

RACIAL CORE CLASSES

ANDROID HERO

ANDROID TRAITS

Key Ability: Intelligence

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 one skill of your choice.

Improved: Increase bonus to +4.

Defense Bonus: +1 to Fortitude

Android Senses: You gain low light vision.

Artificial: You do not need to drink, eat, or breath. You are immune to disease, poison, and psychic damage.

Reprogramming (Special Ability): Once per game session after you take an extended rest, you can retrain one of your trained career skills to another skill on your career's skill list.

Improved: You may also use reprogramming to switch feats, but you can skill only use the ability once per game session.

ANDROID POWERS

MACHINE REACTIONS

ANDROID NOVICE

Your computerized brain allows you to react more quickly than a living creature to dangers in your environment.

At-Will * **Technical, Stance**

Minor Action

Personal

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

TARGETING SYSTEMS

ANDROID NOVICE

Your advanced perception systems allow you to target your foes more accurately.

At-Will * **Tactical, Stance**

Minor Action

Personal

Effect: You assume a stance, and until the stance ends you gain a power bonus to your attack rolls with basic attacks equal to 1 + half your Intelligence modifier.

REDUNDENT SYSTEMS

ANDROID UTILITY

Your foe thinks that he dropped you, but your back-up systems kick you back into gear.

Encounter * **Technical**

Immediate Reaction

Personal

Trigger: You start your turn with 0 hit points or fewer.

Effect: You may spend a healing surge, and you stand up as a free action.

REACTIVE RECHARGE

ANDROID UTILITY

You have systems in place to help constantly recharge you, and you can use them to fuel your body with energy attacks.

Encounter * **Technical**

Immediate Interrupt

Personal

Trigger: You take electricity, fire, or radiation damage.

Effect: You gain immunity to the triggering damage type until the start of your next turn. You also gain temporary hit points equal to 10 + your Intelligence modifier.

TEMPORARY MODIFICATION**ANDROID EXPERT**

You have great control over your systems, and you can make a quick adjustment in your systems to gain an advantage.

Encounter * Technical

Minor 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.

- * Your next damage roll with a basic attack is $2[W] + \text{Intelligence modifier}$ and the target is dazed (save ends).
- * You gain resist to all damage equal to $2 + \text{twice your Intelligence modifier}$
- * You gain a +5 power bonus to your next skill check in a skill you have training in.
- * You may spend a healing surge and you regain additional hit points equal to $2 + \text{twice your Intelligence modifier}$.

POWER SURGE**ANDROID EXPERT**

You tap into your power systems to deliver a powerful jolt to your foe, although the effort temporarily weakens you.

Encounter * Technical

Standard Action

Melee 1

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: $2d8 + \text{Intelligence modifier}$ electrical damage, and the target is knocked prone and stunned until the end of your next turn.

Effect: You are weakened until the end of your next turn.

PSYCHIC HERO

PSYCHIC 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 Diplomacy, Heal, or Science.

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

Defense Bonus: +1 to Will

Telepathic (Special Ability): You can mentally communicate with any living creature within 10 squares of you. The creature must have an Intelligence of 6 or greater and it must be willing to communicate with you, but you do not need to share a common language. For powers with the telepathic keyword, the range of the power is equal to your telepathic range.

Improved: While you are conscious, you and each ally within 10 squares of you can mentally communicate with each other.

PSYCHIC POWERS

PSYCHIC PARALYSIS

PSYCHIC NOVICE

You want to keep your enemy from attacking, so you psychically convince him not to move.

At-Will * Psi, Telepathic

Standard Action **Ranged** telepathy

Target: One Creature

Attack: Charisma vs. Will

Hit: The target is immobilized until the start of your next turn.

MENTAL OVERLOAD

PSYCHIC NOVICE

You bombard your foe with rapid fire mental images and thoughts, causing his brain to become overwhelmed.

At-Will * Psi, Telepathic

Standard Action **Ranged** telepathy

Target: One Creature

Attack: Charisma vs. Will

Hit: Charisma modifier psychic damage, and the target is dazed and slowed until the start of your next turn.

EMPATHIC HEALING

PSYCHIC UTILITY

Your connection to your friends allows you to feed them your strength when they need it most.

Encounter * Psi

Minor Action **Ranged** telepathy

Target: One Ally

Effect: You spend a healing surge, and your ally gains temporary hit points equal to 10 + your Intelligence modifier.

EMOTIONAL CONNECTION

PSYCHIC UTILITY

You are able to peer into people's inner feelings, allowing you to better understand them and communicate with them.

Encounter * Psi

Free Action **Personal**

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

BEAST HERO

BEAST TRAITS

Key Ability: Dexterity

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 Acrobatics, Athletics, or Nature.

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

Defense Bonus: +1 to Reflex

Predatory Vision: You gain low light vision.

Keen Scent (Special Ability): For Perception skill checks where your sense of smell can apply, the DC is reduced by 5.

Improved: The ability also applies to Insight checks.

BEAST POWERS

TOOTH AND CLAW

BEAST NOVICE

You use your natural tools to rip and tear at your foe.

At-Will * Martial

Minor Action **Melee 1**

Target: One Creature

Attack: Dexterity vs. AC, make up to two attacks.

Hit: 1d6 + Dexterity modifier damage.

HAMPERING BITE

BEAST NOVICE

You know the soft spots on your foe, so you use your teeth to take a chunk out of one of them.

At-Will * Martial

Standard Action **Melee 1**

Target: One Creature

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage, and the target is immobilized until the start of your next turn.

Special: If you move from the square adjacent to the target before the start of your next turn, the target is no longer immobilized.

CHANNEL FURY

BEAST UTILITY

You give into your more primitive urges, using your latent animal instincts to savage your foes.

Encounter * Martial

Minor Action **Personal**

Effect: You gain a +2 power bonus to your speed and to damage rolls until the end of your next turn.

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

QUICK CLIMB

BEAST UTILITY

You use your claws to climb up the obstacle in front of you.

Encounter * Martial

Move Action **Personal**

Effect: You gain a climb speed equal to your speed -2.

SAVAGE BITE**BEAST EXPERT**

You use the full force of your bite to inflict a grievous wound on your opponent, then dart away as he screams in agony.

Encounter * Martial

Standard Action **Melee 1**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2d8 + twice your Dexterity modifier damage, and you can shift 1 square.

LEAPING REND**BEAST EXPERT**

You spring at your opponent with your claws extended, bowling into him with deadly fury.

Encounter * Martial, Weapon

Standard Action **Melee 1**

Effect: You can shift 2 squares before the attack.

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2d8 + Dexterity modifier damage, and the target is pushed 1 square and knocked prone.

BRUTE HERO

BRUTE 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 Endurance.

Improved: Increase bonus to +4.

Defense Bonus: +1 to Fortitude

Slave Race: You suffer a -1 penalty to your Will defense.

Thermal Vision: You gain darkvision.

Tough Skin (Special Ability): You gain a +1 racial bonus to your Armor Class.

Improved: The bonus increases to +2.

BRUTE POWERS

BRUTE STRIKE

BRUTE NOVICE

You give into your baser instincts and lash out with a wild but powerful strike.

At-Will * Martial, Weapon

Standard Action **Melee weapon**

Target: One Creature

Attack: Strength - 2 vs. AC

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

POWERFUL SHOVE

BRUTE NOVICE

You slam your shoulder into your foe, sending him flying thanks your your massive frame.

At-Will * Martial

Standard Action **Melee 1**

Target: One Creature

Attack: Strength vs. AC

Hit: Strength modifier damage, and target is pushed 1 + half your Strength modifier in squares.

ENDLESS STAMINA

BRUTE UTILITY

You were bred to work tirelessly, so you are able to keep going whenever others give up.

Encounter * Martial

Immediate Reaction **Personal**

Trigger: You must roll an Endurance check.

Effect: You gain a power bonus to the check equal to 1 + your Strength modifier.

THICK HIDE

BRUTE UTILITY

Your tough skin allows you to turn away deadly attacks and keep on fighting.

Encounter * Martial

Immediate Interrupt **Personal**

Trigger: An attack targets your Armor Class or Fortitude defense.

Effect: You gain a power bonus to the defense equal to your Strength modifier.

BACKBREAKER**BRUTE EXPERT**

You grab your foe and slam him down to the ground with spine-shattering force.

Encounter * Martial, Weapon

Standard Action **Melee 1**

Target: One Creature

Attack: Strength vs. Fortitude

Hit: 2d8 + Strength modifier damage, and the target is knocked prone and immobilized (save ends).

First Failed Save: Target is slowed until the end of the encounter.

HEAD KNOCKER**BRUTE EXPERT**

You grab two near-by foes and slam their heads together, making a satisfying sound.

Encounter * Martial

Standard Action **Close burst 1**

Target: Two Creatures in Burst

Attack: Strength vs. Fortitude

Hit: 1d8 + twice your Strength modifier damage, and target is dazed (save ends).

Effect: You slide one target into a square adjacent to the other target.

MERCHANT HERO

MERCHANT 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 Diplomacy, Insight, or Perception.

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

Defense Bonus: +1 to Will

Enhanced Vision (Special Ability): Gain a +2 racial bonus to visual Perception checks.

Improved: The bonus increases to +5.

MERCHANT POWERS

EXPERT'S STRIKE

MERCHANT NOVICE

You know the specs on your target's armor, so you know exactly how to counter it.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage.

OPTIMIZE WEAPON

MERCHANT NOVICE

You know how to get optimal functionality out of your weapon because you know everything about it.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Special: You gain either a +1 power bonus to the attack roll or a +2 power bonus to the damage roll when you make this attack.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

BUSINESS SENSE

MERCHANT UTILITY

Your training in the merchant's guild helps you to see the best deal possible.

Encounter * Tactical

Prerequisite: You must make a moderate DC Insight check as a free action.

Free Action **Personal**

Effect: When making a purchase, one item of your choice has its cost reduced by 20%.

VISUAL ACCUITY

MERCHANT UTILITY

Your three eyes are very keen, and you rarely miss a detail.

Encounter * Tactical

Immediate Reaction **Personal**

Trigger: Must make a visual Perception check.

Effect: You may roll twice for the check and take the higher result.

LIZARD HERO

LIZARD TRAITS

Key Ability: Dexterity

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

Healing Surges: 5 + Constitution Modifier

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

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

Defense Bonus: +1 to Reflex

Small: You have a base speed of 5. You cannot use a two-handed weapon unless it has the small property. When you use a versatile weapon, you must use it two-handed but you do not gain the normal bonus for using it in that manner.

Climbing (Special Ability): You gain a climb speed of 3.

Improved: Your climb speed increases to 5.

LIZARD POWERS

THIEVING STRIKE

LIZARD NOVICE

You slam into your foe with what seems like a weak hit, but your real goal was one of the shiny objects he had.

At-Will * Martial

Standard Action **Melee 1**

Target: One Creature

Attack: Dexterity vs. AC

Hit: Dexterity modifier damage, and you make a Thievery check to pickpocket an item from the target as a free action.

TRIPPING ATTACK

LIZARD NOVICE

You move in close to your foe and use your small size and long tail to trip him up before dashing away to safety.

At-Will * Martial, Weapon

Standard Action **Melee 1**

Target: One Creature

Attack: Dexterity vs. AC

Hit: Dexterity modifier damage, and the target is knocked prone.

Effect: After the attack, you may shift up to 2 squares.

UNDERFOOT SCUTTLE

LIZARD UTILITY

You dart under the feet of your foes, moving past them before they can strike out at you.

Encounter * Tactical

Move Action **Personal**

Effect: You may shift up to your speed, and you may pass through squares occupied by enemies.

EXPERT PICKPOCKET

LIZARD UTILITY

You are so good at stealing things from others that you don't even realize that you are doing it.

Encounter * Tactical

Immediate Reaction **Personal**

Trigger: You fail a Thievery check to pickpocket.

Effect: You immediately reroll the Thievery check with a power bonus equal to your Dexterity modifier.

ADHESIVE PEST**LIZARD EXPERT**

You use the adhesive pads and claws on your hands and feet to grab your foe and hold him fast.

Encounter * Martial

Standard Action

Melee 1

Target: One Creature

Attack: Dexterity vs. Reflex

Hit: Dexterity modifier damage, and the target is restrained (save ends). If you end your turn no longer adjacent to the target it is no longer restrained.

Aftereffect: Target is slowed and weakened (save ends both). If you end your turn no longer adjacent to the target it is no longer slowed and weakened.

Special: You are treated as having superior cover against attacks while the target is still restrained or slowed, and attacks that miss you inflict half damage on the target.

NIMBLE TARGET**LIZARD EXPERT**

You dart around the battlefield, and your foes end up hitting each other as they attempt to target you.

Encounter * Martial, Weapon

Standard Action

Close burst 10

Special: You may shift up your speed before making the attack.

Target: Up to Three Enemies in Burst

Attack: Dexterity vs. Will

Hit: The target makes a basic attack against a target of your choice within the burst with a bonus to the attack roll equal to your Dexterity modifier.

CAREERS

NEUROMANCER

You have learned to access the minds of others through technology, which gives you astounding abilities. You may do it through an advanced computer, nanobots, or by special frequency transmissions.

NEUROMANCER TRAITS

Key Attribute: Intelligence

Defense Bonus: +1 to Will

Armor Proficiencies: Light

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

Class Skills: Conspiracy, Insight, Mechanics, Perception, Science

Trained Skills: Science and three others from career skill list.

Neural Fortitude (Special Ability): Once per encounter if you are targeted by an attack against your Will defense, you can make the attacker reroll as an immediate interrupt and take the lower result.

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

Improved 2: The attack roll suffers a -2 penalty and you can use this ability three times per encounter.

Critical (Neural Overload): When you score a critical hit, the attack deals 1d6 extra psychic damage and the target is stunned until the end of your next turn.

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

NEUROMANCER POWERS

OPTIC MANIPULATION

NEUROMANCER NOVICE

You impair your foe's abilities by temporarily blinding him.

At-Will * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: The target is blinded until the start of your next turn.

PERCEPTUAL MANIPULATION

NEUROMANCER NOVICE

You briefly make your enemy see enemies everywhere, including those that he called allies.

At-Will * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: The target is unable to make opportunity attacks and grants combat advantage to you and your allies until the start of your next turn. The target is unable to flank and treats allies as enemies for area effect powers that target enemies until the start of your next turn.

PAINFUL MANIPULATION

NEUROMANCER NOVICE

You briefly trigger the pain centers of your target's body, doubling him over in agony.

At-Will * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

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

SHOCKING MANIPULATION**NEUROMANCER NOVICE**

You cause a brief neural overload in your foe, harming him with his own bioelectric energies.

At-Will * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier electrical and psychic damage.

NOW YOU SEE ME...**NEUROMANCER UTILITY**

After you strike one of your foes, you alter his perceptions so that he forgets where you are.

Encounter * Technical

Free Action **Personal**

Target: One creature that you hit with a Neuromancer attack power during the encounter.

Effect: You become invisible to the target until the end of the encounter or until you attack.

TRY AGAIN**NEUROMANCER UTILITY**

Since you have access to your foe's mind, you know what he is planning.

Encounter * Technical

Immediate Interrupt **Personal**

Trigger: An enemy hits you.

Target: The triggering enemy that you hit with a Neuromancer attack power during the encounter.

Effect: The triggering enemy must reroll the attack roll with a penalty equal to your Intelligence modifier and must use the new result.

BACK OFF**NEUROMANCER UTILITY**

Your foe closes in, but you have access now to send him away and keep him there.

Encounter * Technical

Immediate Interrupt **Personal**

Trigger: An enemy enters a square adjacent to you.

Target: The triggering enemy that you hit with a Neuromancer attack power during the encounter.

Effect: You slide the target 6 squares and the target is immobilized until the end of its next turn.

BENEFICIAL MANIPULATION**NEUROMANCER UTILITY**

Your ally is in trouble, but you enter his mind to help get him back in the fight.

Encounter * Technical

Minor Action **Close burst 5**

Target: One ally in burst who is blinded, dazed, deafened, dominated, slowed, or stunned.

Effect: The ally can make an immediate saving throw against the condition with a bonus equal to your Intelligence modifier.

WEAKNESS MANIPULATION**NEUROMANCER EXPERT**

You alter your foe's biological systems temporarily, making him more delicate and vulnerable.

Encounter * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier psychic damage, and the target gains vulnerable 10 to all damage until the end of your next turn.

MENTAL ANGUISH**NEUROMANCER EXPERT**

You overload your foe's neural network, causing him terrible agony.

Encounter * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier electricity and psychic damage, and the target is stunned until the end of your next turn.

Aftereffect: Target is dazed and slowed (save ends both).

NIGHTMARE MANIPULATION**NEUROMANCER EXPERT**

You make your foe think of the worst thing imaginable, causing him to panic and see his fears all around.

Encounter * Technical, Fear

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier psychic damage.

Effect: Until the end of your next turn, the target takes a -2 penalty to attack rolls and whenever a creature hits the target with an attack, that creature pushes the target 1 square.

PUPPET MANIPULATION**NEUROMANCER EXPERT**

You take control of the target's motor functions and turn him on one of his allies.

Encounter * Technical

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier psychic damage, and you slide the target a number of squares equal to its speed. The target then makes a basic attack against a creature of your choice, with a power bonus to the attack roll and damage roll equal to 1 + your Intelligence modifier.

Aftereffect: Target is slowed until the end of your next turn.

PSYCHOKINETIC

You are gifted with the psionic ability to manipulate objects with thought alone, an ability which you continue to hone and develop. Your abilities are potent, and dangerous because everything around you has the potential to become a weapon.

PSYCHOKINETIC TRAITS

Key Attribute: Intelligence

Defense Bonus: +1 to Reflex

Armor Proficiencies: Light

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

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

Trained Skills: Choose any three from career skill list.

Basic Telekinesis (Special Ability): You gain the Basic Telekinesis power.

BASIC TELEKINESIS

PSYCHOKINETIC UTILITY

You focus your will on a nearby object and it lifts up as if your hands were upon it.

At-Will * Psi

Minor Action **Ranged 5**

Target: One Creature

Attack: Intelligence vs. Fortitude

Effect: You create a telekinetic focal point in an unoccupied square within range. The focal point lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, you can telekinetically move the object into a pack, pocket, holster, or similar container and simultaneously move any one object anywhere on your body into your hand. While the focal point persists, you can take the following actions.

Minor Action: You telekinetically pick up or manipulate an object weighing 10 pounds or less. You can only hold one action at a time.

Move Action: You can move a held object up to 5 squares in any direction.

Free Action: You drop what you are telekinetically holding.

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

Improved 1: You can lift objects weighing up to 20 pounds.

Improved 2: The initial range of the power increases to 10 squares, and you can move objects up to 10 squares with a move action.

Critical (Telekinetic Fury): When you score a critical hit, the attack deals 1d8 extra force damage and you can slide the target 5 squares.

Improved: The attack deals +1d8 extra force damage on a critical at each improvement.

PSYCHOKINETIC POWERS

FORCE PULSE

PSYCHOKINETIC NOVICE

You send a telekinetic blast of pure force at your foe, slamming it into him like a bullet.

At-Will * Psi

Standard Action **Ranged 20**

Target: One Creature

Attack: Intelligence vs. AC

Hit: 1d10 + Intelligence modifier force damage, and the target is pushed 1 square.

PSYCHIC SHOVE

PSYCHOKINETIC NOVICE

You grab your foe with your mind and move him around like a puppet.

At-Will * Psi

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier force damage, and you slide the target 1 + your Intelligence modifier squares.

IGNITE OBJECT**PSYCHOKINETIC NOVICE**

You agitate the molecules in your target, creating intense heat and igniting his flammable belongings.

At-Will * Psi

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier fire damage, and the target takes 5 ongoing fire damage (save ends).

KINETIC BLAST**PSYCHOKINETIC NOVICE**

You create a blast of force in the middle of your enemies, sending them flying.

At-Will * Technical

Standard Action **Area burst 1 within 10 squares**

Target: Creatures in Burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + half your Intelligence modifier force damage, and the target is pushed 1 square and knocked prone.

PSYCHIC SHIELD**PSYCHOKINETIC UTILITY**

You surround yourself with a bubble of psychic force to absorb damage from attacks.

Encounter * Psi

Free Action **Personal**

Effect: You gain temporary hit points equal to 10 + your Intelligence modifier.

PSYCHOKINETIC LEAP**PSYCHOKINETIC UTILITY**

You create a blast of force underneath you, launching you up and over the battlefield.

Encounter * Psi

Move Action **Personal**

Effect: You fly up to your speed, and if you do not land at the end of this movement you immediately fall.

AIRLIFT**PSYCHOKINETIC UTILITY**

You lift up one of your allies and move him where he needs to be on the battlefield.

Encounter * Psi

Minor Action **Ranged 10**

Target: One ally

Effect: You slide the ally up to 6 squares, and the movement is not affected by difficult terrain.

KINETIC TRAP**PSYCHOKINETIC UTILITY**

As your foe closes in, you use your abilities to bind him with telekinetic force.

Encounter * Psi

Immediate Reaction **Personal**

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

Effect: The enemy is restrained until the end of your next turn.

TELEKINETIC STORM**PSYCHOKINETIC EXPERT**

You lash out all around you with a torrent of psychokinetic force, turning the area into a maelstrom of debris.

Encounter * Psi

Standard Action **Close burst 3**

Target: Creatures in Burst

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage, and the target is pushed 3 squares.

Aftereffect: The squares in the burst are considered difficult terrain.

CRUSHING FORCE**PSYCHOKINETIC EXPERT**

You grab your foe with your mind and crush him with psychokinetic force.

Encounter * Psi

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier force damage, and the target is restrained and takes 5 ongoing force damage (save ends both).

Miss: Half damage and target is slowed until the end of your next turn.

POINT OF ATTRACTION**PSYCHOKINETIC EXPERT**

You create a point of psychic energy that draws your foes towards it and crushes them.

Encounter * Psi

Standard Action **Area burst 2 within 10 squares**

Target: Creatures in Burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier force damage.

Effect: You pull the target 2 squares towards the burst's origin square, and the target falls prone.

PSYCHIC LAUNCH**PSYCHOKINETIC EXPERT**

You create a pillar of force under your foe, launching him up into the air before he comes crashing down again.

Encounter * Psi

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: The target flies up to 30 feet straight up, and if it does not land at the end of this movement it immediately falls.

TELEPATH

You have the gift to peer into the minds of others and implant your own thoughts within their mind. With your powerful abilities, you make your foes their own worst enemies.

TELEPATH TRAITS

Key Attribute: Charisma

Defense Bonus: +1 to Will

Armor Proficiencies: Light

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

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

Trained Skills: Choose any three from career skill list.

Telepathic (Special Ability): You can mentally communicate with any living creature within 10 squares of you. The creature must have an Intelligence of 6 or greater and it must be willing to communicate with you, but you do not need to share a common language. For powers with the telepathic keyword, the range of the power is equal to your telepathic range. If you have the telepathy special ability from another source, your range is increased by 5 squares.

Improved 1: Your range is increased to 20 squares.

Improved 2: Your range is increased to line of sight.

Critical (Mental Overload): When you score a critical hit, the attack deals 1d8 extra psychic damage and the target is dazed (save ends).

Improved: The attack deals +1d8 extra damage on a critical at each improvement.

TELEPATH POWERS

MENTAL BLAST

TELEPATH NOVICE

You send the full force of your will at your foe, battering him with your psychic assault.

At-Will * Psi

Standard Action **Ranged telepathy**

Target: One Creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, and the target is dazed until the start of your next turn.

CREATE AVERSION

TELEPATH NOVICE

You make your enemy fear something mundane in the environment, using his terror to throw off his focus.

At-Will * Psi, Fear

Standard Action **Ranged telepathy**

Target: One Creature

Attack: Charisma vs. Will

Hit: Charisma modifier psychic damage, and the target suffers a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

MENTAL COERSION

TELEPATH NOVICE

You briefly but aggressively take command of your opponent, using him as your puppet to strike at your enemies.

At-Will * Psi

Standard Action **Ranged telepathy**

Target: One Creature

Attack: Charisma vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

PSYCHIC INSIGHT**TELEPATH NOVICE**

You assault into the mind of your foe gives you a glimpse at his intentions.

At-Will * Psi

Standard Action **Ranged telepathy**

Target: One Creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target suffers a penalty to attack rolls against you equal to 1 + half your Charisma modifier.

MENTAL BLOCK**TELEPATH UTILITY**

You temporarily erase your presence from the minds of nearby enemies.

Encounter * Psi

Minor Action **Close burst 5**

Target: Enemies in Burst.

Effect: You become invisible to the target until the end of your next turn or until you attack.

MENTAL RESOLVE**TELEPATH UTILITY**

The strength of your mind makes it difficult for your foes to gain access to your brain.

Encounter * Psi

Immediate Reaction **Personal**

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

Effect: You gain a power bonus to your Will defense against the triggering attack equal to 1 + your Intelligence modifier.

FORCE BACK**TELEPATH UTILITY**

Your foe attempts to get near you, but you psychically urge him to move back away from you.

Encounter * Psi

Immediate Interrupt **Personal**

Trigger: An enemy enters a square adjacent to you.

Effect: You slide the target 3 squares and the target is dazed until the end of its next turn.

AVERSION SHIELD**TELEPATH UTILITY**

You surround yourself with a psychic aura that makes opponents reluctant to strike you.

Encounter * Psi

Minor Action **Personal**

Effect: You gain a +3 power bonus to all defenses until the end of your next turn.

PSYCHIC TRANSFER**TELEPATH EXPERT**

You psychically drain energy from you foe and use it to strengthen yourself or an ally.

Encounter * Psi

Standard Action **Ranged telepathy**

Target: One Creature

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier psychic damage, and you or one ally within 10 squares gains temporary hit points equal to the damage inflicted by the attack.

INFLECT FEAR**TELEPATH EXPERT**

You tap into the fears of your foes, filling them with the terrors that reside in the deepest part of their minds.

Encounter * Psi, Fear

Standard Action **Area** burst 2 within 10 squares

Target: One Creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage.

Effect: Until the end of your next turn, the target takes a -2 penalty to attack rolls and is pushed 1 square whenever a creature hits the target with an attack.

SLEEPER AGENT**TELEPATH EXPERT**

You plant a seed in the mind of one of your foes, and at your command he will strike.

Encounter * Psi

Standard Action **Ranged** telepathy

Target: One Creature

Attack: Charisma vs. Will

Hit: You may make the following attack at anytime before the end of the encounter.

Secondary Attack (Psi)

Minor Action **Personal**

Effect: The target makes a basic attack with a bonus to the attack roll equal to your Charisma modifier, and if the attack hits it does 1d8 additional damage.

FOSTER ANIMOSITY**TELEPATH EXPERT**

Your foes have conflict within their ranks, and you briefly bring it to surface with violent results.

Encounter * Psi

Standard Action **Area** burst 3 within 10 squares

Target: Up to Three Enemies in Burst

Attack: Charisma vs. Will

Hit: Target makes a basic attack against a creature of your choice with a bonus to the attack roll and damage roll equal to your Charisma modifier.

EQUIPMENT

EQUIPMENT AT 1st LEVEL

When you create a character at 1st level, you start with basic clothing. Characters also start with a basic vehicle (usually a grav-car or grav-cycle) and a small residence (either a small home or an apartment). You also get Cr1000 to spend on weapons, armor, and basic heroic gear. For simplicity futuristic adventures use the credit (Cr) as the standard currency, but this can easily be changed to whatever currency is appropriate to your campaign.

RESOURCE ROLL

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 Cr100 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

Basic Protecsuit Basic protecsuits are the minimum protection available, and they are often designed to look like normal clothing or jumpsuits. If an observer who is visually examining the wearer makes a hard DC Perception check, he notices the armor. Unlike other armor, basic protecsuits can be used without any training and the wearer suffers no penalties.

Light Protecsuit A thin but effective suit of defensive weave material, a light protecsuit provides a small amount of protection while remaining thin enough to have the appearance of ordinary clothing. If an observer who is visually examining the wearer makes a hard DC Perception check, he notices the armor.

Medium Protecsuit Thicker and bulkier than its light counterpart, the medium protecsuit employs hardened polyler plates over vital area to provide good protection without the bulk of heavier armors. Medium protecsuits can also be modified to serve as spacesuits, allowing the wearer to survive in space and underwater. This adds Cr500 to the cost and an additional 4 pounds to the weight.

Heavy Protecsuit Heavy protecsuits are made up of a thick defensive weave jumpsuit with heavy polymer plates and inserts over vital areas, and it also includes a helmet. Heavy protecsuits can also be modified to serve as spacesuits, allowing the wearer to survive in space and underwater. This adds Cr1000 to the cost and an additional 8 pounds to the weight.

Scout Armor The lightest power armor available, scout armor is designed for quick movement on the battlefield so that it can be used for forward observation and intelligence gathering. It has full life support systems and when active, it is considered to be weightless for the wearer. The armor has active camouflage systems that provide a +5 equipment bonus to Stealth checks and it has sensor systems that provide a +2 equipment bonus to Perception checks and grant darkvision to the wearer. The armor also has powerful leg servos and jump jets, and Athletics checks to jump gain a +10 equipment bonus and the wearer is always treated as if having a running start.

Assault Armor Assault armor is power armor that makes the wearer into a walking tank. While it is not as mobile as lighter suits of armor, it has full life support and its effective weight is greatly reduced thanks to its powered systems. It has sensor systems that provide a +2 equipment bonus to Perception checks and grant darkvision to the wearer, and the armor also gives the wearer a +4 equipment bonus to Strength. Assault armor can have two heavy ranged weapons mounted on it, and the wearer gains a +1 equipment bonus to attack rolls thanks to integrated targeting systems. Assault armor also has a grav shield that the wearer can activate once per encounter as a minor action, and this shield provides the wearer 10 temporary hit points.

Armor	Armor Bonus	Check	Speed	Price	Weight
Basic Protecsuit (light)	+1	-	-	Cr250	3 lb.
Light Protecsuit (light)	+2	-	-	Cr500	5 lb.
Medium Protecsuit (light)	+4	-1	-	Cr1500	12 lb.
Heavy Protecsuit (heavy)	+5	-1	-1	Cr2500	20 lb.
Jump Armor (heavy)	+8	-2	+2	Cr50000	0/250 lb.*
Assault Armor (heavy)	+10	-2	-1	Cr100000	50/350 lb.*

SHIELD TYPES

Small DeflecShield This lightweight shield has built-in grav technology that helps it defend against energy attacks as well as physical attack.

Large DeflecShield The heavier version of the deflecshield, this version is even more effect and it can serve as portable cover. If the user does not move during his turn, the shield also acts as partial cover.

Shield	Shield Bonus	Check	Speed	Price	Weight
Small DeflecShield	+1	-	-	\$150	10 lb.
Large DeflecShield	+2	-2	-1	\$350	15 lb.

OTHER DEFENSES

Grav Screen

Level 5+ Uncommon

The powerful grav field that surrounds you helps block damaging attacks made against you.

Lvl 5 Cr1000

Level 15 Cr25000

Lvl 10 Cr5000

Item Slot: Torso

Power (Encounter): Minor Action. You gain 10 temporary hit points.

Level 9: 15 temporary hit points.

Level 15: 20 temporary hit points.

Holo-Dupe Belt

Level 7 Uncommon

This belt projects a life-like image of you, making it difficult for your enemy to determine who is the real target.

Item Slot: Waist

Cr2600

Power (Encounter): Minor Action. A hologram that has your appearance is created within 5 squares of you, and it lasts until the end of the encounter or until it is attacked. The hologram must remain within 5 squares of you, but you can move it up to your speed as a free action. Whenever an enemy hits you with an attack, make a saving throw. If the save is successful, the attack hits the hologram instead and is treated as a miss but the hologram disappears. If the save fails, the attack hits you normally. A creature can attempt to discern which one is the hologram with a successful hard DC Perception check.

Shield Orb

Level 4 Uncommon

A small robot drone flies around your body, ready to intercept any attack that comes your way.

Item Slot: Any

Cr840

Property: When you are hit by an attack that deals damage, make a saving throw. If you succeed, the orb absorbs 10 points of the damage and is destroyed.

Special: You can have up to three shield orbs active at once.

WEAPONS

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.

Demtex: Demtex is more versatile in how it 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.

Deflec Smoke: This type of grenade creates a special smoke cloud that has miniature metal fragments that can help deflect energy weapons. 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. Special goggles allow the wearer to see through the smoke, and these goggles cost Cr250.

Disruption: Disruption grenades generate a short-range but powerful electromagnetic pulse that disables and damages electronic devices. Disruption grenades do not harm living creatures, but they may inflict their damage against the equipment of a living creature if it is hit.

Plasma: Plasma 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).

Stun: Stun grenades are non-lethal options to incapacitate large groups of living enemies at once through a powerful pulse of energy that affects the nervous system. Like all stun weapons, stun grenades are ineffective against non-living creatures and living creatures in armor that provides full life support.

Tangler: Another non-lethal variety, tangler grenades use a special polymer that hardens quickly to entrap targets. A target hit by the attack is restrained, and the target can free itself by making a hard DC Athletics or Strength check. The polymer can also be destroyed by inflicting 20 hit points of physical or energy damage.

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.

PAMM Launcher: PAMM (Pump-Action Micro Missile) launchers are designed to fire small explosive devices that detonate at range. The standard missile is a powerful shaped charge, but the weapon can launch other missile types that are equivalent of standard grenades. These other missiles use the statistics of the 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 a rifle, and this model has the cost reduced to Cr400 and the weight reduced to 3 pounds.

Personal Railgun: Bulky and cumbersome, personal railguns are also one of the most devastating infantry weapons available. These massive guns fire shells through magnetic acceleration, and they are powerful enough to punch through heavily armored vehicles. The bulk of the weapon requires a special anti-grav harness to offset the weight, and if this harness is disabled the wielder is slowed and is knocked prone if he tries to fire the weapon. The shot is also so powerful that it can blow through a target and still be dangerous. If the target is reduced to 0 hit points by the attack, the wielder can make one additional basic attack against another creature past the initial target along the same line of effect.

Plasmathrower: The futuristic version of the flamethrower, the plasmathrower shoots out a stream of plasma at targets to damage them with intense heat. In addition to the damage inflicted by the attack, the target also takes 5 ongoing fire damage (save ends).

Singularity Launcher: The singularity launcher fires a microscopic black hole that is contained in a special electromagnetic field. When the shot hits its target, the black hole immediately collapses and creates an extremely powerful explosion. In addition to the damage, targets of this attack are pushed 5 squares and are knocked prone. Targets that are missed by the attack take half damage and are pushed 2 squares.

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. Melee weapons are often used on spaceships because there is less risk of a hull breach than from using firearms.

Grav Knux: Grav knux add the listed damage to the wielder's unarmed strike damage.

Ranged: Ranged weapons are the most common armament found on futuristic battlefields, and advances in technology have made them deadlier than they have ever been before. Mag, or Magnetic Acceleration, weapons are the most common firearm available. Grav weapons are less common because of their expense, but they are widely available on technologically advanced worlds. Plasma weapons are the standard firearm of the evil aliens, but they are becoming more common among other cultures as well.

Tangler Rifle: Tangler rifles shoot a special polymer that hardens quickly to entrap targets. A target hit by the attack is restrained, and the target can free itself by making a hard DC Athletics or Strength check. The polymer can also be destroyed by inflicting 20 hit points of physical or energy damage.

Special: Some weapons do not fit into a specific category. These weapons have special traits unique to the specific armament as detailed below.

Pulse Gauntlet: A recent development, the pulse gauntlet combines a pulser pistol with grav knux, and it shares the traits and abilities of both weapons.

Stun Wand: Stun wands are common defensive weapons of the psychics, and the weapon combines the abilities of a stun baton and a stun pistol.

War Claws: A recent development of the beasts, war claws are a set of razor-sharp metal claws with a light mag pistol built into the guard of the weapon. Use the statistics for a light mag pistol when used for ranged combat, and the war claws add the extra damage to unarmed attacks or beast racial attack powers.

WEAPON PROPERTIES

Disruption (D): This type of weapon is designed to only damage electronic devices and machines, but it does not harm most living creatures. The weapon only causes damage to objects, equipment, and creatures such as robotic constructs who have electronic components. This includes living creatures with cybernetics, but the weapon only causes half damage to cyborgs. These weapons can be used to target a creature's equipment to attempt to damage it, but this attack targets the creature's Reflex defense and causes damage against a piece of equipment of the attacker's choice.

Grav (G): Grav weapons fire powerful pulses of energy that batter the target in addition to causing damage. Upon a successful attack, the target is also pushed 1 square. If the attack already has a push effect, then that effect is increased by 1 square.

Non-lethal (N): This property describes a weapon that is designed to incapacitate a target without killing them. If an attack from this weapon reduces a target to 0 hit points, the target is knocked unconscious only and does not have to make death saving throws.

Plasma (P): Plasma weapons fire superheated balls of gas that continue to burn the target after the initial damage. Creatures hit by a plasma weapon also take 3 ongoing fire damage until the end of their next turn.

Stun (St): Stun weapons attack the nervous system of a living creature, seizing up the body to incapacitate the creature without doing permanent damage. When a creature is hit by a stun attack, it is dazed (save ends). If the attack is a critical hit or if the target is already dazed when hit, the target is knocked prone and stunned (save ends). Non-living creatures and living targets who are in armor with full life support are immune to stun weapon attacks.

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Grav Baton	+2	1d6	-	-	Cr150	3 lb.	G, O	Mace
Grav Knux	+3	+3*	-	-	Cr125	2 lb.	G, O	Special
Molecular Knife	+3	1d6	5/10	-	Cr100	1 lb.	LT, O	Light Blade
Stun Baton	+3	1d4*	-	-	Cr200	3 lb.	O, N, St	Mace
Stun Wand	+3	1d4*/1d4*	5/10	10	Cr600	5 lb.	N, St	Special

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Grav Mace	+2	1d12	-	-	Cr500	8 lb.	G	Mace

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Molecular Sword	+3	1d8	-	-	Cr400	5 lb.	HC, V	Heavy Blade
Pulse Gauntlet	+3	+3*/1d10	15/30	10	Cr1200	3 lb.	G, O	Special
War Claws	+2	+2*/1d8	10/20	12	Cr800	4 lb.	O	Special

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Buzz-Axe	+2	2d6	-	-	Cr1000	12 lb.	HC	Axe
Molecular Axe	+2	1d10	-	-	Cr350	6 lb.	HC	Axe

SIMPLE RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Disruptor Pistol	+3	1d8*	10/20	8	Cr350	3 lb.	Lm, D	Pistol
Stun Pistol	+3	1d6*	5/10	10	Cr250	2 lb.	Lm, NL, O, St	Pistol

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Disruptor Rifle	+2	1d10*	15/30	16	Cr500	6 lb.	Lm, D	Rifle
Stun Rifle	+2	1d8*	10/20	15	Cr450	5 lb.	Lm, NL, O, St	Rifle
Tangler Rifle	+2	Special	10/20	8	Cr300	12 lb.	BA, Lm	Rifle

MILITARY RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Light Mag Pistol	+3	1d8	10/20	15	Cr200	2 lb.	Lm, O	Pistol
Heavy Mag Pistol	+2	1d10	15/30	12	Cr350	4 lb.	Lm, V	Pistol
Cussor Pistol	+3	1d8	15/30	12	Cr500	3 lb.	Lm, G, NL, O	Pistol
Pulser Pistol	+2	1d10	15/30	10	Cr800	3 lb.	Lm, G, O	Pistol
Plasma Pistol	+3	1d10	15/30	10	Cr1000	5 lb.	Lm, P	Pistol

Two-Handed

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Mag Assault Rifle	+2	1d10	25/50	40	Cr500	8 lb.	A, Bu, Lm	Rifle
Mag Carbine	+3	1d10	25/50	20	Cr450	7 lb.	Lm	Rifle
Mag Sniper Rifle	+2	2d8	40/80	10	Cr1500	15 lb.	HC, Lm	Rifle
Mag SMG	+2	1d8	20/40	30	Cr400	6 lb.	A, Bu, Lm, V	Rifle
Mag Shotgun	+2	2d6	10/20	8	Cr350	9 lb.	HC, Lm, Sh	Shotgun
Cussor Rifle	+2	1d10	20/40	24	Cr800	7 lb.	Lm, G, NL	Rifle
Pulser Rifle	+2	2d6	20/40	24	Cr1100	7 lb.	Lm, G	Rifle
Plasma Rifle	+2	1d12	20/40	25	Cr2500	12 lb.	Lm, P	Rifle

Heavy Weapons

Weapon	Prof.	Damage	Range	Ammo	Price	Weight	Properties	Group
Mag Machinegun	+2	2d8	30/60	200	Cr2000	45 lb.	A, HC, LM	Heavy
Mag Minigun	+2	2d6	20/40	150	Cr1750	35 lb.	A, LM	Heavy
PAMM Launcher	+1	2d8*	20/40	10	Cr5000	18 lb.	BA, HC, LM	Heavy
Personal Railgun	+1	3d6*	75/150	8	Cr20000	50/125 lb.*	BA, HC, LS	Heavy
Light Pulser Cannon	+2	2d8	20/40	75	Cr4500	25 lb.	BA, G, Lm	Heavy
Heavy Pulser Cannon	+1	3d8	30/60	50	Cr15000	45 lb.	BA, G, LM	Heavy
Light Plasma Cannon	+2	2d10	20/40	50	Cr8000	40 lb.	BA, Lm, P	Heavy
Heavy Plasma Cannon	+1	3d8	30/60	30	Cr24000	75 lb.	BA, Lm, P	Heavy
Plasmathrower	+2	1d12	Cl Blast 4	10	Cr4000	35 lb.	BA, LM, P, Re	Heavy
Singularity Launcher	+2	3d10*	30/60	3	Cr250000	80 lb.	BA, LM	Heavy

EXPLOSIVES

Grenades (Simple Ranged)

Weapon	Prof.	Damage	Range	Area	Price	Weight	Properties	Group
Deflec Smoke	-	Special	5/10	Burst 3	Cr150	1 lb.	BA, C	Grenade
Disruption	-	2d6*	5/10	Burst 2	\$75	1 lb.	BA, C	Grenade
Plasma	-	2d8 Fire	5/10	Burst 1	\$150	1 lb.	BA, C	Grenade
Stun	-	2d8 Fire	5/10	-	\$150	1 lb.	BA, C	Grenade
Tangler	-	Special	5/10	Burst 1		3 lb.	BA, C	Grenade

Explosives

Weapon	Prof.	Damage	Range	Area	Price	Weight	Properties	Group
Demtex	-	2d8*	5/10	Burst 2*	\$150	1 lb.	BA, C	Explosive

ADVENTURING GEAR

Item	Price	Weight	Description
Survival Kit	Cr500	25 lb.	Contains the following: one week of concentrated food and water, a pressure sealed tent, an atmosphere unit with one week of power, a temperature unit, a knife, a flashlight, a compass, and a beacon that has orbital range and transmits a standard distress signal.
Ammunition			
-Bullets, mag (50)	Cr20	3 lb.	-
-Cells, energy	Cr25	3 lb.	-
-Cells, plasma	Cr75	3 lb.	-
-Shells, mag (20)	Cr20	3 lb.	-
Compu-pad	Cr500	2 lb.	+2 to Science checks for computer programming and to knowledge skill checks.
Grav Boots	Cr750	5 lb.	+1 to speed, +10 to Athletics checks to jump.
Grav Pack	Cr1500	15 lb.	Flight speed 6 for up to 4 hours before needing recharged for 1 hour.
Infoplant	Cr25	1 lb.	Contains personal and financial information.
Med Patch	Cr50	2 lb.	Easy DC Heal check, spend healing surge to heal 20 hit points.
Wristcomp	Cr250	1 lb.	+1 to Science checks for computer programming and to knowledge skill checks, bright light in blast 4, darkvision out to 2 squares, unlimited range communications on planet with global network.

CYBERNETICS

Cybernetics are artificial replacements or enhancements for living creatures, and they are designed to either simulate the function of the part they are replacing or to provide abilities that are superior to the creature's normal functioning. There are two basic types of cybernetics: replacements and enhancements. Replacements are designed to simulate the function of the organic part that was lost or damaged beyond normal healing, and they provide no in-game benefit other than allowing normal functioning for the creature. Enhancements are designed to provide the creature with special abilities or upgrades beyond normal levels of functioning, and in-game they are treated like a special form of non-removeable magic item.

While cybernetics have benefits they can provide to their user, they also have a few drawbacks. One is a condition known as cy-chosis, which is a form of mental illness that occurs from having too many artificial parts in an organic creature and it is detailed below. The second drawback is that the artificial parts make the character susceptible to disruption weaponry and electromagnetic pulses. Living creatures with cybernetic parts suffer half damage from these types of attacks unless they have the Shielded Systems enhancement detailed below.

CYBERNETICS LEVEL, RARITY, AND INSTALLATION

The level of the bionic replacement and its rarity help determine the relative power level of the replacement part, as well as how difficult it is to install in the creature.

Level This level of a cybernetic enhancement determines the relative power level of the item and translates to the average level of characters using that enhancement. The level does not limit who can acquire the enhancement, but in general characters don't have enhancements more than a few levels above his character level.

Rarity A cybernetic enhancement's rarity determines how easy it is to obtain for the character, and it also determines how difficult it is to install in a creature.

Common cybernetics can be found on nearly any technologically advanced world or colony, often in specialty shops or clinics. These items are often simple, usually providing one special ability or a single bonus to a skill or ability score. These enhancements can be purchased just like normal equipment and installed by trained professionals, either at the site of purchase or at a local hospital or clinic. On worlds or colonies that are less advanced, even common cybernetics might be difficult to find and locating someone trained to install them might be an adventure by itself. Installing a common enhancement is an easy DC Heal check.

Uncommon cybernetics are often combat modifications or military-grade enhancements that are more difficult to obtain on the open market. They are usually sold only to people with special permits or under unique circumstances, but they can still be obtained if the character does enough searching. They can also be found through illegal sources such as underworld contacts or through the black market, but purchasing them from these sources carries its own risks. On smaller colonies or on less advanced worlds, the types of enhancements are extremely rare. Installing an uncommon enhancement is a moderate DC Heal check.

Rare enhancements are often cutting edge technologies that are only found in military organizations or in the labs of huge corporations, and they usually provide unique abilities or multiple benefits to the character. They are impossible to find on the open market and are extremely rare even on the black market, and obtaining them is often a difficult and expensive process. A character might given a rare enhancement as a reward for a very dangerous task or it might be harvested from a particularly dangerous enemy. Installing a rare enhancement is a hard DC skill check.

Installation Cybernetics are installed in a creature through surgery, and they often require the removal of the biological component that is being replaced. Installation must be done in an appropriate medical facility with the proper resources available to ensure that the process is safe for the creature, and it is a time consuming process. Installing an enhancement requires the same amount of time as an extended rest, and afterwards the person installing the part must make a Heal check with the DC determined by the rarity of the part being installed as detailed above. If this check fails, the part is not installed and the creature must wait 24 hours before it can be attempted again. Note that the body part being replaced will already have been removed. If the check is successful, the enhancement has been installed and is fully functional.

Some characters will attempt to obtain cybernetic parts by harvesting them from other creatures, and these parts usually require

modification to be effectively installed in the character. This is usually a Mechanics check using the same DC as the installation Heal check.

CYBERNETICS COST

The cost of cybernetic enhancements are listed below, although several factors affect the final cost of the enhancement. The rarity of the item, how obvious the replacement is, and the installation cost are the three factors that affect the listed price of the cybernetic part.

For common cybernetics, the listed cost is almost always the cost for purchasing the item. On less advanced worlds though, there might be a mark-up of at least 20% for the item. Uncommon cybernetics often cost more than the listed price to reflect the cost of permits or the added expense of obtaining the item through illegal sources, and this often results in a mark-up of at least 50% of the base cost. Rare cybernetics are usually not found for sale in the first place, and when they are the cost may be as much as double the listed price if not far more. Note that in some circumstances, the base cost of the item can serve as a guideline for including cybernetics as a reward for a service or loot obtained after an encounter.

The listed cost also represents a replacement that is obviously artificial or mechanical, and it makes it difficult for the character to hide his cybernetics. In some cultures this may lead to negative reactions or prejudices by non-cybernetic creatures, and in those cases the character suffers a -2 penalty to Charisma checks and Charisma based skills. Enhancements can be designed to look like a biological part through use of artificial skin, but this increases the base cost of the part by 50%.

The base cost of the part does not include the cost of the surgery to install the replacement, although characters with access to the proper facilities may be able to install the parts on their own. If the character is having the part installed through a clinic or other medical site, the installation costs Cr500 per level of the cybernetic part.

CYBERNETICS CATEGORIES

Cybernetics are divided into categories based on what body part it is replacing or enhancing, and these categories are similar to those for other forms of equipment. But cybernetic enhancements do not "fill" the slot if it corresponds with another type of equipment, so a character with a torso enhancement can still wear armor and a character with a hand enhancement can still wield a weapon unless otherwise stated in the enhancement's description. A character can have cybernetics in the following **enhancement slots**: arms (2 slots), feet, hands (2 slots), head, sensory, torso, and waist. If a character wants to replace an enhancement in a slot that is already filled, the current item must be replaced and the character must have the new part installed as per the standard process detailed above.

CYCHOSIS

The integration of mechanical parts into a biological creature can have negative side effects on the mind of the creature. The typical effect is that the creature becomes less connected with other biological creatures and becomes more "mechanical" in its outlook and personality. This usually manifests as detachment from other living creatures, a cold and unemotional personality, and a reduction in willpower. This condition is known as "cybernetic-induced dissociative disorder," but it is more commonly known by its nickname "cychosis." A creature's body is only capable of tolerating a certain number of enhancements before cychosis begins to set in, and this is equal to the creature's Constitution modifier. If the creature gains more enhancements than this modifier, it suffers a -2 penalty to Charisma checks, Charisma skill checks, and its Will defense. This penalty persists until the extra enhancements are removed.

Cybernetic Categories

Arm Slot Cybernetics

Enhanced Strength

Level 5+ Common

This bionic arm greatly increases your physical strength.

Lvl 5 Cr1000

Level 15 25000

Lvl 10 Cr5000

Cybernetic Slot: Arm

Property: You gain a +1 item bonus to Strength ability checks and melee damage rolls, and when determining how much of a load you can carry, your effective Strength is increased by 4.

Level 7: +2 item bonus, and effective Strength for determining load is increased by 6.

Level 13: +3 item bonus, and effective Strength for determining load is increased by 8.

Integrated Weapon System

Level 4 Uncommon

You have a built-in weapon system in your forearm, and you can retract the weapon so it remains hidden.

Cybernetic Slot: Arm Cr840

Property: You have a one-handed melee or ranged weapon of your choice installed in your forearm. You must pay the cost for the weapon in addition to the cost of the enhancement, and replacing any necessary ammunition requires the weapon's standard load time. This weapon cannot be disarmed or removed from you in combat. While it is retracted, Perception checks to detect the weapon suffer a -5 penalty.

Superior Integrated Weapon System

Level 7+ Uncommon

You have a larger built-in weapon, and while it is obvious it also lets people know you mean business.

Lvl 7 Cr2600

Lvl 12 Cr13000

Cybernetic Slot: Arm

Property: You have a two-handed melee or ranged weapon of your choice installed in your arm or mounted to your shoulder. You must pay the cost for the weapon in addition to the cost of the enhancement, and replacing any necessary ammunition requires the weapon's standard load time. This weapon cannot be disarmed or removed from you in combat, and you gain a +1 enhancement bonus to damage rolls.

Level 12: You can have a heavy ranged weapon of your choice installed in your arm or mounted to your shoulder instead.

Special: This enhancement cannot be made concealable by paying to have it look like a biological part.

Feet Slot Cybernetics

Enhanced Speed

Level 6 Uncommon

Cybernetics in your feet and legs allow you to move faster and jump higher than others.

Cybernetic Slot: Feet Cr1800

Property: You gain a +1 item bonus to speed and a +5 item bonus to Athletics checks to make jumps.

Power (Encounter): Move Action. You fly up to your speed. If you do not land at the end of this movement, you immediately fall.

Foot Claw

Level 4 Common

You replace your feet with mechanical clawed feet, which make your kicks lethal and aid you in climbing.

Cybernetic Slot: Feet Cr840

Property: You gain a +5 item bonus to Athletics checks to climb, and your unarmed attacks with your feet do 1d8 damage.

Grav Thrusters

Level 10 Rare

Complex anti-grav systems coupled with built-in thrusters grant you the gift of flight.

Cybernetic Slot: Feet Cr5000

Property: You gain a flight speed of 8. You can fly for 1 hour before you need to recharge the enhancement for 4 hours.

Hand Slot Cybernetics

Hand Claw

Level 3 Common

Your hand is replaced with a powerful metal claw, which is both a deadly weapon and a useful tool.

Cybernetic Slot: Hand Cr680

Property: You gain a +2 item bonus to Strength ability checks, and your unarmed attacks with your hand do 1d6 damage.

Integrated Mechanical Tools

Level 2 Common

Most people can never find the tool they need, but yours are always on hand.

Cybernetic Slot: Hand Cr520

Property: You gain a +2 item bonus to Mechanics checks.

Integrated Medical Tools

Level 2 Common

You have a first aid kit at your fingertips, or inside them as the case may be.

Cybernetic Slot: Hand Cr520

Property: You gain a +2 item bonus to Heal checks.

Head Slot Cybernetics

Advanced Skillware (Mental)

Level 6+ Rare

Part of your brain is replaced with an advanced computer that has the ability to simulate ability in various mental skills.

Lvl 6 Cr1800 Level 18 Cr85000

Lvl 12 Cr13000

Cybernetic Slot: Head

Property: You gain a +1 item bonus to one skill of your choice from the following list: Conspiracy, Heal, History, Mechanics, Nature, Science, or Streetwise.

Power (Daily): Minor Action. You switch the skill bonus to another skill from the above list.

Level 7: +2 item bonus.

Level 13: +3 item bonus.

Advanced Skillware (Physical)

Level 6+ Rare

Part of your brain is replaced with an advanced computer that has the ability to simulate ability in various physical skills.

Lvl 6 Cr1800 Level 18 Cr85000

Lvl 12 Cr13000

Cybernetic Slot: Head

Property: You gain a +1 item bonus to one skill of your choice from the following list: Acrobatics, Athletics, Stealth, or Thievery.

Power (Daily): Minor Action. You switch the skill bonus to another skill from the above list.

Level 13: +3 item bonus.

Basic Skillware (Mental)

Level 3+ Common

Part of your brain is replaced with a computer that has the ability to simulate ability in one mental skill.

Lvl 3 Cr680 Level 15 Cr25000

Lvl 9 Cr4200

Cybernetic Slot: Head

Property: You gain a +1 item bonus to one skill of your choice from the following list: Conspiracy, Heal, History, Mechanics, Nature, Science, or Streetwise.

Level 7: +2 item bonus.

Level 13: +3 item bonus.

Basic Skillware (Physical)

Level 3+ Common

Part of your brain is replaced with a computer that has the ability to simulate ability in one physical skill.

Lvl 3 Cr680

Level 15 Cr25000

Lvl 9 Cr4200

Cybernetic Slot: Head

Property: You gain a +1 item bonus to one skill of your choice from the following list: Acrobatics, Athletics, Stealth, or Thievery.

Level 7: +2 item bonus.

Level 13: +3 item bonus.

Computer Interface

Level 6 Uncommon

You can access computer systems at the speed of thought and without direct contact.

Cybernetic Slot: Head

Cr1800

Property: You gain a +2 item bonus to Science checks to use computers.

Power (At-Will): Move Action. You may make Science checks to use computers within 10 squares of you without having to make direct contact with the computer to use it.

Feature Modifier

Level 8 Rare

Your facial structure and vocal chords are malleable, allowing you to alter your features and voice to disguise yourself.

Cybernetic Slot: Head

Cr3400

Power (Encounter): Minor Action. You alter your facial appearance, hair color, skin tone, and voice to take on the appearance of any other member of your race and gender. The new appearance lasts until you change appearance again or you spend a free action to return to your normal appearance. A creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you get a +5 item bonus to your check.

Sensory Slot Cybernetics

Bio Scanner

Level 3+ Common

You are able to read the bio-rhythms of living creatures, which helps you in medical treatment and in detecting lies.

Lvl 3 Cr680

Level 15 Cr25000

Lvl 9 Cr4200

Cybernetic Slot: Sensory

Property: You gain a +1 item bonus to Heal and Insight checks.

Level 7: +2 item bonus.

Level 13: +3 item bonus.

Enhanced Perceptual Systems

Level 1+ Common

The perceptual centers of your brain are modified to react more rapidly to stimulus in the environment around you.

Lvl 1 Cr360

Level 13 Cr17000

Lvl 7 Cr2600

Cybernetic Slot: Sensory

Property: You gain a +1 item bonus to Perception checks.

Level 7: +2 item bonus.

Level 13: +3 item bonus.

Frequency Transceiver

Level 2 Common

An internal system allows you to pick up on high and low frequency transmissions, and to transmit in the same frequencies.

Cybernetic Slot: Sensory Cr520

Property: You can communicate through electronic communications devices as if you were using one, and receive transmissions from them as well. The range of this ability is global on worlds with global satellite networks, and 1 mile on worlds without them.

Infrared Eyes

Level 5 Common

Your new eyes allow you to see into the infrared spectrum, and darkness no longer holds any secrets for you.

Cybernetic Slot: Sensory Cr1000

Property: You gain darkvision.

Light Intensification Eyes

Level 3 Common

These replacement eyes gather ambient light to allow you to see in near darkness.

Cybernetic Slot: Sensory Cr680

Property: You gain low light vision.

Targeting Systems

Level 4+ Uncommon

You have complex sensory systems that help you keep track of targets around you on an internal HUD.

Lvl 6 Cr1800

Level 18 Cr85000

Lvl 12 Cr13000

Cybernetic Slot: Sensory

Property: You gain a +1 item bonus to attack rolls against targets within 10 squares of you.

Level 12: +2 item bonus.

Level 18: +3 item bonus.

Telescopic Vision

Level 8 Common

Replacement optics allows you to see things at great distances as if they are right next to you.

Cybernetic Slot: Sensory Cr3400

Property: You gain a +2 item bonus to Perception checks to observe things at long distances.

Power (At-Will): Minor Action. You do not suffer a penalty to ranged attack rolls at long range.

Torso Slot Cybernetics

Enhanced Immune System

Level 8 Common

You have special filters and scrubbers built in to remove toxins and diseases before they cause you harm.

Cybernetic Slot: Torso Cr3400

Property: You gain resist 5 against poison damage, and you gain a +2 item bonus to saving throws against disease.

Life Support System

Level 10 Rare

Your internal organs have been modified to allow you to produce oxygen internally, and you can seal off your body to resist vacuum.

Cybernetic Slot: Torso Cr5000

Property: You do not need to breathe and you are immune to the effects of vacuum.

Subdermal Armor

Level 4+ Uncommon

Surgically implanted plates over vital areas help keep you safe from harm.

Lvl 4 Cr840

Level 16 Cr45000

Lvl 10 Cr5000

Cybernetic Slot: Torso

Property: You gain a resist 2 against physical damage and attacks with the weapon keyword.

Level 10: Resist 4.

Level 16: Resist 6.

Synthetic Skin

Level 3+ Uncommon

Parts of your skin have been replaced with high-density polymers that help you avoid damage from attacks.

Lvl 3 Cr680

Level 15 Cr25000

Lvl 9 Cr4200

Cybernetic Slot: Torso

Property: You gain a +1 item bonus to your Armor Class defense.

Level 9: +2 item bonus.

Level 15: +3 item bonus.

Waist Slot Cybernetics

Auto-Doc

Level 6 Common

Internal sensors and medical systems help restore you when you have been severely injured.

Cybernetic Slot: Waist

Cr1800

Power (Encounter): Immediate Reaction. When you are bloodied, you may spend a healing surge as a free action to regain 25 hit points.

Internal Holster

Level 5 Uncommon

You have a special holster built in to your thigh that is linked to your reactions to get your weapon in your hand quickly.

Cybernetic Slot: Waist

Cr1000

Property: You can store a one-handed weapon of your choice in the holster, and Perception checks to notice the weapon are at a -5 penalty. You may draw or holster the weapon as a free action.

Metabolic Stabilizer

Level 5 Common

Your body contains stores of nutrients and fluids that help you hold off the effects of starvation and thirst.

Cybernetic Slot: Waist

Cr1000

Property: You do not need to make Endurance checks to avoid the negative effects of starvation or thirst until you have been without food or drink for 1 week.

Reaction Booster

Level 3 Uncommon

A module built into your stomach is connected to your nervous and muscular system, allowing you to react quickly to danger.

Lvl 3 Cr680

Level 15 Cr25000

Lvl 9 Cr4200

Cybernetic Slot: Waist

Property: You gain a +1 item bonus to initiative checks.

Level 9: +2 item bonus.

Level 15: +3 item bonus.

Other Cybernetics

Shielded Systems

Level 8 Uncommon

You have special shielding built into your cybernetics, making you resistant to the effects of electromagnetic pulses.

Cybernetic Slot: None Cr3400

Property: You are immune to damage from disruption attacks or electromagnetic pulses.

Subdermal Pouch

Level 3 Common

Some people like backpacks, some people like purses. You prefer hidden pockets under your skin.

Cybernetic Slot: Any Cr640 per 1 lb. of storage

Property: Perception checks to detect items stored in the pouch are at a -5 penalty.