

SPECIALIST

- Always patching up somebody or something; I swear, it's always a bloody war out there. -

CLASS TRAITS

Hit Points: 12 + Constitution Score + 5 each level after 1st level.

Bonus to Defense: +1 to Fortitude and Reflex

Healing Surges per Day: 7 + Constitution modifier.

Armor Proficiencies: Cloth, Leather, Labjak, Tekjak

Weapon Proficiencies: Simple melee, Military Pistols, Military Rifles

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Heal (Wis), Insight (Wis), Nature (Wis), Religion (Int), Streetwise (Cha), Thievery (Dex)

Trained Skills: Heal + three more from class list

Martial Leader: Trained as doctors, researchers and engineers, then trained as soldiers, Specialists perform their trade of saving lives in the middle of war zones and high stress areas where medical expertise is required, but most often inaccessible. Their use of potent drugs brings back allies, while their sharpshooting training gives them a secondary role of controller; able to use guns to their most devastating effect.

Key Abilities: Intelligence and Wisdom

Heroic Specialist

Level	Feats Known	Class Features and Powers
1	1	Regen Potential Specialty Features Med Pak Forced Egress At-wills Tactics Strike Pharmacon
2	+1	Utility Power
3	-	Tactics Strike Upgrade
4	+1	Ability Score Increase Stim Pak
5	-	Pharmacon Plus
6	+1	Utility Power
7	-	Tactics Strike Upgrade Ordinance Boost
8	+1	Ability Score Increase Emergency Dash
9	-	Pharmacon Plus
10	+1	Utility Power

Level 1: Regen Potential

Your work with esoteric chemicals, experimental nanotechnology, and dangerous drugs have given you a beneficial quirk, a regenerative potential.

Benefit: Whenever an ally adjacent to you spends a healing surge, they gain a bonus to their surge value equal to your Intelligence modifier.

Level 1: Specialty Features

Specialist, as the name implies, have specialties in which they excel. There are two that most often used in war zones of Mayari are the Genepharmers and the Nanoscribe specialties. Each has their quirk, uses, and strengths; Genepharmers focus on chems, drugs, and even a little genetic splicing to fix up or tune up patients, while Nanoscribes like to use nanomachines and occasional "attachments" to do the same.

Benefits: Choose a Specialty and gain the benefits; you may use Intelligence instead of Strength when making attack and damage rolls with basic melee attacks.

Genepharmer

Genepharms like to use a heavy regiment of experimental drugs, chems, and gene splicing to fix up patients, or tune up patients to get an edge on the battlefield. This philosophy is manifested in the effects of your med pak.

Benefit: Whenever you use a Med Pak on an ally, they gain a +2 bonus to speed and +2 damage bonus damage rolls until the end of their next turn. +4 bonus to damage rolls at 11th and +6 bonus to damage rolls at 21st level.

Nanoscrybe

Nanoscrybes like to use fire and forget short term nanomachine therapy or the more extreme snap "attachments" to bodies to treat their patients; or like the Genepharms, enhance their patients to give them a significant advantage in battle. This philosophy is manifested in the effects of your med pak.

Benefit: Whenever you use a Med Pak on an ally, they gain Resist 3 to all damage until the end of their next turn. Resist 5 at 11th and Resist 10 at 21st level.

Med Pak

The core of the Specialist is his Med Pak, it is the most beneficial ability he has, as it is the most potent healing they have readily available.

Benefit: You gain the *Med Pak* power.

Med Pak Specialist Utility

You drop a pack of materials that heal your allies.

Encounter ♦ Healing, Martial

Minor Action Melee 1

Target: You or one ally

Effect: Target can spend a healing surge and gains 1d6 temporary hit points.

Level 6: 2d6 temporary hit points.

Level 11: 3d6 temporary hit points.

Level 16: 4d6 temporary hit points.

Level 21: 5d6 temporary hit points.

Level 26: 6d6 temporary hit points.

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

Forced Egress

This exploit is used by all Specialists to get out of a bind, especially in moving fallen allies.

Benefit: You gain the *Forced Egress* power.

Forced Egress Specialist Attack

No man is left behind! Emergency evacuation!

At-Will ♦ Martial, Weapon

Minor Action Close Blast 1

Target: Creature in blast

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage.

Level 21: 1[W] + Intelligence modifier damage.

Effect: You may shift 1 + Wisdom modifier squares and you slide an adjacent ally one square per square shifted.

At-wills

Many of the attacks Specialists use are based in the use of firearms. From pinpoint vital shots, to special bullets; the arsenal of the Specialist varied and efficient.

Benefit: Gain two power of your choice from the following list.

Bullet No. 13 Specialist Attack

Your bullet drills and destroys their armor.

At-Will ♦ Martial, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle.

Target: one creature

Attack: Intelligence vs. AC

Hit: Intelligence modifier damage; the next ally that attacks the target gains the Brutal 1 property on their attack.

Level 21: 1[W] + Intelligence modifier damage.

Special: If the attack already has Brutal 1 as a property, it gains Brutal 2 instead. If it already has Brutal 2, then it gains High Crit instead. If the attack has both properties, it then does one more die of damage on a critical hit instead.

Bullet No. 14 Specialist Attack

Your bullet is made of nanos that destroy the enemy.

At-Will ♦ Martial, Necrotic, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W], if the target is not dealt damage until the beginning of your next turn it is dealt 1[W].

Level 21: 2[W]

Bullet No. 23 Specialist Attack*You shoot a bullet that burns and destroys.***At-Will** ♦ Acid, Martial, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** Intelligence modifier damage; target is dealt 5 extra damage the next time it is dealt damage before the end of your next turn.**Level 11:** 10 extra damage**Level 21:** 1[W] + Intelligence modifier damage, extra 15 damage**Bullet No. 24** Specialist Attack*Your bullet is made of chems and nanos...***At-Will** ♦ Martial, Necrotic, Poison, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle**Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** Wisdom modifier damage, the next ally that attacks the target gains a +2 bonus to attack and damage rolls against the target.**Level 21:** 1[W] + Wisdom modifier damage.**Genepharmer:** The bonus to the damage roll is equal to your Wisdom modifier.**Nanoscribe:** The bonus to the attack roll is equal to your Wisdom modifier.**Cover Fire** Specialist Attack*You shoot at the enemy, telling your allies to charge.***At-Will** ♦ Martial, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[W]**Level 21:** 2[W]**Effect:** Allies adjacent to you may shift up to your Wisdom modifier squares as a free action.**Distracting Shot** Specialist Attack*You make a quick shot that distracts your enemies.***At-Will** ♦ Martial, Weapon

Standard Action Range Weapon

Prerequisite: Must be wielding a pistol or rifle**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier damage.**Level 21:** 2[W] + Intelligence modifier damage.**Effect:** Until the end of your next turn, you grant combat advantage to the target, and the target grants combat advantage to your allies.

Weapons of Approach

Specialists train in various blades and firearms in the course of their soldiering, detailed below.

Pistols: A one-handed gun that uses a 10 bullet clip; which takes a minor action to re-load. Some models do not use the clip and are re-loaded differently.**Rifles:** A two-handed gun that uses a 30 bullet magazine; which takes a minor action to re-load. Some models do not use the magazine are re-loaded differently.**Bolo:** A blade meant for chopping and trailblazing.**Cazulis:** A heavy handgun with large caliber bullet.**Derrin:** A small one shot handgun, easy use and hide.**Kabre:** A utility knife good for most everything.**Locke:** High quality handgun, light and durable.**Noen:** A shortened rifle, meant for urban fire.**Scout:** A long range rifle used for sniping targets.**Steir:** Standard issue, all purpose rifle.**Varez:** Standard issue, all purpose handgun.**Weapon Groups****Weapon Properties**

LB: Light Blade

OH: Off-hand

HB: Heavy Blade

Lf: Load free

Pi: Pistol

Lm: Load minor

Rf: Rifle

LT: Light thrown

SIMPLE MELEE WEAPON**One-handed**

Weapon	Prof	Dmg	Rng	Price	Wgt	Prop	Group
Bolo	+2	1d8	-	5gp	2 lb	-	HB
Kabre	+3	1d6	4/8	2gp	1 lb	LT	LB

MILITARY RANGE WEAPON**One-handed**

Weapon	Prof	Dmg	Rng	Price	Wgt	Prop	Group
Derrin	+3	1d4	10/20	10gp	1 lb	OH, Lm	Pi
Locke	+3	1d6	10/20	20gp	1 lb	Lf*	Pi
Varez	+2	1d8	10/20	10gp	2 lb	Lf*	Pi

Two-handed

Weapon	Prof	Dmg	Rng	Price	Wgt	Prop	Group
Noen	+3	1d8	10/20	25gp	6 lb	Lf*	Rf
Steir	+2	1d10	15/30	20gp	8 lb	Lf*	Rf

SUPERIOR RANGE WEAPON**One-handed**

Weapon	Prof	Dmg	Rng	Price	Wgt	Prop	Group
Cazulis	+3	1d8	10/20	30gp	5 lb	Lf*	Pi

Two-handed

Weapon	Prof	Dmg	Rng	Price	Wgt	Prop	Group
Scout	+3	1d10	20/40	40gp	8 lb	Lm	Rf

Armor of Inquisition

Specialists also wear more specialized armored coats, called jaks which can be worn over other armor. Anyone can wear a jak to gain a +1 bonus to AC, but you must be trained in the use of the coat to gain the full use of it. Trained or untrained, certain jaks impose penalties while worn; and donning or removing a jak is a standard action.

Labjak: These are armored lab coat that many Specialists wear during their field work. These have high collars that cover the lower part of face, and when properly worn help protective against disease, poison, and dangerous chemicals.

Tekjak: Like the Labjak, these are armored coats, that are worn in the field. They are likened to knee-length parkas, and cover the head and face; and when worn properly give protection against a myriad of flying debris.

Trencher: The heaviest armored coat, this jak is used in the worst field situations. Having more layers of insulation against attacks, elements, and contaminants; than the standard jak, they do impose a restriction to movement.

ARMOR

Coat	Bonus	Check	Speed	Price	Weight	Property
Labjak	+1	-	-	20gp	5 lb	+1 Fort
Tekjak	+1	-	-	25gp	7 lb	+1 Ref
Trencher	+2	-2	-	50gp	10 lb	+1 Fort/Ref

Tactics Strike

The specialist has the ability to coordinate allies' attacks into one single powerful strike; amplifying the delivering blow.

Benefit: Gain the *Tactics Strike* power.

Tactics Strike Specialist Attack

On your count, your allies also let loose a salvo.

Encounter ◇ Martial, Weapon

No Action (Special) Personal

Trigger: You hit a creature with a weapon attack

Target: Triggering creature

Effect: Target is dealt Wisdom modifier damage; any allies within 5 squares of the target can make an at-will melee or ranged attack against the target as a free action.

Pharmacon

This is the true strength of the Specialist, the varied and potent list of pharmacons they can make to hamper enemies and boost allies on the battlefield. These often take the forms of special vial bullets, or mist grenades that are thrown or shot from their firearm of choice. Each specialty has a bias towards the form of their pharmacon; Genepfarmers prefer bullets to deliver their vicious chems, while Nanoscribes prefer grenades and other explosive devices to deliver their dangerous mists.

Many of these pharmacons are exceedingly difficult to make, and thus can only be manufactured once a day; and many are quite unstable. Often times, a Specialist plans out which of these pharmacons they plan to make and use for each day they are in the field. The material needed for these are often pricey, and they don't particularly last long while in the field, and neither do their end products outside proper storage. So specialists make very good use out of any they make.

Benefit: You learn the procedures of any two 1st level pharmacons of your choice. During an extended rest you can use a Portable Lab to create one pharmacon bullet or grenade, and you must know the procedure of the pharmacon. This pharmacon item has only one use, and must be used by the end of the day or expire. You can allow others to use your Pharmacon, but you must willingly give it to them, and they must have the proper weapons to use it. You are immune to any effects of pharmacons you make.

Tools of Discovery

Portable Lab: A traveling lab that has the basic necessities to work with chems, nano mists, and produce pharmacons.

Cost: 20gp, **Weight:** 2lb

Angel Dust Grenade Level 1

A dust that pains enemies and gains allies.

Specialist Grenade

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Area Burst 1 within Ranged Weapon

Target: Enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage

Genepharmer: Target has a -2 penalty to damage rolls until the end of your next turn.

Level 11: 3d8 + Intelligence modifier damage

Level 21: 4d8 + Intelligence modifier damage

Effect: Allies in the burst gain a +2 bonus to damage rolls until the end of your next turn.

Level 11: +4 bonus

Level 21: +6 bonus

Devil Driver Bullet Level 1

A chem filled bullet, designed to drive the devil in...

Specialist Bullet

Power (Consumable ♦ Martial, Necrotic, Weapon):

Standard Action. *Effect:* Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 2[W]; Target has ongoing 5 Necrotic damage (save ends). *Aftereffect:* Target is weakened (save ends).

Genepharmer: Target is also dealt Wisdom modifier damage.

Level 11: 3[W]; ongoing 10

Level 21: 4[W]; ongoing 15

Miss: Ongoing 5 Necrotic damage (save ends).

Level 11: Ongoing 10

Level 21: Ongoing 15

Man Eater Bullet Level 1

A chem filled bullet, designed to eat like a god.

Specialist Bullet

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier damage; Target has Vulnerable 5 (save ends).

Level 11: 3[W] + Intelligence modifier damage

Level 21: 4[W] + Intelligence modifier damage

Miss: Intelligence modifier damage.

Genepharmer: Wisdom and Intelligence modifier damage.

Mist Chain Bullet Level 1

A bullet full of nanos, that form a chain on hit.

Specialist Bullet

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Ranged Weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1[W], target is restrained (save ends).

Nanoscrybe: Target is also dealt Intelligence Wisdom damage.

Level 11: 2[W]

Level 21: 3[W]

Miss: Intelligence modifier damage.

Shackle Ground Grenade Level 1

The grenade explodes producing a mist that holds.

Specialist Grenade

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Area Burst 1 within Ranged Weapon

Target: Enemies in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier damage; Target is slowed (save ends).

Level 11: 2d6 + Intelligence modifier damage

Level 21: 3d6 + Intelligence modifier damage

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

Nanoscrybe: Allies in burst gain a +2 bonus to attack rolls against the target until the end of their next turn.

Vicious Healer Grenade Level 1

The grenade has a mist that harms and heals.

Specialist Grenade

Power (Consumable ♦ Healing, Martial, Weapon):

Standard Action. *Effect:* Make this attack.

Area Burst 1 within Ranged Weapon

Target: Enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage.

Nanoscrybe: Target is also dealt Wisdom modifier damage.

Level 11: 2d6 + Intelligence modifier damage

Level 21: 3d6 + Intelligence modifier damage

Effect: Allies in the burst gain 5 + Wisdom modifier temporary hp.

Level 11: 10 + Wisdom modifier temporary hp

Level 21: 15 + Wisdom modifier temporary hp

Special: If any ally is bloodied they also gain that in hp.

Level 2: Utility Power

You have developed some promising procedures to boost ally effectiveness.

Benefit: Gain a utility power of your choice.

Gene Splice: Warwulf Specialist Utility 2

A quick injection and the DNA of a Warwulf is theirs.

Encounter ◊ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target spends a healing surge, but gains no benefits and instead takes on the qualities of a Warwulf. The target gains the following benefits until the end of the encounter.

- ◆ Gains a +2 bonus to damage rolls that are affected by Constitution, Dexterity or Strength; target must choose which ability is affected.
- ◆ Any enemy adjacent to target grants combat advantage to the target.
- ◆ Gains a +5 power bonus to perception checks.

Genepharmer: Target gains hp equal to your Wisdom modifier.

Special: A target may only have gene splice active at a time.

Nano Tissue Patch Specialist Utility 2

A simple spray of mist patches up minor wounds.

Daily ◊ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target gain hp equal to half their healing surge. The target also gains a +2 power bonus to defenses until the end of the encounter.

Nanocrybe: Target gains additional hp equal to your Wisdom modifier.

Runner's High Specialist Attack

You take on a running stance, ready to bolt.

At-Will ◊ Martial, Stance

Standard Action Personal

Effect: You assume the Runner's High stance. Until the stance ends, you gain a +1 power bonus to speed and you don't grant combat advantage while running.

Level 3: Tactics Strike Upgrade

You grasp of tactics is heightened, and your ability to command your allies is better.

Benefit: You gain one more use of *Tactics Strike* per encounter, but you can still only use it once per turn.

Level 4: Ability Score Increase

Your training has strengthened your mind, body and soul.

Benefit: Increase two ability scores of your choice by 1.

Level 4: Stim Pak

You can make stim paks to truly help your allies in times of emergency; able to shoot them from afar.

Benefit: You gain the *Stim Pak Shot* power.

Stim Pak Shot Specialist Utility

You make a quick shot that brings back an ally.

Encounter ◊ Healing, Martial

Immediate Interrupt Range Weapon

Trigger: You or an ally within range is bloodied or falls to 0 hp or below.

Prerequisite: Must be wielding a pistol or rifle

Effect: Target gains 5 hp and 1d10 temporary hp

Level 11: 10 hp and 2d10 temporary hp

Level 21: 15 hp and 3d10 temporary hp

Level 5: Pharmacon Plus

You get better at procedures and are to the point where you are ready to learn more.

Benefit: You learn an additional 1st level procedure, and during an extend rest you may make two 1st level pharmacons.

Level 6: Utility Power

You have developed more some procedures to give allies an edge.

Benefit: Gain a utility power of your level or lower of your choice.

Gene Splice: Raedfox Specialist Utility 6

A quick injection and the DNA of a Raedfox is theirs.

Encounter ◊ Healing, Martial

Minor Action Melee 1

Target: You or one ally

Effect: Target spends a healing surge, but gains no benefits and instead takes on the qualities of a Raedfox. The target gains the following benefits until the end of the encounter.

- ◆ Gains a +2 bonus to attack rolls that are affected by Constitution, Dexterity or Strength; target must choose which ability is affected.
- ◆ Gains a +2 bonus to speed.
- ◆ Gain a +5 to Endurance checks.

Genepharmer: Target gains hp equal to your Wisdom modifier.

Nano Tissue Bandage Specialist Utility 6

A stronger spray that heals more serious wounds.

Daily ◇ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target gain hp equal to their healing surge. The target also gains a +1 power bonus to defenses and saving throws until the end of the encounter rest.

Nanocrybe: Target gains additional hp equal to your Wisdom modifier.

Cure Pak Specialist Utility 6

A quick injection and the DNA of a Raedfox is theirs.

Encounter ◇ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target may spend a healing surge, but does not gain any benefits instead they may end an effect that a save can end and gain a +2 bonus to saving throws until the end of the encounter.

Genepharmer: Target gains hp as if they spent a healing surge.

Nanoscrybe: Target gains a healing surge until the end of the encounter.

Level 7: Ordinance Boost

You gain more basic techniques of soldiering, expanding your arsenal.

Benefit: You gain one additional Specialist at-will of your choice that you already do not know from the At-will list.

Level 8: Emergency Dash

Your training has given the ability to nearly respond instantly to fallen allies, and be able to dash to their side in a moment's notice.

Benefit: You gain the *Emergency Dash* power.

Emergency Dash Specialist Utility

You quickly run to a fallen ally.

At-Will ◇ Martial

Immediate Reaction Personal

Trigger: An ally within 5 squares is bloodied or falls to 0 hp or below.

Effect: You shift up to 5 squares to a square adjacent to triggering ally.

Level 9: Pharmacon Plus

Your hand at using procedures is astounding, and you now learn more.

Benefit: You learn an additional 1st level procedure, and during an extend rest you may make three 1st level pharmacons.

Level 10: Utility Power

Your procedures are relied on heavily to give allies an unsurpassed advantage. You have developed more to cope with the demand.

Benefit: Gain a utility power of your level or lower of your choice.

Gene Splice: Wächlynx Specialist Utility 10

A quick injection and the DNA of a Wächlynx is theirs.

Encounter ◇ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target spends a healing surge, but gains no benefits and instead takes on the qualities of a Wächlynx. The target gains the following benefits until the end of the encounter.

- ◆ Gains a +1 bonus to attack and damage rolls that are affected by Charisma, Intelligence, or Wisdom; target must choose which ability is affected.
- ◆ Enemies don't gain a bonus to attack rolls when you grant them combat advantage.
- ◆ Gain a +5 to Stealth checks.

Genepharmer: Target gains hp equal to your Wisdom modifier.

Nano Tissue Bind Specialist Utility 10

A spray to replace missing bits, curing heavy wounds.

Daily ◇ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target gains hp equal to two of their healing surges. The target also gains a +2 power bonus to defenses and saving throws until the end of the encounter.

Nanocrybe: Target gains additional hp equal to your Wisdom modifier.

Reflexive Roll Specialist Utility 10

You feel the blast before it happens and roll away.

Encounter ◇ Martial

Immediate Interrupt Personal

Trigger: You are hit by an area attack

Effect: You shift up to to you speed to an unoccupied square, take half damage and suffer no effects from the attack.

Paragon Specialist

Level	Feats Known	Class Features and Powers
11	+1	Ability Score Increase Field Book [Field Medic] Tactical Strike Ex [Field Medic] Medical Action [Field Medic]
12	+1	Field Surgery [Field Medic]
13	-	Tactical Strike Upgrade
14	+1	Ability Score Increase
15	-	Pharmacon Plus
16	+1	Contagion [Field Medic] Utility Power
17	-	Ordinance Boost Ex
18	+1	Ability Score Increase
19	-	Pharmacon Plus
20	+1	Pharmacon Omega [Field Medic]

Level 11: Ability Score Increase

A new level in your in duty, and you skills and talents have improved.

Benefit: Increase each of your ability scores by 1.

Level 11: Field Book

Field Medic paragon path feature

You have started to jot down your best procedures, allowing you learn more.

Benefit: Gain a utility power of your level or lower of your choice. From the utility powers you know, you may prepare 3 of them per day, each power only once. At 16th level, you may learn 2 utility powers and prepare 4 utility powers from your field book; at 22nd level you may learn 2 utility powers and you may prepare 5 utility powers.

Level 11: Tactical Strike Ex

Field Medic paragon path feature

Your command of allies is unsurpassed.

Benefit: You gain one more use of *Tactics Strike* per encounter, but you can still only use it once per turn. Whenever you use your *Tactical Strike* power, allies get a bonus to damage rolls equal to your Intelligence modifier on their attack granted by the power.

Level 11: Medical Action

Field Medic paragon path feature

Your regenerative aura responds positively to your allies in times of high stress.

Benefit: Whenever you spend an action to take another action, ally within 5 squares of your gains temporary hp and hp equal to your Intelligence modifier.

Level 12: Field Surgery

Field Medic paragon path feature

Even on the battlefield, you are a bastion of medical wonders, able to use your technology to perform life saving surgeries.

Benefit: You gain the *Field Surgery* power.

Field Surgery Field Medic Utility 12

You work quickly to fix the good bits, remove the bad.

Daily ♦ Healing, Martial

Minor Action Melee 1

Target: One ally

Effect: Target gains hp as if they spent a healing surge, and gain additional hp equal to your Intelligence modifier, and gain one healing surge.

Genepharmer: Target gains +1 to bonus to attack and damage rolls until the end of the encounter.

Nanocrybe: Target gains + 2 defenses until the end of the encounter.

Level 13: Tactics Strike Upgrade

You grasp of tactics has become almost innate, and you command your allies without a second thought.

Benefit: You gain one more use of *Tactics Strike* per encounter, but you can still only use it once per turn.

Level 14: Ability Score Increase

Your training is harsher, rewarding your body, mind, and soul more so.

Benefit: Increase two ability scores of your choice by 1.

Level 15: Pharmacon Plus

You have gotten to learning more advanced procedures, readily using them.

Benefit: You learn a 15th level procedure of your choice, and during an extend rest you may make three pharmacons; one of which can be a 15th level pharmacon.

Gehenna Gate Bullet Level 15

A chem filled bullet, designed to let the devil out...

Specialist Bullet

Power (Consumable ♦ Martial, Necrotic, Weapon):

Standard Action. *Effect:* Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: 3[W]; Target has ongoing 10 Necrotic damage (save ends).

Each failed saving throw: Any allies adjacent to target gain Wisdom modifier temporary hp.

Level 21: 4[W]; ongoing 15

Miss: Intelligence modifier necrotic damage.

Genepharmer: Target also grants combat advantage (save ends).

Night Eyes Grenade Level 15

A dark blast for enemies, confidence for allies.

Specialist Grenade

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Area Burst 1 within Ranged Weapon

Target: Enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier damage, target is blind (save ends).

Level 21: 4d8 + Intelligence modifier damage

Nanoscrybe: Target is dealt Wisdom modifier damage.

Effect: Allies in the burst gain a +4 bonus to damage rolls until the end of your next turn.

Level 21: +6 bonus

Soul Eater Bullet Level 15

A chem filled bullet, designed to eat them to the soul.

Specialist Bullet

Power (Consumable ♦ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 3[W] + Intelligence modifier damage; Target has Vulnerable 10 (save ends).

Level 21: 4[W] + Wisdom modifier damage

Miss: Ongoing 10 damage (save ends).

Level 21: Ongoing 15 damage.

Genepharmer: Target is dealt Wisdom modifier damage.

Level 16: Contagion

Field Medic paragon path feature

Infection spreads when you make a kill, effecting enemies but not allies.

Benefit: Whenever you drop an enemy to 0 hp or lower, adjacent enemies to the target grant combat advantage until the end of your next turn.

Level 16: Utility Power

You have delved deeper into research of battle ready procedures and found more.

Benefit: Gain a utility power of your level or lower of your choice.

Attachment: Cyber-eyes Specialist Utility 16

A quick spray of mist and their eyes and mind sharpen.

Encounter ♦ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target spends a healing surge, but gains no benefits and instead gains the benefits of Cyber-eyes. The target gains the following benefits until the end of the encounter.

- ♦ Gains a +1 bonus to attack and damage rolls that are affected by Charisma, Intelligence, or Wisdom; target must choose which ability is affected.
- ♦ You gain a +1 power bonus to reflex and will defenses.
- ♦ Gain a +5 to Knowledge Skill of target's choice.

Nanoscrybe: Target gains hp equal to your Intelligence modifier.

Quick Regeneration Specialist Utility 16

You inject a serum speeding up regeneration of cells.

Daily ♦ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target gains hp equal to two of their healing surges. The target also gains a +2 power bonus to attack rolls and saving throws until the end of the encounter.

Genepharmer: Target gains additional hp equal to your Wisdom modifier.

Diminishing Vitals Specialist Utility 16

You time your shot so that it worsens their condition.

Encounter ♦ Martial

Free Action Personal

Trigger: You hit a creature with a weapon attack

Target: A creature you hit that is suffering an effect a save can end or will end on your current turn.

Effect: The target cannot make a saving throw against the effect this turn or the effect persists until the end of your next turn.

Level 17: Ordinance Boost

Your arsenal expands even more, as your soldiering career carries on.

Benefit: You gain one additional Specialist at-will of your choice that you already do not know from the At-will list.

Level 18: Ability Score Increase

Your regiment of physical training and science has enacted positive outcomes on your body, mind and soul.

Benefit: Increase two ability scores of your choice by 1.

Level 19: Pharmacon Plus

You have gotten to learning more advanced procedures, readily using them.

Benefit: You learn another 15th level procedure of your choice, and during an extend rest you may make three pharmacons; two of which can be 15th level pharmacon.

Level 20: Omega Pharmacon

Field Medic paragon path feature

You have discovered a pharmacon so potent, so intense that it alone can be made once a day.

Benefit: You learn the *Angel Trumpet* procedure. During an extended rest, you can prepare this pharmacon independent from the rest of the pharmacons you can prepare during an extended rest.

Angel Trumpet Bullet Level 20

A bullet designed to trumpet your allies to attacking.

Field Medic Bullet

Power (Consumable ◊ Martial, Weapon): Standard

Action. *Effect:* Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage; any attack that hits the target is considered a critical hit (save ends).

Each failed saving throw: An ally adjacent to the target may make a melee basic attack against the target as a free action.

Miss: Any adjacent allies to the target may make a melee basic attack against the target as a free action.

Genepharmer: Allies gain your Wisdom modifier as a bonus to damage rolls against the target until the end of your next turn.

Nanoscrybe: Allies gain your Wisdom modifier as a bonus to attack rolls against the target until the end of your next turn.

Epic Specialist

Level	Feats Known	Class Features and Powers
21	1	Ability Score Increase Epic Destiny Feature
22	+1	Utility Power
23	-	Calculated Retreat
24	+1	Ability Score Increase Epic Destiny Feature
25	-	Pharmacon Plus
26	+1	Epic Destiny Feature
27	-	Tactical Vital Strike
28	+1	Ability Score Increase
29	-	Pharmacon Plus
30	+1	Epic Destiny Feature

Level 21: Ability Score Increase

The final plateau of your career has been reached and your entire being responds.

Benefit: Increase each of your ability scores by 1.

Level 21: Epic Destiny Feature

Knowledge itself has heard of your discoveries and sets forth it's goal for you.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

You have delved into you final set of procedures, giving untold benefits to allies.

Benefit: Gain a utility power of your level or lower of your choice.

Attachment: Cyberon Specialist Utility 22

A quick injection, and they have become the beyond.

Encounter ◊ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target spends a healing surge, but gains no benefits and instead gains the benefits of Cyberon. The target gains the following benefits until the end of the encounter.

- ◆ Gains a +2 bonus to attack and damage rolls.
- ◆ You gain a +2 power bonus to all defenses.
- ◆ Gain a +5 to a skill of target's choice.

Nanoscrybe: Target gains hp equal to your Wisdom modifier.

Regenerative Fury Specialist Utility 22

You inject a serum both healing and harming.

Daily ♦ Healing, Martial

Minor Action Melee Touch

Target: You or one ally

Effect: Target gains hp equal to two of their healing surges. The target also gains a +2 power bonus to attack and damage rolls and saving throws until the end of the encounter.

Genepharmer: Target gains additional hp equal to your Wisdom modifier.

Heal Bullet Special Specialist Utility 22

A bullet that heals instead of harms.

Daily ♦ Healing, Martial

Minor Action Close Burst 5

Target: You or one ally

Effect: Target gains hp equal to three of their healing surges; and gain additional hp equal to your Wisdom modifier.

Level 23: Calculated Retreat

You know when you leave things to others and find better positioning.

Benefit: You can shift as a minor action.

Level 24: Ability Score Increase

Your regiment is still reaping it's rewards on your body, mind, and soul.

Benefit: Increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Knowledge makes sure it's goals are followed, ensuring your path.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Pharmacon Plus

You are learning your final set of procedures to keep your allies alive and winning.

Benefit: You learn a 25th level procedure of your choice, and during an extend rest you may make three pharmacons; one of which can be 25th level pharmacon.

Devil Flash Grenade Level 25

A flash of hellish light disorients enemies...

Specialist Grenade

Power (Consumable ♦ Martial, Weapon): Standard Action. Effect: Make this attack.

Area Burst 1 within Ranged Weapon

Target: Enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier damage, target is dazed (save ends).

Nanoscybe: Target is dealt Wisdom modifier damage.

Effect: Allies in the burst gain a +2 bonus to attack and damage rolls until the end of your next turn.

God Eater Grenade Level 25

A grenade of mist that eats away at enemies.

Specialist Bullet

Power (Consumable ♦ Martial, Weapon): Standard Action. Effect: Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: 4d8 + Intelligence modifier damage; Target has Vulnerable 5 (save ends).

Effect: Allies in burst gains a +2 bonus to defenses until end of your next turn.

Nanoscybe: Target is dealt Wisdom modifier damage.

Night Kiss Bullet Level 25

A chem filled bullet, designed to kiss like night.

Specialist Bullet

Power (Consumable ♦ Martial, Weapon): Standard Action. Effect: Make this attack.

Ranged Weapon

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 4[W] + Intelligence modifier damage; Target is dazed (save ends).

First failed saving throw: Target is unconscious (save ends).

Miss: Half damage; target is dazed until end of your next turn.

Genepharmer: Target is dealt Wisdom modifier damage.

Level 26: Epic Destiny Feature

Knowledge makes no mistake about your preparations, and guides you still.

Benefit: You gain a feature associated with your epic destiny.

Level 27: Tactical Vital Strike

Your tactics revolve around hitting the vital spots of the your enemies, and your allies follow.

Benefit: Whenever you use your Tactical Strike power, and the target has effect which a save can end, it gains a penalty to saves equal to your Wisdom modifier against that effect.

Level 28: Ability Score Increase

The final regiment has run it's course, and your entire being is beyond standards.

Benefit: Increase two ability scores of your choice by 1.

Level 29: Pharmacon Plus

You have learned your final procedure and all your skills have earned both respect and fear from allies and enemies alike.

Benefit: You learn another 25th level procedure of your choice, and during an extend rest you may make three pharmacons; two of which can be 25th level pharmacon.

Level 30: Epic Destiny Feature

Knowledge manifests to lead you to your final destination and ultimate duty.

Benefit: You gain a feature associated with your epic destiny.