by the bonus or penalty listed under the vehicle's defense entry that reflects the maneuverability of the vehicle. For attacks against Will, the operator's defense is used.

Fortitude Defense: Base vehicle defense + half of your level

Reflex Defense: Your defense modified by vehicle's listed modifier

Will Defense: Your defense

Armor Class: Base vehicle defense + half of your level

This entry also lists any immunities and resistances that a vehicle has, and by default vehicles have immunity to any effect that would affect biological creatures, including poison, disease, and psychic damage. Heavy armor is represented by giving the vehicle a resist against all damage or against attacks with the weapon keyword.

Speed: A vehicle's speed determines how many squares it can travel whenever the operator takes a move action, and the operator can take two move actions to move the vehicle twice its speed. This entry also notes any additional types of movement that the vehicle has, such as flight speed for aircraft and swim speed for boats. Modern vehicles also add one additional trait for their speed called the Speed Multiplier, which is shown as a number listed after the vehicle's speed. This reflects the different speed scales between faster vehicles and slower characters. For example, an automobile with a speed of 6 (10) could move 6 squares in combat with other vehicles with a (10) multiplier, but could move up to 60 squares per move if it was in combat with creatures on foot.

Handling: This entry represents how maneuverable a vehicle is, reflected in a modifier to any control roll made to operate the vehicle.

Load: A vehicle's load indicates how much cargo and gear the vehicle can hold, shown in pounds or tons depending on the size of the vehicle.

Driver or Pilot: This entry describes the position that the vehicle's operator occupies and any requirements of the drive or pilot. This entry also indicates any other actions that the operator can take during the round, and any penalties applied to other actions or control rolls if the operator attempts another action. One only character can control a vehicle during a round, but a character can relinquish control of the vehicle by spending a minor action and the character taking control must spend a minor action as well.

Crew or Passengers: This entry describes any additional crew that is needed to operate a vehicle, or the amount of passengers that a vehicle is able to hold.

Out of Control: This entry describes what typically happens if the operator loses control of the vehicle, usually from a failed control roll or if the vehicle is incapacitated from damage. This may change based on the circumstances that lead to the vehicle going out of control, determined by the DM.

Special Features: If a vehicle has any special attacks or abilities, this entry describes them. It also describes any circumstances or crew needed to operate the feature.

VEHICLE MOVEMENT

Vehicles are operated by a creature, and each move action taken by the operator moves the vehicle up to its speed. Movement in a straight line or basic turns (45 degrees) at half speed do not require a control roll unless there are other risk factors present, in which case the movement may be treated as a stunt (see below). Under normal circumstances, vehicles can also reduce their speed without any need for a control roll. Difficult terrain affects vehicles just as it does creatures, but moving through difficult terrain at high speed may constitute a stunt and it may require a control roll (see below).

While creatures can change direction at any point in their movement, vehicles operate differently in how they move and turn. Every vehicle has a Heading, which is the direction that it is currently moving in. The heading is usually indicated by where the front of the vehicle is facing on the battle grid, though some vehicles are capable of moving backwards as well as forwards. Heading may also be important to determine what special features or weapons can be used by vehicle occupants, as listed under the special features section of the vehicle.

CONTROLLING VEHICLES

Hand-eye coordination and reflexes are vital to properly controlling a vehicle, but operation of a vehicle during normal conditions does not require a check of any kind. But heroes rarely operate vehicles under normal conditions, engaging in high-speed chases, aerial dogfights, and deep-sea operations. Whenever you need to determine if you have control of a vehicle, you make either a Dexterity or Intelligence ability check modified by any bonuses from feats, modifiers from the handling of the vehicle, and any circumstantial modifiers.

STUNTS

There are times when a vehicle operator needs to perform a risky maneuver as part of an encounter, possibly to avoid a hazard or gain an advantage in combat. There are also times where a vehicle must perform a normal maneuver in difficult conditions, such as making a turn at high speeds or navigating through traffic while in pursuit of an enemy. Stunts are used to accomplish these actions, and the difficulty of the stunt determines the DC of the control check. Some example stunts are listed below, and these examples can be used as a guideline for the DM to determine the DC of an unlisted maneuver.

Easy Stunts: Simple turns (45 degrees) at full speed, sharp turns (90 degrees) at half speed, turn an aerial vehicle with the hover ability 180 degrees, short jump off a ramp, navigate through light obstacles full speed, navigate through heavy obstacles as half speed

Moderate Stunts: Sharp turns (90 degrees) at full speed, moderate jump off a ramp, short jump off a poor ramp, , navigate through heavy obstacles at full speed, bank vehicle to fit through a narrow space at half speed (no larger than height of vehicle)

Hard Stunts: Turn vehicle 180 degrees after hard braking (bootlegger reverse) or by flying in a short loop (Immelman turn), long jump off ramp, moderate jump off poor ramp, navigate through difficult terrain at full speed, bank vehicle to fit through a narrow space at full speed (no larger than height of vehicle)

OUT OF CONTROL

The dangerous circumstances of actions scenes in vehicles often result in the operators losing control, often from a failed control roll, damage to the vehicle, or from a condition that affects the vehicle or the operator. A vehicle also goes out of control if the operator does not take a move action to direct the movement of the vehicle. When a vehicle goes out of control, refer to the Out of Control entry in the vehicle's description or the DM will inform you about what happens to the vehicle. The following circumstances are the most common reasons for a vehicle going out of control: no move action by operator, a failed control roll, the vehicle is Damaged or is reduced to 0 hit points, or a condition affects the operator that impairs his ability to control the vehicle.

CRASHES

If a vehicle collides with another object, the vehicle and the object both take damage based on the speed that the vehicle was traveling prior to the crash. The vehicle and the object both take 1d10 per square the vehicle moved during its previous turn, and occupants of the vehicle take half of this damage. But a crash can only cause a maximum amount of damage equal to the hit points of the object that the vehicle hits, and any excess damage is ignored. So if a car crashes into a crate with 10 hit points, the car will not take more than 10 hit points of damage from the collision. For collisions with creatures, the crash can only cause a maximum amount of damage equal to the bloodied value of the

creature to the vehicle, though the creature still takes full damage from the crash. Creatures that are the same size or smaller than the vehicle are also pushed a number of squares equal to half the speed the vehicle was traveling and are knocked prone.

Normally a vehicle that crashes ends its move immediately upon striking the obstacle, but if the vehicle destroys an object smaller than it and the vehicle still has hit points remaining, it may continue its move normally. This also applies if the vehicle strikes a creature smaller than it, but it can continue its move even if the creature is not reduced to 0 hit points by the crash.

VEHICULAR COMBAT

Initiative: Vehicles never roll initiative, acting on the initiative roll of the creature controlling it. If the vehicle has mounted weaponry or other features that can be operated by other creatures, those features act on the initiative roll of the creature operating the feature. If a vehicle loses its operator and goes out of control, the vehicle has an initiative check of 1 lower than the slowest creature in the initiative order.

CONDITIONS

Most conditions that can affect creatures have no effect on vehicles, but attacks that target the operator will inflict their normal conditions. The conditions listed below can affect vehicles, and if the effect allows a saving throw the operator makes a save for the vehicle at the end of his turn. The operator can also make an additional saving throw by spending a move action during his turn.

Immobilized: An immobilized vehicle is unable to move unless subjected to forced movement.

Prone: A vehicle cannot be knocked prone, but it takes 1d10 damage and is slowed until the end of its next turn instead.

Restrained: A restrained vehicle is immobilized and cannot be moved by forced movement of any kind. If the effect is ended by an escape check, the operator uses a control roll to make escape attempts.

Slowed: A slowed vehicle is affected normally by this condition.

RAMMING

Ramming is an intentional crash designed to damage or destroy a target, even though it also risks damaging the ramming vehicle as well. To successfully inflict a ram attack, the vehicle must move into a square adjacent to the target. If the target is immobile, the ram succeeds automatically. If the target is another vehicle or a creature, the operator of the ramming vehicle must make a control roll against the Reflex defense of the target. If this attack misses, the ramming vehicle slides to another square adjacent to the target and make take any remaining movement. If the attack hits, the damage depends on the speed of the ramming vehicle and the target, as well as the heading of each. If the ramming vehicle strikes an immobile target or one moving on a heading parallel to the ramming vehicle, the attack deals 1d10 damage for each square the ramming vehicle moved prior to the attack. If the ramming vehicle and the target are moving in the same heading, subtract the number of squares the target moved during its previous turn from the speed of the ramming vehicle to determine damage, with a minimum damage of 1d10 on a successful attack. If the ramming vehicle and the target vehicle are headed towards each other, add the speed that the target moved in its previous turn to the speed of the ramming vehicle to determine the damage.

The ramming vehicle takes the same damage that is inflicted upon its target, which makes ramming attacks a risky maneuver. Passengers in the ramming vehicle and the target also take half damage from the attack, just like a crash. If the ramming vehicle rolls a natural 20 on the control roll to make the attack, it only takes half damage from the attack.

Vehicle Name		
Size		
HP	Space	Cost
AC	Fortitude	Reflex
Speed	Handling	
Load		
Pilot		
Passengers		
Out of Control		
Special Features		

Motorcycle		
Medium Vehicle		
HP 30	Space 1 square	Cost \$5000
AC 12 + half level	Fortitude 10 + half level	Reflex Driver's +1
Speed 6 (10)	Handling +1	
Load		
Two medium creatures, 50 lb. of gear.		
Driver		
The driver must hold the handlebars in at least one hand of the motorcycle goes out of control. The driver is -2 to control rolls and any other actions if he takes an action other than moving the motorcycle.		
Passengers		
One medium creature, seated behind the driver.		
Out of Control		
An out of control motorcycle moves the direction of its last heading at half speed. If it remains uncontrolled at the end of its turn and does not strike another object, the motorcycle falls prone and slides a number of squares equal to half of its move. Creatures on the motorcycle take 1d10 per square that the motorcycle slides.		
Open to the Elements		
Motorcycles provide no cover to occupants. If the motorcycle is subjected to a crash or a ramming attack, creatures riding the motorcycle take full damage instead of half damage.		
Lightweight		
Motorcycles can be knocked prone, and if knocked prone the motorcycle slides a number of squares equal to half of its speed. Creatures on the motorcycle take 1d10 per square that the motorcycle slides.		

Automobile		
Large Vehicle		
HP 60	Space 2 squares by 2 squares	Cost \$15000
AC 14 + half level	Fortitude 12 + half level	Reflex Driver's
Speed 6 (10)	Handling -	
Load		
Five medium creatures, 400 lb. of gear.		
Driver		
The driver must hold the wheel in at least one hand of the automobile goes out of control. The driver is -2 to control rolls and any other actions if he takes an action other than moving the automobile.		
Passengers		
Four medium creatures, seated next to and behind the driver.		
Out of Control		
An out of control automobile moves the direction of its last heading at half speed. If it remains uncontrolled at the end of its turn and does not strike another object, the automobile comes to a stop at the end of its turn.		
Cover		
An automobile provides cover to its driver and passengers.		

