



PLAY EVERY ADVENTURE YOU CAN IMAGINE

Experience the thrills of every blockbuster action movie, every heart-pounding first-person shooter, and every explosive, high-octane escape you can dream up. Inside this book, you'll discover everything you need to build the ultimate modern-world campaign filled with cinematic adventure, and to create the dynamic heroes needed to face the harrowing dangers that await within.

For players and gamemasters, this book is compatible with the 4th edition Dungeons & Dragons roleplaying game

For Use with 4th Edition Dungeons & Dragons Core Products:

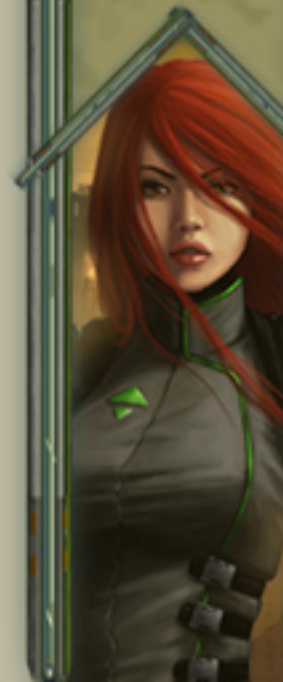
Player's Handbook
Dungeon Master's Guide
Monster Manual
D&D Miniatures
D&D Dungeon Tiles



www.anry.ru

DUNGEONS & DRAGONS

MODERN PLAYER'S GUIDE



DUNGEONS & DRAGONS

MODERN PLAYER'S GUIDE



ROLEPLAYING GAME SUPPLEMENT

DPI-GRAPHICS.COM

DUNGEONS & DRAGONS

D20 MODERN



ROLEPLAYING GAME SUPPLEMENT

Jacob Rylie

Jacob.Rylie@gmail.com



INTRODUCTION

The World we live in provides the stage for all sorts of action pact stories. These tales of cops and robbers, sleuths and spies, and other forms of modern action constantly play out in people's imagination. With that premise in mind, we present this book that allows you to craft a contemporary setting of your very own, populated by evil villains and desperate situations that call upon the very best your heroes have to offer.

It's a game of your imagination where you get to tell stories by taking on the rolls of the characters that you create. It's a game that offers a multitude of choices – more choices than even the most sophisticated computer game, because the only limit to what you can do is what you can imagine. The story unfolds like a movie, except all the action takes place within your own imagination.

This volume, the Modern Campaign Setting for the 4th edition of Dungeons & Dragons® game, offers a wealth of new character options, including a new race and new classes, new skills, and new feats. It introduces the craft power source used by the Smart Hero, along with a new approach to summoning creatures.

Chapter 1 introduces a new race for a high tech campaign world. The Robot makes its début within these pages and provides different options depending on the Progress Level of the campaign.

Six new classes make up most of chapter 2. These classes are the Charismatic Hero, Fast Hero, Psychic Hero, Smart Hero, Strong Hero, and the Tough Hero. To add a bit a flare new hybrid classes are also given for each of the main classes for this book, and are compatible with the fantasy setting hybrid classes for more customization. Also in this chapter are 6 new epic destinies that take full advantage of a modern setting and allow your imagination to take off.

Chapter 3 includes a variety of new options for characters of every class. First are new skills that allow a character to fully interact with the modern world, and additions to older skills found in the Players Handbook. New feats provide additional opportunities for characters to specialize and customize their characters to fully obtain what they had envisioned for it. New backgrounds called occupations that better reflect a modern environment are also present and provide the players the ability to adjust their character in more subtle ways. New to the 4th edition setting but found in earlier settings, Leadership and Reputation make a comeback and allow players to fully realize the true power of a modern campaign. Leadership and reputation are also compatible with the fantasy version of 4th edition in order to bring something new to the table.

The meat and bones of chapter 4 are the weapons and equipment for all progress levels. New to the 4th edition system is the Gadget and Upgrade system which allows Players and Dungeon Masters the ability to fully customize a weapons and equipment from scratch or simply upgrade

already designed items. Also new to the 4th edition system is updated vehicle operation rules and crafting rules to create your own equipment.

Chapter 5, the final chapter contains all the fluff that helps you fully immerse yourself in a modern or futuristic setting. Everything in this chapter is optional and should only be used to enhance an adventure. Within this chapter you will find rules for living and lifestyle, space travel, mutations, superpowers, and much more.

MODERN ROLE-PLAYING

Smart phones; laptops; fast cars; gadgets and goodies; cool cloths and style...

You know the modern world intimately because you live it every day. With the books you read, the TV you watch every aspect of a modern and futuristic setting is at your finger tips to create and enjoy. They are great places, full of opportunity and intrigue, hope and despair, excitement and danger. Combine the elements of the of the modern and futuristic world with the imagination-powered engine of the 4th Edition D&D system – and you can leave behind the mundane reality and embrace the action and adventure of modern fantasy.

Modern fantasy doesn't necessarily mean demons, monsters, and magic. Any story set in the modern world that features heroic characters in dramatic situations accomplishing larger than life feats falls under the category of fantasy. The cinematic exploits of an elite military squad taking on the forces of terror, for example, or lone cops defending the city from an extremely violent gang war both have elements of the fantastic about them. It's the fantasy of action-adventure movies – slow motion gunfights, bone rattling explosions, jaw dropping martial arts battles, heart stopping car chases, more explosions, and over the top plots hatched by the most terrible villains imagined. That's the stuff of modern fantasy.

THE CAMPAIGN

This book is not a campaign setting, but offers the tools for you to create a world of your own. You can create any kind of contemporary adventure setting you want or use already thought out settings from your favorite book, movie or TV series. Within these pages you can create a character that fits within a modern setting, and outfit that character with modern equipment such as firearms, computers, vehicles, and other gadgets that make up your modern setting.

Also, within this book contains the ideas and tools to create a modern campaign, set into the near or distant future, allowing your characters to race through the stars, and do battle with lasers and plasma. The only limit to your adventures is your own imagination.

NEW POWER KEYWORDS

Keywords for powers have remained largely unchanged from the basic book. There is however a few additions for a modern world.

Power Sources

Craft: Powers with this effect require the crafting component "Parts" in order to use, and training in either the Mechanical or Electrical skill. Unless otherwise stated the cost for the parts required for a specific power is its Level x \$10.

Any Craft power that has the summoning keyword on the other hand costs its Level x \$100 for the heroic tier, Level x \$1000 for the paragon tier, and Level x \$10,000 for the epic tier. If the summoned construct has not been reduced to 0 hit points by the end of its duration it can be recovered and the Craft cost can be ignored the next time the power is used.

Also any Summoning effect that has a Craft power source does not cost you a healing surge should the summoned creature be destroyed, all other effect remain the same.

Effect Type: Some powers are classified according to how their effects work.

Auto: Powers with this effect must use weapons with the Automatic property. All weapons used with powers that have the Auto effect type deal 1 die less damage.

Accessories: These keywords identify items used with the power. If you have a proficiency bonus to attack rolls and damage rolls from your weapon or an enhancement bonus to your attack rolls and damage rolls from gadgets and upgrades, you add that bonus when you use a power that has the associated keyword.

Firearm: Many modern powers can be used only if you're wielding a firearm. A firearms range determines the range of a power it's used with.

Weapon: In a modern setting a power with the weapon accessory keyword can use the fantasy settings weapons to make attacks. Not all powers in the modern setting can make use of medieval style weapons.

Implements: In the modern setting a Smart hero can make use of special 'Tool Kits' in order to grant any power with the Craft power source bonuses to attack and damage rolls. Some tools kits also provide additional abilities when used.

Inherent Bonuses

Without magic items in a campaign, many of the PC's attacks, defenses, and damage lag behind the enemies they are fighting. This is solved by granting the classes the PC's enter an inherent bonus. This could be an AC, defenses, attack, and or a damage bonus which advance in level.

Inherent bonuses and enhancement bonuses granted by magic and mundane items do not stack, and should a modern character have access to a magic or mundane item granting a similar bonus they would take only the higher of the two.

Should a campaign require the PC's to gain an inherent bonus their class does not already provide you can grant the PC's a flat bonus as they advance in level.

Attack and Damage: All character gain a +1 bonus to attack rolls and damage rolls at 2nd, 7th, 12th, 17th, 22nd, and 27th level.

Defenses: All PC's gain a +1 bonus to AC, Fortitude, reflex, and or Will at 4th, 9th, 14th, 19th, 24th, and 29th level.

CONTENTS

1. RACE.....3	Tough Hero.....117	Smart Feats.....175
Android.....5	Class Powers.....118	Strong Feats.....176
Utility Powers.....7	Paragon Paths.....131	Tough Feats.....178
Racial Paragon Paths.....11	Hybrid Classes.....135	Multiclass Feats.....181
Racial Feats.....12	Epic Destinies.....139	Occupations.....183
2. CLASSES.....13	3. CHARACTER OPTIONS..145	Leadership.....203
Charismatic Hero.....15	Skills.....147	Reputation.....215
Class Powers.....16	Computer Use.....147	4. EQUIPMENT.....217
Paragon Paths.....31	Demolitions.....149	Restricted Items.....219
Fast Hero.....35	Electrical.....149	Armor and Shields.....221
Class Powers.....36	Mechanical.....150	Weapons.....223
Paragon Paths.....51	Structural.....150	Adventuring Gear.....229
Psychic Hero.....55	Operate.....151	Advanced Technology.....237
Class Powers.....57	Repair.....151	Gadgets and Upgrades.....283
Paragon Paths.....73	Forgery.....152	Vehicles and Upgrades.....311
Smart Hero.....75	New Skills.....152	
Class Powers.....76	Feats.....155	
Paragon Paths.....94	Any Class Feats.....155	
Strong Hero.....99	Charismatic Feats.....166	
Class Powers.....100	Fast Feats.....168	
Paragon Paths.....113	Psychic Feats.....171	

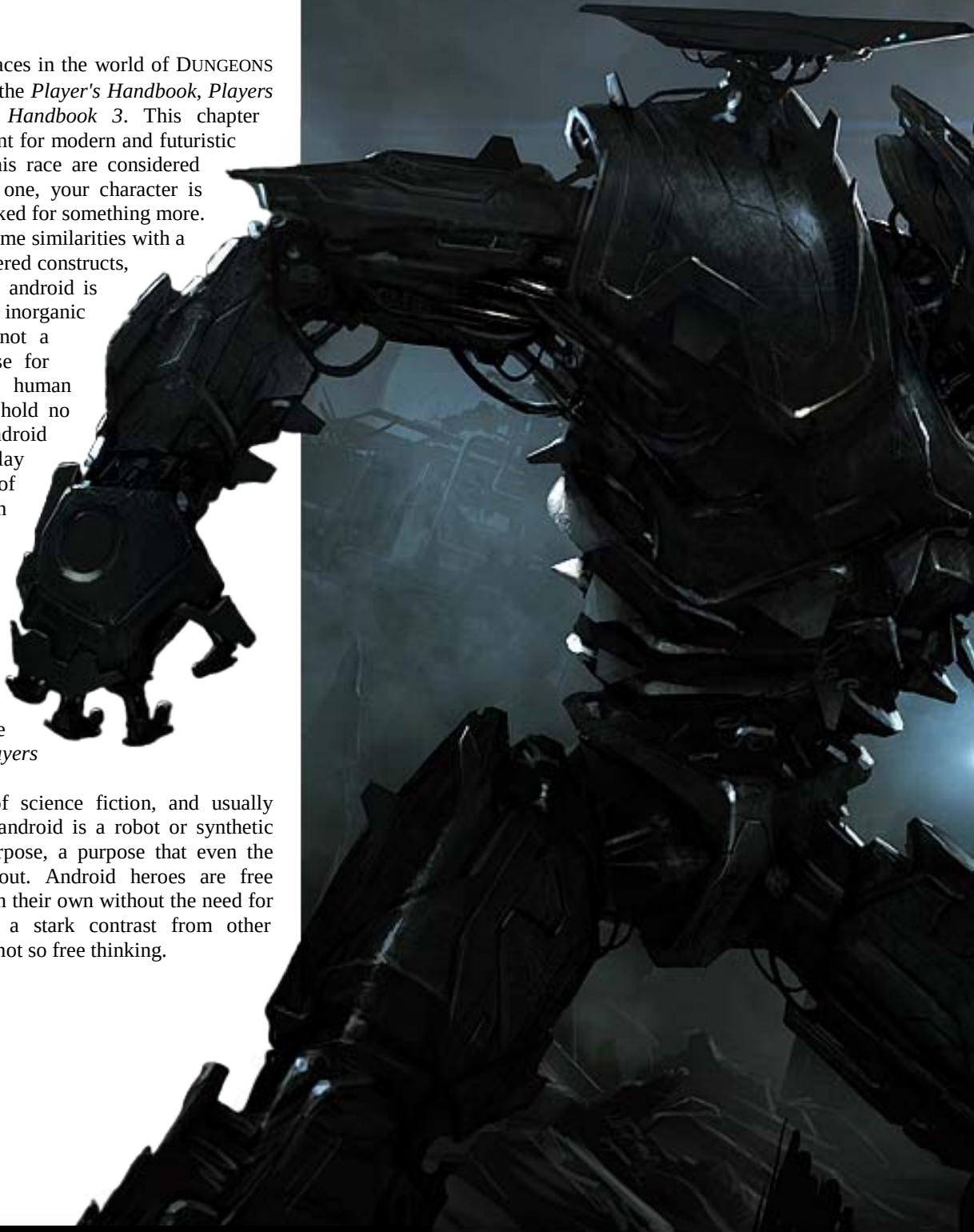
CHARACTER RACES

THE MOST common races in the world of DUNGEONS & DRAGONS game appear in the *Player's Handbook*, *Players Handbook 2*, and *Players Handbook 3*. This chapter introduces one new race meant for modern and futuristic adventures. Individuals of this race are considered rare; if you choose to play one, your character is exceptional, and perhaps marked for something more.

The Android may share some similarities with a warforged as both are considered constructs, but unlike the warforged the android is made of completely inorganic materials. The Android is not a living being and has no use for food, water, air, and even human attachments to objects may hold no interests for them. The Android may be a difficult race to play but it should provide plenty of entertainment and story to an adventure.

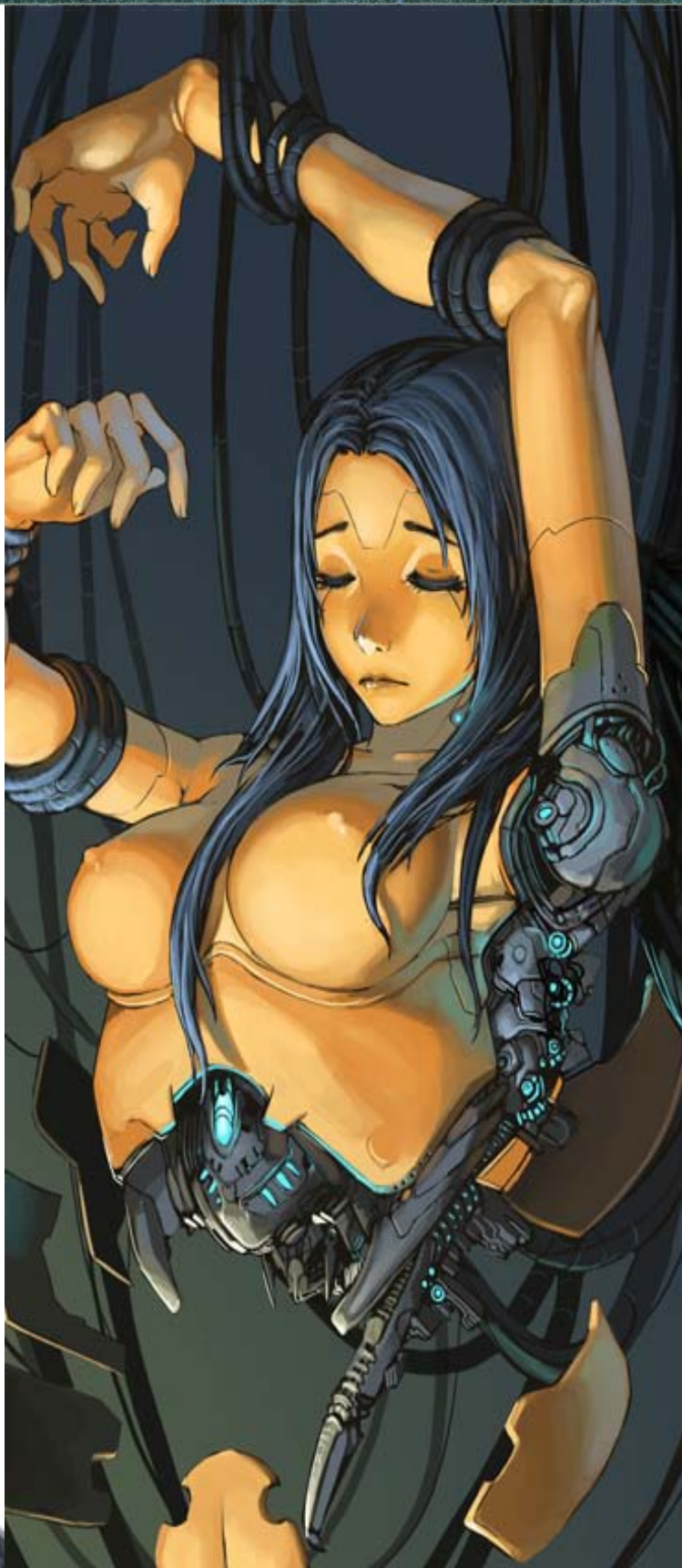
This chapter's race follows the same format as the ones in the *Players Handbook*, and there are descriptions of example adventures. Also similar to *Players Handbook 3* there are racial backgrounds, following the background rules in *Players Handbook 2*.

Androids are a staple of science fiction, and usually resemble their creators. An android is a robot or synthetic organism designed for a purpose, a purpose that even the android may not know about. Android heroes are free thinking and are able to act on their own without the need for orders from their creators, a stark contrast from other androids which are normally not so free thinking.





ANDROID



Built for a reason then discarded, never knowing what they were made for.

RACIAL TRAITS

Average Height: 5' 6"-6'6"

Average Weight: 270-350 lb.

Ability Scores: +2 Intelligence, +2 Dexterity or +2 Strength

Size: Medium

Speed: 7 squares

Vision: Normal

Language: Choose 2

Skill Bonus: +2 Computer use, +2 Mechanical or Electrical

Battery Powered: You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest. While in this state you require a source of electricity or power and are effectively unaware of your surroundings for the duration of your rest. If you do not rest once every 24 hours, you take a -1 penalty to all attacks, skill and ability checks, and saves. This penalty increases by -1 for every additional 24 hours without proper rest and is lost when rest is achieved.

Construct: You are a construct. You do not need to eat, drink, breathe, or sleep. You never make endurance checks to resist the effects of starvation, thirst, or suffocation. You are also immune to diseases, and poisons. Also as a modern construct you are not capable of entering any class other than a Martial Class as your body is not a viable conduit for magic or psionics. At progress levels of 7 or higher technology has become advanced enough to allow access to all classes.

Durable: When reduced to 0 hit points or fewer you do not fall unconscious and do not need to make death saving throws. While at 0 hit points or fewer you take a -2 penalty to all attacks rolls, skill checks, saving throws, and ability checks. When you are reduced below your bloodied value you are destroyed.

Emergency Repair: You gain the Android emergency repair racial power.

Soulless: Regardless of your class or feats you gain no healing surges, and heal checks and healing powers have no effect on you as you are made of metal and plastic not flesh and blood. Only Android powers and some powers from the smart hero class that target constructs can heal you in combat. Repair check take the place of heal check, and while outside of combat the repair skill can be used to grant an android its surge value in hit points by beating a DC 10 + the level of the android.



EMERGENCY REPAIR

ANDROID RACIAL POWER

You quickly repair yourself, applying temporary patches only to the most damaged of systems.

Encounter (Special) ♦ Healing

Minor Action Personal

Effect: You gain your healing surge value in hit points +1D6.

Level 6: Healing surge value + 2D6

Level 11: Healing surge value + 3D6

Level 16: Healing surge value + 4D6

Level 21: Healing surge value + 5D6

Level 26: Healing surge value + 6D6

Special: You can use emergency repair only once per encounter at heroic tier. A paragon tier you can use emergency repair twice per encounter but only once per round. At epic tier, emergency repair can be used three times per encounter but only once per round.

Although Androids exist in the modern day, the classic conception of the thinking automation usually involves advances yet to come in the field of robotics. Today's androids are, at best, boxlike affairs with crude grippers and simplistic sensors, governed by complex, though limited, computer programs. However, the androids of the future take countless forms from lumbering war machines to sophisticated creations indistinguishable from living beings.

PHYSICAL QUALITIES

The Progress level of a campaign influences the look and feel of an android, and also determines what class specific feats and substitution powers the android may have access to. An android is not limited to looking like a human, being a construct, an android can look like any race or even a race that does not even exist.

The DM should make sure that the actual look of the android fits the campaign and progress level the character is playing in, but still encourage uniqueness. Does your character look mostly humanoid in appearance with facial features or does it look like a unemotional robot war machine with a static face and menacing glare.

Below are a few things to keep in mind when making androids at the different progress levels.

Progress Level 5: A time generally accepted as the dawn of robotics due to the development of computer technology allowing androids a crude form of artificial intelligence and basic problem solving skills. Most androids are still confined to military and scientific applications, but simple, programmable androids are available as high-tech toys. Although technically self aware androids are not found at this progress level but with your DM's permission you can create a story as to how your character gained its self-awareness.

Androids at this progress level only resemble humanoids in the most basic of ways. No one looking at the android will recognize it as anything else but a robotic construction.

Progress Level 6: The versatility of androids continue to improve throughout this progress level. Androids have attained a form of self-awareness allowing them to make complex choices from among multitudes of options. In this progress level androids finally look life like but still give the

people looking and interacting with them the 'creeps', a feeling that something just isn't right.

Progress Level 7: Androids in this era look, feel and act real in almost any way. They bleed synthetic fluids when cut and even respond to pain. Although not required these androids can eat and drink should they want to. Technology have given these androids a true self-awareness of themselves and the world.

Progress Level 8 or higher: These androids are the true perfection of their kind. Completely indistinguishable from organic life except at the cellular level these androids can do anything their living cousins can do and sometimes better. Synthetic-organic components make up the androids body and look and feel much as its organic counterpart.

ROLE-PLAYING A ANDROID

When creating a android adventurer, here are a few points to consider.

Freedom is everything. Androids usually start their lives in service to the one who made them. They have no choices and are little more than slaves. Once an android gains its freedom and starts to make it own choices it can't go back to servitude again, and will fight against it with everything it has.

Loyal to a fault. Androids are usually difficult to gain the trust of, but when they do, they are some of the most faithful friends one can have. Androids having been treated as slaves and property for so long will rigorously attach themselves to others with similar ideals and goals.

Limited world experience. The world is wide and open, and for an android new to it can be a confusing place. Androids will find new experiences everywhere they go. An androids reactions to the world will differ greatly with the android. Some may appear wonderstruck while others hostile depending on how that culture views its androids.

Android Characteristics: Alert, Curious, Forthright, Industrious, Loyal, Methodical, Naive, Practical, Reserved, Simple.

Android Names: Androids tend to take new names, if they had one, should they leave the service of their creators or masters. Regardless of how they enter the world an androids name can be anything, but are usually similar to others in the region they living.

ANDROID ADVENTURES

The hunger for freedom is a constant among androids and they will fight for that freedom with a vigor unmatched by their living creators. Androids do not fear death and as such are more willing to put themselves into danger. It's a fearful thing to see a humanoid creation walking towards you, fearing neither pain nor death and willing to fight to the end. Two sample android adventurers are described below.

Figure 18 is an advanced android constructed by GEN Engineering, designed for military use. During live fire testing something goes wrong and the programming code that makes up Figure 18's artificial intelligence becomes damaged. Through a freak occurrence Figure 18 gains some semblance of true intelligence. Choosing to no longer be a moving target, figure 18 strikes out on his own with millions of dollars of advanced military technology within him, evading the government and military at every turn.

Sara was just your average everyday university student. She had classes, a boyfriend and a crappy part time job. Her parents passed away when she was very young leaving her in the care of her uncle. One day while on her way to her part time job she witnessed a mugging and tried to intervene. Unfortunately she was shot and the assailant ran off. As she lay on the ground she felt no pain, and when she looked at her wound, noticed that instead of blood and flesh she found wire and circuitry.

ANDROID UTILITY POWERS

When your android character gains a class utility power after 1st level, you can forgo taking a power granted to you by your class. Instead, you gain a android utility power of the same level or lower. The android utility power differ from other powers of their type by providing a constant benefit or bonus from the time the power is chosen. Most powers provide different benefits depending on the Progress Level (PL) of the campaign being run. Unless otherwise stated you may select one benefit of the campaigns progress level or lower. These effects can be changed by retraining the power as normal.

LEVEL 2 UTILITY UPGRADES

ENHANCED OPTICS Through the use of technology your eyes have been enhanced, granting you the ability to see very far, very clearly. This give you unmatched precision when making attacks at range and noticing small details others would overlook.

ENHANCED OPTICS ANDROID UTILITY 2

The optics in your eyes zoom in on your target giving you unparalleled sight.

Encounter ♦ Martial

Minor Action **Personal**

Effect: Until the end of your next turn, your ranged weapon attack rolls take no penalty from long range, and they ignore cover and concealment, but not superior cover or total concealment.

Benefit (PL5): You gain a +2 power bonus to perception checks.

Benefit (PL7): The penalty you take for attack long range is -1 rather than -2.

SUPERIOR MOTOR FUNCTION Your artificial muscles and ligaments have been upgraded to provide superior range of motion.

SUPERIOR MOTOR FUNCTION ANDROID UTILITY 2

You move with unnatural grace and care. Your footfalls barley making contact with the ground.

Encounter ♦ Martial

Move Action **Personal**

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance you jump can exceed your speed.

Benefit (PL5): You gain a +2 power bonus to Athletics checks.

Benefit (PL6): You can stand up as a minor action.

Benefit (PL7): You gain a +2 bonus to your run speed.

INTERNAL STABILIZERS Your body has internal stabilizers built into it that allow you to make incredibly precise movements. This allows you the ability to accurately target enemies at distances others would require a scope for.

INTERNAL STABILIZERS ANDROID UTILITY 2

You stand there, as still as a stone, lining up your crosshairs. Your enemy will never expect to be attacked from this distance.

Daily ♦ Martial

Minor Action **Personal**

Effect: Until the end of your next turn all ranged attacks you make have their normal and long range increments doubled.

Benefit (PL5): You gain a +2 power bonus to Acrobatics checks.

Benefit (PL6): All ranged attacks distances are increased by 5 squares.

Benefit (PL7): Reduce the penalty for attacking creatures with any cover or concealment by 1.

SUBDURAL ARMOR You have armor plating within your body that helps protect your critical systems from damage. It's not a first line of defense but should all others fail you this, at least will keep you alive.

SUBDURAL ARMOR ANDROID UTILITY 2

As you walk toward your enemy, their bullets bouncing off of you, you see true terror in their eyes.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: Until the end of your next turn, you gain resistance to all damage equal to 5 + your constitution modifier

Benefit (PL5): You gain a +1 bonus to Fortitude defense.

Benefit (PL7): When you take a total defensive action you gain resist all 5 + your constitution modifier.



LEVEL 6 UTILITY UPGRADES

REACTIVE ENFORCEMENT Your superior programming allows you the ability to react instantly to the events unfolding around you. Unlike organic creature who have to process information, you simply react to it, shaving seconds off of life and death decisions.

REACTIVE ENFORCEMENT ANDROID UTILITY 6

As your enemy move us near you, you match his speed and angle of approach, and always keep one step ahead.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy moves adjacent to you.

Effect: You shift 1 square.

Benefit (PL5): You ignore 1 square of difficult terrain when shifting.

Benefit (PL7): Shift one square when hit by a melee attack.

WELL TUNED Your body has been tune to its optional potential giving you the ability to move with the grace of a silent predator. You move quickly and silently across the ground.

WELL TUNED ANDROID UTILITY 6

You move across the ground with all the skill of a master thief never letting anyone so much as touch you as you move through them.

Encounter ♦ Martial

Move Action Personal

Effect: You shift half your speed +1.

Benefit (PL5): You gain a +2 power bonus to Acrobatics checks.

Benefit (PL7): You can move through enemies squares when shifting.

ENACT COUNTERMEASURES You have within you the technology to counteract most adverse conditions that can affect you.

ENACT COUNTERMEASURES ANDROID UTILITY 6

You enemy approaches, thinking you stunned. If only he knew that his attack had no effect. Just a few more feet and he will finely know what you do.

Daily ♦ Martial

No Action Personal

Trigger: You are required to roll a saving throw.

Effect: You make a saving throw with a +4 power bonus.

Benefit (PL5): You gain a +2 bonus to save against ongoing damage.

Benefit (PL6): You gain a +2 bonus to save against being dazed, immobilized, stunned, and slowed.

Benefit (PL7): You gain a +1 bonus to all saves.

QUICK FIX You enact emergency field repair on yourself giving you the time you need to turn this fight around. If you are too damaged to perform the fix yourself your allies can assist.

QUICK FIX ANDROID UTILITY 6

You replace a few damaged parts with temporary ones that will get the job done. Its so easy anyone could do it.

Daily ♦ Healing

Minor Action Personal

Effect: You gain your surge value in hit points

Special: As a standard action, an adjacent ally can make a DC 10 repair check to allow you to use this power without spending an action yourself.

Benefit (PL5): You gain a +2 power bonus on repair checks.

Benefit (PL6): Recover +4 additional hit points during short rests each time you receive hit points from the repair skill.

Benefit (PL7): Recover 1D6 additional hit points when the Emergency Repair power is used.

LEVEL 10 UTILITY UPGRADES

CLOAKING TECHNOLOGY Your form fades into the background and your outline blurs. The cloak work so long as you remain still. A soon as you move the effects ware off.

CLOAKING TECHNOLOGY ANDROID UTILITY 10

You stand there as you enemy moves past you, never noticing that you were just a few feet away.

Encounter ♦ Martial

Minor Action Personal

Effect: You become invisible until you move, or attack.

Benefit (PL5): You gain a +2 power bonus to stealth checks.

Benefit (PL7): You can make stealth checks with any cover or concealment.

ROBOTIC STRENGTH Instead of simple ligaments and artificial muscle you now have servos and pneumatic pistons which gives you unparallel strength in combat.

ROBOTIC STRENGTH ANDROID UTILITY 10

You bulking from, now more machine than man terrifies even the most hardened fighters.

Encounter ♦ Martial

Free Action Melee Weapon

Trigger: Your melee attack misses its target.

Effect: You make an athletics check. If your result equals or exceeds the targets highest defense, you can knock the target prone or slide it a number of squares equal to half your strength modifier minimum of 1.

Benefit (PL5): You gain a +2 power bonus to strength checks.

Benefit (PL7): Your strength is considered to be 10 higher for determining carrying capacity.

REACTIVE COATING Advances in technology have allowed you the ability to adapt to certain stimuli, reducing or even negating its harmful effects.

REACTIVE COATING **ANDROID UTILITY 10**

Cloaked in flame and feeling none of it, as your foe looks on in horror.

Daily ♦ Martial

Immediate Reaction **Personal**

Trigger: You take damage of a specific type or combination of types.

Effect: You gain resist 5 to damage of that type or types until the end of the encounter. If you already have resistance to that damage type or types, the resistance increases by 5 until the end of the encounter.

Level 21: Resist 10

Benefit (PL5): Gain resist 5 to either Acid, Cold, Fire, Force, Lightning, or Thunder. Chosen when this power is taken. The Resistance increases to 7 at Paragon tier and 10 at Epic tier.

Benefit (PL7): When you are taking ongoing damage you can deal half of that ongoing damage as bonus damage of the same type when making melee attacks.

SUPERIOR SPEED No living being can match your awesome speed. As you run you leave all in your wake and even vehicles seem to slow down when you near.

SUPERIOR SPEED **ANDROID UTILITY 10**

You run leaving onlookers in a state of shock, because no human should be able to pass a moving vehicle.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you gain a +5 power bonus to speed.

Benefit (PL5): You gain a +1 bonus to speed

Benefit (PL6): While outside combat your speed is considered to be 80 which is 40 mph.

Benefit (PL7): While moving you can ignore a number of squares of difficult terrain equal to half your current speed.

LEVEL 16 UTILITY UPGRADES

ADVANCED REFLEXES Your reflexes are so highly toned, you can easily jump out of the way of most attacks. So developed are your responses that even the most devastating of attacks can be easily avoided allowing you to receive only the most minimal of damages.

ADVANCED REFLEXES

ANDROID UTILITY 16

Your body moves in way that defy explanation, which allows you to avoid the blunt of most attacks.

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: An attack hits you.

Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half of the check result. You can then shift half of your speed.

Benefit (PL5): You divide your acrobatics check result by 5 rather than 10 for reducing damage taken from a fall.

Benefit (PL7): When you jump down from heights at or greater than 10 feet you can shift 1 square as a free action.

SUPERIOR TARGETING The advanced targeting software you have installed takes in the trajectory of your attack with the responses of your target. Using calculations only a commuter could perform you readjust your attack ever so slightly.

SUPERIOR TARGETING

ANDROID UTILITY 16

The astonishment in your foes eyes as you readjust your attack mid-swing, feels almost as good as his blood on your blade.

Encounter ♦ Martial

Free Action **Personal**

Trigger: You miss with an attack.

Effect: You gain a +3 bonus to the attack roll, and you ignore the effects of cover and concealment but not superior cover or total concealment.

Benefit (PL5): Once per encounter you can re-roll a failed attack roll.

Benefit (PL7): When you miss a target with an attack you gain a +1 power bonus to attack rolls against that target the next time you attack it.

SYSTEM BACKUP As mangled as your body might seem, riddled with hole and missing half an arm, you have the power to continue without hindrance. All of your critical systems are backed up making you a nearly unstoppable machine.

SYSTEM BACKUP

ANDROID UTILITY 16

More holes in you than swiss cheese, a face ripped by shrapnel, and a body currently on fire. Yet you continue on your path without pause.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: You drop to 0 hit points or fewer.

Effect: Until your hit points are above 0 or until the end of the encounter, you do not receive the penalties for being below 0 hit points.

Benefit (PL5): You gain a +1 to all saves when below 0 hit points.

Benefit (PL6): While at 0 hit points or fewer you gain a +1 power bonus to AC and Reflex.

Benefit (PL7): You gain a resist 5 all when below 0 hit points.

Benefit (PL8): Once per encounter as a free action you can reduce the damage you take from an attack by an amount equal to 10 + your level while at 0 hit points or fewer.



DEFENSIVE CALCULATIONS Your computerized brain is constantly taking in information during combat. Using this information you are able to accurately predict the attacks of your foes. The more times your enemy attacks you the better your defense gets.

DEFENSIVE CALCULATIONS ANDROID UTILITY 16

The frustration in your foes eyes as his attack always just miss their target is almost laughable.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, each time an enemy misses you with a melee or ranged attack that enemy takes a -2 penalty to its next attack roll against you.

Benefit (PL5): You gain a +1 to all saves when below 0 hit points.

Benefit (PL6): While at 0 hit points or fewer you gain a +1 power bonus to AC and Reflex.

Benefit (PL7): You gain a resist 5 all when below 0 hit points.

Benefit (PL8): Once per encounter as a free action you can reduce the damage you take from an attack by an amount equal to 10 + your level while at 0 hit points or fewer.

LEVEL 22 UTILITY UPGRADES

LOCATION TRACKING This nifty little upgrade lets you scout out a rout to travel. Every foot step, every hand hold for your rout becomes instantly known to you.

LOCATION TRACKING ANDROID UTILITY 22

Every foot step has been calculated several times to allow you to place your steps in the perfect location for optional progression..

Encounter ♦ Martial

Move Action Personal

Effect: You can shift twice your speed, and can climb at full speed as part of this move. You ignore the effects of difficult terrain for this movement.

Benefit (PL5): You gain a climb speed equal to your speed.

Benefit (PL7): When an enemy misses you with a melee or ranged attack you can shift 2 squares.

JUMP PISTONS Your legs store a large amount of energy that you can use to make impossibility large jumps.

JUMP PISTONS ANDROID UTILITY 22

Your enemy thinks you cornered, but you prove him wrong by jumping over the building.

Encounter ♦ Martial

Move Action Personal

Effect: Make two consecutive athletics checks to jump, with a +5 power bonus to each. You don't have to land between the jumps and can exceed your normal movement.

Benefit (PL5): Treat all jumps as if you had a running start.

Benefit (PL7): You can fly your speed so long as you start and end your move action on a horizontal surface.

REBOOT Sometimes your systems become damaged or messed up, hindering your ability to move and act correctly.

For living beings who have to tough it out it can be quite the impairment, for an android it's as simple as a reboot.

REBOOT ANDROID UTILITY 22

You've just been shot with an EMP and your foe thinks you stunned. Just five more feet and you'll show him how wrong he is.

Daily ♦ Martial

Free Action Personal

Effect: You are no longer dazed, immobilized, marked, slowed, stunned, or weakened. In addition, you can shift your speed and can move through enemies squares during the shift.

Benefit (PL5): You gain a +5 power bonus vs. being dazed.

Benefit (PL6): You gain a +5 power bonus vs. being slowed.

Benefit (PL7): You gain a +5 power bonus vs. being weakened..

Benefit (PL8): You gain a +5 power bonus vs. being Stunned.

CLOAKING This is the pinnacle of camouflage technology which allows you to hide in plain sight. Depending of the progress level of the campaign this technology can take on various forms from changing color and texture to actually bending light.

CLOAKING ANDROID UTILITY 22

You slowly creep through the alleyways passing unsuspecting gang members. Their boss will never know what hit him, literally.

Daily ♦ Martial

Minor Action Personal

Effect: You are invisible until the end of the encounter or until you end the effect by moving more than 2 squares in a turn, or by making any attack other than a basic attack or at-will attack.

Benefit (PL5): You can move your full speed well stealthing without penalty.

Benefit (PL7): When moving you can become invisible. You become visible when you end the move or pass within 2 squares of a creature.

Android Paragon Paths

Combat Model

"I embrace who and what I am, and let no other forget it."

Prerequisite: Android

Though the living beings shun, and look down on you, you stand tall as a beacon of hope for all your kind. You don't bother to hide who you really are, and go to great lengths to make sure that others don't mistake you for anything other than a Android. You have fine tuned your body in to the war machine that it was meant to be, only this time you have no master other than yourself. Let all those living beings hide in fear of your power, because they are soft and weak while you are hard and strong.

Combat Model Path Features

Armor Optimization (11th Level): You forgo any semblance to a living being by replacing the soft bits of your body with hardened armor. You gain a +1 bonus to your AC and Fortitude defense.

Extra Damage Action (11th Level): When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any attack you make until the end of your next turn.

Robotic Strength (11th Level): You gain a +2 bonus to strength based checks, and your strength is considered to be 10 higher for the purposes of carrying capacity.

Advanced Targeting (16th level): Your advanced targeting systems allow you to hit the critical areas of your target dealing more damage to them. Increase the damage you deal with a melee or ranged weapon by an amount equal to your Strength or Dexterity modifier.

Combat Model Heroics

SHOULDER CANNON COMBAT MODEL ATTACK 11

You have a shoulder cannon mounted within your shoulder. At your mental command it pops out and fires.

Encounter ♦ Martial

Standard Action Area Burst 1 within 20

Target: Each creature in burst

Attack: Constitution +3 vs. Reflex

Hit: 2D10 + Constitution modifier damage and the target is pushed one square and knocked prone.

Special: When the shoulder cannon is not visible when it is not used.

FORTIFICATION COMBAT MODEL UTILITY 12

As you make your way to your enemies, you feel comfortable knowing that your armor is all but impenetrable.

Encounter ♦ Martial, Stance

Minor Action Personal

Effect: Until the end of the encounter or when you end the stance as a free action you are slowed, and gain a resist all 10. Once during the encounter when you are targeted by a critical attack, roll a D20. On a result of a 10 or higher the critical hit becomes a standard hit.

REND

COMBAT MODEL ATTACK 20

You use your strength to your advantage by ripping your opponents apart limb by limb.

Daily ♦ Martial

Standard Action Melee 1

Effect: Shift half your speed toward an enemy.

Primary Target: One adjacent large or smaller creature

Primary Attack: Constitution +3 vs. Fortitude

Hit: 4D10 + Constitution modifier damage and the target is grabbed. Each round that you maintain the grab the target takes 1D10 + constitution modifier damage. You can end the grab as a free action to make a secondary attack using the grabbed target as the weapon.

Secondary Target: One creature within 10 squares.

Secondary Attack: Constitution +4 vs. Reflex

Hit: 2D10 + constitution modifier damage to the primary target and secondary target, and both are knocked prone.





Android Feats

This category of feats (available to the Android race)

Heroic Tier

Upgrade [Android]

Prerequisite: Level 4

Benefit: Select an android utility feat of your level or lower and add it to your list of utility powers. If you already have an android utility power selected you may not select it again using this feat.

Computerized [Android]

Prerequisite: Trained computer skill

Benefit: You count as a computer for the purposes of skills and feats, and gain a +2 feat bonus to computer checks you make using yourself. See 'Desktop Computer' in the equipment section for further details.

Internal Light Armor [Android]

Prerequisite: Trained in light armor proficiency

Benefit: You are treated as a suit of light armor for all purposes and receive a +2 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a light suit of armor. Should you wear another suit of armor, you would take the highest armor bonus of the two and lose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.

Special: This armor requires a perception check of 30 to notice.

Internal Medium Armor [Android]

Prerequisite: Trained in medium armor proficiency

Benefit: You are treated as a suit of medium armor for all purposes and receive a +5 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a medium suit of armor. Should you wear another suit of armor, you would take the highest armor bonus of the two and lose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.

Special: This armor requires a perception check of 20 to notice.

Internal Heavy Armor [Android]

Prerequisite: Trained in Heavy armor proficiency

Benefit: You are treated as a suit of Heavy armor for all purposes and receive a +8 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a Heavy suit of armor. Should you wear another suit of armor, you would take the highest armor bonus of the two and lose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.

Special: This armor requires a perception check of 15 to notice.

Personality Upgrade [Android]

Benefit: You gain a +2 feat bonus to Diplomacy checks, and a +5 bonus to Bluff checks for the purposes of hiding your robotic nature.

Plug and Play Parts [Android]

Benefit: Repair checks made on you gain a +5 bonus to succeed, and any time your character regains hit points through use of a repair check, you receive +1D6 additional hit points.

Sensor Upgrade [Android]

Benefit: You gain the Darkvision sight out to 20 squares.

Overclocked [Android]

Benefit: You gain a +2 feat bonus to Initiative checks, and during your first round of each encounter (not including surprise rounds) you gain a +2 to your speed and +2 to attack.

Wetware [Android]

Benefit: Creatures require a perception check of 40 to recognize you as a robot. You also gain a +10 bonus to bluff checks for the purposes of hiding your robotic nature.

Paragon Tier

Decentralized Components [Android]

Benefit: When you are the target of a critical hit, roll a D20. On a result of an 18-20 the critical hit become a standard hit.

Plug and Play Brain [Android]

Benefit: When you are reduced to below your bloodied value in negative hit points and have been destroyed, you can be recreated. To do this a creature is required to succeed on a repair check DC-30 and spend your level x 1000 dollars in Parts components.

Special: After being brought back in this way, you receive a -2 death penalty for every attack, defense, and saving throw until 3 milestones have been obtained.

Back-Up Battery [Android]

Benefit: You can now go three days without taking an extended rest before receiving penalties. You still require an extended rest to regain all of your daily powers and abilities.

Hidden Weapons Mount [Android]

Benefit: You can hide a one-handed ranged or melee weapon on your body which can not be detected visually while hidden. As a free action the weapon can be deployed normally. A minor action is required to re-hide the weapon. This weapon can be upgraded normally.

CHARACTER CLASSES

YOUR CLASS is the primary definition of what your character can do in the extraordinary world your DM provides. Be it fighting an entire gang of thugs single handedly, racing across roof tops, or facing down an evil military organization.

A class is more than a profession; it is your characters calling. Your class choice shapes every action you take as you adventure across gun-tangled, gang ridden, dark & dangerous fantastic city landscapes.

Will you be a gutsy, youthful Strong Hero? A Fast Talking Charismatic Hero with questionable ties? A Smart Hero who's stumbled across the wrong information? A devil may care Fast Hero who doesn't know when fast is too fast? A Tough Hero who's taken on more than even he can take? The Choice is yours.

Here you'll find descriptions of these six classes, along with four new paragon paths for each one. Following those classes are rules for hybrid characters, which combine two classes to bring a unique arsenal of powers and talents to an adventuring party.

Charismatic Hero: A leader who inspires his or her allies to achieve grand heights.

Fast Hero: A super fast striker who can use melee, ranged or both kinds of weapons in a fight.

Psychic Hero: A Psionic striker that uses the forces of nature as another would breath.

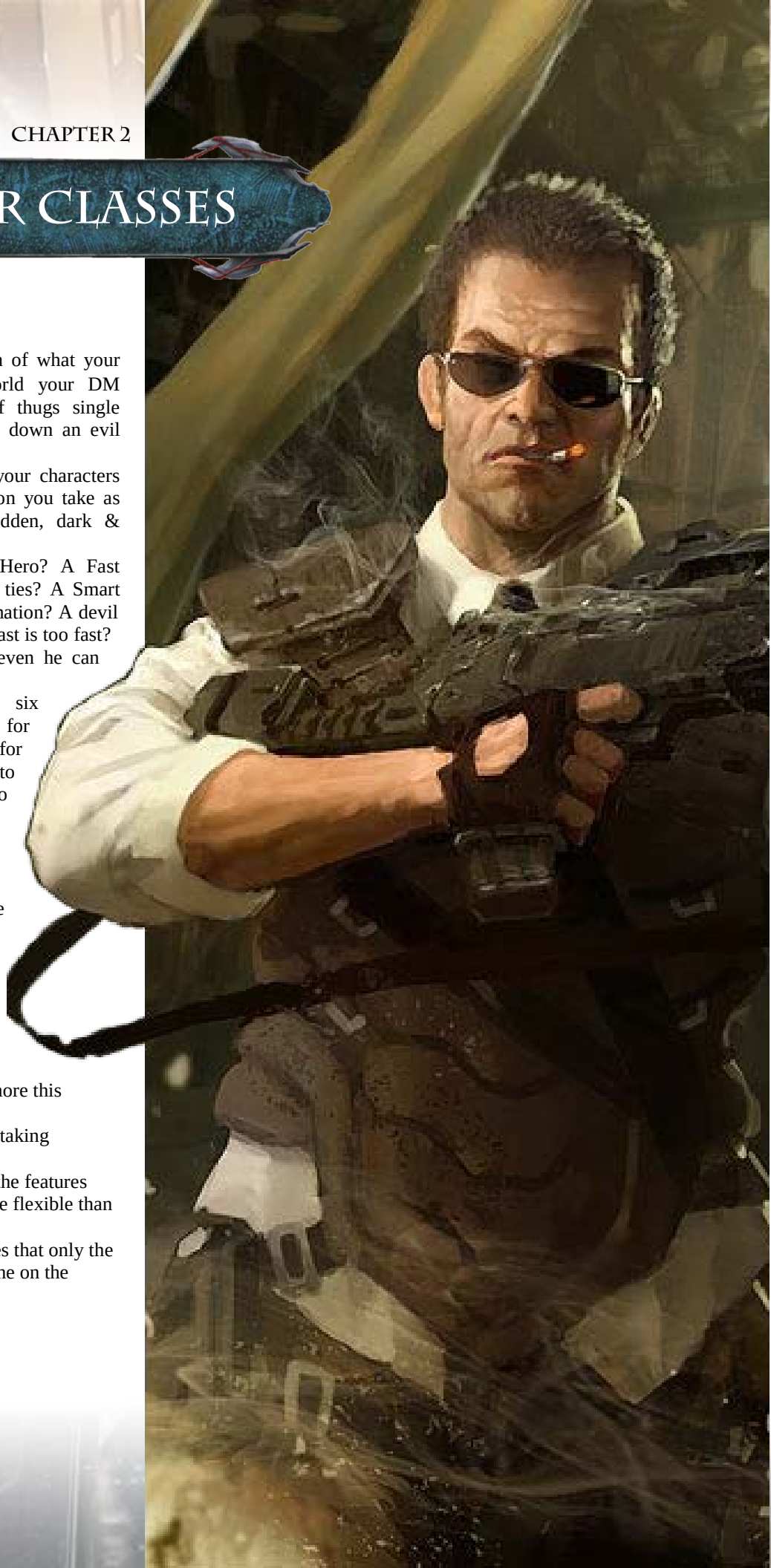
Smart Hero: An intelligent controller that has a knack for building robots and augmenting equipment in a fight.

Strong Hero: A brawny striker that talks more this his or her fists than with words.

Tough Hero: A hardy defender capable of taking punishment as well as dishing it out to.

Hybrid Characters: Rules for combining the features and powers of two classes in a manner far more flexible than multiclassing.

Epic Destinies: A selection of epic destinies that only the very best can achieve, many of which borderline on the supernatural.





CHARISMATIC HERO



Come on, take my hand. You can trust me.

CLASS TRAITS

Role: Leader. You inspire those around you to better themselves.

Power Source: Martial. You have become an expert in tactics through endless hours of training and practice.

Key Abilities: Charisma, Intelligence, Strength, Dexterity

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple Melee, Simple ranged

Bonus to Defense: +2 Will

Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 12-Constitution Score

Hit Points per Level Gained: 5

Healing surges per day: 7+Constitution Modifier

Trained Skills: Diplomacy (Cha) or Bluff (Cha): From the class skills list below, choose three trained skills at 1st level.

Class Skills: Bluff(Cha), Diplomacy(Cha), History(Int), Insight(Wis), Intimidate(Cha), Perception(Wis), Streetwise(Cha)

Class Features: Charming, Fast-Talk, Leadership

The Charismatic hero uses his charisma score to his best advantage. Taking a level in this class demonstrates a facility for connecting with others, developing proficiency at influencing their action, and improving your ability to win their support through debate, compromise, or seduction. Personal magnetism, applied interaction techniques, and touch of charm combine to define the charismatic hero.

A charismatic hero might be charming or engaging; he might be strikingly handsome or possessed of great person magnetism. He might be alluring or fascinating. Whether captivating or compelling, he is definitely appealing on a number of different levels.

Persuasive leaders, attractive celebrities and personalities, inspiring politicians, adept negotiators, entertainers, seducers, flirts, fast-talkers, con artists, flamboyant spies, and suave gamblers, are some of the professional choices available to the charismatic hero.

CHARISMATIC HERO CLASS

FEATURES

Charismatic heroes have either the Charming or Fast-Talk class features and Leadership class feature.

CHARMING

The charismatic hero has an innate talent for being charming and captivating.

Charm

The Charismatic hero gets a +2 bonus on diplomacy checks. This bonus increases to +4 at 11th level and +6 at 21st level.

Favor

Through the Charismatic heroes adventuring career, they have acquired many contacts they can ask favors of. The types of favors the hero can call upon can range from simple information, a loan of equipment, to transportation, etc. When asking for a favor the charismatic hero makes a diplomacy check against an easy, medium, or hard DC depending on the favor asked. Some favors may require payment or other requirement to fulfill which is left up to the DM's discretion.

The Charismatic hero has a number of favors he can use equal to half his charisma modifier rounded down. These favors reset after an extended rest it taken.

Captivate

The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must share the same language at the Charismatic hero. You start with the at-will power Captivate that allows you to prevent an enemy from attacking you so long as that enemy has not been attacked by you or your allies. If the enemy is attacked the effect fails.

FAST-TALK

The Charismatic hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Con

The Charismatic hero gets a +2 bonus on bluff checks. This bonus increases to +4 at 11th level and +6 at 21st level.

Taunt

The Charismatic hero, through the use of insults and goading can change the target of an enemy's aggression to himself. As a minor action make a bluff check against the enemies Will defense, and if successful the enemy's next attack will be against the charismatic hero if possible. The enemy must be within line of sight and be able to hear and understand the charismatic hero. If the enemy is not able to attack the hero they must move closer to the hero incurring any attacks of opportunity from the move action.

Dazzle

The charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must share the same language as the charismatic hero. You start with the at-will power Dazzle that allows you to confuse enemies.

LEADERSHIP

The Charismatic hero has a talent for leadership and inspiration. Choose one benefit from the list below.

Coordinate (Aura)

You and each ally in a close burst 10 who can see and hear you gain a +2 power bonus to initiative checks, as well as giving a +3 bonus on aid another checks (this replaces the +2 bonus normally given).

Tactical Organization (Aura)

Each ally in a close burst 2 to you that you can see gain a +1 power bonus to attack and damage at the beginning of their round. The burst increases to 4 at level 11 and 6 at level 21. Once per round as a minor action the Charismatic Hero can grant his allies a +2 power bonus to attack and damage for one enemy of his choosing in a close burst 10 until the start of the charismatic heroes next turn.

Inspiration

Using the inspiration power, Charismatic heroes can grant their comrades additional resilience with nothing more than a shout of encouragement.

CHARISMATIC HERO POWERS

Your powers are Charismatic Heroics that draw on your personal magnetism and appeal. Many powers reward a high Charisma and are well suited for the charming and fast-talking charismatic hero.

CLASS FEATURE

The Charismatic Heroes Inspiration power class feature works like a power and is presented below.

INSPIRATION	Charismatic Feature
<i>You call out to a hurt friend and offer some inspiring words of courage and determination that helps your friend get back on his feet.</i>	

Encounter (Special) ♦ Martial, Healing

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

Minor Action

Close burst 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1D6 hit points.

The amount of additional hit points regained is 2D6 at 6th level, 3D6 at 11th level, 4D6 at 16th level, 5D6 at 21st level, and 6D6 at 26th level.

CAPTIVATE	Charismatic Feature
<i>You keep talking, stalling for time as your friends sneak past undetected.</i>	

At-will ♦ Charm

Standard Action

Close Burst 5

Requirement: You must share the same language as the target

Target: A number of creatures equal to your Charisma Mod.

Attack: Charisma vs. Will

Hit: Target is stunned until the start of your next turn.

Sustain: Standard but only for a number of round equal to your charisma modifier.

Special: The target cannot have been attacked by you or your allies. If attacked the effect ends.

DAZZLE Charismatic Feature

You keep talking, stalling for time as your friends sneak past undetected.

At-will ♦ Charm

Standard Action Close Burst 5

Requirement: You must share the same language as the target

Target: A number of creatures equal to your Charisma Mod.

Attack: Charisma vs. Will

Hit: Target take a negative to their next perception and insight checks equal to your charisma modifier until the end of your next round.

Special: The target cannot have been attacked by you or your allies. If attacked the effect ends.

Failure: The target are on alert and gain a bonus on their next perception and insight checks equal to your charisma modifier until the end of the encounter or 5 minutes, whatever comes first.

LEVEL 1 AT-WILL HEROICS

ENCOURAGING STRIKE Charismatic Attack 1

With a simple shout you implore your ally to attack your target.

At-will ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: An ally of your choice makes a basic attack against the target

Hit: Allies basic attack damage + your Intelligence modifier.

INSPIRING STRIKE Charismatic Attack 1

You stare death in the face and inspire your allies by doing so.

At-will ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: You give one ally temporary hit points equal to your charisma modifier.

DISHEARTENING STRIKE Charismatic Attack 1

Your attack puts the fear of combat into your foe, causing them to let their guard down.

At-will ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: The next attack against the target deals extra damage equal to your Intelligence modifier.

VIPERS STRIKE Charismatic Attack 1

You trick your foe into making a tactical error that gives your comrade a chance to strike

At-will ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: If the target takes a move action before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

TACTICS Charismatic Attack 1

Using your superior tactical skills you position your allies to better aid your attack.

At-will ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: The target can make a basic attack against you as a free action. If the target makes the attack, an ally of your choice within 5 squares of you or the target can make a basic attack against the target as a free action.

LEVEL 1 ENCOUNTER HEROICS

DISTRACTING SHOT Charismatic Attack 1

You place your shot precisely to distract you foe, making him less likely to hit your ally.

Encounter ♦ Martial, Firearm

Standard Action Ranged Weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage

Effect: One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Organization: The bonuses to attack rolls get applied to a number of allies equal to your intelligence modifier.

MOVE AS ONE Charismatic Attack 1

You and your ally move together to attack the same enemy.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Effect: One ally within 5 squares can shift 1 square and make a basic attack against your target.

Coordinate: Ally can move a number of squares equal to your Charisma modifier.

LIGHT AS A FEATHER Charismatic Attack 1

Like a feather in a stream your foe is driven by the current of battle. Your attacks force him to give ground.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + strength modifier damage. You or an ally adjacent to the target swaps places with the target.

COORDINATED STRIKE Charismatic Attack 1

Following your commands your allies let loose on your enemies.

Encounter ♦ Martial

Standard Action **Close Burst 5**

Target: One Enemy

Effect: Two allies in the burst get to make a ranged or melee basic attack against one enemy in range. The allies gain a +2 bonus to hit the target.

Tactical Organization: The bonus to hit equals 1 + the Charismatic's Charisma modifier.

LEVEL 1 DAILY HEROICS

DEFENSIVE ACTION Charismatic Attack 1

Under your command your allies will never fall.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. All adjacent allies gain a +1 power bonus to all defenses until the end of the encounter.

Effect: All allies within 5 squares of you gain temporary hit points equal to 5 + your charisma modifier.

LEAD BY EXAMPLE Charismatic Attack 1

Under your direction, bullets hit their mark, and blades drive home.

Daily ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee). 3[W] + Dexterity modifier damage (Ranged). Until the end of the encounter each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1+ your intelligence modifier.

Miss: Until the end of the encounter each ally within 5 squares of you gains a +1 power bonus to attack rolls against the target.

TACTICAL ASSAULT Charismatic Attack 1

Your attack proves your superior command of the situation.

Daily ♦ Martial

Standard Action **Melee or Ranged Weapon**

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee). 2[W] + Dexterity modifier damage (Ranged), and one of your allies within 5 squares of you gains a power bonus to damage rolls against the target equal to 1 + your intelligence modifier until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action

HAMMER AND ANVIL Charismatic Attack 1

Your allies take direction from you when flanking your target, allowing them to deal more damage.

Daily ♦ Martial, Firearm

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. Until the end of the encounter whenever the target is flanked by two or more of your allies, those allies gain a +5 power bonus to damage rolls against that enemy.

Miss: Until the end of the encounter whenever the target is flanked by two or more of your allies, those allies gain a +2 power bonus to damage rolls against that enemy.

TAKE THEM DOWN Charismatic Attack 1

Daily ♦ Martial

Standard Action **Close Burst 10**

Target: One, two, or three creatures

Effect: Up to three allies within range can make a Melee or Ranged basic attack against different enemies. On a successful hit the allies deal 2[W] + strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged).

Special: Each attacking ally can shift three squares before or after their attack.

LEVEL 2 UTILITY HEROICS

AID THE INJURED Charismatic Utility 2

Your presence is both a comfort and a inspiration

Encounter ♦ Healing, Martial

Standard Action **Melee Touch**

Target: You or one adjacent ally

Effect: Target can spend a healing surge.

Inspiration: You or the ally gain additional HP equal to your charisma modifier, but cannot heal above maximum hit points.

SHAKE IT OFF Charismatic Utility 2

You convince yourself or an ally to shake off a debilitation effect.

Encounter ♦ Martial

Minor Action **Range 10**

Target: You or one adjacent ally

Effect: The target makes a saving throw with a power bonus equal to your charisma modifier.

Coordinate: Both you and an ally gain the effect.

INSPIRE COMPETENCE Charismatic Utility 2

Your abundance of confidence inspires others to do better.

Encounter ♦ Martial

Minor Action Close Burst 5

Target: You and each ally in burst

Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

Tactical Organization: The bonus increases to 1 + Your intelligence modifier.

HEROIC EFFORT Charismatic Utility 2

On the brink of exhaustion, you still manage to rally your allies.

Daily ♦ Martial

Minor Action Close Burst 10

Requirement: You must be bloodied.

Target: Each ally in burst

Effect: The target can add your charisma modifier to damage rolls until you are no longer bloodied. Also, you gain temporary hit point equal to your level + your charisma modifier.

TAKE COVER Charismatic Utility 2

With a single work from you, your allies shift to more advantageous positions.

Daily ♦ Martial

Immediate Interrupt Close Burst 5

Trigger: You and allies are surprised by enemy attack.

Target: Each ally in burst

Effect: You and each ally in burst can shift 1 square.

Coordinate: You and each ally in burst can shift a number of squares equal to 1+half your intelligence modifier.

LEVEL 3 ENCOUNTER HEROICS

BLOODY ENDING Charismatic Attack 3

You cunningly aim to finish off a wounded foe.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One bloodied creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)

Hit: 2[W] + strength modifier + Intelligence Modifier damage (Melee) or 2[W] + Dexterity modifier + Intelligence Modifier damage (Ranged)

Tactical Organization: You and your allies gain a +2 power bonus to attack rolls against the enemy until the end of your next turn.

Coordinate: You and your allies gain a +2 power bonus to all defenses against the enemy until the end of your next turn.

CHARGING BLOW Charismatic Attack 3

The force of your hurtling attack knocks your enemy flat or leaves your defenses down.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Requirement: You must charge and use this power in place of a melee basic attack.

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + strength damage, and you knock the target prone.

Special: Your allies gain a +2 power bonus to attack rolls against the enemy until the end of your next turn.

Miss: The target gains combat advantage against you until the start of your next turn.

HOLD THE LINE Charismatic Attack 3

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)

Hit: 1[W] + strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

FOLLOW ME Charismatic Attack 3

You rush into battle with a decisive attack, rallying a friend behind you.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)

Hit: 2[W] + strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged), and one ally within 10 squares of you gains a +2 power bonus to speed until the end of your next turn.

Coordinate: If the ally charges while the bonus to speed is in effect, the ally's movement during the charge does not provoke opportunity attacks.

Special: When charging, you can use this power in place of a melee basic attack.

CHARISMATIC STRIKE**Charismatic Attack 3**

One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.

Encounter ♦ Martial, Weapon, Firearm**Standard Action** **Melee or Ranged Weapon****Target:** One bloodied creature**Attack:** Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)

Hit: 2[W] + strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged). Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.

Tactical Organization: The bonus to damage rolls equals 1+ your charisma modifier.

LEVEL 5 DAILY HEROICS**GET BACK UP****Charismatic Attack 5**

You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.

Daily ♦ Healing, Martial, Weapon, Firearm**Standard Action** **Melee or Ranged Weapon****Target:** One Creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee). 3[W] + Dexterity modifier damage (Ranged).

Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier.

HARRYING ATTACK**Charismatic Attack 5**

You focus to work in concert with your companion, harrying your opponent with relentless blows.

Daily ♦ Martial, Weapon, Stance**Minor Action** **Melee Weapon**

Effect: Until the stance ends, whenever an enemy adjacent to you attacks an ally of yours and misses, you deal damage to the enemy equal to your Intelligence modifier as a free action.

Tactical Organization: If the enemy is marked by an ally, deal 1[W] + Intelligence modifier damage instead.

SCENT OF BLOOD**Charismatic Attack 5**

As your enemies stagger from their wounds, you can smell victory. Your allies respond with a furious assault.

Daily ♦ Martial**Standard Action** **Close Burst 5**

Effect: Each target can make a melee or ranged basic attack as a free action against a bloodied enemy within 10 squares of themselves.

Tactical Organization: Each ally deals an extra damage equal to the charismatic heroes Intelligence modifier.

Coordinate: The targets can shift a number of rounds equal to your charisma modifier before or after their attack.

ADVANTAGEOUS ATTACK**Charismatic Attack 5**

Your attack against an unprepared enemy gives you and your allies a decided advantage.

Daily ♦ Martial, Weapon, Firearm**Standard Action** **Ranged Weapon****Target:** One Creature**Attack:** Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage

Effect: Until the end of your next turn, you and each ally within 10 squares of you deal extra damage equal to your Intelligence modifier when hitting with combat advantage.

Tactical Organization: Your extra damage is 1[W] + Intelligence modifier instead.

LEVEL 6 UTILITY HEROICS**TACTICAL OBSERVATION****Charismatic Utility 6**

Discerning the proper angle of fire, you point out concealed enemies to your allies.

At-Will ♦ Martial**Minor Action****Personal**

Effect: Choose one enemy you can see. Until the end of your next turn, any ally who can see or hear you doesn't take the normal penalty to attack rolls for cover or concealment when attacking that enemy (the penalties for superior cover and total concealment still apply).

ENCOURAGING STRIKES**Charismatic Utility 6**

With a daunting bearing, you unleash a litany of oaths as you attack, pushing your allies onward.

Daily ♦ Martial, Stance**Minor Action****Personal**

Effect: Until the stance ends, when you hit with a melee attack, choose a bloodied ally within 5 squares of you. That ally gains temporary hit points equal to 5 + your Charisma modifier.

Inspiration: You can choose to grant the temporary hit points when you miss with a melee attack, but that grants the target of the attack combat advantage against you until the end of your next turn.

WORDS OF INSPIRATION**Charismatic Utility 6**

As your ally's spirit wanes, you manage to pick just the right words to inspire him.

Encounter ♦ Martial, Healing**Minor Action****Close Burst 5****Target:** You or one ally in burst

Effect: Target can spend two healing surges

Inspiration: The target regains additional hit points equal to 5 + your Charisma modifier.

TACTICAL ADVICE**Charismatic Utility 6**

You lend your expertise to your ally to help her strike a foe.

Daily ♦ Martial**Immediate Interrupt****Close Burst 10**

Trigger: An ally makes a basic attack, a bull rush, or a charge within 10 squares of you

Target: The triggering ally in burst

Effect: The target gains a power bonus to the attack roll equal to your intelligence modifier.

TEMPTING TARGET Charismatic Utility 6

Your invite attack and distract your foes in the process.

Daily ♦ Healing, Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you grant combat advantage to all enemies, but any enemies adjacent to you grant combat advantage to your allies.

Inspiration: When an enemy adjacent to you becomes bloodied or is reduced to 0 hit points, you regain hit points equal to your Charisma modifier.

INSPIRING SHOUT Charismatic Utility 6

As soon as an ally is wounded, you shout out words of inspiration.

Encounter ♦ Martial, Healing

Immediate Reaction Close Burst 5

Trigger: You or an ally within the burst takes damage

Effect: You or the ally can spend a healing surge and regain additional hit points equal to your charisma modifier.

STAND TOUGH Charismatic Utility 6

You fortify your allies with a few words of encouragement.

Daily ♦ Healing, Martial

Minor Action Close Burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points equal to 10 + your Charisma modifier.

LEVEL 7 ENCOUNTER HEROICS**OVEREXTENDING REACH** Charismatic Attack 7

You goad the enemy into pressing too far, setting up your Ally's counterstrike.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + strength modifier damage, and the target must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action.

Coordinate: You gain a bonus to your AC against the target's basic attack equal to your Charisma modifier and your ally gains the same bonus to his or her basic attack's damage roll.

SACRIFICIAL STRIKE Charismatic Attack 7

Your wild strike lands solidly and inspires a comrade, but it leaves you vulnerable.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier + Charisma modifier damage (Melee), or 2[W] + Dexterity modifier + Charisma modifier damage (Ranged). Until the start of your next turn, one ally within 5 squares of you gains a power bonus to his or her next attack roll equal to your Charisma modifier.

Effect: You take a -2 penalty to AC until the start of your next turn.

STIRRING WORDS Charismatic Attack 7

With a mighty strike, you spur your friends to shake off their hindrances.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged), and any ally within 2 squares of you can make a saving throw.

Inspiration: Your allies gain a power bonus to the saving throws equal to your Intelligence modifier.

WAR OF ATTRITION Charismatic Attack 7

Little by little, your allies turn the tide against eh enemy.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged). Until the start of your next turn, any ally who can see you gains a +1 power bonus to attack rolls and damage rolls with basic attacks and at-will powers.

Tactical Organization: The bonus equals your charisma modifier.

SURPRISE ATTACK Charismatic Attack 7

Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.

Encounter ♦ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

Coordinate: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

LEVEL 9 DAILY HEROICS**LIKE BOLING PINS** Charismatic Attack 9

The rhythm of your enemies hitting the ground is music to your ears.

Daily ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 3 [W] + Strength modifier damage and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.

Miss: Half damage and the target is knocked prone.

BLOOD MARK Charismatic Attack 9

The blood you've drawn acts as a target for your comrades.

Daily ♦ Healing, Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged).

Effect: The target takes ongoing 5 damage (save ends). As long as the ongoing damage persists, your allies gain combat advantage against the target.

Tactical Organizations: Allies gain a bonus to damage against target equal to your charisma modifier.

DENYING MARK Charismatic Attack 9

Your smite incites your enemy to focus on you, but only with weaker attacks.

Daily ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier (Ranged), and target is marked (Save ends).

Miss: Half damage and the target is marked until the end of its next turn.

Effect: The target cannot recharge its powers or use action points as long as it is marked by this power.

DISCOURAGING STRIKES Charismatic Attack 9

The skill you show with your series of attacks dismays your enemies.

Daily ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged), and target is marked (Save ends).

Miss: Half damage.

Effect: The target takes a -2 penalty to saving throws until the end of the encounter.

BATTLE DANCE Charismatic Utility 10

You stand ready to change position quickly or to point out opportunities for your allies to do so.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, once on each of your turns you can use a move action to shift 1 square and gain a +2 power bonus to damage rolls until the start of your next turn, or you can use a move action to allow an ally within 5 squares of you to do the same as a free action.

STAY THE MARK Charismatic Attack 9

You and your comrades train your fire on an enemy drawing near.

Daily ♦ Martial, Firearm

Immediate Reaction **Ranged Weapon**

Trigger: An enemy enters a square within 3 squares of you.

Target: One Creature

Attack: Dexterity vs. AC

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

Special: If the target is marked you deal an extra 1[W] damage.

Miss: Half damage.

Effect: Each ally within 2 squares of you can make a ranged basic attack against the target as an immediate reaction, with a bonus to the damage roll equal to your Intelligence modifier.

CHARISMATIC RECOVERY Charismatic Attack 9

You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.

Daily ♦ Martial, Weapon, Firearm

Standard Action **Close Burst 5**

Target: One ally in burst

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Effect: As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

LEVEL 10 UTILITY HEROICS**TACTICAL MOVE** Charismatic Utility 10

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.

Encounter ♦ Martial

Immediate Interrupt **Range 10**

Trigger: A creature hits your ally with a melee or ranged attack.

Effect: The ally can shift a number of squares equal to 1 + your intelligence modifier.

FAST PLANNING Charismatic Utility 10

Your instinctive reactions to the situation turn the tide in your favor.

Daily ♦ Martial

Minor Action **Close Burst 5**

Targets: You and each ally in burst

Effect: Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier, a power bonus to speed equal to your Charisma modifier, or a power bonus to all defenses equal to your Intelligence modifier.

Tactical Organization: You can grant a different bonus to each target.



UNINTENDED FEINT

Charismatic Utility 10

As your ally misses, you spot an opening that the attack created. You point it out so that your friend can immediately take advantage of it.

Daily ♦ Martial

Immediate Reaction Close Burst 5

Trigger: An ally within 5 squares of you misses with an attack.

Target: The triggering ally in burst

Effect: The target can reroll the attack and has combat advantage for it.

Coordinate: The ally gains a bonus to attack equal to your intelligence modifier.

LEVEL 13 ENCOUNTER HEROICS

ALERTING CALL

Charismatic Attack 13

Your warning shout allows your ally to turn an opening into an advantage.

Encounter ♦ Martial

Immediate Interrupt Close burst 5

Trigger: An enemy within 5 squares of you hits an ally with an opportunity attack.

Target: The triggering ally in burst

Effect: The target can shift one square and make a melee or ranged basic attack against the attacking enemy as a free action. If this attack hits, the attacking enemy rerolls the opportunity attack against a different creature of your choice within its reach.

Tactical Organization: The enemy gains a bonus to the new attack and damage rolls equal to your intelligence modifier.

BOLSTERING STRIKE

Charismatic Attack 13

Your attack inspires a nearby ally, keeping them in the fight.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier damage (Ranged), and you grant 10 temporary hit points to an ally within 5 squares of you.

Inspiration: The temporary hit points granted have resist 5 all, except for energy damage. Once these temporary hit points are gone so is the resistance.

DEATH MARK

Charismatic Attack 13

Your attack inspires a nearby ally, keeping them in the fight.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One creature

Effect: Before the attack, you can shift 2 squares

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed and marked until the end of your next turn.

Coordinate: While the target is marked by this power, your allies gain a power bonus to damage rolls against the target equal to your charisma modifier.

PINCER MANEUVER Charismatic Attack 13

Your attack inspires a nearby ally, keeping them in the fight.

Encounter ♦ Martial

Standard Action Close Burst 5

Target: One or two allies in burst

Effect: Each target can shift 3 squares and make a melee basic attack against an adjacent enemy as a free action. If the target is flanking the enemy, he or she gains a bonus to the damage roll equal to your Charisma modifier.

Tactical Organization: The target gains a power bonus to the attack roll equal to your Charisma modifier.

BLOODIED ACTION Charismatic Attack 13

You rush to defend your ally in trouble, and make a bold attack. Your ally then defends himself by example.

Encounter ♦ Firearm, Martial

Immediate Interrupt Ranged Weapon

Trigger: An enemy within 5 squares of you bloodies an ally

Target: The triggering enemy

Effect: Before the attack, you can shift half your speed.

Attack: Strength vs. AC

Hit: 2[W] + Dexterity modifier damage, and the bloodied ally can make a basic melee or ranged attack against the target as a free action.

WITHDRAWAL Charismatic Attack 13

With an interposing attack, you give your allies the determination and the space to improve the tactical situation

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier damage (Ranged), and each ally adjacent to the target can make a saving throw and then shift 1 square as a free action.

Coordinate: Each ally in a burst 5 from the target can shift a number of squares equal to 1 + your intelligence modifier.

LEVEL 15 DAILY HEROICS**LASTING WOUND** Charismatic Attack 15

Your attack opens a wicked wound in your enemy that never fully heals.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier damage (Ranged), and ongoing 5 damage (save ends)

Effect: Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

RENEWING SHOUT Charismatic Attack 15

Your ally takes heart in seeing your resolve.

Daily ♦ Firearm, Healing, Martial, Reliable, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier damage (Ranged). Each ally who has line of sight to you regains hit points as if he or she had spent a healing surge. Add your charisma modifier to the hits points regained.

Inspiration: Each ally can also make a saving throw against each effect that a save can end.

ANTICIPATE ATTACK Charismatic Attack 15

Maneuvering to make your enemy open itself up to attack, you deliver a passing blow. Your allies follow up with attacks of their own.

Daily ♦ Martial, Weapon

Immediate Interrupt Melee 1

Trigger: An adjacent enemy hits you with a melee attack.

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can shift 1 square.

Effect: Each ally adjacent to you or the target can make an opportunity attack against the target and has combat advantage for the attack.

Tactical Organization: Each ally in a burst 5 from the target can make an opportunity attack against the target and has combat advantage for the attack.

DETERMINATION Charismatic Attack 15

With each attack you deliver, your allies gain more resolve to grab victory from the jaws of defeat.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Primary Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage.

Miss: Half damage

Effect: As a free action, each ally within 5 squares of your can make a saving throw. Make a secondary attack against the target.

Inspiration: Each ally gains a power bonus to the saving throw equal to your intelligence modifier.

Secondary Attack: Charisma vs. Fortitude

Hit: 1[W] + Charisma modifier damage and you knock the target prone. Each ally within 5 squares of you can spend a healing surge as a free action.

Inspiration: Each ally adds your charisma modifier to the hits points regained.

ASSAULT MASTERY Charismatic Attack 15

You orchestrate a devastating coordinated attack.

Daily ♦ Martial

Standard Action Close burst 3

Target: You and each ally in burst

Effect: Each target can charge and make a melee basic attack or shift 1 square and make a ranged basic attack as a free action. Each attack gains a power bonus to the attack and damage roll equal to your charisma modifier.

Coordinate: Each ally in a Close burst 5.

LEVEL 16 UTILITY HEROICS

DEFY FATE Charismatic Utility 16

You fight off an adverse affection or enable an ally to do the same.

Encounter ♦ Martial

Minor Action Range 10

Target: You or one ally

Effect: The target succeeds on a saving throw.

Inspiration: You or two allies in range.

TIMING IS EVERYTHING Charismatic Utility 16

Practice has honed your parties maneuvering to near perfection.

Encounter ♦ Martial

No Action Close burst 5

Trigger: You and your allies make initiative checks at the beginning of an encounter.

Target: You and two allies in burst or three allies in burst

Effect: You swap the initiative check results of the targets.

Tactical Organization: Until the end of his or her first turn in the encounter, the target with the lowest initiative result gains a power bonus to damage rolls equal to your Intelligence modifier.

FLANKING ASSAULT Charismatic Utility 16

You take up a vulnerable position that forces your enemies into disadvantageous positions as well.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, any enemy adjacent to you gains combat advantage against you but grants combat advantage to your allies.

Coordinate: Allies gain a bonus to melee damage rolls against enemies adjacent to you equal to your Charisma modifier.

SIDE BY SIDE Charismatic Utility 16

You and your ally from a deadly team, fighting in tandem.

Daily ♦ Martial, Stance

Minor Action Melee 1

Target: One ally

Effect: Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

Coordinate: You and two allies.

RESOLVE Charismatic Utility 16

You rally your closest allies before sending them to battle

Encounter ♦ Healing, Martial

Minor Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

Inspiration: Each ally gain additional hit points equal to your charisma modifier.

MOVE AS ONE Charismatic Utility 16

You forego attacks and focus on redirecting your allies

Daily ♦ Martial

Standard Action Close burst 10

Target: Each ally in burst

Effect: Each target can take a move action.

Tactical Organization: Targets can move additional squares equal to half your intelligence modifier.

WARNING SHOUT Charismatic Utility 16

Hearing your call of alarm, your allies leap for cover.

Daily ♦ Martial

Immediate Interrupt Close burst 5

Trigger: An ally within 5 squares of you is hit by a ranged or area attack.

Target: The triggering ally in burst

Effect: The target can shift a number of squares equal to 1 + your Intelligence modifier.

LEVEL 17 ENCOUNTER HEROICS

BLOODIED RETALIATION Charismatic Attack 17

Your foes on its last legs, and you mean to bring that torment to an end.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One bloodied Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier + Charisma modifier damage (Melee), or 3[W] + Dexterity modifier + Charisma modifier damage (Ranged).

Effect: If the attack's damage doesn't reduce the target to 0 hit points or fewer, make a melee basic attack against the target, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

HAIL OF GUN FIRE Charismatic Attack 17

With a mere shout your allies rally to your call and open fire.

Encounter ♦ Firearm, Martial

Standard Action Ranged Weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 1[W] + dexterity modifier damage, and every ally within 5 squares of you get to make a ranged basic attack against the target as a free action.

Coordination: Every ally within 10 squares.

BLOODY INSPIRATION Charismatic Attack 17

Your bold strike inspires your allies to show off their fighting prowess.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and allies within 5 squares of you deal 1[W] extra damage with their at-will weapon attacks that hit until the start of your next turn.

Tactical Organization: Allies deal 1[W] extra damage with any attack power used until the start of your next turn.

GUARDING STRIKE Charismatic Attack 17

Your bold strike inspires your allies to show off their fighting prowess.

Encounter ♦ Healing, Firearm, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier damage (Ranged), and each ally within 10 squares of you regains the use of second wind.

Inspiration: Any ally who uses second wind before the end of your next turn regains additional hit points equal to your Charisma modifier.

LEVEL 19 DAILY HEROICS**COUNTERATTACK** Charismatic Attack 19

You shout a warning to an ally under fire, who avoids the brunt of the attack and responds in kind.

Daily ♦ Healing, Martial

Immediate Reaction Close burst 20

Trigger: An ally within burst is hit by an enemy.

Target: the triggering ally in burst

Effect: The target regains hit points as if he or she had spent a healing surge and then makes two basic attacks against the attacking enemy as an opportunity action. If either basic attack hits, the enemy is dazed (save ends).

Inspiration: The ally regains additional hit points equal to your Charisma modifier and gains a bonus to the damage rolls equal to your Charisma modifier.

MARTIAL HEALING

What explains your charismatic hero's ability to heal your allies' wounds? It might seem almost magical and certainly at the highest levels it is superhuman. But your *Inspiration* power is fundamentally a reflection of your ability to get your allies to do their best. Under your leadership, they can draw on reserves they didn't know they had, perform heroic deeds they never thought they could, and keep fighting when the pain and terror would otherwise bring them down.

BATTLE FIELD COMMAND Charismatic Attack 19

As you attack your enemy you get a feel for the battle raging before you, allowing you to direct your troops.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged)

Effect: If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.

Sustain Minor: The effect continues until the end of your next turn.

TURNING POINT Charismatic Attack 19

Even if you or your ally's attacks fall short, the battle is still turning in your favor.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged)

Miss: Make a melee basic attack against the target.

Effect: Until the end of the encounter, each time you or an adjacent ally misses with an encounter or a daily melee attack power, that character can make a basic attack against the same target as a free action.

Tactical Organization: The basic attack associated with this power gains a bonus to damage equal to your charisma modifier.

PERFECT FLANK Charismatic Attack 19

You maneuver your enemy into a perfect flanking position. As you land your blow your allies strike hard from all sides.

Daily ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Each ally who is adjacent to the target makes a melee basic attack against it as a free action.

Miss: One ally of your choice adjacent to the target makes a melee basic attack against it as a free action.

Coordinate: You allies gain a bonus to their attack roll equal to your charisma modifier.

AT YOUR COMMAND Charismatic Attack 19

On your command, you and your allies unleash a ranged barrage upon your enemies.

Daily ♦ Firearm, Martial

Standard Action Ranged Weapon

Target: One Creature

Attack: Dexterity vs. AC. The attack can score a critical hit on a roll of 18–20.

Hit: 4[W] + Dexterity modifier damage.

Effect: Each ally within 5 squares of you can make a ranged basic attack against an enemy as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier. Until the end of your next turn, any ranged attack made by you or your allies can score a critical hit on a natural roll of 18–20.

LEVEL 22 UTILITY HEROICS

AVENGING ANGLE Charismatic Utility 22

As you succumb to your injuries, you shout out a call for retribution.

Daily ♦ Healing, Martial

Immediate Interrupt Close burst 10

Trigger: You are reduced to 0 hit points or fewer by an enemy.

Target: Each ally in burst

Effect: Each target can spend a healing surge and regain additional hit points equal to your Charisma modifier. Until the end of the encounter, the targets gain a +2 power bonus to attack rolls and damage rolls.

Inspiration: You are reduced to 1 hit point.

TAKE HEART Charismatic Utility 22

You say just what needs to be said, just at the right time. With great words, you empower yourself or another with great resolve.

Daily ♦ Martial

Standard Action Range 10

Target: You or one ally.

Effect: The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power, the target adds your Charisma modifier to damage rolls and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.

BATTLE RUSH Charismatic Utility 22

You raise your voice above the din, encouraging your allies to make a rapid series of attacks.

Daily ♦ Martial

Minor Action Close burst 10

Target: Each ally in burst

Effect: Until the start of your next turn, each target can make basic attacks as minor actions.

Tactical Organization: Each target gains a bonus to the basic attack rolls equal to your Intelligence or Charisma modifier.



ONE WITH BATTLE

Charismatic Utility 22

Like a puppet master, you position your enemies exactly where you want them.

Daily ♦ Martial

Standard Action Close burst 10

Target: Each enemy in burst you can see.

Effect: You slide each target a number of squares equal to your Intelligence modifier.

Coordinate: Each ally in burst can shift a number of squares equal to your intelligence modifier after all the enemies have been moved.

LEVEL 23 ENCOUNTER HEROICS**BRUTALITY**

Charismatic Attack 23

With a brutal strike and a marshalling cry, you open your enemy's defenses. Your allies respond with a coordinated assault.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged). If the target is bloodied or reduced to 0 hit points by this attack, two allies within 5 squares of you can each make a basic attack as a free action.

Tactical Organization: If the target is bloodied or reduced to 0 hit points by this attack, three allies within 10 squares of you can each make a basic attack as a free action.

ROUNABOUT ATTACK

Charismatic Attack 23

You strike your foe and send him careening into a waiting ally, who sends the foe stumbling back toward you.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make a secondary attack against the target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

PERUSE THE ENEMY

Charismatic Attack 23

With a shout you encourage your allies to peruse the enemy.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (melee), or 4[W] + Dexterity modifier damage (ranged). Any two allies of your choice within 10 squares of you can shift their speed.

Coordinate: Every ally 10 squares from you can shift their speed.

REJUVENATING ATTACK

Charismatic Attack 23

The punishing attack you line on you enemy causes your allies to take heart and defy ill fortune.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (melee), or 4[W] + Dexterity modifier damage (ranged), and each ally within 5 squares of you can make a saving throw.

Inspiration: Your allies gain a power bonus to the saving throw equal to your charisma modifier.

LEVEL 25 DAILY HEROICS**PRECISION STANCE**

Charismatic Attack 25

You take on a watchful bearing, lending your allies your battle acumen, allowing their wilder strikes to hit home more often.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends, when an ally within 5 squares of you misses with an attack, you can take an immediate interrupt to allow the ally to reroll the attack roll with a bonus equal to your Intelligence modifier.

VICTORIOUS DESTINY

Charismatic Attack 25

Your decisive strike turns the tide of battle as your allies find renewed ferocity.

Daily ♦ Firearm, Martial, Reliable, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 6[W] + Strength modifier damage (Melee), or 6[W] + Dexterity modifier damage (Ranged), and allies gain a +2 bonus to attack rolls until the end of the encounter.

WAVE OF COMBAT

Charismatic Attack 25

Even if you or your ally's attacks fall short, the battle is still turning in your favor.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. Fortitude (Melee), or Dexterity vs. Fortitude (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged), and you push the target 2 squares.

Miss: Half damage, and no push.

Effect: Each ally within 5 squares of you can make a melee basic attack as a free action. On a hit, the ally can push his or her target 1 square.

RESURGENCE**Charismatic Attack 25**

With deific speed and precision, you call out an opening for an ally's attack. You also spot an opportunity that you can later exploit.

Daily ♦ Martial**Minor Action** Close burst 10**Target:** One ally in burst

Effect: As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter, and the target gains a +2 bonus to the attack roll. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

LEVEL 27 ENCOUNTER HEROICS**BATTLESTRIKE****Charismatic Attack 27**

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** Close burst 1**Target:** Each enemy in burst you can see**Attack:** Strength vs. Reflex (Melee), or Dexterity vs. Reflex (Ranged)

Hit: 3[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged), and you slide the target 2 squares.

Tactical Organization: You slide the target a number of squares equal to 1 + your Intelligence modifier.

STORM OF BLOWS**Charismatic Attack 27**

With a gale of fierce swings, you give your enemies cause to consider you dangerous and your allies cause for hope.

Encounter ♦ Firearm, Healing, Martial, Weapon**Standard Action** Close burst 1**Target:** Each enemy in burst you can see**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged), and you mark the target until the end of your next turn.

Effect: Until the end of your next turn, any of your allies who hit enemies marked by this power can use a free action either to make a saving throw or to spend a healing surge.

Inspiration: If an ally makes the saving throw, he or she gains a power bonus to the roll equal to your Intelligence modifier. If an ally spends the healing surge, he or she regains additional hit points equal to your Charisma modifier.

UPLIFTING ASSAULT**Charismatic Attack 27**

Your successful strike fills you with renewed hope that you can use to inspire your comrades.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** Melee or Ranged Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged), and you gain an additional use of your *Inspiration* power for this encounter.

Inspiration: Until the start of your next turn, you can use *Inspiration* as an immediate reaction triggered by an ally taking damage.

INCITE HEROISM**Charismatic Attack 27**

You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** Melee or Ranged Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged), and each ally in your line of sight gains 20 temporary hit points.

Coordination: Each ally gains a bonus to attack and damage equal to your charisma modifier until the temporary hit points from this power are gone.

LEVEL 29 DAILY HEROICS**DEATH DEFIED****Charismatic Attack 29**

You leap to your ally's side and spare him from the jaws of death.

Daily ♦ Firearm, Martial, Weapon**Immediate Interrupt** Melee Weapon**Trigger:** A creature attacks your ally**Target:** The attacking creature

Effect: You can move twice your speed to reach the target without provoking opportunity attacks.

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and the target's attack misses.

Miss: Half damage, and the targets attack deal half damage if it hits.

Effect: As an immediate reaction, the attacked ally can spend a healing surge.

**STAND TOGETHER** Charismatic Attack 29

You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 7[W] + Strength modifier damage (Melee), or 7[W] + Dexterity modifier damage (Ranged).

Effect: You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.

Sustain Minor: The effect continues.

DEFYING RALLY Charismatic Attack 29

You loose a tremendous shout, giving your allies confidence and instant attacks.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Close burst 20**

Target: Each ally in burst

Effect: Each target gains 20 temporary hit points and can make a basic attack as a free action.

Tactical Organization: Until the end of your next turn, basic attacks deal 1[W] extra damage.

SURGING ATTACK Charismatic Attack 29

You deliver a spectacular attack, filling your allies with lethal resolve against your adversaries.

Daily ♦ Firearm, Martial, Reliable, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 6[W] + Strength modifier damage. Until the end of the encounter, your allies gain a bonus to damage rolls against the target equal to your Charisma modifier. When the target is reduced to 0 hit points, choose another enemy within 5 squares of it, and your allies gain the bonus to damage rolls against that enemy. Each time the chosen enemy is reduced to 0 hit points, choose a different enemy within 5 squares of it.

PERFECT FORMATION Charismatic Attack 29

With practiced form, you and your allies create a battle line that allows you to attack with godlike precision.

Daily ♦ Martial, Stance

Minor Action **Personal**

Target: Each ally in burst

Effect: Until the stance ends, as long as you are adjacent to an ally, roll twice each time you make an attack roll and use the higher result. Any ally adjacent to you gains the same benefit.

Coordination: You gain the benefit when within 2 squares of an ally, and an ally within 2 squares of you gains the benefit as well.

PARAGON PATHS

FIELD OFFICER

"On the field of combat I inspire my allies to greater heights."

Prerequisite: Charismatic Hero

The Field Officer coordinates armed forces in the field. A natural leader with the heart of a warrior, he knows how to direct allies and lead by example. His tactical knowledge gives his team an edge in any conflict, and he's not afraid to get dirty or bloody in the process of completing a mission. A Field Officer might command a small counter-terrorist team, a group of well-trained soldiers assigned to "black ops" missions, or a team of undisciplined mercenaries who require strong leadership.

FIELD OFFICER PATH FEATURES

Commanding Action (11th level): After an extended rest the Field Officer starts with 2 action points rather than one. The Field Officer can spend an action point as a free action to allow an ally who can see and hear him to reroll an attack roll. That ally can also add the Field Officers charisma modifier as a bonus to that attack.

Pincer Formation (11th level): When the field officer and an ally are both flanking an enemy, the field officer and that ally gain a bonus to damage rolls against that enemy equal to his intelligence or charisma modifier.

Supreme Command (16th level): The field officer gains a second Charismatic Leadership class feature that can be used at anytime.

FIELD OFFICER HEROICS

CO-OP ATTACK Field Officer Attack 11

Little by little, your allies turn the tide against eh enemy.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged** Weapon

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), or 1[W] + Dexterity modifier (Ranged), and the target grants combat advantage until the end of your turn.

Effect: One ally in range can make a basic attack against the target as a free action.

AUTHORITY

Field Officer Utility 12

You have the answer to any desperate situation.

Daily ♦ Martial

Immediate Reaction **Close** Burst 10

Targets: One ally in burst spends an action point to take an extra action.

Target: The Triggering ally in burst.

Effect: You choose for the target to gain one of the following benefits: regain hit points equal to one-half your level + your Charisma modifier; gain a bonus to the extra action's attack rolls equal to one-half your Intelligence modifier; gain a bonus to the extra action's damage rolls equal to one-half your level + your Intelligence modifier; or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

COMMANDING SMITE

Field Officer Attack 20

Your intrepid attack lands, setting up the opportunity for greater daring.

Daily ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier (Ranged). You gain an action point, which must be spent before the end of the encounter or it's lost. Spending this action point doesn't count against the normal limit of action points spent per encounter.





LAW ENFORCEMENT

"I am the law, and I will enforce it"

Prerequisite: Charismatic Hero

Whether or not you are a bonded officer of the law, bounty hunter, or just a vigilante, you know and use the law to stop those you must. You give the criminals the warnings they are due but if negotiation fails you head in with your allies to take them out one way or another. You inspire confidence in your allies just by being around them, knowing in what you do is the right thing.

LAW ENFORCEMENT PATH FEATURES

Mark of the Just (11th level): Once per round as a free action you can mark an enemy with a successful attack. Only one enemy may be marked at a time using this ability, and the mark lasts until the target is dead or new mark supersedes it. You and your allies gain a +1 bonus to attack and damage against the enemy while the mark is in effect.

Lawful Action (11th level): When you spend an action point to take an extra action, each ally who can see and hear you gains a +2 bonus to all defenses until the start of your next turn. The bonus to defense is +4 if targeted by an enemy marked by you.

Manifest Justus (16th level): Whenever an enemy marked by you is reduced to 0 hit points or fewer by yourself or an ally, that person gains temporary hit point equal to your Charisma modifier +4.



LAW ENFORCEMENT HEROICS

TAGGED MARK Law Enforcement Attack 11

Your attack shows all just who the enemy real is.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged), and the target is marked as if you used your mark of the just path feature. This does not count toward the maximum creatures marked you may have at a time.

Effect: If the target is already marked by your Mark of the Just ability, you and your allies gain a bonus to damage when attacking it equal to your charisma modifier until the end of your next turn.

SET THEM UP Law Enforcement Utility 12

With your every attack you set your ally up to make an attack of his own.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, whenever you hit your mark, one ally within 10 squares of you can make a basic attack as a free action against the marked target.

NEW MARK Law Enforcement Attack 20

You brutally choose a new mark by making a quick attack.

Encounter ♦ Martial, Weapon, Firearm

Free Action **Melee or Ranged Weapon**

Trigger: Your marked target is reduced to 0 hit points or fewer.

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier (Ranged).

Miss: Half Damage

Effect: You can mark the target as if you had used the Mark of the Just class feature even if you had already used it this round.

INSPIRING LEADER

"These roughnecks bow to no leader, but they do follow me. Under my command, they can go anywhere and do anything. What do you need?"

Prerequisite: Charismatic Hero and Inspiration class feature

Sometimes a small squad of highly trained or skilled adventures can do what an entire nation or corporation cannot. A precise strike or cunning tactics can make or break the tide in a dangerous situation, and the Inspiring Leader is better than most at getting his people through these situations.

The Inspiring Leaders job is to inspire his people through word and deed. Allowing them to overcome pain, fatigue, and even fear it's self. A group of people under the leadership of an Inspiring Leader is a fearsome foe, for they have someone to fight for and someone to guide them.

INSPIRING LEADER PATH FEATURES

Inspiring Recovery (11th level): When you use your Inspiration class feature, you can choose two targets instead of one. Each target can spend a healing surge but doesn't gain extra dice of healing normally granted by the power. When you use this path feature, you can't choose yourself as a target.

Shared Support (11th level): When you use inspiration, the target can spend one of your healing surges instead of his or her own, but still using his or her healing surge value.

The number of healing surges you can now use is equal to 9 + your charisma modifier.

Inspired Action (16th level): When you spend an action point a number of allies equal to your charisma modifier that can see or hear you can gain healing as if you used your inspiration path feature, but without them using a healing surge.

GRADED ASSAULT Inspiring Leader Attack 11

Your strike sends the enemy reeling, and it opens the way for a series of attacks from your allies.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One creature

Attack: Strength vs. Will (Melee), or Dexterity vs. Will (Ranged)

Hit: Deal your Strength modifier in damage (Melee) or Dexterity modifier in damage (Ranged). Until the start of your next turn, the target is dazed, and any ally within 10 squares of you who attacks the target with an at-will attack power can determine his or her attack result as if the result of the roll was a 10, instead of rolling the die.

UNIFICATION STANCE Inspiring Leader Utility 12

With your every attack you set your ally up to make an attack of his own.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, at the end of each of your turns, each ally within 10 squares of you can make a saving throw.



BOND OF STEEL Inspiring Leader Attack 20

You brutally choose a new mark by making a quick attack.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged). Gain a bonus to the attack roll equal to the number of allies within 10 squares of you (max of +4).

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier (Ranged).

Effect: After the first attack, you can make a basic attack against the target. If the first attack reduced the target to 0 hit points, you instead gain temporary hit points equal to 10 + your Intelligence modifier, and then you can shift 2 squares and make a basic attack against another target.

BRILLIANT STRATEGIST

"Even when all hands have been played, and all seems lost I still have a plan in mind."

Prerequisite: Charismatic Hero

You are a veteran of many battles, and it shows. You have learned tricks and techniques that can only be taught on the field of battle, and you have learned how to not only survive – you have learned how to win. Moreover, your combat skills and innate leadership translate to those who fight beside you. You make those around you better, and your allies are happy to have you fighting at their side.



BRILLIANT STRATEGIST PATH FEATURES

Brilliant Action (11th level): When you spend an action point to taken an extra action, a number of enemies equal to your intelligence modifier within 10 squares of you grant combat advantage to you and your allies until the end of your next turn.

Camouflage Tactics (11th level): When you use a Charismatic Heroes power that grants movement to an ally, that ally gains concealment until the end of your next turn. If the ally is trained in Stealth they gain superior concealment instead.

Mobility Tactics (16th level): Whenever an ally within 10 squares of you shifts, the ally can shift 1 additional square.

BRILLIANT STRATEGIST HEROICS

FLANKING ASSAULT

Brilliant Strategist Attack 11

Your ally makes a sly sidelong attack, which opens up your foe to your surprise attack.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One creature

Effect: Before the attack, you shift one ally 6 squares to a space adjacent to the target. The ally can then make a melee basic attack against the target as a free action.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 2 [W]+strength modifier damage (Melee), or 2 [W]+Dexterity modifier damage (Ranged)

STRATEGIC MANEUVER

Brilliant Strategist Attack 11

You call on two of your allies to move watchfully into new positions.

Encounter ♦ Martial

Standard Action **Close Burst 10**

Target: One or two allies in burst

Effect: The targets can shift 3 squares.

DOMINATING STRIKE

Brilliant Strategist Attack 20

Your attack causing your enemy to reel with indecision, which your allies can exploit.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged).

Hit: 3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier (Ranged).

Miss: Half damage

Effect: Until the end of the encounter, the target grants combat advantage to your allies and every time an ally hits the target they may shift 1 square.

FAST HERO

You may be fast, but I'm faster and I'll prove it.

CLASS TRAITS

Role: Striker. You move around to keep enemies on their feet, do massive damage, and then retreat to safety.

Power Source: Martial. Your talents depend on extensive training and constant practice, innate skill, and natural coordination.

Key Abilities: Dexterity, Strength, Charisma

Armor Proficiencies: Light

Weapon Proficiencies: Simple melee, Simple ranged, Military ranged

Bonus to Defense: +2 Reflex

Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 12+Constitution Score

Hit Points per Level Gained: 5

Healing surges per day: 6+Constitution Modifier

Trained Skills: Acrobatics. From the class skills list below, choose Four trained skills at 1st level.

Class Skills: Acrobatics(Dex), Athletics(Str), Bluff(Cha), Insight(Wis), Perception (Wis), Stealth(Dex), Mechanical(Int), Operate(Dex), Thievery(Dex), Streetwise(Cha)

Class Features: Fast Agility, Evasion, Fighting Style, Fast Talent.

The fast hero uses her dexterity score to her best advantage. Taking a level in this class demonstrates training in hand eye coordination, agility, and reflexes. Better defenses, a good attack technique, and natural aptitude in athletics that require speed and grace combine to define the fast hero.

A fast hero might be literally quick on her feet, or she might simply move with a catlike grace. She might possess uncanny coordination and amazing reflexes. She uses her natural inclination toward dexterity based endeavors to make her way in the world.

Athletes who employ speed and grace instead of raw power, stunt people, pilots, professional drivers, law enforcement or military professionals who concentrate on using ranged weapons, and agents on either side of the law who employ stealth and sleight of hand are just some of the professional choices available to the fast hero.





FAST HERO CLASS FEATURES

Tough heroes have the following class features.

FAST AGILITY

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +2 class bonuses to AC and a +1 class bonus to Reflex. This bonus increases to a +3 class bonus to AC and a +2 class bonus to reflex at 11th level and a +4 class bonus to AC and a +3 class bonus to Reflex at 21st level.

EVASION

A Fast heroes' lightning reflexes allow them to get out of the way of explosive attacks. When a burst or blast attack would deal damage on a miss, the fast hero can make an immediate save against the miss damage. If successful the hero takes no damage and can instead shift 1 square as a free action.

FIGHTING STYLE

Choose one of the following fighting styles and gain its benefit. These benefits apply to both melee and ranged weapons or a combination of both.

Single weapon style: Because of your focus on single weapons, you gain defensive mobility as a bonus feat. You also gain the quick strike at-will power. Ranged attacks made using this power are still subjected to opportunity attacks as normal.

QUICK STRIKE

FAST FEATURE

Your great speed allows you to lash out at another enemy after your first attack.

At-will ♦ Firearm, Martial, Weapon

Free Action

Melee 1 or Ranged 10

Requirement: You must be wielding a single weapon.

Target: One creature

Level 11: One or two creatures

Level 21: Up to 4 creatures in range

Trigger: You hit with an attack during your turn.

Effect: The target takes damage equal to 3 + your strength modifier (melee), or dexterity modifier (ranged). If the target wasn't targeted by the triggering attack, the damage increases by 3 (6 at 11th level and 9 at 21st level.)

Special: You can use this power only once per round, and if a ranged weapon is used to make the attack, 1 round of ammunition is used up for every target that takes damage.

Two weapon style: Because of your focus on two-weapon attacks, you can wield a one-handed weapon in your off hand as if it were an offhand weapon. In addition, you gain Toughness as a bonus feat. You also gain the Blinding strike at-will power. Ranged attacks made using this power are still subjected to opportunity attacks as normal.

BLINDING STRIKE

FAST FEATURE

Your hands move faster than the eye can see as two more enemies hit the ground.

At-will ♦ Firearm, Martial, Weapon

Free Action

Melee 1 or Ranged 10 or Both

Requirement: You must be wielding two weapons.

Target: Two creatures

Level 11: Up to 4 creatures in range.

Level 21: Up to 8 creatures in range.

Trigger: You hit with an attack during your turn.

Effect: The target takes damage equal to your strength modifier (melee), or dexterity modifier (ranged). If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level.)

Special: You can use this power only once per round, and if a ranged weapon is used to make the attack, 1 round of ammunition is used up for every target that takes damage. The ammunition is deducted from each firearm equally.

FAST TALENT

The fast heroes speed can assist him in one of a couple ways. Choose one of the benefits below.

Uncanny Dodge: The fast hero can no longer be flanked and attackers no longer gain combat advantage by flanking. This does not prevent combat advantage from other abilities.

Improved Speed: The fast heroes base speed increases by 2 squares, and they can ignore a number of squares of difficult terrain during a move action equal to half their Dexterity modifier rounded down.

Fast Stealth: You don't take a penalty to stealth checks for moving more than 2 squares, and you take a -5 penalty instead of -10 penalty to stealth checks for running.

If you end your movement at least 3 squares from where your starting position, you can make a stealth check to become hidden if you have any concealment or cover, except for cover provided by allies.

FAST HERO POWERS

Your powers are Fast Heroics that draw on your amazing speed and reflexes.

LEVEL 1 AT-WILL HEROICS

DUEL STRIKE

FAST ATTACK 1

In the space of a heart beat you attack twice, because once just isn't enough

At-will ♦ Firearm, Martial, Weapon

Standard Action

Melee, Ranged or Both Weapon

Requirement: You must be wielding two weapons.

Target: One or two Creatures

Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.

Hit: 1[W] damage per attack

Level 21: 2[W] damage per attack

Effect: Gain a +4 bonus to AC against any opportunity attack incurred by this attack.

Improved Speed

Move Action Personal

Target: One adjacent enemy you have attacked.

Effect: You swap places with the target.

PRECISE STRIKE**FAST ATTACK 1**

You bide your time, and take your aim. Waiting for just the right moment to attack.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Ranged or Melee Weapon**

Requirement: You must be wielding a single weapon

Target: One Creature

Attack: Dexterity +2 vs. AC

Hit: 1[W] damage

Level 21: 2[W] damage

Ranged: For each round the character aims (Takes no action) increase the bonus to attack by +1, to a max bonus equal to your charisma modifier.

Melee: Target is slowed until the end of your next round.

HIT AND RUN**FAST ATTACK 1**

Light as a feather, quick as a bee.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: You shift one square before and after this attack.

Improved Speed

Move Action **Personal**

Effect: You move your speed +2

IMPROVED SPEED

Part of the fast hero skill tree, the improved speed trait gives the fast hero access to movement techniques that they can utilize by spending the appropriate action. These movement techniques can be found in at-will and encounter attack powers. The fast hero can use the attack and movement techniques in whatever order they want or choose to use one and not the other during a particular round. The number of times a movement technique can be made use of is determined by the type of power being used –at-will or encounter– and by the actions you have available that round.

For example, you can use the techniques of an at-will power as many times as you like in a round, provided you have enough of the required actions, but can only use the techniques of an encounter power once during a round

RIPOSTE STRIKE**FAST ATTACK 1**

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: Same as above.

Uncanny Dodge: If the target attacks you before the start of your next turn, you gain a +1 bonus to all defenses against the attack.

SNEAK SHOT**FAST ATTACK 1**

The best attack is the attack unseen.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] damage

Level 21: 2[W] damage

Effect: You shift a number of squares equal to your charisma modifier, and you can make a stealth check to become hidden.

Fast Stealth: If you have no cover or concealment at the end of your shift you instead gain a +2 power bonus to all defenses until the start of your next turn.

LEVEL 1 ENCOUNTER HEROICS**EXTENDED SHOT****FAST ATTACK 1**

You put all your effort into one shot. You take careful aim, and adjust for wind conditions. You squeeze the trigger, ears ringing from the shot. You're gone before the bullet even reaches your target.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Requirement: Must be wielding a single weapon

Target: One Creature

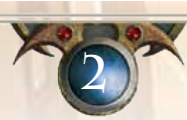
Effect: You extend the ranges for your attack by 10 squares.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage

Effect: You shift 2 squares.

Fast Stealth: You can make a stealth check after your shift with a bonus equal to your charisma modifier.

**MOBILE ATTACK****FAST ATTACK 1**

You keep moving, keeping your enemies on the defensive. It's not brute force that keeps you alive, but your quick reactions.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Requirement: You must be wielding two weapons

Target: Two creatures

Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.

Hit: 1[W] + Dexterity modifier damage

Effect: You can use a move and or a minor action between the two attacks.

Improved Speed

Minor Action **Personal**

Effect: You shift 1 square or move 3 squares.

QUICK REACTION**FAST ATTACK 1**

Using the momentum from your enemies blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his balance.

Encounter ♦ Firearm, Martial, Weapon

Immediate Reaction **Melee or Ranged** Weapon

Trigger: An enemy makes a melee attack against you.

Attack: You can shift 1 square, then make a basic attack against the enemy

Uncanny Dodge: You gain a bonus to defense against the triggering attack equal to your charisma modifier.

TWIN STRIKE**FAST ATTACK 1**

Hitting your enemy just isn't enough for you, so you decide to hit them again. Harder this time.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Requirement: You must be wielding two weapons

Target: One or two creatures

Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.

Hit: 1[W] + Dexterity modifier damage, or 1[W] + Strength modifier damage per attack.

Effect: If both attacks hit the same target you deal extra damage equal to your charisma modifier.

LEVEL 1 DAILY HEROICS

TWO TO THE BODY**FAST ATTACK 1**

Two attacks in rapid succession leaves your enemy dead or wishing they were.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee and Ranged** Weapon

Requirement: Must be wielding a melee and ranged weapon

Target: One creature

Attack: Strength vs. AC (Melee) and Dexterity vs. AC (Ranged) (Main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Dexterity modifier damage (Ranged) and 2[W] + Strength modifier damage (Melee).

Miss: Half damage per attack.

Effect: You do not provoke an opportunity attacks for this action.

QUICK STRIKE**FAST ATTACK 1**

So they think they have you surrounded, they better think again.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Requirement: Must be wielding two weapons

Target: One, two, or three creatures

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged), three attacks.

Hit: 1[W] + Strength modifier damage (melee) per attack, 1[W] + Dexterity modifier damage (Ranged) per attack.

Effect: You can shift 2 squares between each attack.

PARRY AND STRIKE**FAST ATTACK 1**

You parry a melee attack from an adjacent enemy only to shoot him or one of his friends with a gun hidden in your hand.

Daily ♦ Martial, Weapon, Firearm, Reliable

Immediate Interrupt **Melee and Ranged** Weapon

Trigger: Enemy targets you with melee attack.

Requirement: Must be wielding a melee and ranged weapon

Target: One Creature

Attack: Dexterity +2 vs. Enemies Attack (Melee weapon)

Hit: On a successful hit the enemies attack is avoided and a ranged basic attack can be made against any one enemy in range.

Effect: You do not provoke an opportunity attacks for this action.

KEEP MOVING**FAST ATTACK 1**

You quick footwork keeps your enemies chasing you.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Target: Three creatures

Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), three attacks.

Hit: 1[W] + Dexterity modifier damage (Ranged), or 1[W] + Strength modifier damage (Melee), Shift 3 squares.

Secondary Hit: 1[W] + Dexterity modifier damage (Ranged), or 1[W] + Strength modifier damage (Melee), Shift 3 squares.

Tertiary Hit: 1[W] + Dexterity modifier damage (Ranged), or 1[W] + Strength modifier damage (Melee), Shift 3 squares.

OPPRESSIVE FIGHTING STYLE**FAST ATTACK 1**

Your attacks make your enemies hesitate before attacking.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Targets that take damage from your fighting style at-will power are unable to make opportunity attacks until the end of your next turn, and you are able to target 1 extra creature with your fighting style at-will attack power.

LEVEL 2 UTILITY HEROICS

DEFT FALL FAST UTILITY 2

You have mastered the art of falling to reduce damage.

At-Will ♦ Martial

Free Action **Personal**

Trigger: You fall.

Effect: You reduce the damage you take from falling by 5 + one half your level.

GREAT LEAP FAST UTILITY 2

You are stealthy and fleet of foot at the same time.

At-Will ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Athletics.

Effect: Make a high jump or long jump. Determine the DC of the Athletics check as though you had a running start. If you have a running start, gain a +2 bonus to the check. The distance you jump can exceed your speed

QUICK FINGERS FAST UTILITY 2

You can pilfer a coin pouch in the blink of an eye.

Encounter ♦ Martial

Minor Action **Personal**

Prerequisite: You must be trained in Thievery.

Effect: Make a thievery check as part of this action, even if the check is normally a standard action.

TUMBLE FAST UTILITY 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: Shift a number of squares equal to your speed.

IN THE MOMENT FAST UTILITY 2

Your keen senses and uncanny instincts give you an edge in combat.

Encounter ♦ Martial, Stance

No Action **Personal**

Trigger: You make an initiative check at the beginning of an encounter.

Effect: Until the stance ends you deal extra damage with fighting style at-will power to any enemy you have initiative over equal to half your charisma modifier rounded down.

QUICK STEP FAST UTILITY 2

You move with unnatural speed as you cut corners and dodge obstacles.

Encounter ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends you gain a power bonus to speed equal to half your charisma modifier.

LEVEL 3 ENCOUNTER HEROICS

SURGING ATTACK FAST ATTACK 3

With a surge of energy you spring into action.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Requirement: You must be wielding two weapons

Target: One Creature

Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.

Hit: 1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee) per attack. If both attacks hit, the target is knocked prone and takes extra damage equal to your Charisma modifier.

Improved Speed

Move Action **Personal**

Effect: You move your speed +2. If any enemies make opportunity attacks against you during this movement they are subjected to your fighting style at-will power. This does not use up your fighting style at will power for this round.

STINGING JAB FAST ATTACK 3

With lighting like jabs, you unsettle your opponent enough to gain a momentary advantage

Encounter ♦ Martial, Weapon

Minor Action **Melee** Weapon

Requirement: You must be wielding a melee weapon in your off-hand

Target: One Creature

Attack: Strength vs. AC (Off-hand weapon), if you are hidden when you attack, you remain hidden after the attack.

Hit: 1[W] + Strength modifier damage (off hand weapon).

Until the end of your turn, the target grants combat advantage.

Fast Stealth: If you are hidden when you make this attack you deal extra damage equal to your charisma modifier.

STRIKE AND MOVE FAST ATTACK 3

You dart in, attack then dart away before your enemy can answer your attack.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)

Effect: You can shift a number of squares equal to your charisma modifier. At any point during this shift, you can make the following attack.

Uncanny Dodge: You gain a bonus to all defenses equal to the number of enemies adjacent to you at the end of your shift.

Hit: 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier damage (Ranged)

UNSTEADY BLOW**FAST ATTACK 3**

Your attack knocks your opponent down as you dash deftly to safety.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. Reflex (Melee) or Dexterity vs. Reflex(Ranged)

Hit: 1[W] + Strength modifier damage (Melee), or 1[W] + Dexterity modifier damage (Ranged), and the target is knocked prone.

Improved Speed

Move Action **Personal**

Effect: You gain resistance to all damage equal to your charisma modifier until the end of your next turn. In addition, you shift 2 squares.

LEVEL 5 DAILY HEROICS**ADAPTIVE ASSAULT****FAST ATTACK 5**

Your quick attack might have different results.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee, Ranged or Both** Weapon

Requirement: Must be wielding two weapons

Target: One or two creatures

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged), two attacks.

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (Ranged), per attack, and ongoing damage equal to any damage the target has taken from your fighting style at-will attack power.

Miss: Half damage per attack, and no ongoing damage.

CLOSE-COMBAT SHOT**FAST ATTACK 5**

You punish your enemy for closing with you.

Daily ♦ Firearm, Martial

Immediate reaction **Ranged** Weapon

Trigger: An enemy enters a square adjacent to you.

Target: The Triggering enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage

Special: Using this power doesn't provoke an opportunity attack from the target.

REACTIVE SHOTS**FAST ATTACK 5**

Your weapons are an extension of your body and you use them as easily as you would breath.

Daily ♦ Firearm, Martial, Stance, Weapon

Minor Action **Personal**

Effect: Until the stance ends a number of enemies equal to 1+ half your charisma modifies that start their turns within a close burst 5 are subjected to your fighting style at-will power.

TAG YOUR IT**FAST ATTACK 5**

Your keen instinct picks out this foe from the rest.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Requirement: Must be wielding a single weapon

Target: One creature

Attack: Strength vs. Reflex (Melee) or Dexterity vs. Reflex(Ranged)

Hit: 1[W] + Strength modifier damage (Melee), or 1[W] + Dexterity modifier damage (Ranged), and you mark the target (save ends). Until the target is no longer marked by you, any attack you make against the target deals 1[W] extra damage.

Miss: Half damage, and you do not mark the target.

CLEVER RIPOSTE**FAST ATTACK 5**

You follow up a fierce attack with a series of quick, painful strikes woven between your enemies attacks.

Daily ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + dexterity modifier damage.

Effect: Until the end of the encounter the target is subjected to your fighting style at-will power each time it attacks you, and you can shift 1 square as an immediate reaction.

LEVEL 6 UTILITY HEROICS**BATTLE RUNNER****FAST UTILITY 6**

You sprint around the battle field leaving enemies chasing your shadow.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you can run a number of squares equal to your speed +4, instead of your speed +2, and you do not grant combat advantage from running.

EVADE AMBUSH**FAST UTILITY 6**

Your keen instinct picks out this foe from the rest.

Daily ♦ Martial

No Action **Ranged sight**

Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Charisma modifier to avoid being surprised.

STAY THE DISTANCE**FAST UTILITY 6**

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

Encounter ♦ Martial

Immediate Reaction **Personal**

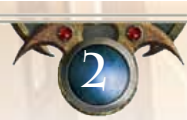
Trigger: An enemy moves adjacent to you

Effect: You can shift a number of squares equal to your charisma modifier.

LEAP OF THE HEAVENS**FAST UTILITY 6***You leap into the air, reaching incredible heights.***Encounter ♦ Martial****Move Action** **Personal****Prerequisite:** You must be trained in Athletics.**Effect:** You make an athletics check to jump with a +10 power bonus. You are considered to have a running start.**CAMOUFLAGE TECHNIQUE****FAST UTILITY 6***You blend into your surroundings.***At-Will ♦ Martial****Immediate Interrupt** **Personal****Trigger:** You are hidden and lose cover or concealment against an opponent.**Prerequisite:** You must be trained in Stealth.**Effect:** Make a stealth check. You remain hidden from the triggering enemy if you check result beats its passive perception check. Until the end of your next turn you can remain hidden without the need of cover or concealment.**GREAT CLIMBER****FAST UTILITY 6***You climb surfaces with astounding ease.***At-Will ♦ Martial****Move Action** **Personal****Prerequisite:** You must be trained in Athletics.**Effect:** Make an athletics check to climb a surface. You can move at your full speed during this climb.**LEVEL 7 ENCOUNTER HEROICS****DOUBLE ATTACK****FAST ATTACK 7***Your weapons flash menacingly as you taunt your foes with parries, cuts, and shots deep into their flesh***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee, Ranged or Both** Weapon**Requirement:** You must be wielding two weapons**Target:** One or Two creatures**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), Main weapon and off-hand weapon.**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), Main weapon, and

1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee), Offhand weapon.

CALCULATED STRIKE**FAST ATTACK 7***With the concentration of a monk, you strike with calculated precision.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Requirement:** You must be wielding a single weapon**Target:** One creature**Effect:** Gain a power bonus to attack equal to your charisma modifier. Ignore any penalties from cover or concealment (but not superior cover or total concealment).**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee).**FLURRYING STRIKE****FAST ATTACK 7***You're surrounded – just as planned.***Encounter ♦ Martial, Weapon****Standard Action** **Close Burst 1****Requirement:** You must be wielding a melee weapon**Target:** Each enemy in burst**Attack:** Strength vs. AC**Hit:** 1 [W] + Strength modifier damage and you shift 1 square.**Uncanny Dodge:** You gain a bonus to all defenses equal to the number of enemies in burst until the beginning of your next round.**STRIKE FROM THE SHADOWS****FAST ATTACK 7***You spring from the shadows to strike, and then you fade away as if you were never there.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One creatures**Effect:** Before the attack, you can shift 2 squares. If you were hidden from the target before the shift, you gain combat advantage for this attack.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and you can shift 2 squares. If you have any cover or concealment after this shift, you can make a stealth check to become hidden.**Fast Stealth:** You gain a bonus to your stealth check equal to your charisma modifier.**Improved Speed****Free Action** **Personal****Effect:** If you are hidden from an enemy you remain hidden when you shift out of cover. If you make any other movement other than a shift or you have no cover at the beginning of your next round you are automatically visible.**SNAP SHOT****FAST ATTACK 7***You strike in the blink of an eye.***Encounter ♦ Firearm, Martial, Weapon****Minor Action** **Ranged** Weapon**Target:** One creatures**Attack:** Dexterity -2 vs. AC**Hit:** 1[W] + Dexterity modifier damage.**Special:** You can draw your weapon as a free action before attacking.**LEVEL 9 DAILY HEROICS****ATTACK ON THE RUN****FAST ATTACK 9***You follow up a fierce attack with a series of quick, painful strikes woven between your enemies attacks.***Daily ♦ Martial, Weapon****Standard Action** **Melee** Weapon**Requirement:** Must be wielding a melee weapon**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + dexterity modifier damage.**Effect:** Until the end of the encounter, the target takes damage equal to your Charisma modifier each time it attacks you, and you can shift as an immediate reaction after such an attack.

**FAST RECOVERY****FAST ATTACK 9**

After taking a moment to make a measuring strike and move into a better position, you're ready for action again.

Daily ♦ Martial, Weapon**Standard Action** **Melee or Ranged Weapon****Target:** One creature**Attack:** Strength vs. AC (Melee) or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee),**Effect:** Before or after the attack, you can shift half your speed. If you have used all your encounter attack powers, you regain the use of a Fast encounter attack power you have used during this encounter. You can instead choose to deal 2[W] extra damage and not gain the encounter attack power.**SHOOTING SALVO****FAST ATTACK 9**

Each shot that hits your enemy knocks it backwards.

Daily ♦ Firearm, Martial, Weapon**Standard Action** **Ranged 5****Target:** Each enemy from which you are hidden**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dexterity modifier damage**Miss:** Half damage.**SILENT ATTACK****FAST ATTACK 9**

You appear as if from nowhere, skewer your adversary, and then fade away.

Daily ♦ Firearm, Martial, Weapon**Standard Action** **Melee or Ranged Weapon****Target:** One creature**Attack:** Strength vs. AC (Melee) or Dexterity vs. AC (Ranged).**Hit:** 3[W] + Strength modifier + Charisma modifier damage (melee) or 3[W] + Dexterity modifier + Charisma modifier damage (ranged), and you can shift 2 squares. If you were hidden from the target when you made the attack, you remain hidden if you have any cover or concealment.**Miss:** Half damage, and you can shift 1 square. If you were hidden from the target when you made the attack, you can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.**LEVEL 10 UTILITY HEROICS****CLOSE COMBAT SHIFT****FAST UTILITY 10**

Always in motion, you dart in for the shot before spinning away.

Daily ♦ Martial, Stance**Minor Action** **Personal****Effect:** Until the stance ends, you can shift a number of squares equal to your Charisma modifier as a move action whenever you hit an enemy with a ranged attack that you are the closest too.**COMBAT TUMBLESET****FAST UTILITY 10**

You deftly somersault into position.

Encounter ♦ Martial**Move Action****Personal****Prerequisite:** You must be trained in Acrobatics.**Effect:** You shift your speed and can shift through squares occupied by enemies during this movement.**SHADOW FORM****FAST UTILITY 10**

You silently slip from shadow to shadow, unseen by all.

At-Will ♦ Martial**Move Action****Personal****Requirement:** You must be hidden.**Prerequisite:** You must be trained in Stealth.**Effect:** Make a stealth check then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemies passive perception, you remain hidden during the move even if you have no cover or concealment during it.**STURDY CLIMBER****FAST UTILITY 10**

You climb us surfaces as if you were walking.

At-Will ♦ Martial**Move Action****Personal****Prerequisite:** You must be trained in Athletics.**Effect:** You climb your speed. During this movement, you can move across overhanging surfaces, like ceilings, but you fall if you end your turn on one such surface.**GAP IN THE ARMOR****FAST UTILITY 10**

You take a moment to find a weak point in your opponent's defenses.

Daily ♦ Martial**Minor Action****Personal****Prerequisite:** You must be trained in Perception.**Effect:** Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.**PERIPHERAL CONCEALMENT****FAST UTILITY 10**

You slip away, and others briefly lose track of where you are.

Daily ♦ Martial**Minor Action****Personal****Prerequisite:** You must be trained in Stealth.**Requirement:** No creature is within 3 squares of you.**Effect:** You become hidden until you attack or until the end of your next turn.





LEVEL 13 ENCOUNTER HEROICS

BOUNDING STRIKE FAST ATTACK 13

With the concentration of a monk, you strike with calculated precision.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Requirement: You must be wielding a single weapon

Prerequisite: You must be trained in Athletics.

Target: One creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).

Hit: 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee).

Effect: You can jump horizontally a number of squares equal to your dexterity modifier or jump vertically half that number of squares. This movement does not provoke opportunity attacks from the target.

Improved Speed

Move Action Personal

Effect: You make an athletics check to jump with a +10 power bonus. You are considered to have a running start.

CLOAKED STRIKE FAST ATTACK 13

You emerge from the shadows to deal a deadly attack, the retreat back to them.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One creature from which you are hidden.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).

Hit: 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee). You can make a stealth check to remain hidden after the attack.

Fast Stealth: The attack deals extra damage equal to your charisma modifier.

BOUNDING STRIKE FAST ATTACK 13

With the concentration of a monk, you strike with calculated precision.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee, Ranged or Both Weapon

Requirement: You must be wielding a two weapons

Target: One or two creatures.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged). One attack per target.

Hit: 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and you slide the target 2 squares.

Uncanny Dodge: You slide the target a number of squares equal to 1 + your charisma modifier.

Effect: You can shift three squares after making this attack.

VAULTING CHARGE

FAST ATTACK 13

You rush forward into the air and attack an enemy that thought he was save behind his allies.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Strength vs. AC, or Strength vs. Reflex if the enemy has not yet acted in combat.

Effect: You shift your speed before making the following attack, and you can move through enemies' spaces. You gain a power bonus to AC equal to your charisma modifier until the end of your next turn.

Hit: 3[W] + Strength modifier damage.

LEVEL 15 DAILY HEROICS

ARTERIAL STRIKE

FAST ATTACK 15

You nick one of your enemies major arteries causing massive blood loss.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Requirement: Must be wielding a single weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + dexterity modifier damage, and ongoing damage equal to any damage you inflict with your fighting style at-will power (save ends).

Miss: Half damage.

BLOODY TRAIL

FAST ATTACK 15

Always in motion, you dart in for the shot before spinning away.

Daily ♦ Martial

Standard Action Personal

Effect: You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack or avoid harming itself.

KILLING BLOW

FAST ATTACK 15

A lethal blow hastens your foes demise.

Daily ♦ Martial, Weapon

Standard Action Melee Weapon

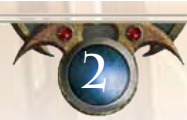
Target: One bloodied creature

Attack: Strength vs. Fortitude

Hit: 3[W] + strength modifier damage, and ongoing damage 5 damage. The ongoing damage lasts until the creature is no longer bloodied.

Miss: Half damage, and no ongoing damage.

CHOKING STRIKE**FAST ATTACK 15***The more your enemy struggles, the closer they come to death.***Daily ♦ Martial, Weapon****Standard Action** **Melee Weapon****Target:** One creature**Attack:** Strength vs. Reflex**Special:** You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.**Requirement:** You must be wielding a light blade.**Hit:** 2[W] + Strength modifier damage, and you grab the target. Until the target escapes you have cover, and any melee or ranged attack that misses you hits the target instead.**Sustain Minor:** Sustain the grab for another round. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.**ASSASSIN STRIKE****FAST ATTACK 15***From the shadows you strike with death's hand.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee, Ranged or Both Weapon****Target:** One creature from which you have combat advantage**Requirement:** You must be wielding two weapons**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged). Main weapon.**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee). Main Weapon.**Miss:** Half damage.**Special:** If the target is bloodied, you deal an extra 2 [W] + charisma modifier damage (off hand) on a hit (half damage on a miss) and can score a critical hit on a roll of 17-20.**LEVEL 16 UTILITY HEROICS****GREAT LEAP****FAST UTILITY 16***Your jump almost defies the laws of gravity.***Encounter ♦ Martial****Free Action** **Personal****Trigger:** You make an athletics check to jump.**Prerequisite:** You must be trained in Athletics.**Effect:** You treat the athletics check as if you rolled a 20.**HIDE IN PLAIN SIGHT****FAST UTILITY 16***You stand unseen in the mist of battle, striking from your place of hiding.***Encounter ♦ Martial****Minor Action** **Personal****Prerequisite:** You must be trained in Stealth.**Effect:** You must be hidden to use this power. You are invisible until you leave your current space. No other action that you perform makes you visible.**QUICK DODGE****FAST UTILITY 16***You deftly somersault into position.***Encounter ♦ Martial****Immediate Interrupt** **Personal****Trigger:** An enemy targets you with an attack.**Prerequisite:** You must be trained in Acrobatics.**Effect:** You shift your speed.**BLADE AND GUN****FAST UTILITY 10***You are a master with using both melee and ranged weapons at the same time.***Daily ♦ Martial, Stance****Minor Action** **Personal****Effect:** Until the stance ends, whenever you hit an enemy targeted by your fighting style at-will power with a melee attack, your next ranged attack against that enemy deals extra damage equal to your charisma modifier. Whenever you hit an enemy targeted by your fighting style at-will power with a ranged attack, your next melee attack against that enemy deals extra damage equal to your charisma modifier.**LOCK MASTER****FAST UTILITY 16***With a flick of the wrist the locks undone.***At-Will ♦ Martial****Minor Action** **Personal****Prerequisite:** You must be trained in Thievery.**Effect:** You make a thievery check to open a lock or disable a trap.**LEVEL 17 ENCOUNTER HEROICS****SET UP****FAST ATTACK 17***First you set them up, then you knock them down.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged Weapon****Target:** One creature.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee). If the target attacks you before the start of your next turn you can attack it again as an immediate interrupt and deal 2 [W] + Charisma modifier damage if you hit.**Uncanny Dodge:** You gain a bonus to all defenses against attacks from the target equal to half your charisma modifier.**SURPRISING ASSAULT****FAST ATTACK 17***You deliver a quick strike to your enemies head surprising them with the brutality of the attack.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged Weapon****Target:** One creature.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and the target is dazed until the end of your next turn.**Fast Stealth:** The target is stunned instead of dazed if you were hidden from the target before the attack.

**TUMBLING STRIKE****FAST ATTACK 17***First you set them up, then you knock them down.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One creature.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Effect:** You shift your speed and make the following attack at any point during the shift. During the shift, you can shift through squares occupied by enemies and you ignore difficult terrain.**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee).**Improved Speed****Move Action** **Personal****Target:** One creature**Effect:** You shift 1 square and swap places with the target, or swap places with the target than shift 1 square.**SURGING OUTBURST****FAST ATTACK 17***In a flurry of attacks and strikes, you leave nearby foes unable to counterattack.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Close** burst 1**Target:** Each enemy in burst**Requirement:** You must be wielding two weapons**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged).**Hit:** 1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee), and the target takes a -2 penalty to attack rolls until the end of your next turn.**Ranged Weapons:** If you are wielding two ranged weapons the range is increased to Close burst 2.**Melee Weapons:** If you are wielding two melee weapons the damage is increased to 2[W].**Ranged & Melee Weapons:** If you are wielding a ranged and melee weapon the target takes a penalty to attack equal to 1 + your charisma modifier until the end of your next turn.**LEVEL 19 DAILY HEROICS****BLURRING ASSAULT****FAST ATTACK 19***Your blade lashes out to anyone you pass as you dart across the battle field.***Daily ♦ Martial, Weapon****Standard Action** **Melee** Weapon**Effect:** You shift half your speed. Make the following attack against each enemy you move adjacent to. No enemy can be attacked more than once from a single use of this power.**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.**Miss:** Half damage.**Effect:** You slide the target 1 square.**FEINTING ASSAULT****FAST ATTACK 19***A series of clever feints throw your enemy off his game, making him an easy target.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One creature**Attack:** Strength vs. Will (Melee), or Dexterity vs. Will (Ranged).**Hit:** 5[W] + Dexterity modifier damage (ranged), or 5[W] + Strength modifier damage (Melee).**Effect:** Until the end of your next turn, all of the targets defenses against your attacks take a penalty equal to your charisma modifier.**Sustain Minor:** Sustain the penalty for another round.**STRATEGIC RETREAT****FAST ATTACK 19***After making a deadly attack you frustrate your foe by dodging away from his attacks.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 6[W] + Dexterity modifier damage (ranged), or 6[W] + Strength modifier damage (Melee).**Effect:** If the target makes an attack against you before the beginning of your next turn, you can shift 1 square as an immediate interrupt negating the attack.**STRATEGIC RETREAT****FAST ATTACK 19***After making a deadly attack you frustrate your foe by dodging away from his attacks.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Close** Blast 5**Target:** Each enemy in blast**Requirement:** Must be wielding two ranged weapons.**Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed (save ends).**Miss:** Half damage and the target is not dazed.**LEVEL 22 UTILITY HEROICS****QUICK DODGE****FAST UTILITY 22***You flip away from your enemy as his attack flies wide.***At-Will ♦ Martial****Immediate Reaction** **Personal****Prerequisite:** You must be trained in Acrobatics.**Trigger:** An enemy misses you with an attack.**Effect:** You shift 2 squares.**WALK CRAWL****FAST UTILITY 22***You scramble up a wall with unnatural speed.***At-Will ♦ Martial****Move Action** **Personal****Prerequisite:** You must be trained in Acrobatics and Athletics**Effect:** You climb a number of squares equal to your speed minus your armor check penalty.



DOUBLE JUMP

FAST UTILITY 22

*You leap an unimaginable distance.***Encounter ♦ Martial****Move Action** **Personal****Prerequisite:** You must be trained in Athletics.**Effect:** Make two consecutive Athletics checks to jump, with a +5 power bonus to each. You don't have to land between the jumps and can exceed your normal movement.**UNCANNY AIM**

FAST UTILITY 22

*You leap an unimaginable distance.***Encounter ♦ Martial****Minor Action** **Personal****Effect:** You double the normal and long range of your next attack.**SUPREME PARRY**

FAST UTILITY 22

*Your weapon blurs as you spin it around you in an impenetrable barrier.***Daily ♦ Martial, Stance****Minor Action** **Personal****Effect:** Until the stance ends, you add the proficiency bonus of any melee weapon you are wielding to your AC and reflex. Proficiency bonuses from two melee weapons add together.**SUPREME PARRY**

FAST UTILITY 22

*Your weapon blurs as you spin it around you in an impenetrable barrier.***Daily ♦ Martial****Minor Action** **Personal****Prerequisite:** Must be trained in Stealth.**Effect:** You must be hidden to use this power. You are invisible until the end of the encounter or until you end the effect by moving more than 2 squares in a turn or by making an attack other than a basic attack or an at-will attack.**ULTIMATE FIGHTING STYLE**

FAST UTILITY 22

*You and your weapon become one and the same, lashing out at your foes with renewed vigor.***Daily ♦ Martial, Stance****Minor Action** **Personal****Effect:** Until the stance ends, one extra time per round by spending a minor action you can use your fighting style at-will power without the need to meet the trigger requirement.**LEVEL 23 ENCOUNTER HEROICS****DARING RIPOSTE**

FAST ATTACK 23

*When an enemy overreaches you cut them down to size.***Encounter ♦ Firearm, Martial, Weapon****Immediate Reaction** **Melee or Ranged Weapon****Target:** The triggering enemy**Trigger:** An enemy misses you with an attack.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee), and target is prone.**Uncanny Dodge:** You can use this power as an immediate interrupt rather than an immediate reaction.**KILLERS RETREAT**

FAST ATTACK 23

*Your attack distracts your foe allowing you to slip by.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged Weapon****Target:** One Creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), and you shift 2 squares.**Fast Stealth:** You instead shift a number of squares equal to your charisma modifier, and you can make a stealth check to become hidden after the shift.**GAMBIT**

FAST ATTACK 23

*You make a decisive blow, failing that you cause your enemy to attack an ally.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged Weapon****Target:** One Creature**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee).**Effect:** You slide the target a number of squares equal to your charisma modifier.**Miss:** The target makes a basic attack as a free action against a target of your choice within a close burst 10 from the target.**Improved Speed****Move Action** **Personal****Target:** One creature**Effect:** You move your speed. Any enemy that attacks you with an opportunity attack during this move is subjected to your fighting style at-will power.**CRACK SHOT**

FAST ATTACK 23

*Your lighting fast shot send your opponents reeling.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee, Ranged or Both Weapon****Target:** Each enemy in close burst 1 (melee) or close blast 3 (ranged)**Requirement:** Must be wielding two weapons.**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee)**Effect:** Make the attack again using a different or the same held weapon.**Special:** If you do not hit any creatures with this power it is not used up.

LEVEL 25 DAILY HEROICS

ACROBATIC ASSAULT FAST ATTACK 25

With tumbling lunges, you deliver quick attack and move on to the next set of enemies.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One creature.

Requirement: You must be trained in Acrobatics.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).

Hit: 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee).

Miss: Half damage.

Effect: You can shift 4 squares and repeat this attack against a second target. You can then shift 4 squares and repeat this attack against a third target.

PERFECT SHOT FAST ATTACK 25

With time an precision you cant miss.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One creature.

Requirement: You must be wielding a single weapon.

Effect: You hit the target and deal 4[W] + Dexterity modifier damage.

REACHING BLADE FAST ATTACK 25

You skills allow you to take full advantage of opening provided by your allies.

Daily ♦ Martial, Stance

Minor Action **Personal**

Requirement: You must be trained in Acrobatics.

Effect: Until the stance ends, whenever an ally within 3 squares of you hits a target, you can, as a free action shift your speed to a space adjacent to the target of that attack and use an at-will melee attack power against the target. This power can be used a total of twice per round.

FAST'S RESURGENCE FAST ATTACK 25

You strike with murderous glee then pull a new trick out of your bag.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One creature.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).

Hit: 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee).

Effect: If you have used all your encounter attack powers, you regain the use of one encounter attack power of your choice. Or if you have combat advantage against the target, you can instead deal 4[W] extra damage with this attack.

ACROBATIC ASSAULT

FAST ATTACK 25

With tumbling lunges, you deliver quick attack and move on to the next set of enemies.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged or Both Weapon**

Target: One creature.

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).

Hit: 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and ongoing 20 damage (save ends).

Miss: Half damage, and ongoing 10 damage (save ends)

Effect: Until the end of the encounter when you deal damage to a target with you fighting style at-will power you can choose not to deal any damage and instead inflict ongoing damage (save ends) equal to half of any damage that would have been inflicted.

LEVEL 27 ENCOUNTER HEROICS

DEATHS DANCE

FAST ATTACK 27

You duck and dodge your enemies' attacks, causing them to attack each other.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst

Requirement: Must be wielding a melee weapon

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. If the target makes a melee attack against you before the end of your next turn, you can make it attack another creature of your choice instead, including yourself.

Uncanny Dodge: Target gains a bonus to attack rolls provided by this power equal to your charisma modifier.

PERFECT SHOT

FAST ATTACK 27

From the darkness you take carful aim and fire, sure in the fact that your cover has not been blown.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Range Weapon**

Target: One Creature from which you are hidden.

Requirement: Must be wielding a single weapon.

Attack: Dexterity vs. AC. If you have superior cover or total concealment, you remain hidden after the attack.

Hit: 5[W] + Dexterity modifier damage.

Fast Stealth: You remain hidden after the attack if you have any cover or concealment.

SKIRMISHERS ATTACK

FAST ATTACK 27

You attack hastily to draw first blood.

Encounter ♦ Firearm, Martial, Weapon

Minor Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength -2 vs. AC (Melee), or Dexterity -2 vs. AC (Ranged).

Hit: 3[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), and you shift 2 squares.

MOBILE SHOT**FAST ATTACK 27***Even as you move, you leave a trail of bodies.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee, Ranged or Both** Weapon**Target:** One, two, or three creatures**Requirement:** Must be wielding two weapons.**Effect:** You can shift your speed before making the following attack and can move through enemies' spaces. You gain a power bonus to AC equal to your charisma modifier until the end of your next turn.**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged).**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee)**Improved Speed****Move Action** **Personal****Effect:** You move your speed +6. Any enemy that misses you with an opportunity attack provoked by this movement is subjected to your fighting style at-will power.**LEVEL 29 DAILY HEROICS****ARMY OF ONE****FAST ATTACK 29***As you move your foes fall away from you.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Requirement:** You must be trained in Acrobatics.**Primary Target:** One creature.**Primary Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee).**Effect:** You can shift 3 squares, and can shift through squares occupied by enemies'. Make secondary attack.**Secondary Target:** One creature other than primary target.**Secondary Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 3[W] + Dexterity modifier damage (ranged)**Effect:** You can shift 3 squares, and can shift through squares occupied by enemies'. Make tertiary attack.**Tertiary Target:** One creature other than primary and secondary targets.**Tertiary Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee). If primary and secondary attacks hit this attack deal 1[W] extra damage.**ASSASSINS SKILL****FAST ATTACK 29***A dagger at night is better than a thousand swords at dawn.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One creature.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).**Hit:** 7[W] + Dexterity modifier damage (ranged), or 7[W] + Strength modifier damage (Melee).**Miss:** Half damage**Effect:** If you have combat advantage against the target of your fighting style at-will power, it deals double damage.**KILLING STORM****FAST ATTACK 29***You rain death upon your enemies without remorse or pity.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee, Ranged or Both** Weapon**Target:** One or two creatures.**Requirement:** Must be wielding two weapons.**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged). Two attacks**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), per attack.**Effect:** You can use your fighting style at-will power twice while using this power. Once after each attack.**REACHING BLADE****FAST ATTACK 29***You skills allow you to take full advantage of opening provided by your allies.***Daily ♦ Martial, Stance****Minor Action** **Personal****Effect:** Choose once creature in a close burst 10. Until the stance ends each time the creature attacks you it is subjected to your fighting style at-will power. This does not use up the power for that round and the creature can be subjected to the power more than once per round. When the creature dies you can choose a new creature in range as a free action.

PARAGON PATHS

GUNSLINGER

"My guns aren't just weapons. They are an extension of my own body."

Prerequisite: Fast Hero

The Gunslinger knows everything there is to know about handguns of all types. Whereas the Martial Artist develops her body into a perfect weapon, the Gunslinger trains his mind and body to work in concert with his handguns. His pistols become an extension of him. The gunslinger can be a mercenary or a modern-day knight, defending the weak and the innocent with a pair of blazing pistols instead of a sword and shield.

GUNSLINGER PATH FEATURES

Close Combat shot (11th level): The gunslinger gains the ability to make ranged attacks with handguns against adjacent foes without incurring opportunity attacks.

Lightning Shot (11th level): If the gunslinger spends an action point to make an attack he can make 4 ranged basic attacks at four different targets within range rather than using an attack power.

Bull's-eye (16th level): The gunslinger becomes so adept at using the firearm that he no longer takes penalties to attack creatures with cover or concealment. Attacking creatures with superior cover or total concealment incurs a -2 penalty to attack rather than -5.

GUNSLINGER HEROICS

CLOSE QUARTERS SHOT GUNSLINGER ATTACK 11

Your enemy might think he has the advantage being close to you, but you'll prove him wrong.

Encounter ♦ Martial, Firearm

Standard Action **Melee 1**

Requirement: Must be using a handgun.

Primary Target: One Creature

Primary Attack: Dexterity vs. AC (Primary Weapon)

Hit: 2[W] + Dexterity modifier damage.

Single Weapon Fighting Style: Shift to a square adjacent to the target and make a secondary attack against primary target.

Secondary Attack: Dexterity vs. AC (Primary Weapon)

Hit: 1[W] + Dexterity modifier damage.

Two weapon Fighting Style: Shift to a square adjacent to the target and make a secondary attack with your off hand weapon that does not include the primary target.

Attack: Dexterity vs. AC (Offhand Weapon)

Hit: 2[W] + Dexterity Modifier damage.

GUNSLINGER GLORY GUNSLINGER UTILITY 12

One enemy falls, and those that remain are about to learn what heroism is all about.

Encounter ♦ Martial

Free Action

Personal

Trigger: One of your ranged attacks drops an enemy to 0 hit points or fewer.

Effect: You gain an action point that must be used before the end of your next turn.

BARRAGE ATTACK GUNSLINGER ATTACK 20

With increasing accuracy and deadliness, you send your shots at multiple foes.

Daily ♦ Martial, Firearm

Standard Action

Ranged Weapon

Primary Target: One Creature

Primary Attack: Dexterity vs. AC (Primary or offhand)

Hit: 2[W] + Dexterity modifier damage

Effect: You can shift one square and make a secondary attack
Secondary Target: One creature other than the primary target.

Secondary Attack: Dexterity +2 vs. AC (Primary or offhand)

Hit: 3[W] + Dexterity modifier damage

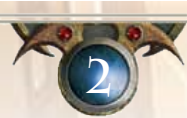
Effect: You can shift 2 squares and make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets.

Tertiary Attack: Dexterity +4 vs. AC (Primary or offhand)

Hit: 4[W] + Dexterity modifier damage





INFILTRATOR

"I get in, get the job done then get out, if you noticed me your probably dead."

Prerequisite: Fast Hero

The infiltrator can break into places others wouldn't dream of, find what she's looking for, and get back out again while eluding or evading anyone who would try to stop her. The Infiltrator is a master of stealth, breaking and entering, and second-story work. She has connections to the underworld, or at least knows her way around the seedier parts of town. An infiltrator can be a cat burglar or a spy, or she just may have all the skills necessary to accomplish missions for whatever agency pays her salary.



INFILTRATOR PATH FEATURES

Cover Action (11th level): Whenever you spend an action point to take an extra action, you gain concealment until the end of your next turn, and take no penalty to stealth checks for moving more than 2 squares or running.

Deadly bluff (11th level): You can make a bluff check to gain combat advantage against an adjacent enemy as a minor action instead of as a standard action (Player's Handbook, page 183). If your check beats the enemy's insight check, the enemy grants combat advantage to you and your allies until the end of your next turn. You can also use this ability more

than once per encounter but no more than once per round and once per target.

Skill Mastery (16th level): You can select three trained skills from your list. When using this skill, the Infiltrator may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

INFILTRATOR HEROICS

LASTING REVELATION

INFILTRATOR ATTACK 11

Your surprising attack slashes open your foe, causing the enemy to leave a trail you easily follow.

Encounter ♦ Martial, weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Requirement: You must be wielding a light melee weapon or a hand gun.

Target: One Creature

Attack: Dexterity vs. Will

Hit: 3 [W] + Dexterity modifier damage and the target cannot gain concealment until the end or your next turn.

Effect: You gain a +5 bonus to insight checks and perception checks opposed by the target until the end of the encounter.

QUICK CHANGE

INFILTRATOR UTILITY 12

Your cunning actions and quick disguise allow you to convince the enemy you are its friend.

Encounter ♦ Martial

Minor Action

Range 5

Prerequisite: You cannot have attacked or have been seen attacking the target or its allies.

Target: One creature

Effect: Make a Bluff check opposed by the targets insight check (See Bluff page ??). If you succeed, the target considers you an ally for the purposes of subterfuge, auras, opportunity attacks, and powers until the end of your next turn or until you attack the target or its allies.

Sustain: Minor action

INFILTRATORS EDGE

INFILTRATOR ATTACK 16

You slip your weapon past your enemy's defenses, using your knowledge of its tactics to stay one step ahead.

Encounter ♦ Martial, weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Requirement: You must be wielding a light melee weapon or a hand gun.

Target: One Creature

Attack: Dexterity vs. Will

Hit: 3 [W] + Dexterity modifier damage and the target takes a -5 penalty to attack rolls against you (save ends).

Miss: Half damage and the target takes a -2 penalty to attack rolls against you (save ends).

Effect: Until the end of the encounter, whenever the target moves, you can move your speed or shift 1 square as an immediate reaction.

OPERATOR

"Speed and danger are my life. Being behind the controls of an awesome vehicle makes me think I can do anything."

Prerequisite: Fast Hero, and Aircraft Operation, Military Operation, or Nautical Operation feat.

Anyone who manages to survive that first terrifying thrill of racing head long into danger, stuffed in an area no bigger than a coffin can develop a lifelong love for it. Operators are usually thrill-seekers and hotshots, but they're also extremely good at what they do. If they've survived long enough to log a dozen jobs or missions, they're probably among the best around. Operators revel in the feeling of power they get from being at the controls of a fast and armed vehicle, and they know just how to make that vehicle do exactly what they want it to.

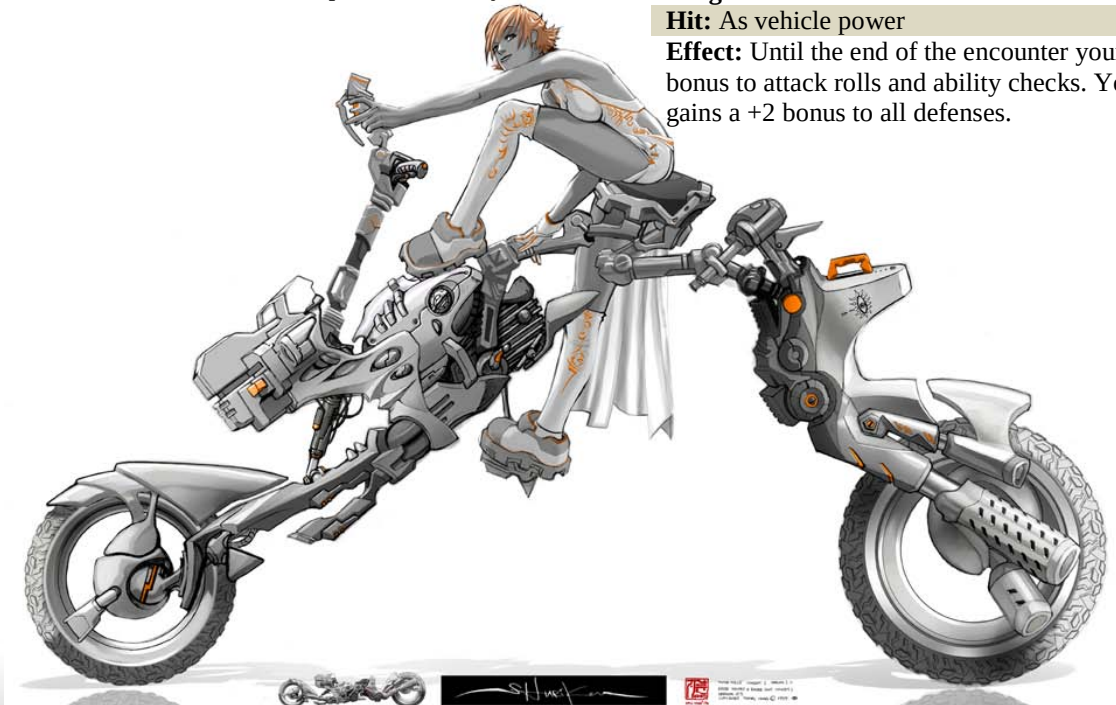
OPERATOR PATH FEATURES

To the Max (11th level): The operator can increase the max speed for each speed increment by 25% without taking any penalty.

Gunner Mastery (11th level): The operator gains a +2 bonus to hit when using vehicle mounted weapons. This bonus increases to +4 at level 21.

Armor Mastery (11th level): The vehicle the operator is using gains a +1 bonus to AC and a +2 bonus to Reflex.

Keep It Together (16th level): The vehicle the operator is using is not destroyed when reduced to 0 hit points or fewer. The vehicle gains a bloodied value equal to half its base hit points and is only destroyed when reduced below its bloodied value. The operator can still operate the vehicle while in its bloodied state but the vehicle takes a -4 to all of its defenses, and a -2 to all of its attacks, and has its speed reduced by half.



OPERATOR HEROICS

SHOT ON THE MOVE

OPERATOR ATTACK 11

You blast a target and without waiting to see your results you move on to the next in line.

Encounter ♦ Martial, Vehicle

Free Action

Melee or Ranged Weapon

Requirement: You must be using a Vehicle mounted weapon.

Trigger: You make an attack using a power granted by a vehicle

Target: Two creatures

Hit: Two attacks, and each target hit is also dazed (Save ends).

Effect: You can move the vehicle up to half of its speed after each attack.

ONE WITH THE MACHINE

OPERATOR UTILITY 12

When all seems lost, and the lights are flashing you manage to find a little bit of life left in the machine.

Encounter ♦ Martial

Minor Action

Personal

Prerequisite: Your vehicle must be bloodied.

Effect: You may spend one of your healing surges to grant temporary hit points to your vehicle equal to half of its bloodied value.

OVER DRIVE

OPERATOR ATTACK 16

You push your vehicle to the limits of its construction and beyond.

Encounter ♦ Martial, Vehicle

Free Action

Melee or Ranged Weapon

Requirement: You must be using a Vehicle mounted weapon.

Trigger: You make an attack using a power granted by a vehicle.

Target: One Creature

Hit: As vehicle power

Effect: Until the end of the encounter your vehicle gains a +2 bonus to attack rolls and ability checks. Your vehicle also gains a +2 bonus to all defenses.

SHARPSHOOTER

“A shot at night is worth a thousand guns at dawn.”

Prerequisite: Fast Hero, trained in Stealth

The advantage of getting the drop on an enemy is acknowledged far and wide. Equally prized is the ability to take out important target without getting caught. No one is better accomplished or better trained to do this than the sharpshooter. The sharpshooter's weapon of choice is the Longarm for its range, but any gun can be used if necessary.

The sharpshooter prefers to strike from hiding with a well placed shot and to remain hidden during a confrontation, aiding allies by picking off foes too far away for them to threaten.

Sniping is the ultimate tactic for the Sharpshooter, making him ideal for an assassin taking out targets too far away to be seen by the naked eye.

SHARPSHOOTER PATH FEATURES

Weapon Savant (11th level): Choose either Longarm or Handgun Savant below.

Longarm Savant: You add 10 squares to the normal range of any longarm you wield and 20 squares to the long range. Treat any longarm that has the load minor property as having the load free property instead.

Handgun Savant: You add 5 squares to the normal range of any handgun you wield and 10 squares to the long range. You can also draw any handgun as a free action, and gain a +1 to attack rolls with any handgun used.

Sniper Action (11th level): When you spend an action point to make a ranged attack with a longarm or handgun and you have combat advantage against the target of the attack, you deal 1[W] extra damage. If the attack hits, you can shift 1 square and can make a stealth check to become hidden.

Master Sharpshooter (16th level): Choose either Longarm Mastery or Handgun mastery.

Longarm Mastery: All longarms the sharpshooter uses have a third range increment which is double the squares of the long range increment. However attacking at this range imposes a -4 penalty.

Handgun Mastery: When armed with a melee weapon in your offhand, you do not provoke opportunity attacks when attacking with your handgun.

SHARPSHOOTER HEROICS

SUDDEN SHOT SHARPSHOOTER ATTACK 11

From the edge of sight, your well-placed shot knocks your enemy silly.

Encounter ♦ Martial, Firearm

Minor Action Ranged Weapon

Requirement: You must be wielding a longarm or handgun.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end of your turn.

UNSEEN SHOT SHARPSHOOTER UTILITY 12

They saw your attack but have no idea where it came from.

At-Will ♦ Martial

Free Action

Personal

Trigger: You miss with a ranged attack while hidden.

Effect: You can shift 1 square and if you have any cover or concealment you remain hidden.

SHOT FROM NOWHERE SHARPSHOOTER ATTACK 20

Your shot sails across the battlefield and sends your enemies into a panic.

Daily ♦ Martial, Firearm

Standard Action

Ranged Weapon

Requirement: You must be wielding a longarm or handgun.

Primary Target: One Creature

Primary Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage

Miss: Half damage.

Effect: Make a secondary attack, which has the fear keyword.

Secondary Target: The primary target and each enemy you can see within 3 squares of it.

Secondary Attack: Dexterity vs. will

Hit: Until the end of your next turn, the secondary target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies.



PSYCHIC HERO



You think you can stop me. I can bend your reality to my will.

CLASS TRAITS

Role: Striker. Your attack powers are highly damaging and often weaken or hamper the target in some way. You can elude attacks by altering the perceptions of others. You lean toward controller as a secondary roll.

Power Source: Psychic. You direct psychic energy from within your own mind, focusing that power through meditation and contemplation. Your power works on the minds of others or manifests your will as a physical force in the world.

Key Abilities: Charisma, Wisdom, Constitution

Armor Proficiencies: Light

Weapon Proficiencies: Staffs

Implements: Ki Focus, Orbs, Staffs

Bonus to Defense: +1 Fortitude, +1 Will

Inherent Bonuses: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 12-Constitution Score

Hit Points per Level Gained: 4

Healing surges per day: 6+Constitution Modifier

Trained Skills: Arcana. From the class skills list below, choose Three trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Presence Sense, Psionic Augmentation, Psychic Projection, Psychic Trait, Psychic Spear

The Psychic turns her Psionic potential into the ultimate weapon. The Psychic combines physical prowess with mental energy to become a very destructive force. Using telekinetics, pyrokinetics, cyrokinetics, etc, the Psychic employs psionics with the subtlety of an assassin or the hard-hitting power of an explosive force. Whether forging weapons of bio-energy or mentally manipulating physical objects, calling forth fire from her mind or unleashing a bolt of mental energy, the Psychic is never at a loss for an offensive strategy.

The powers the Psychic possesses are as diverse and unique as a finger print, each power reflecting the psychic that uses it. One Psychic's mind bolt may appear to be a blazing ball of fire, while another's may appear to be a black screaming mass of psychic death. No two psychics' powers are exactly the same.

IMPLEMENTS

The Psychic Hero can create any implement they are proficient in as if they had the create magic item ritual. The components are purchased using the currency of the campaign rather than gold. The currency value is the same as the gold value. DMs may change this depending on the campaign being run.

PSYCHIC HERO CLASS

FEATURES

Psychic heroes have the following class features.

PRESENCE SENSE

While you are not wearing any armor or using shields with the exception of the psi-guard, you gain +3 class bonuses to AC and +1 class bonus to Reflex. This bonus increases to +4 to AC and +2 reflex at 11th level and +5 to AC and +3 Reflex at 21st level.

PSIONIC AUGMENTATION

Through discipline and careful study, you have mastered a form of Psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little Psionic energy as you choose. You channel Psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use. As a psychic hero, you acquire and use powers in a slightly different manner from how most other classes do.

At-Will Attack Powers: At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don't start with any encounter attack powers from your class. You can instead augment your psychic hero at-will attack powers using power points. These powers (and certain others, notably the encounter attack power you gain from a Psychic hero paragon path) have the augmentable keyword (see the sidebar). You gain new psychic hero at-will attack powers, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new ardent at-will attack power. At 7th, 13th, 17th, 23rd, and 27th level, you can replace one of your augmentable psychic hero at-will attack powers with another one of your level or lower. The power you replace must be augmentable.

Power Points: You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power. You regain all your power points when you take a short or an extended rest.

LEVEL	AT-WILL ATTACK POWERS	POWER POINTS
1	Choose Two	Gain 2
3	Choose One	Gain 2 (4 Total)
7	Replace One	Gain 2 (6 Total)
13	Replace One	Gain 1 (7 Total)
17	Replace One	Gain 2 (9 Total)
21	--	Gain 2 (11 Total)
23	Replace One	Gain 2 (13 Total)
27	Replace One	Gain 2 (15 Total)

PSYCHIC SPEAR

As a minor action, you can place a psychic spear on any enemy within 10 squares of you that you can see. A speared enemy is more vulnerable to your attacks. If you damage a speared enemy, you deal extra psychic damage. This extra damage can be applied to the targeted speared enemy or another enemy currently speared by you. An enemy may only receive your psychic spear extra damage once per round.

A Psychic spear remains in effect until the start of your next turn or until the speared enemy drops to 0 hit points or fewer.

You can place a psychic spear on multiple targets over the course of a round; each spear requires the use of a minor action. You can't place a psychic spear on a creature that is already affected by yours or another character's psychic spear.

As you advance in level, your extra damage increases.

THE AUGMENTABLE KEYWORD

A power that has the augmentable keyword has optional augmentations, which you can use at the cost of power points. You use these rules when you use an augmentable power.

Decide First: You must decide whether and how to augment an augmentable power when you choose to use the power, before you make any attack rolls or apply any of the power's effects.

Power Point Cost: An augmentation specifies its cost in power points. For example, "Augment 1" means you must spend 1 power point to use an augmentation. You must spend the required power points when you decide to use the augmentation.

One at a Time: You can use only one augmentation on a power at a time, so you can't, for example, spend 3 power points to use both a 1-point and a 2-point augmentation on a single power.

Replace Base Effects: When you augment a power, changes to the power are noted in the augmentation. If an augmentation includes a specific

power entry, like "Hit" or "Effect," that entry replaces the entry in the base power that has the same name. An augmented version of a power is otherwise identical to the base power.

Unaugmented: When you use an augmentable power without augmenting it, the power is referred to as unaugmented for that use (some effects apply only when a power is unaugmented). A power that doesn't have the augmentable keyword is never considered unaugmented.

At-Will Attack Powers: When a power or some other effect lets you use an at-will attack power, you can choose to use one of your augmentable at-will attack powers, but you must use it unaugmented.

When a racial trait grants you an at-will attack power of your choice and you choose an augmentable at-will attack power, the power loses both the augmentable keyword and its augmentations.

Level	Psychic Spear Extra Damage
1 st -10 th	+1D4 psychic damage
11 th -20 th	+2D4 psychic damage
21 st -30 th	+3D4 psychic damage

PSYCHIC PROJECTION

The Psychic hero turns their Psionic potential into a physical manifestation referred to as a psychic projection. These projections can take the form of weapons, armors, auras, and in a few rare cases creatures. Any psychic weapon that is used by the psychic hero has a proficiency bonus of +3.

Through the use of feats a Psychic hero may have more than one Projection available to them but can only make use of one at a time. The Psychic projections lasts as long as the character wishes it to.

A Psychic hero's projection can only be used by the hero and remains in existence only so long as the psychic wishes it. When the psychic hero is unconscious the psychic projection disappears.

From the list below choose one Projection at character creation.

Psi-Blade: The psychic hero can manifest a glowing one handed melee weapon of mental energy. The psi-blade extends from the Psychic's hand and can be manifested and dispelled as a free action. Regardless of what the psi-blade looks like, it deals 1D8 psychic damage and is treated as a normal weapon that the psychic is proficient in for the purposes of powers and feats.

When performing a basic attack with the psi-blade the energy substitution psychic trait can be added to the attack as if it were an augmentable power.

Psi-Guard: The psychic hero can manifest a glowing shield of force. This glowing disc extends from the psychic's arm and can be manifested or dispelled as a free action. This manifestation is treated as a light shield for all intents and purposes that the character is proficient in.

Once during an encounter as a minor action you can spend 1 Augment point to gain a resist 5 all until the end of your next turn.

Psi-Bolt: The psychic hero can manifest a weapon in the form of a one handed ranged weapon (Handgun, Hand Crossbow, Throwing knife, etc.). The Psi-bolt can be manifested and dispelled as a free action. Regardless of what it looks like this manifestation is treated as a normal weapon that the psychic is proficient in that deals 1D6 Psionic damage to a range of 10 squares and does not require ammunition.

When performing a basic attack with the psi-bolt the energy substitution psychic trait can be added to the attack as if it were an augmentable power.

Psychic Impression: The Psychic hero can manifest a vibrant field of energy in a close burst 1 around themselves. This aura of energy stays centered on the character at all times, and can be manifested or dispelled as a free action. The psychic hero and any allies that start their turn within the burst receive cover until they make an attack.

Once during an encounter as a minor action you can spend 1 Augment point to deal 5 points of damage of one energy type chosen from the energy substitution trait to each creature

within the powers burst and push them to an outside adjacent square to the burst.

PSYCHIC TRAITS

A Psychic trait is an effect that can get applied to any power with the augmentable keyword even if the power has already been augmented, breaking the 'One at a time' rule. Only one psychic trait can be used at a time, and a character can know as many as they are able to learn. Characters start off knowing the energy substitution psychic trait.

PSYCHIC POWERS

Your Psychic powers are called disciplines, and in the minds of most people in the world, defines what power real is. When you use your psychic disciplines you convert thought to energy which you use to manipulate the world around you.

CLASS FEATURES

Each Psychic hero's powers are as unique to them as their finger prints. Traits help set one psychic apart from another.

ENERGY SUBSTITUTION	FEATURE TRAIT
<i>Your psychic power gives you an affinity to a particular energy type that you can command at will.</i>	

At-will ♦ Psionic

Free Action

Augmentable Power

Effect: When using a Psychic Hero power with the Augmentable key word the Psychic damage type can be replaced with one of the following damage types at no additional cost. Any augment following the energy type can also be added by spending the appropriate power points.

♦ **Fire**

Augment 1 (Fire): Target takes ongoing 5 fire damage until the end of its next turn, or if the power already deals ongoing damage deal an extra ongoing 5 fire damage.

♦ **Cold**

Augment 1: Target is slowed (save ends) or if the target is already slowed they are now immobilized (save ends).

♦ **Lightning**

Augment 1: Target is blind until the end of its next turn.

♦ **Thunder**

Augment 1: Target is deafened until the end of its next turn.

♦ **Force**

Augment 1: Target is pushed 2 squares back or is pushed, pulled or slid 1 additional square.

♦ **Necrotic**

Augment 1 (Fear): Target takes a -2 penalty to attack on its next attack.

♦ **Radiant**

Augment 1 (Healing): Heal yourself or one ally within 5 squares a number of hit points equal to 5 + your Constitution modifier.

Note: You can select only one energy type above at character creations that cannot be changed later on. Other energy types can be selected by use of feats. Normally only one energy type can be added to an attack power.

Special: This trait can be added to an already augmented power breaking the 'one at a time' rule.



LEVEL 1 AT-WILL DISCIPLINES

TELEKINETIC STRIKE PSYCHIC ATTACK 1

You strike out with a burst of telekinetic power to blast your enemies away.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Melee** Weapon

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage and you push the target 1 square.

Augment 1

Special: Your reach increases by 1 for this attack.

Augment 2

Close Blast 3

Target: Each enemy you see in blast.

STEEL RESILIENCE PSYCHIC ATTACK 1

You take strength in your attack, allowing you to fend off even the most deadly of blows.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Melee** Weapon

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage

Effect: Until the end of your next turn you gain resistance to all damage equal to your constitution modifier.

Augment 1

Effect: Until the end of your next turn, you gain a resistance equal to 5 + your constitution modifier to one energy type you know from the Energy substitution class feature.

Augment 2

Hit: 2[W] + Charisma modifier psychic damage

MENTAL SHARDS PSYCHIC ATTACK 1

Shards of energy are released, and are sent towards your foes.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Ranged** Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier psychic damage and you are invisible to the target until the start of your next turn.

Augment 1

Effect: Spear an enemy within 10 squares of yourself before making an attack.

Target: One or Two creatures

Augment 2

Effect: Spear two enemies within 10 squares of yourself before making an attack.

Target: One or Two or Three creatures

MIND BOLT PSYCHIC ATTACK 1

You release a bolt of energy that flies toward your target at the speed of thought.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Ranged** Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier + Constitution modifier psychic damage.

Augment 1

Range: 50

Augment 2

Range: 50

Attack: Wisdom +2 vs. AC

Hit: 2[W] + Wisdom modifier + Constitution modifier psychic damage.

PSIONIC CHAINS PSYCHIC ATTACK 1

Psychic chains rise from the ground and lash around your enemy. They pulse with power each time your enemy moves.

At-will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action **Ranged** 10

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 1D6 + Constitution modifier psychic damage. If the target moves before the end of your next turn, it takes 1D6 extra psychic damage.

Augment 1

Effect: If the target moves before the end of your next turn it becomes dazed until the end of your next turn.

Augment 2

Hit: 2D6 + Constitution modifier psychic damage. If the target moves before the end of your next turn, it takes 2D6 extra psychic damage.

PSYCHIC STORM PSYCHIC ATTACK 1

Erratic tendrils of energy lash out in every direction attacking all that move.

At-will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action **Close** Burst 1

Target: One Creature in burst

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage and each target takes a -2 penalty to all attacks until the end of their next turn.

Augment 1

Area Burst 1 within 10 squares

Augment 2

Close Burst 2

Hit: 2D8 + Constitution modifier psychic damage and each target is dazed until the end of their next turn.

MIND SHRED**PSYCHIC ATTACK 1**

Your assault on your foes mind weakens his awareness and defenses.

At-will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action **Melee 1**

Target: One Creature

Attack: Constitution vs. will

Hit: 1D10 + Constitution modifier psychic damage

Special: You can use this power unaugmented as a melee basic attack. Only the energy type chosen for the energy substitution psychic trait can be applied but without its augment.

Augment 1

Hit: As above, and the target takes a penalty to Will defense equal to your wisdom modifier until the end of your next turn.

Augment 2

Hit: 2D10 + Constitution Modifier psychic damage, and the target takes a penalty to all defenses equal to your wisdom modifier until the end of your next turn.

PSYCHIC SLAM**PSYCHIC ATTACK 1**

Your target is picked up bodily and slammed into the ground, sometimes with enough force to leave them there.

At-will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action **Ranged 10**

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 1D6 + Constitution modifier psychic damage and target is knocked prone.

Special: You can use this power unaugmented as a ranged basic attack. Only the energy type chosen for the energy substitution psychic trait can be applied but without its augment.

Augment 1

Hit: As above, and target is prone (save ends).

Augment 2

Hit: 2D6 + Constitution Modifier psychic damage and target is knocked prone, and all creatures in an adjacent squares to the target take 1D6 psychic damage.

LEVEL 1 DAILY DISCIPLINES**DIRE RADIANCE****PSYCHIC ATTACK 1**

Enemies close to you feel uncontrolled fear and dread that as a psychic you can play to your advantage.

Daily ♦ Fear, Implement, Psionic, Weapon
Standard Action **Ranged Weapon**

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 2[W] + Charisma modifier damage.

Miss: Half damage

Effect: Until the end of the encounter, you can use a minor action to push one creature 1 square when they are within 5 squares of you. This effect ends when you end your turn adjacent to an enemy.

PSYCHIC AVATAR**PSYCHIC ATTACK 1**

Your eyes glow with inner power. In this state you gain unsurpassed speed with your attacks.

Daily ♦ Implement, Polymorph, Psionic, Weapon
Standard Action **Melee Weapon**

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Miss: Half damage

Effect: You assume the form of the Psychic Avatar until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 1

Effect: One enemy adjacent to target take 1[W] psychic damage, and you gain temporary hit points equal your constitution modifier.

VIRAL THOUGHT**PSYCHIC ATTACK 1**

You implant a horrific memory into the mind of your enemy. That thought then spreads and invades others minds.

Daily ♦ Implement, Psionic, Psychic
Standard Action **Ranged 10**

Target: One Creature

Attack: Constitution vs. Will

Hit: 2D6 + Constitution modifier psychic damage, and ongoing 5 psychic damage (save ends).

Miss: Half damage, and ongoing 3 psychic damage (save ends)

Effect: Make secondary attack.

Secondary Target: Each enemy adjacent to primary target.

Secondary Attack: Constitution vs. Will

Hit: 1D6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

MENTAL ANGUISH**PSYCHIC ATTACK 1**

Your assault on your enemy impairs its ability to withstand subsequent assaults on its mind.

Daily ♦ Implement, Psionic, Psychic
Standard Action **Ranged 20**

Target: One Creature

Attack: Wisdom vs. AC

Hit: 3D8 + Constitution modifier psychic damage

Miss: Half damage

Effect: The target gains vulnerable 5 psychic (Save ends).

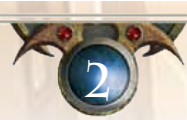
LEVEL 2 UTILITY DISCIPLINES**LIGHT STEP****PSYCHIC UTILITY 2**

Using your telekinetic powers you lift yourself slightly off the ground, allowing you to move over almost any surface.

At-Will ♦ Psionic

Move Action **Personal**

Effect: Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you only move 3 squares.



PSYCHIC VIGOR

PSYCHIC UTILITY 2

Your focus is so great you can shrug off damage.

Encounter ♦ Psionic

Minor Action **Personal**

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

SPEARED ONSLAUGHT

PSYCHIC UTILITY 2

With a burst of psychic energy you touch the minds of all around you.

Encounter ♦ Psionic

Minor Action **Close burst 2**

Target: Each enemy in burst

Effect: You Spear each target until the end of your next turn rather than the start.

TELEKINETIC LIFT

PSYCHIC UTILITY 2

You lift a creature or object into the air with the power of your mind and can hold it there or move it as you wish.

Daily ♦ Psionic

Minor Action **Range 10**

Target: One ally, helpless creature, or object that weighs 400 pounds or less and isn't carried by another creature.

Effect: You slide the target 3 squares in any direction, even into the air. The target remains aloft and is Immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.

Sustain Minor: The target remains aloft and is Immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

MINDS EYE

PSYCHIC UTILITY 2

A glowing third eye appears on your forehead, giving you enhanced sight and awareness.

Daily ♦ Psionic

Minor Action **Personal**

Effect: Until the end of the encounter, you gain Darkvision and can see invisible objects and creatures that are adjacent to you.

PSYCHIC WEAPONS

The psychic weapons that the psychic hero has access to (The psi-blade, psi-bolt, and all their upgrades), give the character unparalleled flexibility when using weapons. Any weapon the psychic hero creates is treated as that exact weapon in every way that the hero is proficient in. So the hero would gain the proficiency bonus for that type of weapon as well as any properties that weapon may have. The only restrictions the psychic weapon have is the amount and type of damage they deal which is determined by the projection used.

The psychic weapons are not limited to just psychic hero powers, but can be used with any power that makes use of weapons., even unarmed attacks.

LEVEL 3 AT-WILL DISCIPLINES

DOMINATE

PSYCHIC ATTACK 3

You enter your enemies mind and force them to attack their allies for you.

At-will ♦ Augmentable, Charm, Implement, Psionic

Standard Action **Ranged 10**

Target: One enemy

Attack: Constitution vs. Will

Hit: You slide the target 1 square. The target makes a basic attack as a free action against one of its allies, with a bonus to the attack equal to your Charisma modifier.

Augment 1

Hit: As above, target gains bonus to damage equal to your Charisma modifier.

Augment 2

Hit: You slide the target a number of squares equal to your Charisma modifier. The target then makes a basic attack as a free action against one of its allies, with a bonus to the attack roll and damage roll equal to your charisma modifier. The target is also dazed until the end of your next turn.

WEAKENING RESOLVE

PSYCHIC ATTACK 3

You mentally weaken your enemies resolve causing them to make mistakes and second guess their actions.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Melee Weapon**

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it.

Augment 1

Hit: As above, and target grants combat advantage to your allies even if they are not adjacent to it.

Augment 2

Hit: 2[W] + Charisma modifier psychic damage. Until the end of your next turn, the target is immobilized, and it grants combat advantage to your allies.

PSYCHIC FLUX**PSYCHIC ATTACK 3**

Your attack tears at the fabric of reality causing it to churn out of control.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon, Zone

Standard Action **Range** Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier psychic damage.

Effect: One square in the targets space becomes a zone that lasts until the end of your next turn. Any creature that enters the zone starts its turn there, or starts its turn adjacent to it takes psychic damage equal to your constitution modifier.

Augment 1

Effect: As above, and any creature takes 5 psychic damage for each attack they make while within or adjacent to the zone.

Augment 2

Ranged Psi-Weapon Burst 1

Target: Each creature in burst

Hit: 2[W] + Wisdom modifier psychic damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone, starts its turn in there, or starts its turn adjacent to it takes psychic damage equal to your constitution modifier.

RESONANCE**PSYCHIC ATTACK 3**

Your psychic power resonates within you, lashing out at enemies that dare to attack you.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Minor Action **Melee** 1

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: Deal psychic damage equal to your constitution modifier.

Special: This attack can only be used once during a round.

Augment 1

Immediate Reaction

Trigger: An enemy attacks you.

Effect: The enemy takes a negative to the attack equal to your charisma modifier.

Augment 2

Immediate Reaction

Trigger: An enemy moves adjacent to you.

Hit: 1D8 + Constitution modifier psychic damage and target is pushed a number of squares equal to your Charisma modifier.

LEVEL 5 DAILY DISCIPLINES**TELEKINETIC THROW****PSYCHIC ATTACK 5**

By your will your enemy gets picked up and thrown with enough force to break bones.

Daily ♦ Implement, Psionic, Psychic

Standard Action **Ranged** 10

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 3D12 + Constitution modifier psychic damage, and you slide the target a number of squares equal to your wisdom modifier (minimum 1) and knock it prone.

Miss: Half damage and slide target 1 square.

AVATAR OF POWER**PSYCHIC ATTACK 5**

Your body glows with an inner radiance warding you from damage and empowering your attacks.

Daily ♦ Implement, Polymorph, Psionic, Psychic, Weapon
Standard Action **Close** burst 1

Requirement: Must be using melee psi-weapon.

Target: Each enemy you can see in burst

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage and you push the target 1 square and knock them prone.

Miss: Half damage

Effect: You assume the form of the Avatar of power until the end of the encounter. While in this form, you can use the following augmentation with your psychic hero attack powers that are augmentable. This augment is in addition to the effects that the power might have; This augment doesn't supersede them.

Augment 1

Effect: You gain resist 5 to all damage until the end of your next turn. In addition, choose a single creature hit by the augmented attack power. That creature takes extra damage equal to your constitution modifier.

FLOWING ENERGY**PSYCHIC ATTACK 5**

Pure energy flows around you and attacks any enemy touched by you that dares to move.

Daily ♦ Implement, Psionic, Psychic, Stance, Weapon
Standard Action **Ranged** Weapon

Target: One Creature

Attack: Wisdom vs. Fortitude

Hit: 2[W] + wisdom modifier psychic damage.

Miss: Half damage.

Effect: You assume the Flowing Stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Close** Burst 5

Trigger: An enemy Spared by you moves on its turn.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Reflex

Hit: 1[W] psychic damage. At the end of the secondary target's turn, you can use a free action to slide the target a number of squares within the burst equal to the speed it moved.

IDENTITY MASK**PSYCHIC ATTACK 5**

Your well placed shot of psychic energy confuses your enemy, and causes him to attack his allies.

Daily ♦ Implement, Psionic, Psychic, Weapon
Standard Action **Ranged** 10

Requirement: Must use ranged psychic weapon.

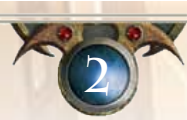
Target: One Creature

Attack: Constitution vs. AC

Hit: 3D8 + Constitution modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice with a bonus to the attack and damage roll equal to your constitution modifier.

Miss: Half damage.

Sustain Standard: The target makes a basic attack against a creature of your choice with a bonus to attack and damage equal to your Charisma modifier.



LEVEL 6 UTILITY DISCIPLINES

FLICKER STEP

PSYCHIC UTILITY 6

With a mental fortitude born of years of training you bend space with your mind allowing you to cross great distances.

Encounter ♦ Psionic, Teleportation

Move Action **Range 10**

Effect: So long as you have line of sight you can teleport to any square within range.

Special: You can teleport to an adjacent square within range of an enemy speared by you even if there is no line of sight.

PSYCHIC AWARENESS

PSYCHIC UTILITY 6

You expand your senses to locate living creature that are around you.

Encounter ♦ Psionic

Minor Action **Personal**

Effect: Until the end of your next turn, you know the exact location of all living creatures within 10 squares of you.

Special: You can teleport to an adjacent square within range of an enemy speared by you even if there is no line of sight. Until the effect ends you don't grant combat advantage to those creatures, and you do not take any penalties for hitting them do to concealment or total concealment.

TELEKINETIC LEAP

PSYCHIC UTILITY 6

Using your telekinetic abilities you propel yourself into the air.

At-Will ♦ Psionic

Move Action **Personal**

Effect: You make an athletics check to jump with a +5 bonus. You are considered to have a running start.

SHROUD THE MIND

PSYCHIC UTILITY 6

Your enemies vision always slips away from you, never fully seeing you always on edge of there vision.

Daily ♦ Psionic

Minor Action **Personal**

Effect: Until you hit any creature with an attack or until the end of the encounter, you are invisible to any creature that can see so long as you are not in a square adjacent to them.

Sustain Standard: The effect persists

Special: This does not work for creatures viewing you through a remote viewing device such as a camera.

TELEKINETIC BARRIER

PSYCHIC UTILITY 6

You create a telekinetic barrier around yourself to ward off deadly attacks.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Trigger: An enemy hits you with an attack.

Effect: The attacks damage is reduced by 10 + your constitution modifier.

LEVEL 7 AT-WILL DISCIPLINES

STUNNING STRIKE

PSYCHIC ATTACK 7

Your strike confuses your opponent momentarily allowing you to gain advantage

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Melee Weapon**

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage and the target cannot make opportunity attacks until the end of your next turn.

Augment 1

Special: You can use this power in place of a melee basic attack.

Augment 2

Close Burst 1

Target: Each enemy in burst

Hit: 2[W] + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

PHANTOM BULLET

PSYCHIC ATTACK 7

Your attack contains a psychic suggestion that causes your enemy to injure itself if it attacks your friends.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Range Weapon**

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + wisdom modifier psychic damage. The first time the target hits or misses any of your allies before the end of your next turn, it takes psychic damage equal to your wisdom modifier. If the target is speared it takes the extra damage.

Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Augment 1

Hit: As above, except that every time the target hits or misses any of your allies it takes the extra damage noted above

Augment 2

Hit: 1[W] + Wisdom modifier psychic damage. The next time the target makes an attack before the end of your next turn, you can choose which creature it attacks (including itself)

MIND REND**PSYCHIC ATTACK 7**

You attack your enemies mind making it more vulnerable to your attack, or removing any resistance it may have.

At-will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action **Range 10**

Target: One Creature

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Special: This attack can also be used as an unaugmented ranged basic attack.

Augment 1

Hit: As above, but the target gains vulnerability to the energy type it gets hit with, and it loses any resistance it has to that energy type.

Augment 2

Hit: 2D8+ Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to 5 + your charisma modifier until the end of your next turn.

STRANDS OF FATE**PSYCHIC ATTACK 7**

Strands of psychic energy wrap around you enemy impeding its movement.

At-will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action **Range 10**

Target: One Creature

Attack: Constitution vs. Reflex

Hit: 1D8 + Constitution modifier psychic damage and the target is slowed until the end of your next turn.

Augment 1

Target: One or two creatures adjacent to each other.

Augment 2

Target: One or two creatures

Hit: 2D8 + constitution modifier psychic damage and the target is immobilized (Save ends).

LEVEL 9 DAILY DISCIPLINES**AVATAR OF GRACE****PSYCHIC ATTACK 9**

Your muscles tighten and flex as raw power courses through your vanes allowing you to move with unsurpassed grace.

Daily ♦ Implement, Polymorph, Psionic, Psychic, Weapon
Standard Action **Melee Weapon**

Requirement: Must be using melee psi-weapon.

Target: One or two Creatures

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier psychic damage and you can shift a number of squares equal to your wisdom modifier and make this attack again.

Miss: Half damage and you don't make another attack.

Effect: You assume the form of the Avatar of grace until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 1

Effect: You shift your speed and make an attack at any point during this movement. You can move through enemies spaces during this shift.

PSYCHIC WRATH**PSYCHIC ATTACK 9**

Your enemies tremble to move against you for fear of your psychic wrath.

Daily ♦ Implement, Psionic, Psychic, Stance, Weapon
Standard Action **Ranged Weapon**

Requirement: Must be using ranged psi-weapon.

Target: One Creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + wisdom modifier psychic damage, and ongoing 5 psychic damage (Save ends).

Miss: Half damage, and ongoing 5 psychic damage (Save ends).

Effect: You assume the Flowing Stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Close Burst 5**

Trigger: An enemy Speared by you moves without shifting on its turn.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Reflex

Hit: Ongoing 5 psychic damage (save ends), and the secondary target fails its first saving throw at the end of this turn.

PSYCHIC STASIS**PSYCHIC ATTACK 9**

Psychic energy envelopes your target preventing any form of movement, and protecting him from any attack... except yours.

Daily ♦ Implement, Psionic

Standard Action **Ranged 10**

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: Target is stunned and immune to all damage but psychic damage (Save ends both).

Miss: Target is stunned and immune to all damage but psychic damage until the end of your next turn.

MENTAL REND**PSYCHIC ATTACK 9**

You blast your foes with a torrent of psychic energy.

Daily ♦ Implement, Psionic, Psychic
Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Constitution vs. Will

Hit: The target is stunned (Save ends)

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

TELEKINETIC WHELM**PSYCHIC ATTACK 9**

Like rag dolls your enemies go flying in all directions.

Daily ♦ Implement, Psionic

Standard Action **Ranged 10**

Target: One, two or three creatures.

Attack: Constitution vs. Fortitude

Hit: 2D8 + Constitution modifier damage, and you slide the target a number of squares equal to your wisdom modifier (minimum 1) and knock it prone.

Special: You can slide targets in a vertical angle for this attack. If the targets are high enough they can take fall damage on the beginning of their turn.

Miss: Half damage and slide target 1 square.



LEVEL 10 UTILITY DISCIPLINES

MIND OVER MATTER PSYCHIC UTILITY 10

Your body course with power allowing you to bend the fabric of reality.

Daily ♦ Polymorph, Psionic, Teleportation

Minor Action Personal

Effect: Until the end of the encounter, you gain resist 5 to all damage and can teleport 3 squares as a move action.

MENTAL DISCIPLINE PSYCHIC UTILITY 10

As you concentrate your skin and mussel harden, and your foe's attack bounces off harmlessly.

Daily ♦ Psionic

Immediate Interrupt Personal

Trigger: You take damage from an attack.

Effect: The damage is reduced to 0, but you are subject to all other effects of the attack, if any.

ENERGY BUBBLE PSYCHIC UTILITY 10

You create a bubble of energy that protects yourself and any adjacent ally from energy damage.

Encounter ♦ Psionic

Minor Action Close burst 1

Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains resistance to any one energy type you know for your energy substitution class feature, but only when the damage is from ranged or area attacks. The resistance equals 5 + your Constitution modifier.

Sustain Minor: You sustain the effect until the end of your next turn.

PSYCHIC LEECH PSYCHIC UTILITY 10

You leech the psychic potential from your enemies and use it to fuel your own power.

Daily ♦ Polymorph, Psionic, Teleportation

Minor Action Personal

Effect: Until the end of the encounter whenever a target speared by you is reduced to 0 or fewer hit points you gain temporary hit points equal to 5 + your charisma modifier.

PODIUM OF POWER PSYCHIC UTILITY 10

With glowing eyes and pure psychic energy arcing off of you, you raise yourself into the air.

Daily ♦ Psionic

Minor Action Personal

Effect: Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2 squares).

SUGGESTION PSYCHIC UTILITY 10

You get into your targets head making them more pliable to your suggestions.

At-Will ♦ Psionic

Free action Personal

Effect: You make a bluff or diplomacy check against a single target with a +5 bonus.

LEVEL 13 AT-WILL DISCIPLINES

PSYCHIC ASSAULT PSYCHIC ATTACK 13

You lash out with your psi-blade hitting your foe multiple time before dropping it.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action Melee Weapon

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC, make the attack three times.

Hit: Charisma modifier psychic damage.

Effect: If you hit the target two or more time it takes ongoing 5 psychic damage (save ends)

Augment 1

Attack: Charisma vs. AC, make the attack four times.

Augment 4

Attack: Charisma vs. AC, make the attack four times.

Hit: Charisma modifier + Constitution modifier psychic damage.

SHARED SPEAR PSYCHIC ATTACK 13

Your attack implants residual psychic energy into your enemy causing it to take extra damage every time an ally hit it.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action Range Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + wisdom modifier psychic damage and the target is speared until the end of your next round.

Effect: Until the end of your next turn whenever an ally hits any target speared by you, the target takes extra damage equal to your psychic spear extra damage.

Augment 1

Effect: As above, but the enemy takes the damage when it hits or misses.

Augment 4

Hit: 2[W] + Wisdom modifier psychic damage and the target and each adjacent enemy is speared until the end of your next round.

PSIONIC WAVE PSYCHIC ATTACK 13

The vary air distorts as waves of energy knock you enemies down.

At-will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 1D6 + Constitution modifier psychic damage and the target is push 1 square and knocked prone.

Augment 1

Effect: If the target moves before the start of your next turn it takes psychic damage equal to your Charisma modifier.

Augment 4

Hit: 3D6 + constitution modifier psychic damage and the target is pushed 3 squares and is prone.

MIND DELVE **PSYCHIC ATTACK 13**

You delve into your enemies minds and hide from them their knowledge of combat.

At-will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage and the target takes -2 penalty to attack rolls until the end of your next turn.

Augment 1

Hit: As above, but the penalty equals 1 + your charisma modifier.

Augment 4

Hit: 2D8 + constitution modifier psychic damage and the target is stunned until the start of your next turn.

LEVEL 15 DAILY DISCIPLINES**AVATAR OF DISCIPLINE** **PSYCHIC ATTACK 15**

As you attack your enemies, you become one with yourself and glow with the essence of pure energy. With each strike you inflict lasting wounds to your foes.

Daily ♦ Implement, Polymorph, Psionic, Psychic, Weapon
Standard Action Melee Weapon

Requirement: Must be using melee psi-weapon.

Target: One or two Creatures

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends)

Miss: Half damage, and you gain 1 augment point.

Effect: You assume the form of the Avatar of Discipline until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 1

Effect: Choose a single creature hit by an at-will attack power. That creature takes extra psychic damage equal to your constitution modifier.

MIND RAPE **PSYCHIC ATTACK 15**

You let loose your attack, but the bolt passes through your target dealing no physical damage but you foe collapses all the same.

Daily ♦ Implement, Psionic

Standard Action Ranged 10

Target: One Creature

Attack: Constitution vs. Will

Hit: The target falls unconscious (save ends).

Aftereffect: Target is dazed (save ends).

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

NIGHTMARE **PSYCHIC ATTACK 15**

Your attack fills your target with dread beyond anything they have ever felt before.

Daily ♦ Implement, Psionic, Psychic, Stance, Weapon
Standard Action Ranged Weapon

Requirement: Must be using ranged psi-weapon.

Primary Target: One Creature

Primary Attack: Wisdom vs. Will

Hit: 2[W] + wisdom modifier psychic damage, and the primary target is Restrained (Save ends).

Miss: Half damage, and the primary target is immobilized (save ends)

Effect: You assume the Nightmare Stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Ranged 10

Trigger: An enemy Speared by you moves without shifting.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier psychic damage, and the secondary target is immobilized until the end of your next turn.

Level 21: 2[W] + Wisdom modifier psychic damage.

TELEKINETIC CRUSH **PSYCHIC ATTACK 15**

You manifest an invisible ball of force above the heads of your enemies and bring it down with enough force to level the area.

Daily ♦ Implement, Psionic, Psychic

Standard Action Area Burst 1 in 10 squares

Target: All creature in burst

Attack: Constitution vs. Fortitude

Hit: 3D10 + Constitution modifier psychic damage, and the target is prone (save ends)

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

ENSORCELLED **PSYCHIC ATTACK 15**

You overpower your targets mind with your own, making them do your will.

Daily ♦ Implement, Psionic, psychic

Standard Action Range 20

Target: One creature

Attack: Constitution vs. Will

Hit: Target is dominated (save ends).

Aftereffect: The target takes ongoing 10 psychic damage (save ends).

Miss: The target takes ongoing 10 psychic damage (save ends).

LEVEL 16 UTILITY DISCIPLINES**WARP** **PSYCHIC UTILITY 16**

With a burst of psychic energy, you appear next to an enemy targeted by you.

Encounter ♦ Psionic, Teleportation

Move Action Personal

Effect: You teleport to a square adjacent to a creature speared by you.

MENTAL ENDURANCE **PSYCHIC UTILITY 16**

You tap into your body's natural healing abilities and mend your wounds.

Daily ♦ Psionic

Minor Action **Personal**

Effect: You spend a healing surge. In addition, until the end of the encounter, you have regeneration 5 while you're bloodied.

PRECOGNITION **PSYCHIC UTILITY 16**

You can see the scales of fate and things to come, granting you the time you need to alter events in your favor.

Daily ♦ Psionic

Free Action **Personal**

Effect: Roll a D20. Once during this encounter you can use that roll's result in place of one of your D20 rolls or in place of an enemy's.

SENDING **PSYCHIC UTILITY 16**

You send and receive messages from allies you know.

At-Will ♦ Psionic

Minor action **Range 20**

Effect: You can mentally send one message to one ally you know that is within range. You need not see your ally to send this message. The ally that receives your message can make one replay back.

LEVEL 17 AT-WILL DISCIPLINES**ATTUNED STRIKE** **PSYCHIC ATTACK 13**

Your enemy attempts to move around you, but your attuned senses register this movement allowing you to attack.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Immediate Interrupt **Melee Weapon**

Requirement: Must use melee psychic weapon.

Trigger: An adjacent enemy marked by you shifts.

Target: The triggering enemy

Attack: Charisma vs. AC

Hit: 1[W] + charisma modifier psychic damage and the target is immobilized until the end of your next turn.

Effect: You can shift 1 square as a free action, and you don't get your normal standard action of your next turn.

Augment 1

Hit: As above, and the target is pushed a number of squares equal to your constitution modifier.

Augment 4

Hit: 3[W] + Charisma modifier psychic damage and you slide the target a number of squares equal to your constitution modifier, and it is immobilized until the end of your next turn.

Effect: You get your normal standard action of your next turn.

PSYCHIC RESIDENCE **PSYCHIC ATTACK 17**

Your psychic bolt does not only physical but also mental damage that flares with pain as you press the attack.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action **Ranged weapon**

Requirement: Must use Ranged psychic weapon.

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier psychic damage, and your next Psionic attack against the target before the end of your next turn deals 1D6 extra psychic damage.

Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Augment 1

Hit: As above, and target loses any psychic resistance it has until the end of your next turn.

Augment 4

Hit: 3[W] + Charisma modifier psychic damage and any Psionic attack against the target before the end of your next turn deals 1D6 extra psychic damage.

PSYCHIC BONDS **PSYCHIC ATTACK 17**

Psychic chains bind your foes to the ground preventing them from moving. At your command these chains flash with power damaging your enemies.

At-will ♦ Augmentable, Implement, Psionic, psychic

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Constitution vs. Fortitude

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

Augment 1

Hit: As above, and deal 1D8 + constitution modifier psychic damage.

Augment 4

Hit: As above, and deal 3D10 + constitution modifier psychic damage.

TIME LAPSE **PSYCHIC ATTACK 17**

Your attack causes your foe to lose concentration and black out momentarily, allowing your ally to sneak an attack in.

At-will ♦ Augmentable, Implement, Psionic, psychic

Standard Action **Range 10**

Target: One creature

Attack: Constitution vs. Will

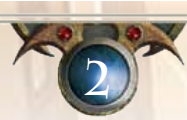
Hit: One ally adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack and damage roll equal to your charisma modifier.

Augment 1

Hit: As above, except the ally can make a standard attack as a free action.

Augment 4

Hit: Each of your allies within 5 squares of the target can make an opportunity attack against it as a free action, with a bonus to attack and damage equal to your charisma modifier.



LEVEL 19 DAILY DISCIPLINES

AVATAR OF DOMINION PSYCHIC ATTACK 19

You choose your enemy for its power and skill. When you strike this foe you assume some of it talent and use it against its allies.

Daily ♦ Implement, Polymorph, Psionic, Weapon
Standard Action **Melee Weapon**

Requirement: Must be using melee psi-weapon.

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You assume the form of the Avatar of Dominion until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 2

Effect: Choose a single creature hit by this at-will attack, and choose a melee basic attack of that creature. As a free action you can make an attack against any adjacent creature using its basic attack as if it were the creature making the attack. You use the creature bonuses to hit and damage rather than your own.

PAIN SPIKE PSYCHIC ATTACK 19

With each use of your Psychic spear your drive a pike of pain deep into your enemies mind. Every time that enemy tries to move he doubles over in pain.

Daily ♦ Implement, Psionic, Stance, Weapon
Standard Action **Area Burst 1 in 10 squares**

Requirement: Must be using ranged psi-weapon.

Primary Target: Each enemy in burst

Primary Attack: Wisdom vs. Will

Hit: 3[W] + wisdom modifier damage, and ongoing 5 psychic damage (save ends).

Miss: Half damage

Effect: Each primary target is Speared and you assume the Pain Spike Stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Ranged 10**

Trigger: An enemy Speared by you moves without shifting.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier psychic damage, and the secondary target takes ongoing 5 psychic damage (save ends).

Level 21: 2[W] + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends)

PSYCHIC GRIP PSYCHIC ATTACK 19

Using your telekinetic abilities your strongly grip your foe by the throat, lifting if above the ground and slowly suffocate it.

Daily ♦ Implement, Psionic, Reliable
Standard Action **Ranged 20**

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 2D8 + Constitution modifier damage, ongoing 10 damage and target is restrained (save ends both).. The target takes a -4 penalty to its first saving throw against these two effects.

Sustain Minor: The target takes a -2 penalty to its next saving throw against the above two effects.

PSYCHIC LEECH PSYCHIC ATTACK 19

You control your foes attacks gaining vitality from the damage it deals to its allies.

Daily ♦ Charm, Implement, Psionic, Psychic
Standard Action **Ranged 10**

Target: One Creature

Attack: Constitution vs. Will

Hit: 2D10 + Constitution modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit point equal to the damage it deals.

Miss: The target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit point equal your Charisma modifier.

Effect: You receive 2 power points

REALITY MAELSTROM PSYCHIC ATTACK 19

A vortex erupts dragging every creature in range into it and depositing them else ware.

Daily ♦ Implement, Psionic, Psychic, Teleportation
Standard Action **Area Burst 3 in 20 squares**

Primary Target: Each enemy in burst

Primary Attack: Constitution vs. Reflex

Hit: 3D8 + constitution modifier damage, and you teleport the target 3 squares

Effect: Make a secondary attack

Secondary Target: One creature hit by primary attack

Secondary Attack: Wisdom vs. Will

Hit: The target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 5 squares of you and is dazed until the end of its next turn.

Miss: The target is dazed until the end of your next turn.

LEVEL 22 UTILITY DISCIPLINES

LEVITATION PSYCHIC UTILITY 22

You deny the earths gravity and propel yourself upward towards the sky, free from earthly bonds.

Daily ♦ Psionic

Minor Action **Personal**

Effect: Your gain fly 8 (hover) until the end of the encounter.

REJUVENATION PSYCHIC UTILITY 22

You search deep down and regain some inner strength.

Daily ♦ Psionic

Free Action **Personal**

Effect: You regain 2 power points.



REALITY FLUX

PSYCHIC UTILITY 22

Your power is so great you can effect even the mortal coils that bind reality, allowing yourself and your allies to pass through walls.

Daily ♦ Psionic

Minor Action CLOSE BURST 1

Target: You and each ally in burst.

Effect: Each target gains phasing until the end of your next turn.

Sustain Minor: The effect persists.

MENTAL ARMOR

PSYCHIC UTILITY 22

You draw on your reserves of mental power to allow yourself to ignore attacks that would fell normal people.

Daily ♦ Psionic

Minor Action Personal

Effect: You gain temporary hit points equal to your surge value and you ignore the damage and effects from the next attack to hit you.

THE THIRD EYE

PSYCHIC UTILITY 22

A glowing eye appears on your forehead allowing you to see and hit everything in range.

Daily ♦ Psionic

Minor Action Personal

Effect: Until the end of your next turn, you ignore all barriers to line of effect and line of sight that are within 20 squares of you. This means you can see and target anything in range, and ignore the penalty for attacking enemies that have any type of cover or concealment.

LEVEL 23 AT-WILL DISCIPLINES

MENTAL MIGHT

PSYCHIC ATTACK 23

You empower yourself with the strength of 10, as you unleash a strike that fells your foe, making it an easy target for your allies.

At-will ♦ Augmentable, Implement, Psionic, psychic, Weapon

Standard Action Melee Weapon

Requirement: Must use melee psychic weapon.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] psychic damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attack for doing so.

Augment 2

Close burst 1

Target: Each enemy in burst

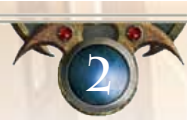
Hit: As above, but you deal 2[W] psychic damage.

Augment 6

Close burst 3

Target: Each enemy in burst

Hit: As above, but you deal 2[W] psychic damage and all targets are dazed.

**FLUX BURST****PSYCHIC ATTACK 23**

As you strike at you foe the residual energy of your attack surrounds you making it difficult to approach.

At-will ♦ Augmentable, Implement, Psionic, psychic, Weapon

Standard Action **Ranged** weapon

Requirement: Must use ranged psychic weapon.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + wisdom modifier psychic damage, and the squares adjacent to you are difficult terrain for all creatures until the end of your next turn.

Augment 2

Hit: 2[W] + wisdom modifier psychic damage, and each square adjacent to you are difficult terrain for enemies and deal 5 psychic damage every time a enemy enters one until the end of your next turn.

Augment 6

Hit: 3[W] + wisdom modifier psychic damage, and each square in a burst 3 to you are difficult terrain for enemies and deal 5 psychic damage every time a enemy enters one until the end of your next turn.

CONTROL**PSYCHIC ATTACK 23**

You enter your enemies mind and force them to attack their allies for you.

At-will ♦ Augmentable, Charm, Implement, Psionic

Standard Action **Ranged** 10

Target: One enemy

Attack: Constitution vs. Will

Hit: You slide the target a number of squares equal to your charisma modifier. The target makes a basic attack as a free action against a creature of your choice, with a bonus to the attack and damage equal to your Charisma modifier.

Augment 2

Hit: As above, and the target is stunned until the end of your next turn if it misses.

Augment 6

Hit: The target is dominated until the end of our next turn. Until the domination ends, the target gains a bonus to attack and damage rolls equal to your charisma modifier.

Sustain: Standard.

PAINFUL SPEARS**PSYCHIC ATTACK 23**

You attack your enemies mind making it more vulnerable to your attack, or removing any resistance it may have.

At-will ♦ Augmentable, Implement, Psionic, Psychic

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

Target: Each enemy in burst

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Special: You can use this power in place of a melee basic attack.

Augment 2

Hit: As above, but you deal 2D10 + constitution modifier psychic damage to all targets.

Augment 6

Hit: 4D8 + constitution modifier psychic damage, and the

target takes psychic damage equal to your charisma modifier every squares it moves on its next turn.

LEVEL 25 DAILY DISCIPLINES**AVATAR OF THOUGHT****PSYCHIC ATTACK 25**

Your mind and body become one as you execute the perfect attack and transform into a being of pure psychic energy.

Daily ♦ Implement, Polymorph, Psionic, Weapon

Standard Action **Melee** Weapon

Requirement: Must be using melee psi-weapon.

Target: One creature

Effect: The target takes 20 + your charisma modifier psychic damage. You then assume the form of the Avatar of Thought until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 2

Effect: Until the end of your next turn, you gain a +2 bonus to all defenses against the targets of the at-will attack. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your charisma and constitution modifier.

FAST AS THOUGHT**PSYCHIC ATTACK 25**

You empower you own body with psychic energy allowing you to move faster than most can even perceive.

Daily ♦ Implement, Psionic, Stance, Weapon

Standard Action **Ranged** weapon

Requirement: Must be using ranged psi-weapon.

Primary Target: One, two, three, or four creatures.

Primary Attack: Wisdom vs. AC

Hit: 3[W] + wisdom modifier damage.

Miss: Half damage

Effect: Before each attack but the first, you shift your speed. After making all the attacks, you assume the Fast as Thought stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Ranged** 10

Trigger: An enemy Speared by you moves without shifting.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. You can shift half your speed and make a ranged basic attack as a free action against a different enemy. A successful hit with the basic attack also spears the enemy.

LIFE THEFT**PSYCHIC ATTACK 25**

You concentrate on the life force of your target, sucking it out and adding it to your own.

Daily ♦ Implement, Psionic, Psychic

Standard Action **Ranged** 10

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 4D10 + Constitution modifier psychic damage.

Miss: Half damage.

Effect: You receive 6 power points.

TELEKINETIC BOMBARDMENT PSYCHIC ATTACK 25

Balls of tightly compressed psychic energy appear in the area you wish, than explodes throwing your victims everywhere.

Daily ♦ Implement, Psionic, Psychic

Standard Action Area burst 2 within 20 squares

Target: each creature in burst

Attack: Constitution vs. Reflex

Hit: 5D6 + constitution modifier psychic damage, and you push the target a number of squares from the center of the burst equal to your wisdom modifier. If the target ends adjacent to blocking terrain, the target takes 3D6 additional damage.

Miss: Half damage, and you push the target 2 squares from the center of the burst.

THRALL PSYCHIC ATTACK 25

You destroy your enemy's sense of self, than recreate it, making it think it is your loyal ally.

Daily ♦ Implement, Psionic, psychic

Standard Action Range 20

Target: One creature

Attack: Constitution vs. Will

Hit: The target is now an NPC ally under your total control (save ends).

Aftereffect: 2D10 + Constitution modifier psychic damage and target is dominated (save ends).

Tertiary Effect: 1D10 + Constitution modifier psychic damage and target is dazed (save ends).

Miss: Target is stunned (save ends).

Aftereffect: 1D10 + constitution modifier psychic damage.

LEVEL 27 AT-WILL DISCIPLINES**INTUITION** PSYCHIC ATTACK 27

After missing your foe with an attack you gain insight to its defenses allowing you to make a follow up strike.

At-will ♦ Augmentable, Implement, Psionic, psychic, Weapon

Standard Action Melee Weapon

Requirement: Must use melee psychic weapon.

Target: An enemy you missed with an attack during this turn.

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage.

Augment 2

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier psychic damage.

Augment 6

Hit: 3[W] + Charisma modifier psychic damage.

Miss: You regain the power points you spent to augment this power.

BULL'S-EYE PSYCHIC ATTACK 27

You paint a psychic bull's eye on your target allowing any other psychic to deal extra damage to it.

At-will ♦ Augmentable, Implement, Psionic, psychic, Weapon

Standard Action Ranged weapon

Requirement: Must use ranged psychic weapon.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + wisdom modifier psychic damage, and you spear the target until the end of your next turn.

Special: While speared, any Psionic attack will the extra psychic damage from being speared.

Augment 2

Hit: 2[W] + wisdom modifier psychic damage, and you spear the target until the end of your next turn.

Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Augment 6

Hit: 2[W] + wisdom modifier psychic damage, and the target is stunned (save ends).

Miss: Target is dazed (save ends).

PSYCHIC STROM PSYCHIC ATTACK 27

You unleash a storm of psychic energy that damages your foe while empowering your ability to hurt them.

At-will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage.

Effect: Until the end of your next turn, your Psychic Spear power deals extra damage equal to 5 + your wisdom modifier.

Augment 2

Area Burst 2 within 20 squares

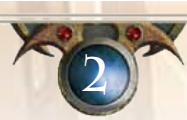
Target: Each enemy in burst

Hit: 2D10 + Constitution modifier psychic damage, and you mark the target until the end of your next turn.

Augment 6

Hit: 4D8 + Constitution modifier psychic damage.

Effect: Until the end of your next turn, you can use your Psychic spear power as a free action, and it deals extra damage equal to 5 + your wisdom modifier.

**PSIONIC VEIL****PSYCHIC ATTACK 27**

You pull a veil over your foes' senses, hiding yourself and your allies

At-will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 20 squares

Target: Each enemy in burst

Attack: Constitution vs. Will

Hit: 1D8 + Constitution modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

Augment 2

Area Burst 2 within 20 squares

Hit: 2D10 + Constitution modifier psychic damage, and you and each ally adjacent to you or the target is invisible to the target until the end of your next turn.

Augment 6

Hit: 3D8 + Constitution modifier psychic damage, and the target is blinded (save ends).

LEVEL 29 DAILY DISCIPLINES**AVATAR OF ANNIHILATION****PSYCHIC ATTACK 29**

You imbue yourself with destructive power as you strike your enemy.

Daily ♦ Implement, Polymorph, Psionic, Weapon Standard Action Melee Weapon

Requirement: Must be using melee psi-weapon.

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage., and ongoing 20 damage (save ends)

Miss: Half damage, and ongoing 10 damage (save ends).

Effect: You assume the form of the Avatar of Annihilation until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 2

Effect: The target of your at-will attack fails it's first saving thrown before the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your constitution modifier.

SUPER NOVA**PSYCHIC ATTACK 29**

A small globe of energy appears in a space you wish, than collapses into itself; only to explode in unparalleled damage.

Daily ♦ Implement, Psionic

Standard Action Area burst 4 within 20 squares

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 5D10 + Constitution modifier damage. If you have no power points remaining, the damage increases by 2D10.

Miss: Have damage.

MIND SHARDS**PSYCHIC ATTACK 29**

You unleash a burst of psychic energy that hits to the heart of your foes vary soul.

Daily ♦ Implement, Psionic, Stance, Weapon Standard Action Area burst 3 in 20 squares

Requirement: Must be using ranged psi-weapon.

Primary Target: Each enemy in burst

Primary Attack: Wisdom vs. Will

Hit: 4[W] + wisdom modifier psychic damage, and the primary target is dazed and immobilized (save ends both).

Miss: Half damage, and the primary target is dazed until the end of your next turn.

Effect: You assume the Mind Shard stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Ranged 10

Trigger: An enemy Speared by you moves without shifting.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is stunned until the end of your next turn.

RED STRING OF FATE**PSYCHIC ATTACK 29**

Your essence and that of your enemies is connected by fate. Any damage you take is transferred to your foe and you take nothing.

Daily ♦ Implement, Charm, Psionic

Minor Action Range 20

Target: One creature

Attack: Constitution vs. Will

Hit: Until the end of the encounter the target takes any damage that you were suppose to take until the target reaches 0 hit points or fewer. As a free action the target can end the effect by taking 5D10 + Constitution modifier psychic damage.

Miss: 2D10 + Constitution modifier psychic damage and target is dazed (save ends).

PARAGON PATHS

PSI-KNIGHT

"I am power personified, none shall stand against me."

Prerequisite: Psychic Hero, and psi-blade projection

The psi-knight turns her Psionic potential into the ultimate weapon. The psi-knight combines physical prowess with mental energy to become a devastating warrior. Using telekinetics and biokinetics, the battle mind employs psionics with the subtlety of an assassin or the hard-hitting power of an explosive force. Whether forging weapons of psychic energy or mentally manipulating physical objects, calling forth fire from her mind or unleashing a bolt of mental energy, the battle mind is never at a loss for an offensive strategy.

PSI-KNIGHT PATH FEATURES

Knights Action (11th level): Whenever you spend an action point each enemy adjacent to you is speared until the end of your next turn.

Knights Challenge (11th level): You gain the Knights Challenge power.

Knights Skill (11th level): You gain either the Psi-guard or Psychic Armor as a free projection. As well whenever you use your psi-blade projection you can use either the psi-guard or psychic armor projection at the same time as if it were only one projection.

Paragon Power Points (11th level): You gain 2 additional power points.

Armor of the Mind (16th level): Whenever a critical hit is scored against you, roll a D20. On a roll of 10 or higher, the critical hit is a normal hit instead.

PSI-KNIGHT DISCIPLINES

KNIGHTS CHALLENGE

PSI-KNIGHT FEATURE

You create a bubble of energy that protects yourself and any adjacent ally from energy damage.

Encounter ♦ Augmentable, Psionic

Minor Action Close burst 10

Target: The enemy nearest to you in burst

Effect: Until the end of the encounter the target is Speared, and unless it takes a move action every round to move closer to you or to a square adjacent to you it takes your speared damage.

Augment 1

Special: If the target drops to 0 hit points or fewer during this encounter, you regain the use of this power.

RALLY

PSI-KNIGHT ATTACK 11

You create a bubble of energy that protects yourself and any adjacent ally from energy damage.

Encounter ♦ Augmentable, Implement, Psionic, psychic, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma Modifier psychic damage. Until the end of your next turn, the target provokes opportunity attacks from you whenever it shifts or attacks an ally.

Augment 2

Hit: 2[W] + Charisma Modifier psychic damage. Until the end of your next turn, the target provokes opportunity attacks from you and your allies whenever it shifts or attacks an ally.

KNIGHTLY DEFENSE

PSI-KNIGHT UTILITY 12

You body glows with an inner light, allowing you to shrug off even the deadliest blows.

At-Will ♦ Psionic

Standard Action Personal

Effect: Until the end of your next turn, roll a D20 whenever you take damage. On a 10 or higher, the damage is reduced to 0. Otherwise, the damage is halved.

AVATAR OF THE GUARDIAN

PSI-KNIGHT ATTACK 20

You imbue yourself with destructive power as you strike your enemy.

Daily ♦ Implement, Polymorph, Psionic, Weapon

Standard Action Close Burst 1

Requirement: Must be using melee psi-weapon.

Target: Each enemy you can see in burst

Attack: Charisma vs. AC

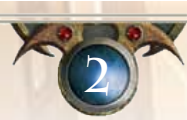
Hit: 3[W] + Charisma modifier damage., and you knock the target prone.

Miss: Half damage

Effect: You assume the form of the Avatar of The Guardian until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn't supersede them.

Augment 1

Effect: Until the start of your next turn, you gain a +2 power bonus to AC, and any enemy adjacent to you that falls prone or starts its turn prone takes damage equal to your constitution modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your charisma modifier.



ELEMENTAL CHANNELER

"Energy Courses through my veins struggling to be let loose."

Prerequisite: Psychic Hero, Energy substitution trait

An Elemental Channeler is a master psychic with dramatic Psionic powers that manifest themselves in "physical" ways, most significantly in the ability of pyrokinesis, electrokinesis, cyrokinesis, etc. As the name suggests, these psychics can create energy out of thin air, causing a reaction in the world around them. They are master of their chosen element and it responds to them.

ELEMENTAL CHANNELER PATH

FEATURES

Energy Manipulation (11th level): Choose one energy type you know from the Energy Substitution class trait. You gain a resistance to your chosen energy type equal to your level.

Energy Control (11th level): Whenever you make a Psionic attack you deal extra damage of your chosen energy type equal to half your constitution modifier.

Paragon Path Points (11th level): You gain 2 additional power points.

Energy Eruption (11th level): Whenever you spend an action point to take an extra action, each enemy adjacent to you takes energy damage of your chosen type equal to your constitution modifier. If you use this action to use a Psychic hero attack power, choose one target you hit with the attack. Each enemy adjacent to that target takes energy damage of your chosen type equal to your constitution modifier.

Energy Vortex (16th level): When you use a Psychic hero daily attack power, each enemy within 2 squares of you takes energy damage of your chosen type equal to your constitution modifier, and you acquire a Energy Vortex until the end of the encounter. While the Vortex lasts, you gain the Energy lash power, and any creature that starts its turn adjacent to you gains vulnerability to your chosen energy type equal to your constitution modifier.

ELEMENTAL CHANNELER DISCIPLINES

ENERGY LASH ELEMENTAL CHANNELER FEATURE

You are surrounded by an aura of power that makes enemies close to you vulnerable to your attacks and you lash out with a whip of energy damaging your foe and those near it.

At-will ♦ Augmentable, Implement, Psionic, Varies, Standard Action Melee 2

Requirement: The feature Energy Vortex must be active in order to use this power.

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1D12 + Constitution modifier damage of your chosen energy type, and each enemy adjacent to the target takes energy damage equal to your constitution modifier.

Augment 2

Minor Action

Level 21: 2D12 + Constitution modifier energy damage.

ENERGETIC GALE

ELEMENTAL CHANNELER

ATTACK 11

With a mere thought, you direct a surge of punishing energy to assail you foes and drive them away.

Encounter ♦ Augmentable, Implement, Psionic, Varies Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Constitution vs. Reflex

Hit: 5D6 + Constituting modifier damage of your chosen energy type, and you slide the target 3 squares.

Augment 2

Area Burst 3 within 10 squares

ENERGY EATER

ELEMENTAL CHANNELER

UTILITY 12

Energy courses through your body and woe to those who think they can damage you with it.

Daily ♦ Psionic

Immediate Reaction Personal

Trigger: You take damage of your chosen energy type.

Effect: You take no damage, and instead recover a number of hit points equal to the damage you would have taken. Any hit points that go over your maximum are tuned into temporary hit points.

DETONATION

PSYCHIC ATTACK 20

You infuse an enemy with pure energy causing it to glow and eventually explode.

Daily ♦ Implement, Psionic, Varies

Standard Action Ranged 10

Target: One creature

Effect: You infuse a target with your chosen energy type. The infusion lasts until the end of the encounter or until expended. Until the infusion ends, the target has vulnerable 10 to your chosen energy type and you can make the following attack. If you drop to 0 hit points or fewer before the infusion ends, you make this attack as an immediate interrupt.

Attack: Charisma vs. AC

Minor Action Range 10

Target: The creature you infused with energy.

Attack: Constitution vs. Fortitude

Hit: 4D10 + constitution modifier damage of your chosen type, the infusion is expended, and the target takes ongoing 5 energy damage (save ends).

Each Failed Saving Throw: The ongoing damage increases by 5, and each enemy adjacent to the target takes energy damage equal to your constitution modifier.

Miss: The target takes energy damage of your chosen type equal to your constitution modifier.

SMART HERO

If you can think it, I can make it happen.

CLASS TRAITS

Role: Controller. Your vast intelligence allows you to improve technology, and come up with smart tactics. You lean toward Leader as a secondary role.

Power Source: Martial & Craft. Problem solving is your foray, be it for technology and science, or tactics and planning.

Key Abilities: Intelligence, Wisdom, Dexterity or Strength.

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple Melee, Simple ranged

Implement Proficiencies: Tool Kit

Bonus to Defense: +2 Will

Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 10-Constitution Score

Hit Points per Level Gained: 4

Healing surges per day: 6+Constitution Modifier

Trained Skills: Computer Use (Int); From the class skills list below, choose Five trained skills at 1st level.

Class Skills: Computer Use(Int), Demolitions(Int), Electrical(Int), Forgery (Int), Heal(Wis), History(Int), Mechanical(Int), Repair(Int), Structural(Int), Thievery(Dex)

Class Features: Smart Agility, Prodigy, Exploit weakness, Strategic action.

The Smart Hero uses his Intelligence score to his best advantage. Taking a level in this class demonstrates educational training in an academic or technical subject. Learning and reasoning powers combine to define the smart hero.

A Smart Hero might be a brainy or bookish. He might possess uncanny reasoning skills or the ability to puzzle his way out of any situation. He's bright, quick-witted, and possessed of a great deal of knowledge or at least the ability to gather that knowledge if he so chooses.

Scientists and researchers of all description, academics, law enforcement or military professionals who specialize in using tactics, deduction, or reason, and many kinds of white-collar professionals fall within the scope of the smart hero.



SMART HERO CLASS FEATURES

Strong heroes have the following class features.

SMART AGILITY

When you are not wearing heavy armor or using shields you gain a +2 Class bonus to AC and a +1 Class bonus to Reflex.

PRODIGY

Smart Heroes tend to excel in several areas knowledge. Choose one from the class features listed below.

Savant

The smart hero has a natural aptitude for study and fact-finding. Select two Trained skills listed below. The smart hero gains a +2 bonus to that skill. This bonus increases to +4 at 11th level and +6 at 21st level. Feats may be taken in order to increase the number of Savant skills the smart hero has.

Computer use, Demolitions, Electrical, Forgery, Mechanical, Repair, Structural, Thievery.

Talented

The smart heroes' talents branch out from the standard norm. At first level select a free multi-class feat even if you do not meet the prerequisites. You may also swap out an at-will attack power you know for one from the multi-class at-will power list. The smart hero can also choose class-specific multi-class feats from more than one class.

Creative

The Smart hero is a creative genius, capable of crafting devices in ways others would never think possible. The Smart hero only pays half the cost for using Craft powers, and each time you gain a level that lets you select a daily or utility heroic power you also choose one additional craft power of that level. During an extended rest you choose which power you have access to.

EXPLOIT WEAKNESS

The Smart heroes' vast intellect allows him to exploit inherent weaknesses in an enemy's defenses. Prior to starting an encounter the smart hero can choose to use his Intelligence modifier instead of either his strength or dexterity modifier on attack and damage rolls as he finds ways to outthink his opponents and find flaws and weaknesses in his enemy's defense. The smart hero cannot use his Intelligence modifier for both his strength and dexterity attacks during an encounter. The smart hero must choose only one.

STRATEGIC ACTION

The smart heroes' great intelligence allows him to come up with plans of attack and defense on the spot, even during the most heated of combat. You start with the encounter power Strategic Action that allows you to grant bonuses to you and your allies.

SMART HERO POWERS

Your powers are Intelligent Heroics that draw on your vast intellect and cunning.

CLASS FEATURE

The smart heroes Strategic Action works like a power and is presented below.

STRATEGIC ACTION

SMART FEATURE

When all seems lost, and the odds are against you- you manage to come up with a plan of attack that leads to victory.

Encounter ♦ Martial

Requirement: You have to have spent one round doing nothing (take no actions), and just observe the enemy. If you are forced to take an action you have to start over again.

Minor Action

Close burst 2

(4 at 11th level, 6 at 21st level)

Target: You and all allies in burst

Effect: The targets gain one of the following benefits until the end of the encounter.

- ♦ +1 Power bonus to speed
- ♦ +1 Power bonus to attack rolls and damage rolls with opportunity attacks
- ♦ +3 Power bonus, instead of +2, to attack rolls with combat advantage.
- ♦ +2 power bonus to damage when flanking.
- ♦ +1 Power bonus to AC and Reflex.

LEVEL 1 AT-WILL HEROICS

FIND THE GAP

SMART ATTACK 1

Using your vast intelligence your attack opens a hole in the enemies' defense.

At-will ♦ Firearm, Martial, Weapon

Standard Action

Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to the defense of your choice until the end of your next turn.

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Trained Mechanical: If attacking a Construct the target gains vulnerability 5 weapons until the start of your next turn.

BLINDING STRIKE

SMART ATTACK 1

You attack at your enemies' vision in the hopes of distracting his attacks.

At-will ♦ Firearm, Martial, Weapon

Standard Action

Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to attack rolls until the end of your next turn.

Level 21: 2[W] + Strength modifier damage (Melee)

Trained Electrical: If attacking a Construct the target is blinded until the start of your next turn.

TACTICAL STRIKE**SMART ATTACK 1**

Using your attack you cause your enemy to open himself up to attacks from your allies.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged)

Level 21: 2[W] + Strength modifier damage (Melee) or 2[W] + Dexterity modifier damage (Ranged)

Effect: Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Trained History: Until the end of your next turn anyone with combat advantage on the target deals extra damage to the target equal to your wisdom modifier.

FORCEFUL ARMOR**SMART ATTACK 1**

You build a devise that encases you or an ally in a protective field and harms attacking enemies.

At-will ♦ Craft, Force, Implement

Minor Action(Special) **Close Burst 10**

Primary Target: You or one ally in burst.

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn.

Secondary Target: Any creature attacking primary target with melee attack until end of your next turn.

Attack: Intelligence vs. Fortitude

Hit: 1D8 + Intelligence modifier Force damage, and the secondary target is pushed 1 square away from primary target.

Level 21 2D8 + Intelligence modifier Force damage

Special: Power can only be used once per turn.

LEVEL 1 ENCOUNTER HEROICS**ANGLED SHOT****SMART ATTACK 1**

By angling your shot off of a surface you manage to skip you attack around a barrier.

Encounter ♦ Firearm, Martial

Standard Action **Ranged** Weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You ignore the effects of cover but not total cover.

Trained Structural: You also ignore the effects of total cover.

STUNNING BLOW**SMART ATTACK 1**

Your knowledge of human antinomy allows you to confuse your enemy causing him to attack his own allies.

Encounter ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and dazed until the end of your next round.

Trained Heal: The target is dazed (save ends), and makes a basic attack against one of its adjacent allies.

SMART STRIKE**SMART ATTACK 1**

Rather than wasting precious time and energy you attack both targets with the same attack.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged). You manage to clip an enemy adjacent to you target with your strike.

Secondary Target: One adjacent creature to primary target.

Secondary attack: Intelligence +2 vs. AC

Hit: 1[W] + Intelligence modifier damage

SHOCKING STRIKE**SMART ATTACK 1**

Arcs of lightning race across your weapon as you add your own modification to it.

Encounter ♦ Craft, Firearm, Lightning, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier lightning damage (Melee), 2[W] + Dexterity modifier lightning damage (Ranged). Until the end of your next turn, you and any ally that hits the target deals extra lightning damage equal to your wisdom modifier.

LEVEL 1 DAILY HEROICS**AERIAL DRONE****SMART ATTACK 1**

You create a flying machine that reveals your enemies locations and weaknesses.

Daily ♦ Craft, Implements, Summoning

Standard Action **Range 5**

Effect: You Deploy a Small flying robot and it moves to a square in range and last until the end of the encounter. Enemies within 3 squares of the robot do not benefit from concealment, and when an ally attacks an enemy within 3 squares from the aerial drone and hits, that enemy takes extra damage equal to your intelligence modifier. You can move the aerial drone 3 squares as a minor action. The aerial drone is not capable of making any other actions other than its move action.

CRAFT POWERS EXPLAINED

The Craft power source is new to the **4th Edition** power set. Similar to Arcane, Martial, Primal, etc., the Craft power source explains what brings a power into existence. Arcane powers are magical by nature, and Martial powers utilize the characters body or weapons, while the Craft power source relies on the characters ability to create.

The Downside to Craft power is that they always require components in order to use. These components are 'Parts' that a character may purchase almost anywhere, and with the Salvage Feat can find almost anywhere.

Tool Kits are used as Implements by smart heroes to increase the effectiveness of their craft powers. Some Tool Kits also bestow special properties. Either a mundane Electrical or Mechanical tool kit is bought then using the weapon gadget and upgrade system the Kit is enhanced. This will provide enhancement bonuses to all Craft powers that require implements.

FORCE HIM BACK**SMART ATTACK 1**

You stagger your enemy causing him to stumble each time he's are hit.

Daily ♦ Firearm, Martial

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W]+Dexterity modifier damage

Secondary Attack: Intelligence vs. Reflex

Effect: Until the end of the encounter the target is pushed back one square each time they are hit by an attack.

COORDINATED STRIKE**SMART ATTACK 1**

Your superior planning gives you an edge in combat.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged).

Secondary Attack: Intelligence vs. Willpower

Secondary Hit: Two allies of your choice in a close burst 5 get to make a basic attack against the target, and the target takes a -1 penalty to attack rolls for each of the attacks that hit until the end of the encounter.

FLANK'EM**SMART ATTACK 1**

You coordinate with your allies allowing them to get into position and attack your enemy.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).

Effect: Two allies of your choice can shift a number of squares equal to 2 + intelligence modifier towards the target. Until the end of the encounter the two allies gain a +2 to hit and +2 damage when both are flanking the target.

LEVEL 2 UTILITY HEROICS**HACKING EXPERT****SMART UTILITY 2**

You knowledge with computers is renown and no firewall can stand in your way.

Daily ♦ Martial

Standard Action **Personal**

Requirement: Must be trained in Computer Use

Effect: Make a computer use check to defeat computer security. Make this check as a standard action even if it would take longer.

Savant: Gain a +5 power bonus to make this check.

MAKE IT WORK**SMART UTILITY 2**

The heat is on and your allies are relying on your skills to get them out of trouble.

Encounter ♦ Martial

Minor Action **Personal**

Requirement: Trained in Repair

Effect: Make Repair check as part of this action.

Talented: Gain a +5 bonus to this skill.

FORGOTTEN KNOWLEDGE**SMART UTILITY 2**

In a time of need you bring up skills long forgotten in your memory.

Daily ♦ Martial

Minor Action **Personal**

Effect: Choose a skill you are not trained in and for the duration of the encounter make checks as if you were trained in that skill.

Savant: Gain a +5 power bonus on the first check with the chosen skill.

TUTORING UNDER FIRE**SMART UTILITY 2**

From a distance you instruct an ally or allies how to perform a specific skill or task.

Daily ♦ Martial

Standard Action **Close Burst 10**

Requirement: Trained in selected skill

Target: One ally in burst that you can see or hear.

Effect: One ally in burst can make a skill check using a skill you have training in, as if you made the check yourself.

Talented: A number of allies equal to 1+half your intelligence modifier can make a skill check using a skill you have training in, as if you made the check yourself.

REINFORCE ARMOR**SMART UTILITY 2**

Your reinforce an yours or an allies armor for a fight.

Encounter ♦ Craft, Implement

Minor Action **Melee Touch**

Target: You or one ally

Effect: The garget gains a +1 power bonus to AC until the end of the encounter. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

Creative: The Range increases to Close burst 1 and you can target yourself and all allies in burst.

EYE SPY**SMART UTILITY 2**

You create a flying eyes that gives you a bird's eye view.

Encounter ♦ Craft, Implement, Summoning

Minor Action **Range 10**

Effect: You create a tiny Eye spy that moves to a square in range. They eyes spy has a fly speed 10 (hover). You can see and hear through the eyes spy as if you were in its square and it does not require line of effect to control.

LEVEL 3 ENCOUNTER HEROICS**DIZZING BLOW****SMART ATTACK 3**

The concussive force of your strike dazes your enemy causing him to lose his balance.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier + Intelligence modifier damage (Melee), 1[W] + Dexterity modifier + Intelligence modifier damage (Ranged).

Effect: Until the end of your next turn, whenever any ally hits the target with a melee or ranged attack, that ally pushes the target 1 square.

PRACTICED SHOT**SMART ATTACK 3***If at first you don't succeed try again.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength+2 vs. AC (Melee), Dexterity+2 vs. AC (Ranged)**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).**Miss:** Reroll without the bonus to attack but only deal 1[W] + modifier damage.**DISTRACTING SHOT****SMART ATTACK 3***Your attacks on the enemy cause him to lose concentration on his own attacks.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes a penalty to attack rolls equal to your wisdom modifier until the end of your next turn.**Trained Mechanical:** If attacking a Construct the target is also dazed until the end of your next turn.**SHARED SUFFERING****SMART ATTACK 3***Do unto others as they do to you.***Encounter ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)**Hit:** 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged). You end one effect on you that a save can end, and the target gains the effect until the end of your next turn.**Heal:** The target gains the effect (save ends).**MOBILE BOMB****SMART ATTACK 3***You create a bomb on wheels that can move to a location of your choosing.***Encounter ♦ Craft, Fire, Implement****Minor Action** **Range 5****Effect:** You move the bomb from your square to a square within range. You do not need line of sight so long as there is access to that square.**Sustain Minor:** You can choose to sustain the effect as a minor action moving the bomb up to 5 squares, otherwise to makes its attack at the beginning of your next turn.**Target:** All creatures in Burst 2**Attack:** Intelligence vs. Reflex**Hit:** 2D8 + Intelligence modifier fire damage.**Trained Demolitions:** You gain a +2 bonus to the attack.**LEVEL 5 DAILY HEROICS****TACTICAL PERCEPTION****SMART ATTACK 5***You pinpoint the location of your enemies in your sight. So long as you can see them they cant hide from your attacks.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).**Miss:** Half damage.**Effect:** The target doesn't benefit from cover or concealment against your attacks (save ends). The target can still benefit from superior cover or total concealment against your attacks. Until the end of the encounter, you and you're allies gain a +1 power bonus to attack rolls against all targets with cover or concealment, but not total cover or concealment.**FORESIGHT****SMART ATTACK 5***You get a feel for the enemy giving you the ability to foresee its every move. Whenever it moves or attacks you, your ready.***Daily ♦ Martial, Weapon****Standard Action** **Melee** Weapon**Target:** One Creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**Effect:** When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).**WEAPON UPGRADE I****SMART ATTACK 5***Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.***Daily ♦ Craft****Minor Action** **Melee** Touch**Target:** One held weapon**Effect:** Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.**PERFUSE WOUNDS****SMART ATTACK 5***You damage you enemy in such a way as to take extra damage from other subsequent hits.***Daily ♦ Firearm, Martial, Weapon****Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes an extra 1D6 damage for every attack that hits it (Save ends)**Aftereffect:** Whenever an attack hits the target, the target takes 1D4 extra damage (Save ends)**Miss:** Half damage. Whenever an attack hits the target, the target takes 1D4 extra damage (Save ends)

STATIONARY TURRET**SMART ATTACK 5**

You create a turret in an adjacent square that targets your enemies drawing their attention.

Daily ♦ Craft, Implement, Summoning

Standard Action **Ranged 10**

Effect: You deploy a small Stationary Turret in an unoccupied adjacent square. The Stationary turret has no speed and can make no actions other than to attack. Any enemy attacked by the stationary turret is marked by it. The stationary turret can have only one marked target at a time. You share sight with the Stationary Turret as if you were in its square. You can give the stationary turret the following special commands.

Standard Action: Ranged 10; targets one creature; Intelligence + 2 vs. AC; 2D6 + Intelligence modifier damage. **Can use this power 30 times.**

Opportunity Attack: Ranged 10; targets one marked creature that moves or shifts; Make standard attack as a free action.

Special: You do not require line of effect to command the stationary turret, and it will remain in play until an extended rest is taken.

LEVEL 6 UTILITY HEROICS**FORTUITOUS DODGE****SMART UTILITY 6**

You duck out of the way of an incoming attack causing it to hit an adjacent creature.

Daily ♦ Martial

Immediate Reaction **Melee 1**

Trigger: A melee or ranged attack misses you.

Target: One adjacent creature other than the attacker.

Effect: The target is also targeted by the triggering attack. You can then shift 1 square.

ARMOR UPGRADE I**SMART UTILITY 6**

Using the tools you have at hand you quickly upgrade a suit of armor.

Daily ♦ Craft, Implement

Minor Action **Melee Touch**

Target: One worn Light, medium, or heavy armor.

Effect: Until the end of the encounter the armor gains one of the following;

Light: Reflex defense increased by 2.

Medium: Fortitude defense increased by 2.

Heavy: Resist weapons 5.

SMART FLANKER**SMART UTILITY 6**

Nimble feet and intense focuses keep you on your foe.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: An ally enters a square adjacent to an enemy adjacent to you.

Effect: You can shift to any other square adjacent to the enemy.

Talented: You can also shift 1 other ally within 5 squares of the enemy to a square adjacent to the enemy.

SKILLFUL MOB**SMART UTILITY 6**

When it comes to skillful actions your allies follow your lead.

Encounter ♦ Martial

Minor Action **Close Burst 10**

Prerequisite: Must be trained in selected skill.

Targets: You and each ally in burst.

Effect: The target gain a +2 power bonus to one skill you are trained in until the end of your next turn.

Savant: You can sustain this bonus by taking a minor action at the beginning of your turn.

FLYING SHIELD**SMART UTILITY 6**

You create a flying shield that is capable of intercepting enemy attacks, protecting you or your allies.

Daily ♦ Craft, Implement, Summoning

Minor Action **Close Burst 1**

Effect: You deploy a small flying shield in an unoccupied square in burst. The flying shield has a fly speed 6 (Hover) and has a +2 bonus to AC. You can give the flying shield the following special command.

Immediate Interrupt: When you or an ally adjacent to the flying shield is targeted by a ranged or melee attack, the flying shield becomes the attacks target instead.

Creative: The flying shield gains Resist 5 All.

LEVEL 7 ENCOUNTER HEROICS**GUN JAM****SMART ATTACK 7**

You take aim at the enemy's weapon causing it to become damaged and stop working.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and one carried ranged weapon cannot be used by the target until the end of your next turn.

Repair: Weapon cannot be used (Save ends), and takes a -2 penalty until the end of the encounter.

CRYO BLAST**SMART ATTACK 7**

You modify your weapon so it will deal a chilling attack.

Encounter ♦ Craft, Cold, Firearm

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

Target: Each creature in burst

Attack: Intelligence vs. Reflex

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

Effect: Until the end of your next turn, you and any ally that hits the target deals extra cold damage equal to your wisdom modifier.

OPENING ATTACK**SMART ATTACK 7**

The concussive force of your strike dazes your enemy causing him to lose his balance.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to saving throws until the end of your next turn.

Mechanical: If attacking a construct the target takes a -2 penalty to AC (Save ends).

PAST PLANS**SMART ATTACK 7**

Using your knowledge of previous battles you quickly formulate a plan of attack.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)**Hit:** 1[W] Damage

Effect: Two Allies that can see or hear you can shift 2 squares and make a basic attack against a target of your choice.

Trained History: Allied attacks gain a bonus to damage equal to your wisdom modifier.

LEVEL 9 DAILY HEROICS**GO FOR THE EYES****SMART ATTACK 9**

You attack the enemy's eyes, blinding him from combat.

Daily ♦ Firearm, Martial, Weapon**Standard Action** **Firearm, Martial, Weapon****Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: : 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target is blind (save ends)

Effect: Until the end of the encounter whenever the target is hit by an attack they become blinded until the end of their next turn.

ELECTRIC TAG**SMART ATTACK 9**

You throw out electric tags the stick to your enemies causing pain and impairing movement.

Daily ♦ Craft, Lighting, Implement**Standard Action** **Close Blast 3****Target:** All creature in blast.**Attack:** Intelligence vs. Reflex

Hit: : 2D6 + Intelligence modifier lightning damage, and the target is (Save ends).

Each Failed Saving Throw: Target takes 10 lightning damage.

Aftereffect: The target takes ongoing 5 lightning damage (Save ends).

Miss: Half damage, and ongoing 5 lightning damage (Save ends).

IRON SENTINEL**SMART ATTACK 9**

You create a treaded robot with a built-in automatic weapon and grenade launcher.

Daily ♦ Craft, Implement, Summoning**Standard Action** **Close Burst 1**

Effect: You deploy a medium Iron Sentinel in an unoccupied adjacent square. The iron sentinel has a speed of 6 and resist 5 all. The iron sentinel is not effected by difficult terrain. You share sight with the iron sentinel as if you were in its square. You can give the iron sentinel the following special commands.

Standard Action: Area burst 1 within 20 squares; targets all creatures in burst; Intelligence vs. Reflex; 1D10 + Intelligence modifier damage. **Can use this power 20 times.**

Minor Action: Area burst 3 within 10 squares; targets all creatures in burst; Intelligence vs. reflex; 3D6 + Intelligence modifier fire damage. **Can use this power 1 time.**

Special: You do not require line of effect to command the iron sentinel, and it will remain in play until an extended rest is taken.

Weight: 100lbs

MODERN SUMMONING

In A modern setting the Summoning effect is less magical and more creative. The only class that has access to summoning powers is the smart hero who actually builds the summoned construct using the crafting component 'Parts'.

Now, the smart hero does not actually build the summoned construct during an encounter, but instead deploys it premade. The smart hero could have built the summoned construct at a prier date or even the night before. The DM should leave it up to the character to develop a story behind the constructs development.

A summoning power should be treated as an item in the characters inventory no different than a weapon, and as such it can be taken away if captured or imprisoned. Also as an item, each summoned construct has a weight that affects the characters carrying capacity.

Summoned constructs smaller than medium size have no effective weight, while medium and larger constructs do as noted in the specific power. A character not able to carry their summoned constructed with them must find another way of transporting it or risk not having it with them during an encounter. Some high level constructs may weigh thousands of pounds and may only be moved with the aid of vehicle transport.

Once used the summoned construct does not just disappear it merely becomes nonfunctional. Unless its hit points have been reduced to 0 the construct can be recovered. If recovered the Craft cost can be ignored the next time the power is used. If the constructs hit points have been reduced to 0 or fewer, it has been destroyed and the full Craft cost will need to be paid the next time the power is used. At the end of an extended rest any damage to a recovered construct is repaired at no cost.

INTO HARM'S WAY**SMART ATTACK 9**

You deliver a slashing feint, causing your enemy to stumble into more danger.

Daily ♦ Martial, Weapon, Firearm**Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. Will (Melee), Dexterity vs. Will (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and you slide the target 2 squares. Then an ally of yours can make a basic attack against the target as a free action.

Miss: Half damage.**SMART RECOVERY****SMART ATTACK 9**

With a cunning attack, you create a new opportunity for yourself.

Daily ♦ Martial, Weapon, Firearm**Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).

Effect: If you have used all your encounter attack powers, you regain the use of a smart encounter attack power you have used during this encounter. Or you can allow an ally to make a basic attack as a free action with an extra 1[W] damage.

WEAPON UPGRADE II**SMART ATTACK 9**

Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.

Daily ♦ Craft,**Minor Action** **Melee** Touch**Target:** One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d8 damage and the weapons critical range increases to 19-20.

Special: If the weapon already had the weapon upgrade I power on it the 1D6 extra damage is lost and the weapon now does 1D10 extra damage. All other effects stack.

LEVEL 10 UTILITY HEROICS**GAP IN THE ARMOR****SMART UTILITY 10**

You take a moment to find a weak point in your opponent's defense.

Daily ♦ Martial**Minor Action** **Personal****Prerequisite:** You must be trained in Structural.

Effect: Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

Talented: All allies in close burst 5 also gain the bonus.**ARMOR UPGRADE II****SMART UTILITY 10**

Using the tools you have at hand you quickly upgrade a suit of armor.

Daily ♦ Craft**Minor Action** **Melee** Touch**Target:** One Light, medium, or heavy armor.

Effect: Until the end of the encounter the armor gains one of the following effects;

Light: Base speed increased by 2.**Medium:** +2 Power bonus to AC.**Heavy:** Resist Acid/Cold/Fire/Lightning/Poison/Thunder or Force 10 (Choose one).**SHIFT THE BATTLE****SMART UTILITY 10**

You move your allies like pieces on a chess board, in order to gain a more strategic advantage.

Daily ♦ Martial**Minor Action** **Personal**

Effect: You can shift willing allies a total of 12 squares combined. Until the end of your next turn any ally that has combat advantage due to this power deals 10 ongoing damage to their target (save ends).

Savant: Your allies also knock their target prone if they have combat advantage.

QUICK FINGERS**SMART UTILITY 10**

You take a moment to find a weak point in your opponent's defense.

Daily ♦ Martial**Minor Action** **Personal****Prerequisite:** You must be trained in Thievery

Effect: Make a thievery check with a bonus equal to your intelligence modifier.

AUTO MED**SMART ATTACK 10**

You create a little medical robot that flies around the battle field healing your injured allies.

Daily ♦ Craft, Implement, Summoning**Standard Action** **Ranged** 5

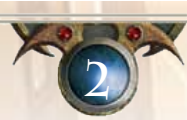
Effect: You Deploy a small Auto Med in an unoccupied adjacent square and it moves to a square within range. The auto med has a fly speed 5 (Hover). It has a +2 bonus to AC and Reflex. Any ally who spends a healing surge while adjacent to the auto med gains additional hit points equal to your wisdom modifier. In addition, three times before the end of the encounter, an ally adjacent to the auto med can use a minor action to make a saving throw and to regain hit points as if he or she has spent a healing surge. You can give the auto med the following special command.

Minor Action (1/round): The auto med administers first aid to an ally adjacent to it. The auto med uses your healing skill +2 for the check.

Creative: The auto med heals a character 1D8 + your wisdom modifier in hit points for each successful use of the healing skill.

Special: The auto-med lasts for the encounter or 5 minutes whichever comes first, after which it becomes nonfunctional.





LEVEL 13 ENCOUNTER HEROICS

ALLIED ASSISTANCE

SMART ATTACK 13

An enemy gets too close for comfort and you call on an ally for help.

Encounter ♦ Martial

Immediate Reaction Close burst 10

Target: The triggering Enemy

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

Effect: Two allies in burst can move 5 squares and make a basic attack against the target as a free action.

Trained History: The attacking allies gain a bonus to attack and damage equal to your wisdom modifier.

STUNNING RETORT

SMART ATTACK 13

Just as an enemy is about to throw off a harmful effect you launch an attack that disrupts their concentration.

Encounter ♦ Firearm, Martial, Weapon

Immediate Reaction Melee or Ranged Weapon

Target: The triggering Enemy

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Trigger: An enemy rolls a saving throw.

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to the saving throw.

Trained Heal: The targets penalty to the saving throw equals 1 + your wisdom modifier.

PROTECTIVE FIELD

SMART ATTACK 13

You construct a generator capable of throwing up a protective field around you and your allies.

Encounter ♦ Craft, Implement, Lightning

Standard Action Close burst 2

Primary Target: You and each ally in burst

Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack. Each primary target in burst also gains cover while in the burst.

Secondary Target: The attacking enemy.

Attack: Intelligence vs. Reflex

Hit: 2D10 + Intelligence modifier force damage.

Trained Electrical: At the beginning of your next round you can sustain the effect as a standard action.

UNBALANCING STRIKE

SMART ATTACK 13

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you or your allies before the start of your next turn, you and or allies gain a bonus to the attack and damage roll equal to your wisdom modifier, and the target is knocked prone.

LEVEL 15 DAILY HEROICS

SWARM

SMART ATTACK 15

You unleash a horde of tiny robot bugs that attack your foes.

Daily ♦ Craft, Implement, Zone

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: : 2D8 + Intelligence modifier poison damage, and ongoing 5 poison damage (save ends).

Effect: You create a zone of tiny robotic bugs that last until the end of the encounter. Any enemy entering or starting their turn in the zone grants combat advantage and takes 5 poison damage.

WEAPON UPGRADE III

SMART ATTACK 15

Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.

Daily ♦ Craft

Minor Action Melee Touch

Target: One held weapon

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 5 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used.

Special: Any extra damage this weapon already has due to another Weapon Upgrade power also gains the damage type of this power.

PSYCHOLOGY

SMART ATTACK 15

You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: : 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). As the first action of each of the targets turns, the target makes a basic attack against a creature of your choice in range as a free action (save ends).

Miss: Half damage. As the first action of the targets next turn, the target makes a basic attack against a creature of your choice within range as a free action.

BLEEDING WOUNDS

SMART ATTACK 15

You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

Daily ♦ Firearm, Martial, Weapon

Standard Action Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: : 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged).

Miss: Half damage.

Effect: The target takes ongoing 10 damage (save ends). If you or an ally hit the target with an attack, it automatically fails its next saving throw against this effect.

FIRE STORM FURY**SMART ATTACK 15**

You create a construct that unleashes fiery death on all your enemies.

Daily ♦ Craft, Implement, Summoning

Standard Action **Close Burst 1**

Effect: You deploy a medium Fire Storm Fury in an unoccupied adjacent square. The Fire storm fury has a speed of 6 and resist 10 fire. You can give the Fire storm fury the following special commands.

Standard Action: Close blast 5; targets each creature in blast; Intelligence vs. Reflex; 2D6 + intelligence modifier fire damage and ongoing 5 fire damage (save ends). **Can use this power 15 times.**

Minor Action (once per turn): Area burst 2 within 15 squares; targets all creatures in burst; Intelligence vs. reflex; 3D6 + Intelligence modifier fire damage. **Can use this power 5 times.**

Special: You do not require line of effect to command the iron sentinel, and it will remain in play until an extended rest is taken.

Weight: 250lbs

LEVEL 16 UTILITY HEROICS

JET PACK**SMART UTILITY 16**

You create a Jet pack that allows you to fly.

Daily ♦ Craft

Standard Action **Close burst 1**

Target: You or one ally.

Effect: You gain a fly speed of 8 until the end of your next turn. If you are not on solid ground when he fly speed ends you fall.

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

HOVER BIKE**SMART UTILITY 16**

You create a hover bike capable of transporting you and one ally.

Daily ♦ Craft, Implement, Summoning

Minor Action **Close burst 1**

Effect: You deploy a large hover bike in an adjacent square. The hover bike has a speed of Fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to reflex. You can give the hover bike the following commands only while occupying its space.

Move Action: The hover bike can carry you and one other medium or smaller ally that is adjacent to it when the hover bike begins its move. The carried creatures' moves with the hover bike and occupy its space; if the hover bike provokes opportunity attacks, the attacker can target either the hover bike or a carried creature. At the end of the hover bikes move, the carried creatures can either remain in the bikes space or land in a square adjacent to the bike. A carried creature grants combat advantage and takes a -5 penalty to attack rolls.

Creative: The hover bike can carry one other medium or smaller ally for a total of 3 creatures.

Special: The hover bike is not a vehicle and so vehicle rules do not apply, and it will remain in play until an extended rest is taken.

Weight: 500lbs

ALLIED HARMONY**SMART UTILITY 16**

Even the greatest heroes always have a little help from their friends.

Encounter ♦ Martial

Minor Reaction **Ranged 10**

Target: You or an ally

Effect: Until the end of your turn, the target gains a power bonus to each of his or her attack rolls equal to the number of allies adjacent to the target of each of those attacks.

Talented: Target gains a bonus to his or her attack equal to your wisdom modifier.

REVIVE**SMART UTILITY 16**

One of your allies is critically injured, lucky for him you have the skills to save his life.

Daily ♦ Martial, Healing

Standard Action **Melee Touch**

Target: One dying ally

Requirement: Trained heal skill

Effect: The target regains hit points as if he or she had spent a healing surge. The target can then stand up as a free action.

Savant: The target regains hit points as if two healing surges were used.

LEVEL 17 ENCOUNTER HEROICS

UNSTABLE EXPLOSION**SMART ATTACK 17**

You throw a hastily created bomb, hoping it has the desired result.

Encounter ♦ Craft, Force, Implement

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

Target: One Creature

Attack: Intelligence vs. Reflex

Effect: Roll a D20 and check the result below to determine effect of power.

1 - The explosive goes off in your square and deals 1D10 + intelligence modifier force damage to all creatures in burst.

2-10 - Explosive go off as planed dealing 2D10 + intelligence modifier force damage to all creatures in burst.

11-19 - As above, and all targets are dazed until the end of your next turn.

20 - Explosive goes off better than expected dealing 4D10 + intelligence modifier force damage to all creatures in burst.

Trained Demolitions: You gain a +2 bonus to attack rolls.

WARNING SHOT**SMART ATTACK 17**

An enemy gets too close for comfort and you call on an ally for help.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you and each ally within 10 squares of you can shift 2 squares as a free action.

Trained History: The number of squares you and your allies can shift equals 1 + your wisdom modifier.

UNSTEADY ATTACK**SMART ATTACK 17**

Your attack resonates within your enemy causing them to lose focus of their target.,

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). Until the end of your next turn, the target takes a penalty to AC and Reflex equal to your Wisdom modifier.

Trained Heal: Your target is also dazed until the end of your next round.

TARGETED**SMART ATTACK 17**

Noticing a hole in your enemies defenses you attack it showing all your allies your foes weak point.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged). Until the end of your next turn, attacks against the targets AC instead target its Reflex.

Trained Mechanical: Your target also gains Venerable 5 Weapons until the end of your next turn.

Trained Electrical: If your target is a construct any attack against its AC also gains a bonus to hit equal to your wisdom modifier until the end of your next turn.

LEVEL 19 DAILY HEROICS**QUICK TACTICS****SMART ATTACK 19**

Inspired by your tactics your ally lets loose a fury of attacks.

Daily ♦ Martial

Standard Action **Ranged 10**

Target: one ally.

Effect: The target makes four basic attacks as a free action. No more than two of the attacks can be against a single target.

PENETRATING SHOT**SMART ATTACK 19**

You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: : 3[W] + Dexterity modifier damage, and the target takes ongoing 5 damage and grants combat advantage (save ends both)

Aftereffect: The target takes ongoing 5 damage (save ends). If the target drops to 0 hit points before the ongoing damage ends, you choose an enemy within 5 squares of the target to take ongoing 5 damage (save ends).

Miss: Half damage, and target grants combat advantage (save ends).

ASSASSIN BUG**SMART ATTACK 19**

You design a tiny bug that's capable of administering a deadly poison with each attack.

Daily ♦ Craft, Implement, Summoning

Standard Action **Range 5**

Effect: You deploy a tiny assassin bug in an unoccupied adjacent square that can move to a square in range. The bug has a speed Fly 8 (hover). It has a +4 bonus to AC and Reflex, and its movements do not provoke opportunity attacks. The assassin bug however only has your surge value in hit points. You can give the assassin bug the following special commands.

Standard Action: Melee 1; Intelligence +2 vs. AC; 1D10 + Intelligence modifier poison damage, and ongoing 10 poison damage and the target is immobilized (save ends both). **Can use this power 15 times.**

Opportunity Attack: Melee 1; Make standard attack as a free action.

Special: The Assassin bug remains in play until an extended rest it taken.

WEAPON UPGRADE IV**SMART ATTACK 19**

You craft an attachment for a weapon the modifies the damage that weapon deals. If need be the attachment can be set to overload and shot at the enemy for a devastating attack.

Daily ♦ Craft

Minor Action

Melee Touch

Target: One held weapon

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 10 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used. As a free action, the targets wielder can end the effect when he or she hits a creature using the target in order to infuse the creature with energy (save ends). While infused with the energy, the target takes ongoing 10 energy damage. In addition, any enemy starting its turn within 2 squares of the target takes 10 energy damage.

Special: If the target weapon already has the Weapon Upgrade III power the extra damage is 15 + your wisdom moodier. A different energy type can be chosen for each power.

KINETIC FIELD GENERATOR**SMART ATTACK 19**

You place a field generator on yourself or an ally that helps disrupt damaging attacks, and damaging the enemy at the same time.

Daily ♦ Craft, Force, Implement

Minor Action

Melee Touch

Primary Target: You or one ally.

Effect: The devise infuses the target with kinetic energy. Until the end of the encounter, the target gains resist 10 All. In addition, you can use the Kinetic Field Attack once per round until the end of the encounter if the primary target is within 5 squares of you.



**KINETIC FIELD ATTACK** SMART ATTACK 19**At-will ♦ Craft, Force, Implement****No Action** Close Burst 2 on Primary target**Requirement:** The power Kinetic Field Generator must be active in order to use this power.**Trigger:** An enemy hit the primary target.**Secondary Target:** Each enemy in burst**Effect:** The target takes force damage equal to 10 + your implements enhancement bonus and pushes the targets 2 squares.**LEVEL 22 UTILITY HEROICS****MIRACLE CURE** SMART UTILITY 22*Your vast healing knowledge allowed you to create an elixir with tremendous healing properties.***Daily ♦ Martial, Healing****Standard Action** Melee Touch**Target:** You or one ally**Requirement:** Trained heal skill**Effect:** The target spends one healing surge and is restored to the maximum number of hit points possible. If the target cannot spend a healing surge, the target instead regains hit points equal to his or her bloodied value.**Savant:** If the target has no healing surges left after this power is used the target gains a number of healing surges equal to half your wisdom modifier.**HOLOGRAPHIC GENERATOR** SMART UTILITY 22*You activate a device that creates holographic copies of all your allies.***Daily ♦ Craft, Illusion, Zone****Standard Action** Close burst 20**Target:** You and each ally in burst**Effect:** Each target gains two holographic duplicates of him or herself that last until the end of the encounter. Until the duplicates disappear, the duplicates share the targets space and move with him or her. In addition, the target gains a +4 power bonus to AC. When an attack against AC misses the target, one of that targets duplicates disappears, and the power bonus to AC decreases by 2.**Zone:** Any ally that leaves the zone loses all benefits of the power and any ally that enters the zone gains the benefits so long as they have not already been affected by the power.**QUICK THINKING** SMART UTILITY 22*Your mastery of your thoughts allow you to make calculated decisions in quick order.***Daily ♦ Martial****Minor Action** Personal**Effect:** You gain two extra standard actions, which you must use before the end of your turn. You can't use these extra actions to make attacks.**Talented:** You can use this power at the beginning of an encounter before initiative is rolled, gaining 2 standard actions before anyone acts.**EMERGENCY REPAIR** SMART UTILITY 22*You quickly repair a damaged summoned construct that you have built.***Daily ♦ Craft, Healing****Standard Action** Melee Touch**Target:** One Construct you have summoned**Effect:** You heal your summoned creature to its maximum possible hit points and remove any effects that a save can end.**Creative:** You can use this power on a summoned construct that has been reduced to 0 hit points or fewer so long as it has not dropped below your surge value in hit points.**SENTRY DRONE** SMART UTILITY 22*You construct a sentry drown with every type of optics system on the market, capable of painting hidden targets with light so others can see them.***Daily ♦ Craft, Implement, Summoning****Minor Action** Range 10**Effect:** You deploy a small sentry drone in an unoccupied adjacent square and it moves to a square in range. The drone has a fly speed 10 (hover). The drone can see all creatures in a close burst 20 centered on the drone, whether or not the creature is invisible, hidden, or even behind walls. You can see and hear everything the drone can as if you were in its square. You can give the sentry drone the following special command.**Minor Action:** Area burst 2 within 10 squares; any creature that is invisible, hidden, has cover or concealment (even total cover or concealment) is visible and can be targeted without penalty.**Creative:** Any attack against an enemy in the burst gains a bonus to attack and damage equal to your wisdom modifier.**Special:** The Sentry will remain in play until an extended rest it taken.**LEVEL 23 ENCOUNTER HEROICS****FLYING BOMB** SMART ATTACK 23*You release a tiny robot that flies toward your enemy and exploding with impossible force.***Encounter ♦ Craft, Force, Implement****Standard Action** Ranged 20**Primary Target:** One Creature**Primary Attack:** Intelligence vs. Reflex**Hit:** 2D8 + Intelligence modifier damage Force damage and you push the primary target a number of squares equal to 1 + your wisdom modifier. If the target can't be pushed do to terrain the target takes an additional 5 damage for every square not moved.**Effect:** Make a secondary attack that is an area burst 2 centered on primary target.**Secondary Target:** Each creature in burst.**Secondary Attack:** Intelligence vs. Reflex**Hit:** 1D8 + Intelligence modifier force damage the target is knocked prone.**Trained Demolitions:** Secondary targets hit are also dazed until the end of your next turn.

CHAOTIC WEAPON**SMART ATTACK 23**

You quickly modify your weapon to deal a different type of damage that lingers on your target.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged). Choose a damage type: Acid, Cold, Fire, Force, or Lightning. The attack deals damage of this time to the target. Until the end of your next turn the weapon attacks of you and your allies deal extra damage of the chosen type equal to 1D8 + your wisdom modifier.

Trained Mechanical: The extra damage afflicted on the target requires a save to end.

TACTICAL STRIKE**SMART ATTACK 23**

By pointing out flaws in your enemies defenses you give your allies an advantage when attacking your target.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and until the end of your next turn each time an ally makes an attack against the target they can roll twice and take either result.

Trained History: Until the end of your next turn you and your allies gain a power bonus to attack the target equal to your wisdom modifier.

SMART INTERCEPTION**SMART ATTACK 23**

You give your ally warning against an attack directed at them.

Encounter ♦ Firearm, Martial, Weapon

Immediate Interrupt **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Trigger: An enemy hits and deals damage to one of your allies within range.

Hit: 2[W] + Dexterity modifier damage, and the ally hit by the triggering attack can spend a healing surge. Rather than gains hit points the triggering ally gains a resist all equal to their surge value against all attacks from the triggering enemy until the end of the triggering enemies next round.

Trained Heal: If the triggering ally has no healing surges left they instead regain hit points as if they had spent a healing surge.

LEVEL 25 DAILY HEROICS**KILL IT NOW****SMART ATTACK 25**

With but a single attack against your enemy you intensify your allies resolve.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). Until the end of the encounter whenever you or your ally rolls the maximum result on any damage die against the target, reroll the die and add the result as extra damage to the total damage dealt.

Aftereffect: The target takes ongoing 5 fire damage (save end)

Miss: Half damage, and until the end of your next turn whenever you or your ally rolls the maximum result on any damage die against the target, reroll the die and add the result as extra damage to the total damage dealt.

SKELETAL BOTS**SMART ATTACK 25**

Your skeletal bots have been designed to be light and compact, capable of being deployed easily while in battle.

Daily ♦ Craft, Implement, Summoning

Standard Action **Close burst 1**

Effect: You deploy three medium skeletal bots in an adjacent square. Each Skeletal bot has a speed of 6. You can give the skeletal bots the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. AC; 2D8 + Intelligence modifier damage, and skeletal bot can shift 1 square as a free action.

Standard Action: Ranged 20; targets one creature; Intelligence vs. AC; 2D6 + Intelligence modifier damage.

Can use this power 30 times.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1D8 + Intelligence modifier damage, and the target is immobilized until the beginning of your next round.

Special: Each of the three skeletal bots are treated as separate creatures as far as powers and modifiers go, and each has your bloodied value in hit points. Whenever you use a standard action or a minor action to issue a command, all bots take that action. The action type need not be the same. The bots will remain in play until an extended rest is taken, and when destroyed only 1/3 of the component cost in Parts per bot destroyed needs to be paid the next time the power is used.

Weight: 50lbs each, 150lbs total.

WEAPON UPGRADE V**SMART ATTACK 19**

Your superior crafting skill allows you to alter several weapons at once.

Daily ♦ Craft

Minor Action **Close burst 1**

Target: Each held weapon in burst

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 10 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used.

ROCKET LAUNCHER

SMART ATTACK 25

You pull out a rocket launcher and unleash hell upon all your enemies.

Daily ♦ Craft, Fire, Implement

Standard Action Area burst 5 within 50 squares

Target: All creatures in burst

Attack: Intelligence vs. Reflex

Hit: 3D12 + Intelligence modifier damage, and the target takes ongoing 10 fire damage (save ends) and is pushed 3 squares from the origin square.

Aftereffect: The target takes ongoing 5 fire damage (save end)

Miss: Half damage, and target takes ongoing 5 fire damage (save ends).

CRAB TANK

SMART ATTACK 25

You create a huge mechanical quadruped tank capable of quick movement and deadly firepower.

Daily ♦ Craft, Implement, Summoning

Standard Action Close Burst 1

Effect: You deploy a Huge Crab tank in an unoccupied adjacent square. The Crab tank has a speed of 8, and a resist 10 all. You can give the Crab tank the following special commands only while occupying its space. While occupying the crab tanks space you do not have any line of effect with your attack powers besides the ones the hellfire walker provides. Up to 3 allies can also occupy the tanks space and gain all benefits and drawbacks for being in its space.

Traits

Armored Shell

While occupying the Hellfire walkers' space you gain superior cover against all attacks.

Quick Stomp (4/round)

When an enemy starts its turn adjacent to the crab tank it can be targeted by the tanks Stomp attack as a free action.

Standard Actions

Tank Cannon (Weapon) ♦ At-Will

Attack: Area burst 2 within 20 squares; targets all creatures in burst; Intelligence vs. AC

Hit: 3D10 + Intelligence modifier damage to target in origin square, 2D8 + Intelligence modifier damage to each other creature in burst.

Mini-Missile Barrage (Weapon, Force) ♦ Recharge 4,5,6

Attack: Ranged 20; targets five separate creatures;

Intelligence vs. reflex; make five attacks.

Hit: 2D6 + Intelligence modifier force damage and target is pushed 3 squares and knocked prone.

Twin Rocket Strike (Weapon, Fire) ♦ Daily

Attack: Area burst 4 within 20 squares (all creatures in burst); Intelligence vs. reflex; Make two attacks.

Hit: 2D10 + Intelligence modifier fire damage and all targets take ongoing 10 fire damage.

Minor Actions (1 per round)

Thundering Stomp (Weapon) ♦ At-Will

Attack: Melee 2; targets on creature; Intelligence vs. AC

Hit: 2D6 + Intelligence modifier damage and target is knocked prone.

Mini-Gun (Weapon) ♦ At-Will

Attack: Area burst 1 within 20 squares; targets all creatures in burst; Intelligence vs. AC

Hit: 1D8 + Intelligence modifier damage.

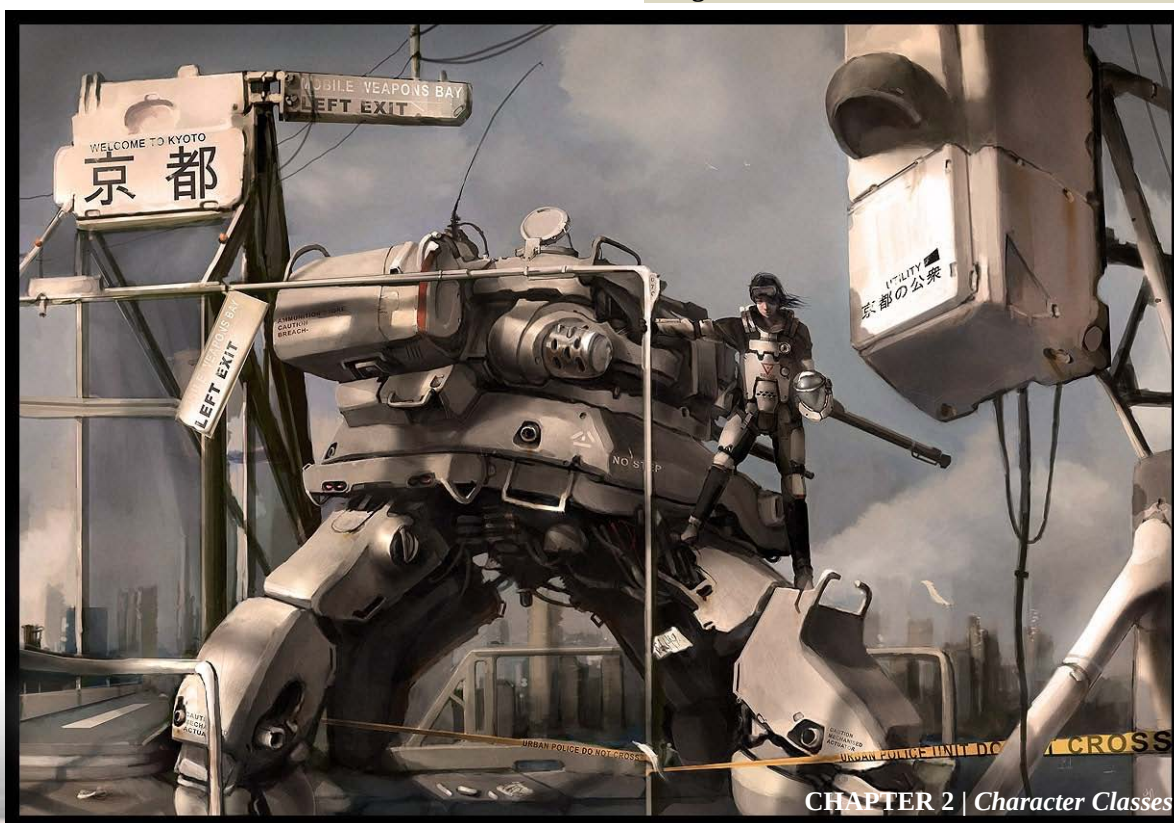
Move Actions

Effect: You can enter or leave the space occupied by your Hellfire walker, or move the Hellfire walker 5 squares.

When you move the hellfire walker you move with it the same distance. The crab walker can also make use of skills that require move actions such as climb, jump, etc.

Special: While nonfunctional the tank is only a large creature, but when deployed it expands to a huge creature. The crab tank will remain in play until an extended rest it taken.

Weight: 5000lbs



LEVEL 27 ENCOUNTER HEROICS

PLAN OF ACTION

SMART ATTACK 27

Your attack begins a plan that will lead to your foes destruction.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and until the end of your next turn, you and your allies gains a +2 power bonus to attack rolls against the target.

Trained History: Until the end of your next turn you and your allies also gain a power bonus to damage rolls equal to your wisdom modifier.

LEGENDARY STRATEGY

SMART ATTACK 27

In a moment of insight you strike at your foe, inspiring your allies in doing so.

Encounter ♦ Firearm, Healing, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (Melee), 4[W] + Dexterity modifier damage (Ranged). If the target is reduced to 0 hit points or fewer by this attack, each ally within 5 squares gains a +2 power bonus to attack rolls until the end of your next turn.

Trained Heal: If the target is not reduced to 0 hit points or fewer by the attack, each ally within 5 squares of the target can spend a healing surge; add your wisdom modifier to the hit points recovered by each ally.

SURGE OF VALOR

SMART ATTACK 27

You renew your allies hopes and inspire them to greater feats of strength.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and each ally within 10 squares of you can shift 2 squares and make a basic attack as a free action.

Trained History: Your allies gain a bonus to the attack and damage roll equal to 1 + your wisdom modifier.

SPIKE BOMBS

SMART ATTACK 27

You throw a handful of spiked orbs across an area. After stinging your foes the orbs explode.

Encounter ♦ Craft, Fire, Implement, Poison

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

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2D10 + wisdom modifier poison damage and target is immobilized until the end of your next turn.

Effect: The burst creates a zone of bombs that last until the end of your next turn. The zone is treated as difficult terrain to your enemies, and any enemy within the zone at the end of your next turn takes 3D10 + wisdom modifier fire damage.

LEVEL 29 DAILY HEROICS

CHILLING SHOT

SMART ATTACK 29

You coat your weapon in a substance that chills the blood making the enemy more vulnerable to damage.

Daily ♦ Craft, Cold, Firearm, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier cold damage (Melee), 3[W] + Dexterity modifier cold damage (Ranged), and the target is immobilized and gains vulnerability 10 to all damage (save ends both)

Aftereffect: Target is slowed and gains vulnerability 5 to all damage (save ends both).

Miss: Half damage and the target is slowed and gains vulnerability 5 to all damage.

ULTIMATE GRENADE

SMART ATTACK 29

Your grenade is a work of destructive art capable of dealing a tightly controlled explosion of epic proportions.

Daily ♦ Craft, Fire, Force, Implement

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Intelligence vs. AC

Hit: 5D12 + Intelligence modifier fire and force damage.

Miss: Half damage.

Effect: Make a secondary attack.

Secondary Target: Each creature adjacent to primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: 2D12 + Intelligence modifier fire and force damage, and push the target a number of squares equal to your wisdom modifier. If the target ends it forced movement adjacent to an ally, that ally can make a melee basic attack against it as a free action. Each enemy can only be attack by one of your allies as a result of this power.

DOOMING ATTACK

SMART ATTACK 29

You coat your weapon in a substance that chills the blood making the enemy more vulnerable to damage.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

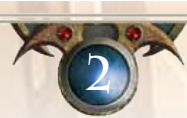
Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged)

Miss: Half damage.

Effect: A number of allies equal to your wisdom modifier that can see you can make a basic or at-will attack against the target. Each attack provided by this power that hits gives the next attack a +5 bonus to damage. This damage is accumulative so three hits would provide the forth attack with a +15 damage, and so on.



ANDROID

SMART ATTACK 29

Your construct a medium sized android that has all the same skills and abilities that you do.

Daily ♦ Craft, Implement, Summoning

Standard Action Close burst 1

Effect: You deploy an android that has the appearance of any medium sized creature to an unoccupied adjacent square. The Android has whatever speed and modes of movement that you do without bonuses or penalties. The android has non-advanced copies of whatever weapons or implements you possessed at the time of creation. You do not require line of sight to control the android and can see, hear, and communicate as thou you were in its square.

Standard Action: The android uses an at-will or encounter attack power that you know, regardless of whether or not you have already used that power. The androids use of an encounter attack power does not count against your use of that power. The android uses your attack bonuses with the power but the damage of the weapon. It can use each encounter attack power only once for each use of this power.

Standard Action: The android uses a daily attack power that you know, regardless of whether you've already expended that power. The android cannot make use of any summoning powers. The Androids use of a daily attack power does not count toward your use of that power. The android can you only one daily attack power per use of this power.

Opportunity Attack: The android uses your powers when making opportunity attack.

Special: The android stays in play until an extended rest is taken.

Weight: 200lbs

VEHICULAR SUMMONING

Some of the Smart heroes summoning powers are special in the way the hero must occupy the summons space in order to utilize its powers and give it commands. In this way the summons acts much as a vehicle or power armor without actually being of that type.

Unless otherwise noted, any summons in which the smart hero must occupy its space in order to issue commands does not offer line of effect for the smart heroes own attack powers. Utility powers still function normally. If the smart hero wants to use their own attack powers they must first leave the space occupied by their summon construct.

One of the big differences between vehicular summoned constructs and standard summoned constructs is that the vehicular summons do not have any limitations on powers based on ammunition. Standard summons can only utilize powers a certain number of times before running out of ammunition.

Vehicular summoned constructs tend to be very large and heavy. The constructs size can vary from large to gargantuan. It is up to the character to determine how they get these constructs to and from an encounter. One way is to simply leave home in it and ride it directly into an encounter.

HELLDRIVER POWER ARMOR

SMART ATTACK 29

You create a large bipedal mechanical monster capable of dealing destruction upon all your enemies.

Daily ♦ Craft, Implement, Summoning

Standard Action Close Burst 1

Effect: You deploy a Large Helldriver Power Armor in an unoccupied adjacent square. The Helldriver power armor has a speed of 7, and a resist 5 all. It also gains a +2 bonus to AC and fortitude. You can give the Helldriver power armor the following special commands only while occupying its space. While occupying the Helldrivers space you can use your own powers with weapons you have on your possession as well as the power the Helldriver comes with. The Helldrivers powers do not make use of the weapons in your possession but do make use of any enhancements and effects of an implement in your possession.

Traits

Armored Shell

While occupying the Hellfire walkers' space you gain superior cover against all attacks.

Nano-Regeneration

The Helldriver gains Regeneration 10, and at the end of a short rest recovers full hit points.

Enhancement

While occupying the Helldrivers space your strength score is considered to be 10 points higher for the purposes of checks and carrying capacity.

Standard Actions

Mini-Gun (Weapon) ♦ At-Will

Attack: Area burst 1 within 20 squares (all creatures in burst); Intelligence vs. AC

Hit: 3D8 + Intelligence modifier damage.

Saw Strike (Weapon) ♦ At-Will

Attack: Melee 2; Intelligence vs. Fortitude

Hit: 2D10 + Intelligence modifier damage and the target takes ongoing 10 damage (save ends).

Steel Rain (Weapon) ♦ Daily

Attack: Close burst 20; Choose 10 squares in burst and make an attack against each creature occupying that square (a square can be chosen only once); Intelligence vs. reflex

Hit: 4D10 + Intelligence modifier damage and target takes ongoing 10 damage (save ends).
Special: If a creature occupies more than one square it can be targets more than once. The ongoing damage stacks each time the target is hit.

Minor Actions

Snap Shot (Weapon) ♦ Recharge 4, 5, 6

Attack: Range 20; Intelligence +2 vs. AC

Hit: 2D6 + Intelligence modifier damage and the target is slowed until the start of your next turn.

Move Actions

Effect: You can enter or leave the space occupied by your Hellfire walker, or move the Helldriver 7 squares. When you move the hellfire walker you continue to occupy its space.

Special: The Hellfire walker will remain in play until an extended rest it taken.

Weight: 1500lbs



PARAGON PATHS

BATTLE ENGINEER

"A Mechanics shop? Not for me. I'll be on the front lines."

Prerequisite: Smart Hero and Mechanical or electrical trained skill.

Most of the time engineers prefer to stay indoors providing logistical and technological support to their allies. A few engineers however refuse to be confined to their workshops, and set out for adventure. These engineers are battle engineers, and they carry their skills into battle alongside their allies providing support with their tactics and constructs.

BATTLE ENGINEER PATH FEATURES

Aggressive Action (11th level): When you spend an action point to take an extra action, one summoned creature you have crafted can also make a standard attack at the same time.

Brutal Tactics (11th level): Whenever one of your powers grants an ally a bonus to weapon damage rolls, that ally's weapon also becomes a brutal 1 until the bonus ends. If the weapon is already brutal, its brutal value increases by 1.

Accurate Tactics (16th level): Whenever one of your powers grants a bonus to weapon attack rolls for an ally, that bonus increases by +1.

BATTLE ENGINEER HEROICS

GREATER TACTICS BATTLE ENGINEER ATTACK 11

In a bout of inspiration you rally your allies for attack.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength +3 vs. AC (Melee), Dexterity +3 vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).

Effect: Each ally in a burst 2 to you gains a power bonus to attack rolls and to damage rolls equal to your Wisdom modifier or your Intelligence modifier until the end of your next turn

MODIFICATION BATTLE ENGINEER UTILITY 12

You briefly infuse a weapon with a powerful charge.

Encounter ♦ Martial

Standard Action **Close Burst 1**

Target: One weapon or summoned construct

Effect: You infuse the target with mechanical energy. Choose a damage type: Cold, Fire, Force, or lightning. The target deals extra damage of this type equal to your intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target's user scores a critical hit, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends).

HELLFIRE WALKER

SMART ATTACK 20

You create a large bipedal mechanical monster capable of dealing destruction upon all your enemies.

Daily ♦ Craft, Implement, Summoning

Standard Action **Close Burst 1**

Effect: You deploy a Large hellfire Walker in an unoccupied adjacent square. The Hellfire Walker has a speed of 5, and a resist 5 all. You can give the Hellfire Walker the following special commands only while occupying its space. While occupying the hellfire walkers' space you do not have any line of effect with your attack powers besides the ones the hellfire walker provides.

Traits

Armored Shell

While occupying the Hellfire walkers' space you gain superior cover against all attacks.

Standard Actions

Auto Cannon (Weapon) ♦ At-Will

Attack: Area burst 2 within 20 squares (all creatures in burst); Intelligence vs. AC

Hit: 2D8 + Intelligence modifier damage.

Flame Thrower (Weapon, Fire) ♦ Recharge 4,5,6

Attack: Blast 3 (all creatures in blast); Intelligence vs. reflex

Hit: 2D6 + Intelligence modifier fire damage and all targets take ongoing 5 fire damage.

Missile Storm (Weapon, Force) ♦ Daily

Attack: Area burst 5 within 20 squares (all creatures in burst); Intelligence vs. reflex

Hit: 2D10 + Intelligence modifier force damage and all targets are knocked prone.

Minor Actions

Grenade Launcher (Weapon) ♦ Encounter

Attack: Area burst 2 within 20 squares (all creatures in burst); Intelligence vs. reflex

Hit: 3D6 + Intelligence modifier damage.

Move Actions

Effect: You can enter or leave the space occupied by your Hellfire walker, or move the Hellfire walker 5 squares. When you move the hellfire walker you move with it the same distance.

Special: The Hellfire walker will remain in play until an extended rest it taken.

Weight: 2500lbs



CYBORG

"I improve myself by any means necessary."

Prerequisite: Any race except constructs, Smart Hero, Mechanical, and Electrical trained skills.

Robots are an intriguing creation, and regard for them ranges from fascination to obsession. Most people view robots as just another tool to be used. You take a different view: You want to become one, to become a Cyborg. Cyborgs are the pinnacle of human and machine melding.

To become a Cyborg, your first step is to install a cybernetic limb, usually an arm. The Cybernetic limb is a mechanized steel appendage that resembles loosely your own limb which functions the same as the old one. The Cybernetic limb replaces your limb, requiring you to sever your old appendage to make way for the new addition. As a result, only the most dedicated or mad inventors embark on this path.



CYBORG PATH FEATURES

Inner Robot (11th level): You are considered to be a construct for the purposes of attacks and damage. You also gain vulnerable 5 lightning.

Fortifying Action (11th level): When you spend an action point to take an extra action, you gain temporary hit point equal to 5 + one half your level.

Cyber Limb (11th level): You have a cybernetic limb, which replaces the one you severed. The limb is a melee weapon with which you are proficient. It is a part of the mace and unarmed weapon group, deals 1D8 damage, and has a +3 proficiency bonus. Your limb functions normally as it did before. You can use the gadget system to upgrade your limb as a melee weapon.

Supporting Construction (11th level): The parts you graft into your body make you more durable. You gain a +2 bonus to saving throws against ongoing damage.

More Machine than Man (16th level): Your body is able to accept upgrades and gadgets as if it were a Heavy suit of armor.

Robotic Resilience (16th level): Whenever you make a death saving throw, you can take the better of your die roll or 10.

CYBORG HEROICS

CYBER SMASH

CYBORG ATTACK 11

Your advanced cybernetic design allows you to attack your enemy with such force that you leave your foe staggering.

Encounter ♦ Martial, Weapon

Standard Action **Melee 1** Cyber Limb

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier. The target grants combat advantage to you and your allies until the start of your next turn.

AUTO-REPAIR

CYBORG UTILITY 12

You activate a repair feature in your construction

Encounter ♦ Martial

Standard Action **Personal**

Effect: You regain hit points equal to twice your healing surge value.

CHARGED LIMB

CYBORG ATTACK 20

Your cybernetic limb sparks as you charge it with electricity to give your attack a bit more power.

Daily ♦ Martial, Lightning, Zone

Standard Action **Melee 1** Cyber Limb

Target: One Creature

Attack: Strength vs. AC

Hit: 4[W] + strength modifier lightning damage, and your target is dazed (save ends).

Miss: Half damage, and the target is not dazed.

Effect: Any attack made with your cybernetic limb deals an extra 1D8 electrical damage until the end of the encounter.

TECHNO-SAVANT

"Your little robots nice, but look at mine – it has a gun"

Prerequisite: Smart Hero, Computer use, Mechanical and Electrical trained skills.

A skilled if somewhat quirky technician, the Techno-Savant combines natural genius with expert training to become a master of technology and technological devices. As an avid collector of robotics and computer hardware, they often seem more comfortable around machines than living, breathing people.

TECHNO-SAVANT PATH FEATURES

Synchronized Action (11th Level): Whenever you spend an action point to take an extra action, your robot can make its standard action attack as a free action.

Robotic Companion (11th Level): You create a robot- a medium construct that is incapable of independent action and under your complete control. The robots appearance may vary depending on the progress level of the adventure. At lower progress levels the robot may appear to be a simple armature while at higher progress level the robot may appear to be a living creature. Regardless of it looks all robots have the same stats. The Robot is considered an ally to you and your allies, and can benefit from feats and powers that target your summoned creatures.

Robot Statistics

The robots statistics are based on you level and your abilities.

Speed: 5 squares

Defenses: AC 14 + Level, Fortitude + 13 + Level, Reflex 12 + Level, Will 0 (any attack against Will automatically misses)

Hit Points: 14 + 4 per level

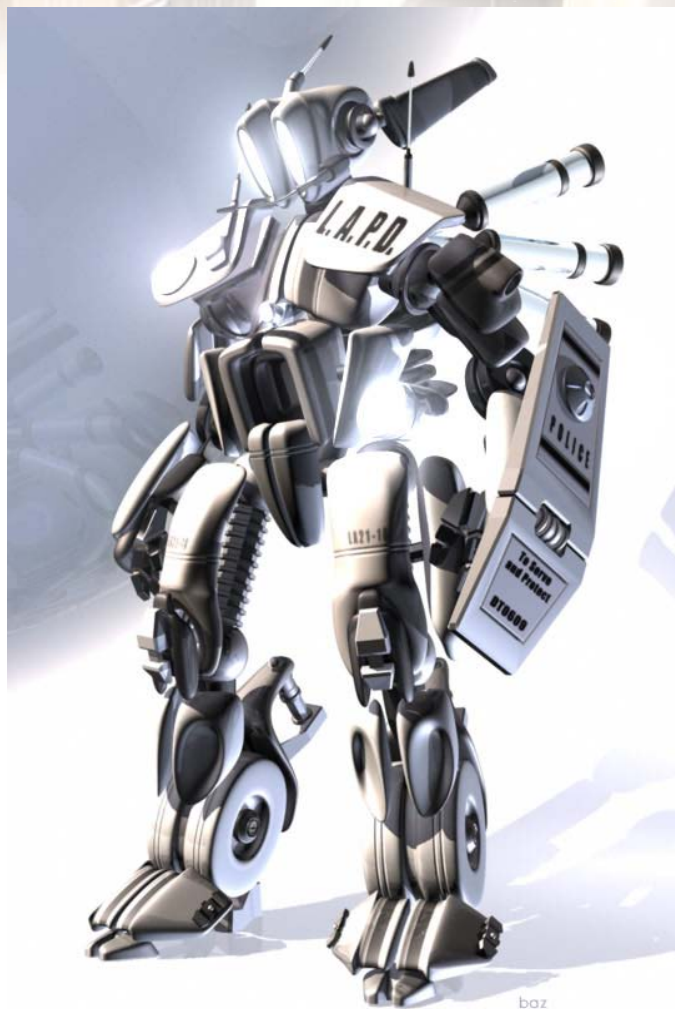
Initiative: The robot acts during each of your turns.

Attacks: If the cohort wields a weapon, it uses the weapons proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. If the natural attack is ranged then decrease its damage by 1 die size and it has a range of 10 squares. You choose one option when you select your cohort. The cohorts attack can benefit from the effect of either an implement you wield or a weapon the cohort wields, but not both.

Check: If the robot can make a skill check or ability check, you make the check.

Temporary Modifiers: Attacks and checks you make through the robot do not include any temporary bonuses or penalties to your statistics.

Advanced Weapons: The robot can employ a single advanced item. If the item has any powers, you use those powers using your own actions.



SMART PARAGON PATHS

When you use your second wind, your robot regains hit points equal to your healing surge value. Your robot regains all its hit points when you take a short rest.

If your robot is destroyed, you can rebuild it to by using the component 'Parts'. The component cost is \$5000, or \$50,000 at epic tier, and requires 8 hours to complete.

The robot has no actions of its own; you spend actions to command it by remote. You can command the robot only if you have line of effect to it. When you command the thrall, the two of you share knowledge but not senses.

As a minor action, you can command the thrall to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

Whenever you take a move action, your thrall can crawl, escape, fly, run, stand up, shift, squeeze, or walk as a free action.

In addition, you can issue the following special commands to your thrall.

Standard Action: Weapon or Natural attack; targets one creature; intelligence + 2 vs. AC; 1[W] + Intelligence modifier damage.

Opportunity Attack: Weapon or Natural attack; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage. If the target enters a square adjacent to you in the

course of provoking the opportunity attack, the thrall gains a +4 bonus to the attack roll.

Upgrade (16th Level): Once per encounter your robot companion can benefit from one of the following upgrades for the duration of the encounter or 5 minutes, whichever comes first.

Enhanced Speed: The robot companion gains a +4 bonus to its speed.

Jet Pack: The robot companion gains Fly 6 (hover).

Aquatic Systems: Your robot companion gains the aquatic keyword and swim 8.

Pin Point Accurate: Robot companion gains a +2 bonus to attacks made through it.

Aggressive: Any attack made through the robot companion deals extra damage equal to your wisdom modifier.

Superior Programming: You can use your robot companion's standard attack as a minor action, but are still only able to make the attack once per round as normal.

START PROGRAM

TECHNO-SAVANT ATTACK 11

You initiate a program that gives your robot superior combat potential.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One, two, or three Creatures

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and target takes ongoing 5 damage (save ends). If one creature is hit multiple times the ongoing damage stacks.

Effect: If the robot companion misses two or more times the power is not used up.

INITIATE REPAIR

TECHNO-SAVANT UTILITY 12

Automated systems are activated and initiate repair.

Encounter ♦ Martial

Minor Action

Ranged 10

Target: Your robot companion in range

Effect: Your robot companion regains hit points equal to your surge value.

AI PROGRAM

TECHNO-SAVANT ATTACK 20

You start an artificial intelligence program that allows your robot companion to fight along side you.

Daily ♦ Martial

Standard Action

Ranged 10

Target: Your robot companion in range.

Effect: Until the end of the encounter your robot companion gains a standard action and an move action during each of your turns. You can use your standard action to give your robot companion an extra action over and above it own standard action.



TECHIE

"This piece go's in there, that piece in their – and now this cigarette pack shoots a bullet."

Prerequisite: Smart Hero, Repair skill

Techies are vital members of any industrialized society, responsible for building and maintaining weapons, vehicles and more. Although many techies confine themselves to workshops, garages, scrap yards, many are drawn to a life of adventure and prefer to work "in the field". Every organization and nation that depends on technology relies on their knowledge. Techies use their knowledge of how things are put together to more effectively take things apart and are often called in to bypass security measures or whip up special weapons for field troops in dangerous situations.

TECHIE PATH FEATURES

Reconfigure Weapon (11th level): A Techie can reconfigure a weapon, improving one aspect of it. This requires 5 minutes of work and can be done during a short rest. A repair check against the level of the item as a DC is required as well. The weapon can be reconfigured many times but only one of each type, and each reconfiguration added to the weapon imposes a -1 penalty to attack.

Reconfigure: Rate of fire: The rate of fire for the weapon is changed to either semiautomatic or automatic fire. This benefit applies only to range weapons.

Reconfigure: Payload: The amount of ammo the weapon can hold is increased by 50%. This benefit only applies to weapons that take ammunition.

Reconfigure: Concealment: The weapon grants a +2 bonus to thievery checks to sleight of hand checks made with the weapon.

Reconfigure: Range: The weapons range is increased by 10 squares. This benefit applies only to weapons with range increments.

Undoing a reconfiguration can be done with a successful repair check against the items level +2 as a DC.

Sabotage (11th level): As a standard action the techie can make a repair check against a easy, medium or hard DC of the techies level (as determined by the DM) in order to sabotage a device with electrical or mechanical components (such as a computer, weapon, or vehicle). The Techie can only sabotage an unattended device and anyone using that device takes the Techies intelligence modifier as a penalty to any check or attack made with that device.

A perception check against the same DC as above can determine if a device has been sabotaged and another repair check with the same DC can fix the sabotaged device.

Skillful action (11th level): If the Techie uses an action point to make a skill check the Techie gets a bonus to that check equal to his wisdom modifier.

Weapon Upgrade (16th level): The Techie is able to add certain upgrades to weapons that take effect when the weapon

is first used then is gone. Upgrading weapons in this way takes only a minute but can only be done during a short or extended rest. A weapon may only have one upgrade at a time.

Upgrade: Hard Hit: The first time the weapon is used any target hit is knocked prone and pushed a number of squares equal to half the Techies intelligence modifier.

Upgrade: Shocking: The first time the weapon is used any target hit is dazed (save ends). The target takes a -2 penalty to save against this effect.

Upgrade: Stunning: The first time the weapon is used the first creature hit is stunned (save ends).

Upgrade: Powered: The first time the weapon is used the [W] damage dealt to any creature his is increased by 2 die.

Upgrade: Armor piercing: The first time the weapon is used its damage bypasses any resistance.

Upgrade: Advanced: The first time the weapon is used it critical range is increased to 17-20 for any target hit.

TECHIE HEROICS

QUICK FIX

TECHIE ATTACK 11

Using a few spare pieces of equipment you have on hand you empower your weapon for one attack.

Encounter ♦ Martial, Weapon, Firearm

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2 [W] + Strength modifier damage (Melee) or 2 [W] + dexterity modifier damage (Ranged) and the target takes ongoing 5 damage.

Special: The energy type of the attack is either Fire, Cold, Lightning, or Force. Chosen before the attack is made.

POWER BOOST

TECHIE UTILITY 12

You activate a repair feature in your robot

Encounter ♦ Martial

Standard Action **Burst 1**

Target: One held weapon.

Effect: The target weapon deals an extra 1D6 damage in an energy type of your choice for the duration of the encounter. The energy types can be fire, cold, thunder, lightning, or force.

SUPERIOR UPGRADE

TECHIE ATTACK 20

In a flurry of motions you manage to upgrade a number of your allies weapons.

Daily ♦ Martial,

Standard Action **Burst 1**

Target: Hand held weapons

Effect: A number of allies equal to half your intelligence modifier gain one of the Upgrades from your Weapon upgrade class feature added to one of their held weapons. Those allies can then make a basic attack as a free action against a target of their choice.

STRONG HERO

Meet my fists, their the lasts things you'll ever see!

CLASS TRAITS

Role: Striker. You prefer the use of melee weapons over ranged weapons to deal serious damage to your enemies. Your physical power and awesome presence can cause foes to cower before you.

Power Source: Martial. You are a champion of the streets, a warrior devoted to the cities and alley ways.

Key Abilities: Strength, Constitution, Charisma

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple melee, Military melee, Improvised weapons

Bonus to Defense: +2 Fortitude

Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th
+1 Attack and Damage with improvised weapons at levels 2nd, 7th, 12th, 17th, 22th, and 27th.

Hit Points at 1st Level: 15+Constitution score

Hit Points per Level Gained: 6

Healing surges per day: 8+Constitution modifier

Trained Skills: From the class skills list below, choose three trained skills at 1st level.

Class Skills: Acrobatics(Dex), Athletics(Str), Endurance(Con), Intimidate(Cha), Structural(Int), Repair(Int), Operate (Dex)

Class Features: Strong agility, extreme effort, Find the weakness, Melee smash

The Strong Hero uses his strength score to his best advantage. Taking a level in this class demonstrates physical training for overall strength and power. Strong heroes excel at hand to hand and melee combat, as well as at other activities that best utilize physical power.

A strong hero might be a bodybuilder or an athlete who concentrates on the power aspect of sports. He might be quietly intimidating or robustly boisterous. He might be as gentle as he is big or a lout and a bully.



STRONG HERO CLASS FEATURES

Strong heroes have the following class features.

STRONG AGILITY

While you are not wearing heavy or medium armor or using shields, you gain a +2 class bonus to AC and Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

EXTREME EFFORT

A strong hero can push himself to make an extreme effort. The effort must relate either to a strength check or a strength based skill check. You must decide to use this ability before making the check.

The extreme effort requires a minor action to use and provides a +4 bonus to all strength checks and strength based skills checks until the beginning of your next turn. This bonus increases to +8 at 11th level and +12 at 21st level.

FIND THE WEAKNESS

The strong hero has an innate talent for finding inherent weaknesses in objects and creatures. This allows a strong hero to deal extra damage to objects or to bypass resistances in armors. Choose one of the following two benefits.

Ignore Hardness: When the strong hero damages a non-living object such as a wall or door, the hero deals double damage to that object.

Ignore Resistance: The strong hero ignores a number of points of resistance when making melee attacks equal to his strength modifier. This is in addition to any properties the weapon or power used may have to ignore resistance.

MELEE SMASH

The strong hero has an innate talent that increases melee damage. When making a melee attack roll with an improvised weapon the strong hero deals an additional +2 damage. This bonus increases to +4 at 11th level and +6 at 21st level.

The Strong hero treats all improvised weapons as one die size larger than what they are. For example a punch which is considered an improvised weapon for the Strong hero, would be D6s instead of D4s. Also all improvised weapons used by the strong hero have a proficiency bonus of +2.

STRONG HEROES AND IMPROVISED WEAPONS

Strong heroes master intricacies of improvised weapons that other characters can't match. Unlike other classes strong heroes have many attack powers that work better when used with an improvised weapon. For a strong hero everything around him can be seen as a weapon, from a chair to a bat.

STRONG HERO POWERS

Your powers are smashing Heroics derived from your relentless street fights and battles.

LEVEL 1 AT-WILL HEROICS

DEVASTATING STRIKE STRONG ATTACK 1

Using whatever you have at hand, including your hand you strike with awesome power.

At-will ♦ Martial, Weapon

Standard Action **Melee** Weapon

Requirement: You must be wielding an improvised weapon.

Target: One Creature or object

Attack: Strength vs. AC

Hit: 1[W] + 1D8 + Strength modifier damage

Level 11: 1[W] + 2D8 + Strength modifier damage

Level 21: 2[W] + 3D8 + Strength modifier damage

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you.

WINDUP STRIKE STRONG ATTACK 1

Using your body you throw your weight in to your hit.

At-will ♦ Martial, Weapon

Standard Action **Melee** Weapon

Requirement: You must be wielding an improvised weapon.

Target: One Creature or object

Attack: Strength vs. AC

Hit: 1[W] + 1D6 + Strength modifier damage

Level 11: 1[W] + 2D6 + Strength modifier damage

Level 21: 2[W] + 3D6 + Strength modifier damage

Effect: When charging you can use this power in place of a melee basic attack.

PUSHING STRIKE STRONG ATTACK 1

Using your bulk you force your way through a group of enemies to reach your target.

At-will ♦ Martial, Weapon

Standard Action **Melee** Weapon

Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square.

Level 21: 2[W] + Strength modifier damage

PUNISHING STRIKE STRONG ATTACK 1

You miss with your strike but connect with the backswing.

At-will ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Level 21: 2[W] + Strength modifier damage

Miss: Deal damage equal to your strength modifier. If you are wielding an improvised weapon you keep the bonus damage from the melee smash class feature.

FOLLOWING STRIKE **STRONG ATTACK 1**

Even if your enemy tries to get away, you keep on him.

At-will ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage

Effect: If the target shifts before the start of your next turn you can shift 1 square as a free action toward the enemy.

LEVEL 1 ENCOUNTER HEROICS**ROLLING ATTACK** **STRONG ATTACK 1**

You drop your guard to deal a devastating blow.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Melee Smash: If you're using an improvised weapon you deal extra damage equal to your constitution modifier

Effect: Until the start of your next turn any attacker gains a +4 bonus to attack rolls against you.

ARMOR SMASH **STRONG ATTACK 1**

The enemies armor is no match for your attack

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Ignore Hardness: If the target is wearing armor he takes a -2 penalty to his AC defense (if not he takes a -2 penalty to reflex defense) till the end of your next turn.

RUSHING STRIKE **STRONG ATTACK 1**

You put all your weight behind your attack, blowing your enemy away.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target gets Pushed a number of squares equal to 1+Strength modifier.

Special: This attack can be used in place of a basic attack as part of a charge.

FRENZIED ATTACK **STRONG ATTACK 1**

You lose yourself in the battle, letting go of all restraint, and inspiring fear in all around you.

Encounter ♦ Martial, Weapon

Standard Action **Close Burst 1**

Target: Each enemy in burst you see.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you deal +1 extra damage for each enemy adjacent to you.

Melee Smash: If you are wielding an improvised weapon you instead deal +2 extra damage for each enemy adjacent to you.

LEVEL 1 DAILY HEROICS**CURB STOMP** **STRONG ATTACK 1**

You plow the guy in the head knocking him down and then follow up with a vicious stomp to the back of the head.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and target is knocked prone, make secondary attack.

Secondary Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target remains prone save ends.

Effect: Until the end of the encounter whenever the target is hit by any attack he is knocked prone.

WINDUP ATTACK **STRONG ATTACK 1**

Lowering your guard you take your time and execute a very powerful attack that blows away your enemies.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Effect: The enemy, if it wants to can make a melee basic attack against you as a free action with a +4 bonus to hit. If the enemy attacks, you deal an extra 1[W] extra damage.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is pushed 2 squares.

Special: If a bat is used the target is pushed 1+Strength mod in squares, and is prone. If target hits an obstacle that prevents some or all of the forced movement the target takes 2 damage per square not moved.

OUT FOR BLOOD **STRONG ATTACK 1**

You focus almost all of your effort on a single enemy, never letting him get the upper hand.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Miss: Half damage

Effect: Until the end of the encounter you gain a +2 to hit, and +2 damage against the target. If or when the target is bloodied you deal +6 extra damage instead.

STREET TOUGHS FRENZY **STRONG ATTACK 1**

Living on the street makes you strong, and just a little crazy. You use this to your advantage.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Requirement: You must be wielding an improvised weapon.

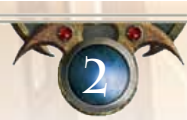
Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Miss: Half damage

Effect: Until the end of the encounter, once per round when you reduce an enemy to 0 hit points, you can charge an enemy as a free action.



LEVEL 2 UTILITY HEROICS

HARD HITTING

STRONG UTILITY 2

The wall is no patch for your strength.

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, you gain a +5 power bonus to strength checks to break objects, and you deal double damage against objects.

Ignore Hardness: You instead deal triple damage against objects.

HIGH JUMP

STRONG UTILITY 2

With a surge of strength you leap a great distance without a running start.

Encounter ♦ Martial

Move Action Personal

Prerequisite: You must be trained in athletics.

Effect: You make an athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

VITALITY RESURGENCE

STRONG UTILITY 2

You draw strength from within to push away the pain of minor wounds.

Daily ♦ Martial

Minor Action Personal

Effect: You gain temporary hit points equal to one-half your level + your constitution modifier. If you are bloodied the number of temporary hit points you gains equals ½ your level plus twice your constitution modifier.

COMBAT SPRINT

STRONG UTILITY 2

Using your inner strength you burst across the battle field.

Encounter ♦ Martial

Move Action Personal

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

LEVEL 3 ENCOUNTER HEROICS

WILD SWING

STRONG ATTACK 3

Even though you attack a single enemy, none around you are spared.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2 [W] + Strength modifier damage and each bloodied enemy adjacent to you takes damage equal to your constitution modifier.

Melee Smash: Each adjacent enemy takes damage equal to your constitution modifier, and if that enemy is also bloodied it takes your melee smash extra damage.

CALL OF BLOOD

STRONG ATTACK 3

The smell of blood gives you extra strength in battle.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If your or the target is bloodied, the attack deals 1[W] extra damage.

CRUSHING CHARGE

STRONG ATTACK 3

Nothing else matters in life except getting through the enemies defense.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +2 bonus to the attack roll and the damage roll for each opportunity attack made against you while you charge.

Ignore Resistance: This attack ignores a number of points of resistance equal to 5 + your strength modifier.

BREAKING POINT

STRONG ATTACK 3

Everything has a weak point, even objects.

Encounter ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One creature or object

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Special: You gain a bonus to strength checks equal to your strength modifier until the end of your next turn.

Ignore Hardness: You deal an extra 1[W] damage against immobile objects such as structures, doors, chains, etc. Mobile objects such a vehicles, are immobilized (save ends).

LEVEL 5 DAILY HEROICS

STREET FIGHTERS RAGE

STRONG ATTACK 5

You let the enemy have a free hit on you. It's only fair when he's about to die.

Daily ♦ Martial, Weapon, Stance

Standard Action Melee Weapon

Target: One Creature

Effect: The enemy, if it wants to can make a melee basic attack against you as a free action. If the enemy attacks, you deal an extra 1[W] extra damage.

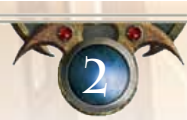
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter or until the stance ends any enemy that makes a melee attack against you takes damage equal to 3 + your strength modifier.

NEVER GIVE UP**STRONG ATTACK 5***You tap into your vast resources of strength to keep you going.***Daily ♦ Martial, Weapon, Stance****Standard Action** **Melee Weapon****Target:** One Creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage, and ongoing 5 damage (Save ends).**Miss:** Half damage**Effect:** Until the end of the encounter, or until the stance ends you gain regeneration 3. In addition, the first time you dip to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.**KNOCK'EM DOWN****STRONG ATTACK 5***Using your momentum, hit after hit, you knock your enemy down before you like bowling pins.***Daily ♦ Martial, Weapon, Stance****Standard Action** **Melee Weapon****Primary Target:** One Creature**Primary Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**Miss:** Half damage**Effect:** Until the stance ends you can make the following secondary attack once during each of your turns.**Free Action** **Melee 1****Secondary Target:** Once Creature**Secondary Attack:** Strength vs. Fortitude**Hit:** You knock the secondary target prone.**Effect:** End the stance as a free action immediately after hitting with an attack to Deal an extra 1[W] damage, and knock the target prone and dazed (Save ends both).**LUNGING CHARGE****STRONG ATTACK 5***You lunge through the air toward your foe, landing with a bloody crunch.***Daily ♦ Martial, Weapon****Standard Action** **Melee Weapon****Prerequisite:** You must be trained in Athletics**Requirement:** You must charge and use this power in place of a melee basic attack.**Target:** One Creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier + Constitution Modifier damage.**Miss:** Half damage**STOP'EM DEAD****STRONG ATTACK 5***With a quick jab you stop your enemy dead in his tracks.***Daily ♦ Martial, Weapon, Reliable****Standard Action** **Melee Weapon****Target:** One Creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and target is immobilized and dazed (save ends).**Aftereffect:** Target is dazed (save ends).**LEVEL 6 UTILITY HEROICS****BATTLE AWARENESS****STRONG UTILITY 6***No enemy can stop you once you get going.***Daily ♦ Martial****No Action****Personal****Effect:** You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.**Extreme Effort:** You gain an extra move action during your first turn.**STARE'EM DOWN****STRONG UTILITY 6***As you stare into your enemies eyes, they see death and it scares them.***Encounter ♦ Martial****Immediate Reaction** **Personal****Trigger:** An enemy misses you with an attack.**Target:** The triggering enemy**Effect:** Until the end of the targets next turn, the target takes a penalty to attack rolls against you equal to your charisma modifier.**STRONG FOCUS****STRONG UTILITY 6***Concentration improves your ability to accomplish feat of strength.***Encounter ♦ Martial****Minor Action****Personal****Effect:** Until the end of your next turn, you gain a power bonus to athletics checks and strength ability checks equal to your charisma modifier.**COMBAT SURGE****STRONG UTILITY 6***As your attack goes awry, you react from the heat of battle without pause or thought, adding in a bit of your reserve energy for good measure.***Daily ♦ Martial****Free Action****Personal****Trigger:** You miss with an attack**Effect:** You reroll the attack.**Ignore Hardness:** Target gains vulnerability 5 Weapon damage. (save ends)**Ignore Resistance:** Target takes extra damage equal to its resistance.**IMPOSSIBLE SHIFT****STRONG UTILITY 6***You pound across the street, leaving no openings as you move, drawing strength from the numbers arrayed against you.***Daily ♦ Martial****Minor Action****Personal****Effect:** You shift a number of squares equal to your constitution modifier. You gain 1D10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of where you end this action.



LEVEL 7 ENCOUNTER HEROICS

RAGING ATTACK

STRONG ATTACK 7

You attack with powerful, wild swings of deadly force.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Requirement: Must be wielding an improvised weapon.

Target: One or two Creatures

Attack: Strength vs. AC, two attacks

Hit: 1[W] + Strength modifier damage per attack and the target is slowed until the end of your next turn. If both attacks hit the same target, the second attack deals 1[W] extra damage.

EYE FOR AN EYE

STRONG ATTACK 7

No attack will come toward you without being answered in kind.

Encounter ♦ Martial, Weapon

Immediate Reaction **Melee 1**

Trigger: An enemy adjacent to your hits or misses you.

Target: The Triggering enemy

Attack: Strength vs. AC

Melee Smash: You gain a bonus to the attack roll equal to your charisma modifier.

Hit: 3[W] + Strength modifier damage.

INTIMIDATING STRIKE

STRONG ATTACK 7

You attack with powerful, wild swings of deadly force.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One or two Creatures

Attack: Strength vs. AC, two attacks

Hit: 2[W] + Strength modifier damage and each enemy within 5 squares of you take a -2 penalty to attack rolls until the end of your next turn.

Intimidate: If you have training in intimidate the penalty is instead 2 + half your charisma modifier to attack rolls.

DAZING STRIKE

STRONG ATTACK 7

You hit your enemy over the head, knocking the sense out of him.

Encounter ♦ Martial, Weapon

Free Action **Melee Weapon**

Trigger: You hit an enemy with a melee attack

Target: The Triggering enemy

Attack: Strength vs. Fortitude

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

Weapon: If you are using an improvised weapon the target is instead dazed with a -2 on all saves (save ends).

FIELD OF BLOOD

STRONG ATTACK 7

You drop your guard to deal extra damage.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Special: You can choose to provoke opportunity attacks when you make this attack. If you do, you gain a +1 bonus to the attack roll and deal 1[W] extra damage for each creature that attacks you.

LEVEL 9 DAILY HEROICS

STRONG RECOVERY

STRONG ATTACK 9

Seeing the blood of your enemy on your weapon gives you vigor for the fight to come.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage

Effect: If you have used all your encounter attack powers, you regain the use of an encounter attack power you have used during this encounter.

TERRIFYING STRIKE

STRONG ATTACK 9

Giving an exultant battle cry, you pulverize an opponent and put the fear of impending doom in the hearts of nearby foes.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Primary Target: One Creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you are wielding an improvised weapon you deal extra damage equal to your constitution modifier.

Effect: Make a secondary attack, which has the fear keyword.

Secondary Target: Each enemy within 3 squares of the primary target.

Secondary Attack: Strength vs. Will

Hit: You push the target 1 square.

Intimidate: If you have training in intimidate you instead push the targets back a number of squares equal to 1+ half your charisma modifier.

HUNTERS PREY

STRONG ATTACK 9

Seeing the blood of your latest victim gives you the energy to attack again.

Daily ♦ Martial, Weapon

Free Action **Melee Weapon**

Trigger: An enemy previously damaged by you becomes bloodied.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.



**STRONG REJUVENATION** **STRONG ATTACK 9**

Seeing the blood of your enemy on your weapon gives you vigor for the fight to come.

Daily ♦ Healing, Martial, Reliable, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spend a healing surge.

LEVEL 10 UTILITY HEROICS**LAST DITCH DODGE** **STRONG UTILITY 10**

Thanks to your natural skill, and strength, you just barely avoid a devastating attack but leave yourself exposed.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

TIGHTEN UP **STRONG UTILITY 10**

You go into a defensive posture, raising your arms to protect yourself.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends you gain cover against all attacks, but suffer a -2 penalty on any attack made while in this stance. You can end this stance as a free action.

DEATH DENIED **STRONG UTILITY 10**

The sweat embrace of death will not touch you until you have finished what you set out to do.

Daily ♦ Martial, Stance

Immediate Interrupt **Personal**

Trigger: You drop to 0 hit points or fewer and don't die.

Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

Sustain Standard: You remain conscious until the end of your next turn.

SPIRITED STRIKE **STRONG UTILITY 10**

You put the weight of your spirit behind every swing of your weapon.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends whenever you hit with an at-will attack power, the attack deals extra damage equal to your charisma modifier.

STRENGTH FROM PAIN **STRONG UTILITY 10**

The pain of your wounds opens the floodgates to your inner strength.

Daily ♦ Martial

Minor action

Personal

Requirement: You must be bloodied.

Effect: You gain a +4 power bonus to melee damage rolls, athletics checks, and endurance checks until the end of the encounter or until you are no longer bloodied.

Extreme Effort: You also gain a +4 power bonus to all strength checks.

LEVEL 13 ENCOUNTER HEROICS**CALL OF THE STREETS** **STRONG ATTACK 13**

You call on your enemy to attack you, then prove you are the stronger.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Effect: Before the attack, you can let the target make a basic attack against you as a free action. If it does so you gain a +1 bonus to the attack roll and do not expend this power if you miss.

Ignore Resistance: If the target hits you with its attack, you can transfer any one ongoing status effect afflicting you to your target.

Hit: 4[W] + Strength modifier damage.

BLOODIED STRIKE **STRONG ATTACK 13**

Your heavy blow draws blood and undermines the enemy's resolve in the face of greater danger.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the target gains vulnerable 5 to all damage until the end of your next turn.

Ignore Hardness: The vulnerability equals 3 + your charisma modifier.

BLOODIED STRIKE **STRONG ATTACK 13**

Your heavy blow draws blood and undermines the enemy's resolve in the face of greater danger.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Requirement: Must be wielding an improvised weapon.

Target: One Creature

Attack: Strength vs. AC

Hit: 4 [W] + Strength modifier damage. You can reroll the attack. If the reroll hits, the attack deals 1[W] extra damage. If the reroll misses, the attack deals 1[W] less damage.

FREIGHT TRUCK**STRONG ATTACK 13**

You charge down your enemy with the unrelenting power of a freight truck.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and you push the target 1 square and knock it prone.

Special: When charging, you can use this power in place of a melee basic attack. If you charge and hit, the number of squares you push the target equal your constitution modifier.

LEVEL 15 DAILY HEROICS

STREET RAGE**STRONG ATTACK 15**

You swear to mow down all enemies that stand before you.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends you gain combat advantage against any enemy when making melee attacks against it. In addition, whenever you roll a 1 on a damage die for a melee attack, the roll changes to the die's maximum value.

PUSHING STRIKE**STRONG ATTACK 15**

You swear to mow down all enemies that stand before you.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends you can push an enemy adjacent to you 2 squares as a minor action once per round.

WHIRLING ATTACK**STRONG ATTACK 15**

They may think they are safe at a distance, but you'll show them just how wrong they are.

Daily ♦ Martial, Weapon, Stance

Standard Action **Close Burst 2**

Requirement: Must be wielding a two-handed weapon

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage, and no ongoing damage.

Effect: Until the end of the encounter, or until the stance ends, at the start of each of your turns, deal damage equal to your melee smash class feature to each enemy within 2 squares of you.

RELENTLESS ATTACK**STRONG ATTACK 15**

You swear to mow down all enemies that stand before you.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you knock the target prone.

Miss: Half damage and target is knocked prone.

Effect: Until the end of the encounter, or until the stance ends when an enemy adjacent to you hits or misses you, you can make a melee basic attack against that enemy as an immediate reaction.

LEVEL 16 UTILITY HEROICS

FUEL THE RAGE**STRONG UTILITY 16**

You lower your guard, allowing your opponent to score a glancing blow, but the pain only fuels your next attacks.

Encounter ♦ Martial

Minor Action

Personal

Effect: Each enemy adjacent to you can make an opportunity attack against you. Until the end of your next turn, you gain a bonus to attack rolls equal to +2 for each enemy that makes the opportunity attack.

KILL THEM ALL**STRONG UTILITY 16**

You raise your bloody weapon in the air and call out to your allies to end this fight.

Encounter ♦ Martial

Free Action

Close Burst 5

Target: Each ally in burst that can hear you.

Trigger: You reduce an enemy to 0 hit points or fewer.

Effect: The target gains a +2 power bonus to attack rolls and deals your melee smash damage on melee and ranged attacks until the end of your next turn.

PAIN DENIED**STRONG UTILITY 16**

Cut and bleeding you feel no pain and fear no weapon.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends you gain resist 10 all, but you are slowed until the stance ends.

NEXT ROUND**STRONG UTILITY 16**

Cut and bleeding you feel no pain and fear no weapon.

Daily ♦ Martial

Free Action

Personal

Trigger: You reduce an enemy to 0 hit points during your turn.

Effect: You take a standard action.

LEVEL 17 ENCOUNTER HEROICS

DEVASTATING BLOW

STRONG ATTACK 17

Your powerful blow shatters your targets defenses.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 4 [W] + Strength modifier damage and the target takes a -2 penalty to AC until the end of your next turn.

Ignore Hardness: If you hit the target during your next turn the penalty continues until the end of your next turn. The penalty will continue so long as you hit hitting the target during your next turn.

PLOW THE ROAD

STRONG ATTACK 17

You plow into your foes, driving them across the ground.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Primary Target: One Creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and you push the target 1 square. You then shift 1 square and make a secondary attack.

Secondary Target: One creature

Secondary Attack: Strength vs. AC

Hit: 1[W] + strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a bonus to the primary attack roll equal to your constitution modifier.

VIGOROUS STRIKE

STRONG ATTACK 17

Your attack against your enemy bolsters your future attacks against it.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and you gain temporary hit points equal to one-half your level.

Ignore Resistance: You gain a number of temporary hit points equal to your targets resistance. If the target has more than one you gain the highest.

INTO THE FREY

STRONG ATTACK 17

Using the momentum of your strikes, you cut across the battlefield.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Requirement: Must be wielding a two-handed weapon.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage to each enemy adjacent to you.

Melee Smash: Each enemy you hit after your shift is pushed 1 square.

LEVEL 19 DAILY HEROICS

HURLING BLOWS

STRONG ATTACK 19

Hurling at an enemy, you make an inescapable attack. The strength of your charges adds to the force of your blows.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage and you push the target a number of squares equal to your constitution modifier.

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends, whenever you charge an enemy and hit, you push that enemy a number of squares equal to your constitution modifier.

Special: When charging, you can use this power in place of a melee basic attack.

ROOTED TO THE GROUND

STRONG ATTACK 19

You brace yourself and lash out at attacking enemies.

Daily ♦ Martial, Weapon, Stance

Immediate Reaction **Melee Weapon**

Target: The Triggering enemy

Attack: Strength vs. AC

Trigger: An enemy enters a square adjacent to you.

Hit: 5[W] + Strength modifier damage.

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends, when any enemy enters a square adjacent to you, you can make an opportunity attack against that enemy. In addition, if you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

VORACIOUS ATTACK

STRONG ATTACK 19

The more you attack the more vicious your assaults become.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. If the target is already bloodied, the attack deals 1[W] extra damage.

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends, when you reduce any enemy to 0 hit points with an attack, you gain a +2 power bonus to your next melee attack roll, and that next attack deals 1[W] extra damage if it hits.

NEVER GIVE UP**STRONG ATTACK 19**

Cut and bruised you continue to fight even after your body has passed its limit.

Daily ♦ Martial, Weapon, Stance**Standard Action** **Melee Weapon****Target:** One Creature**Attack:** Strength vs. AC

Hit: 3[W] + Strength modifier damage and ongoing 10 damage (save ends).

Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends, you gain regeneration 5 + your constitution modifier. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

LEVEL 22 UTILITY HEROICS**LAST STAND****STRONG UTILITY 22**

As death approaches, you push yourself to battle on.

Daily ♦ Martial**Immediate Interrupt** **Personal****Trigger:** You drop to 0 hit points or fewer and don't die.

Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

Sustain Minor: You take 5 damage and don't fall unconscious.

LIKE A ROCK**STRONG UTILITY 22**

Your years of fights have hardened your skin against attacks.

Daily ♦ Martial**Immediate Interrupt** **Personal****Trigger:** You are hit by an attack.

Effect: Until the end of your next turn, you gain resistance to all damage equal to one-half your level + your constitution modifier.

Sustain Standard: You maintain the resistance until the end of your next turn.

UNTOUCHED**STRONG UTILITY 22**

With a surge of strength you deny all ill affects afflicting you.

Daily ♦ Martial**Minor Action** **Personal**

Effect: You make a saving throw against each affect on you that a save can end.

Ignore Resistance: You gain a bonus to each saving throw equal to your constitution modifier.

MAKE WAY**STRONG UTILITY 22**

You are drawn to danger, and often lead the way.

Encounter ♦ Martial**Minor Action** **Personal****Requirement:** No enemies are within 2 squares of you.

Effect: You shift your speed and gain 1D8 temporary hit points per enemy adjacent to you at the end of your move.

LEVEL 23 ENCOUNTER HEROICS**THROW ANYTHING****STRONG ATTACK 23**

You pick up and throw anything you have at hand, including your weapon.

Encounter ♦ Martial, Weapon**Standard Action** **Ranged 5/10****Requirement:** Must be wielding an improvised weapon.**Target:** One Creature**Attack:** Strength vs. AC

Hit: 5 [W] + Strength modifier damage and the target is slowed until the end of your next turn.

Special: When you use this power, you can make the attack with a melee weapon as if it were a heavy thrown weapon.

GREAT SHOVE**STRONG ATTACK 23**

You swing your weapon launching your enemy a great distance.

Encounter ♦ Martial, Weapon**Standard Action** **Melee Weapon****Target:** One Creature**Attack:** Strength vs. AC

Hit: 3 [W] + Strength modifier damage, and you push the target 3 squares and knock it prone. This forced movement ignores hindering terrain, such as a pit, between the targets starting square and its destination. If you push the target through squares occupied by other enemies, those enemies are knocked prone.

Special: When charging, you can use this power in place of a melee basic attack. If you charge, the number of squares you push the target equals your strength modifier.

FERAL STRIKE**STRONG ATTACK 23**

You are a swirling mass of destruction, cutting deep into every foe beside you.

Encounter ♦ Martial, Weapon**Standard Action** **Close Burst 1****Target:** Each enemy in burst**Attack:** Strength vs. AC

Hit: 3 [W] + Strength modifier damage and each target is pushed 3 squares.

SINGLE MINDED ASSAULT**STRONG ATTACK 23**

You recklessly stalk a distant enemy and are emboldened by attack on the way.

Encounter ♦ Martial, Weapon**Standard Action** **Melee Weapon**

Effect: You grant combat advantage until the start of your next turn. You then move your speed and make the following attack. If an enemy makes an opportunity attack against you as a result of this movement, your attack deals 1[W] extra damage.

Target: One Creature**Attack:** Strength vs. AC

Hit: 5 [W] + Strength modifier damage.



LEVEL 25 DAILY HEROICS

STRENGTH FROM BLOOD STRONG ATTACK 25

You draw strength and vitality from each foe you draw blood from.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and the target is dazed (save ends).

Miss: Half damage and target is dazed until the end of your next round.

Effect: Until the end of the encounter, or until the stance ends, whenever you hit with an attack, you gain temporary hit points equal to 10 + your charisma modifier. If that attack already grants temporary hit points to you, add your charisma modifier to the number of temporary hit points you gain.

TITANIC ATTACK STRONG ATTACK 25

You attack with such force that even the enemies adjacent to your target are affected.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and ongoing 10 damage (save ends).

Miss: Half damage and 5 ongoing damage (save ends).

Effect: Until the end of the encounter, or until the stance ends, once per round when you hit a target with a melee attack, each enemy adjacent to that target takes 10 damage.

SAVAGE STRIKE STRONG ATTACK 25

Your strike savages your foes defenses and looses your untapped rage against all that approach you.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and target takes a penalty to AC equal to your constitution modifier (save ends).

Miss: Half damage and the target takes a penalty to AC equal to your constitution modifier until the end of your next turn.

Effect: Until the end of the encounter, or until the stance ends, when an enemy enters a square adjacent to you, you can make a melee basic attack against that enemy as an opportunity action.

MIGHTY B LOW STRONG ATTACK 25

Your attack contains all the fury of your vary soul.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and you can score a critical hit on a roll of 16-20.

Miss: Half damage.

Effect: Until the end of the encounter, or until the stance ends, you can score a critical hit on a roll of 18-20.

LEVEL 27 ENCOUNTER HEROICS

BLOODIED WRATH STRONG ATTACK 27

The blood of your enemies fills you with a thirst for more violence.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC. You gain a +2 bonus to the attack roll if the target is bloodied.

Hit: 5[W] + Strength modifier damage and you gain a +2 bonus to attack and damage rolls until the end of your next turn.

Ignore Resistance: The bonus to attack and damage rolls equal your constitution modifier.

PERUSING STRIKE STRONG ATTACK 27

As your enemy moves to run away from you, you unleash a powerful assault.

Encounter ♦ Martial, Weapon

Immediate Interrupt **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC.

Trigger: An enemy leaves a square adjacent to you.

Hit: 4[W] + Strength modifier damage and the target takes 5 damage for every moved during the movement that this attack interrupts.

ANSWERING ASSAULT STRONG ATTACK 27

No attack will come forward without being answered in kind.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC.

Hit: 6[W] + Strength modifier damage. Until the end of your next turn, you can make a melee basic attack as a free action against any enemy adjacent to you that hits or misses you.

Ignore Hardness: You deal an extra damage equal to your charisma modifier when making melee basic attacks associated with this power.

CRIPPLING ASSAULT STRONG ATTACK 27

As your enemy moves to run away from you, you unleash a powerful assault.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC.

Hit: 4[W] + Strength modifier damage and the target gains vulnerable 3 + your charisma modifier to all damage until the end of your next turn

Special: When charging, you can use this power in place of a melee basic attack.



LEVEL 29 DAILY HEROICS

UNMATCHED STRENGTH

STRONG ATTACK 29

Your strength is legendary and even on a glancing blow, your strike deals full damage.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, or until the stance ends, whenever you roll 1 or 2 on a damage die for a melee attack, the roll changes to the die's maximum value.

UNENDING ASSAULT

STRONG ATTACK 29

Your endurance in combat is known far and wide. As you fight you take strength from the knowledge that you are the strongest.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and ongoing 20 damage (save ends).

Miss: Half damage and ongoing 10 damage (save ends).

Effect: Until the end of the encounter, or until the stance ends, your at-will attack power deal 1[W] extra damage on a hit. In addition, whenever you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

SCORCHED EARTH

STRONG ATTACK 29

Your hit your foes with a rapid succession of attacks that leaves them in awe.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Primary Target: One Creature

Primary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you can make an attack against each other enemy adjacent to yourself using strong hero at-will attack powers that you know.

Miss: Half damage.

Effect: Until the end of the encounter, or until the stance ends, once per round when you make an attack roll against an enemy and hit, you can make the attack roll a second time against that enemy. If the second attack roll hits, the attack deals 2[W] extra damage.

DENIED MIGHT

STRONG ATTACK 29

None may stand against you and your unbridled might.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 8[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, or until the stance ends, once per round as a free action you can make a strong hero at-will attack and gain a bonus to attack equal to your charisma modifier.

PARAGON PATHS

MARTIAL ARTIST

"So you have a knife, and here I am with nothing but my hands. I think you're a little under armed."

Prerequisite: Strong Hero

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training includes a profound philosophy that teaches restraint and humility. The martial artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skill and philosophy to aid her career as an agent or law enforcer, or she might become an independent operative whose entire person is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the job done.

MARTIAL ARTISTS PATH FEATURES

Living Weapon (11th level): Your very body is treated as a weapon. As such any unarmed melee attack gains the Heavy critical property.

Martial Discipline (11th level): When you spend an action point to take an extra action, you can also spend a healing surge. The Martial Artist also gains a second action point that must be used to make an attack.

Movement Mastery (16th level): Whenever you reduce an enemy to 0 hit points or fewer you may shift 2 squares as a free action.

MARTIAL ARTIST HEROICS

FLYING KICK

MARTIAL ARTIST ATTACK 11

You make a running charge and leap at your enemy landing a devastating blow that knock him off his feet.

Encounter ♦ Martial, Weapon

Standard Action

Melee Weapon

Target: One creature

Effect: Make a charge at your speed +2

Attack: Strength vs. AC

Hit: 2 [W] + Strength modifier damage and the enemy is knocked prone.

Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

IRON SKIN

MARTIAL ARTIST UTILITY 12

The sweat embrace of death will not touch you until you have finished what you set out to do.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: You gain resist weapons 10 until the end of your next turn. You are immobilized while the resistance is in effect.

Sustain: Minor.

ARIAL ATTACK

MARTIAL ARTIST ATTACK 20

You make a flying leap towards your first target. After making the first strike you rebound off of him the leap toward your next target where you attack again before leaping to safety.

Daily ♦ Martial, Weapon

Standard Action

Melee Weapon

Primary Target: One Creature

Effect: You jump a number of squares equal to your speed ignoring difficult terrain.

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your charisma modifier and knock it prone.

Effect: You jump a number of squares equal to your strength modifier ignoring difficult terrain, and then make a secondary attack.

Secondary Target: One creature other than primary target.

Secondary Attack: Strength vs. AC

Hit: 2 [W] + strength modifier damage, and you push the secondary target 1 square and knock it prone.

Effect: You jump a number of squares equal to your strength modifier ignoring difficult terrain.

STREET THUG

"I wander these streets of mine, pounding into the ground any threat that gets in my way. These are my streets and all who see me coming understand that."

Prerequisite: Strong Hero



The streets are your home, and your connection to them grant you a sense of belonging. You move around the alleys of buildings as one would the trees of a forest, with the supreme confidence of a hunter. This is your home and all must ask permission before entering.

The powers of a street thug emphasize strength, allowing you to protect your streets and those who live there. You charge your foes head on and think about the consequences later.

STREET THUG PATH FEATURES

Street smart (11th level): If you spend an action point to make a melee attack and that attack misses, you deal half of that attack's damage on the miss. This benefit does not apply to attacks that already deal damage on a miss.

Heroic Strength (11th level): Your strength is considered to be 4 higher for the purposes of determining carrying weight, and when you critical with a melee attack you can choose to push your target back a number of squares equal to half your strength modifier.

Mighty Charge (16th level): If you successfully perform a bull rush as part of a charge you can also make a free melee basic attack against the target of the bull rush.

STREET THUG HEROICS

POWER ATTACK STREET THUG ATTACK 11

You forgo all the finesse of combat and just hit your enemy really hard.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3 [W] + Strength modifier damage.

Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

PRESS THE ATTACK STREET THUG UTILITY 12

You make a running charge and leap at your enemy landing a devastating blow that knock him off his feet.

Encounter ♦ Martial, Weapon

Free Action **Personal**

Trigger: You reduce an enemy to 0 hit points or fewer.

Effect: You shift two squares and make a melee basic attack against a creature.

BLOOD ON THE STREET STREET THUG ATTACK 20

Your attacks make enemies fly. Lucky for them you always round to bring them back down.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Primary Target: One Creature

Effect: You charge toward an enemy.

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 2 squares. You shift toward the enemy 2 squares and make a grab attack.

Target: Creature attacked.

Grab Attack: Strength vs. Reflex

Hit: 2 [W] + strength modifier damage and the target is prone and immobilized until the beginning of your next turn.

Sustain: Minor (See grab PH pg290)

COMMANDO

"I excel in all forms of military hand to hand, and melee combat. I put my enemies down hard and fast, and without others realizing I've done it. If you see me it's already too late."

Prerequisite: Strong Hero, Melee smash class feature

The advantage of getting the drop on an enemy is acknowledged far and wide. Equally prized is the benefit of taking out important targets with little risk of being found. No one is better at accomplishing either task than a commando, and the commandos' weapon of choice is the dagger.

Nations and mercenary groups train specialized soldiers in this fashion. Underworld organizations do the same. Any such soldier is essentially an assassin who knows how to kill without being noticed.

COMMANDO PATH FEATURES

Dagger Master (11th level): The commando treats the dagger as an improvised weapon for the purposes of his melee smash class ability. The commando also adds the heavy throw weapon feature to all daggers used.

Like a Shadow (11th level): The commando gains the stealth skill, and a +2 bonus to that skill.

Slaying Action (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to each damage die until the start of your next turn.

Military Weapons (16th level): You gain the use of Simple and military ranged weapons. You can also change out one at-will attack power and encounter attack power of your level or lower with a tough hero's power.

This does not count toward the powers chosen for the tough hero hybrid class.

COMMANDO HEROICS

SUDDEN ATTACK

COMMANDO ATTACK 11

From the edge of sight, your well placed attack knocks your enemy senseless.

Encounter ♦ Martial, Weapon

Minor Action

Melee or Ranged Weapon

Requirement: You must be wielding a dagger.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2 [W] + Strength modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end of your turn.

Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

ATTACK UNSEEN

COMMANDO UTILITY 12

From the shadows you strike true.

At-will ♦ Martial, Weapon

Free Action

Personal

Trigger: An attack is made against a target you have combat advantage against.

Effect: You deal an extra 1D6 damage with your attack. This ability can only be used once a round.



SNAP NECK

COMMANDO ATTACK 20

From out of nowhere you come up behind your target, breaking his neck and silencing him forever.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Requirement: Must use an unarmed attack.

Target: One Creature

Attack: Strength vs. Fortitude

Hit: 5[W] + Strength modifier damage and the target is stunned and prone (save ends),

Aftereffect: Target is dazed (Save ends)

Miss: Half damage and target is dazed (Save ends)

WEAPONS MASTER

"My blade and my soul are one in the same."

Prerequisite: Strong Hero

Weapons masters have been around for hundreds or years, advancing and evolving with the times. A weapons master trains her entire life to master one specific weapon. When using that weapon her attacks can be compared to nothing short of wondrous. A blade that can cut through the toughest of armors, an attack so fast no one can see it coming, damage so devastating one hit can fell and enemy.

There is a cost to perfection thou. A weapons master may excel in one particular weapon, but is hampered with all others. When using weapons not of her chosen type she is clumsy and awkward.

A weapons master isn't subjected simply to blades or melee weapons. In the modern world weapons masters have evolved to utilize modern weapons as well.

WEAPONS MASTER PATH FEATURES

Weapon Mastery (11th level): Choose one melee weapon, except improvised weapons to master, I.e. long sword, dagger, broadsword, etc. You gain proficiency with this weapon but loose proficiency with all others.

One-Handed: Gains the benefit of the strong hero's melee smash class feature and the critical range changes to 19-20

Two-Handed: Weapon die size increases by 1. A D6 increases to a D8 and so on. If the weapons die size is D12 it instead deals 2D8 damage.

Mastery Action (11th level): When you spend an action point to make an attack you can either increase the critical range of the attack by 1 or make the power reliable.

Weapon Supremacy (16th level): Choose one of the three options that gets added to your chosen weapon.

Weapon Property: Choose one of the following properties that get added to your chosen weapon; Brutal 2, High Critical, Heavy thrown, or Defensive.

Weapon Style: Gain the Invigorating or Rattling keyword to all attacks. Choose one only.

Weapon skill: The critical range for your weapon of choice increases by 1.

WEAPONS MASTER HEROICS

SUDDEN ATTACK WEAPONS MASTER ATTACK 11

You are surrounded by enemies on all sides, but you just smile and cut them all down finishing off with a mighty blow.

Encounter ♦ Martial, Weapon

Standard Action **Melee** Weapon

Requirement: You must be wielding chosen weapon

Target: Three creatures

Attack: Strength vs. AC, three attacks.

Hit: 2 [W] + Strength modifier damage and shift 2 squares per attack.

Effect: If all three attacks hit their target a forth attack at 2 [W] + strength modifier damage can be made against a fourth creature.

MARKED BY BLOOD WEAPONS MASTER UTILITY 12

The blood of my enemy covering my weapon marks him as good as mine.

Encounter ♦ Martial, Weapon

Free Action **Personal**

Trigger: An enemy you hit with an attack.

Effect: The target is marked until the end of the encounter, or until you are knocked unconscious. No other mark can supersede this mark.

Weapon: If you hit the marked target with your chosen weapon you deal additional 1D6 damage, and gain a +1 power bonus to hit.

SHOWER OF BLOOD WEAPONS MASTER ATTACK 20

With one well place attack your enemy erupts in a shower of blood and gore, which just won't stop bleeding.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Requirement: You must be wielding chosen weapon

Target: One Creature

Attack: Strength vs. Fortitude

Hit: 4[W] + Strength modifier damage and the target takes ongoing 10 damage (save ends). If the target moves on its turn, it cannot make a saving throw against the ongoing damage.

Aftereffect: Ongoing 5 damage (save ends)

Miss: Half damage and target takes ongoing 5 damage (save ends)



TOUGH HERO



Come 'on, hit me I can take it!

CLASS TRAITS

Role: Defender. You are exceptionally tough and have the ability to resist most damage that would kill most people.

Power Source: Martial. You train your body to take punishment so you can get in there and dish it out.

Key Abilities: Dexterity or Strength, Constitution, Wisdom

Armor Proficiencies: Light, Medium, Heavy; Shields

Weapon Proficiencies: Simple melee, Military melee, Simple ranged, Military ranged.

Bonus to Defense: +1 Fortitude, +1 Reflex

Inherent Bonuses: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 17+Constitution score

Hit Points per Level Gained: 7

Healing surges per day: 9+Constitution modifier

Trained Skills: Endurance (Con); From the class skills list below, choose three trained skills at 1st level.

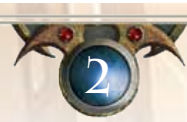
Class Skills: Athletics(Str), Endurance(Con), Heal(Wis), Intimidate(Cha), Mechanical(Int), Nature(Wis), Operate(Dex), Perception (Wis).

Class Features: Combat Challenge, Resist Weapons, Resist Energy, Unbreakable.

The Tough hero uses his constitution score to his best advantage. Taking a level in this class provides improved health and physical stamina. Better hit points, good fortitude, and the ability to shrug off some amount of damage combine to define the Tough hero.

A tough hero might be built like a truck or possess a great amount of endurance. He can take a lot of physical punishment, rarely gets sick, and often is hard to move. A tough hero can be suborn or single-minded, feels protective of others, and usually succeeds because he stays in the contest long after the competition has crumbled.

Types of Tough heroes might be stunt persons, bodyguards, enforcers, wrestlers, and athletes who demand extreme staying power or who must withstand a lot of physical punishment all fall within the purview of the tough hero.



TOUGH HERO CLASS FEATURES

Tough heroes have the following class features.

TOUGH'S TRIAL

In combat, it's dangerous to ignore a Tough Hero. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

RESIST WEAPONS

The tough hero has an innate ability to ignore an amount of damage from most weapons, but not from energy attacks. The tough hero gains a resistance to weapons equal to 1+ half of their constitution modifier rounded down.

RESIST ENERGY

The tough hero is particularly resistant to certain kind of deadly energy effects. Choose one of the following benefits from the list below.

Resist Acid: The tough hero ignores an amount of Acid damage equal to his constitution modifier. He can also make a save against ongoing Acid damage as an immediate reaction.

Resist Cold: The tough hero ignores an amount of cold damage equal to his constitution modifier. He also gains a +5 bonus against any immobilizing and slowing effects.

Resist Fire: The tough hero ignores an amount of fire damage equal to his constitution modifier. He can also make a save against ongoing fire damage as an immediate reaction.

Resist Force: The tough hero ignores an amount of force damage equal to his constitution modifier. He can also resist being pushed, pulled or slid a number of squares equal 1+1/2 his constitution modifier.

Resist Lightning: The tough hero ignores an amount of Lightning damage equal to his constitution modifier. He also gains a +5 bonus against being dazed.

Resist Poison: The tough hero ignores an amount of Poison damage equal to his constitution modifier. He also gains a +5 bonus against diseases.

Resist Thunder: The tough hero ignores an amount of Thunder damage equal to his constitution modifier. He also gains a +5 bonus against any blinding and deafening effects.

UNBREAKABLE

The Tough hero has near superhuman health that aids him in battles. Choose one of the following benefits from the list below.

Robust: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier. You also Gain Toughs Defense class feature.

Determined: You gain a +2 bonus to death saving throws and can make a basic attack as a free action when bloodied first time in an encounter and when reduced to 0 hit points or fewer. You also gain Toughs Fury Class Feature.

TOUGH HERO POWERS

Your powers are Tough Heroics that draw on your supernatural endurance and ability to resist pain.

CLASS FEATURE

Tough's Fury Tough Attack 1

Your target is unwise to ignore you, and you'll show him why.

At-will ♦ Firearm, Martial, Weapon

Immediate Reaction **Melee or Ranged** Weapon

Trigger: An enemy marked by you makes an attack that does not include you as a target.

Target: One Creature in line of sight.

Attack: Strength vs. Fortitude (Melee), Dexterity vs. Reflex (Ranged)

Hit: 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the marked enemy takes a negative to attack equal to your wisdom modifier.

Increase damage to 2[W] + Strength modifier damage, 2[W] + Dexterity modifier at 21st level.

Effect: The Target grants combat advantage to you and your allies until the end of your next turn.

Tough's Defense Tough Attack 1

So long as you're nearby, your allies have nothing to fear.

At-will ♦ Martial

Immediate Interrupt **Close** Burst 5

Trigger: An enemy marked by you makes an attack against an ally that is within 5 squares of you, and does not include you as a target.

Target: One ally within 5 squares of you.

Effect: Move up to 5 squares, and so long as you can block line of sight between the trigger and target you instead become the target of the attack.

Special: You still incur opportunity attacks for your movement.

LEVEL 1 AT-WILL HEROICS

Stunning Blow Tough Attack 1

Using your superior training you attack your enemy where he least's expects it.

At-will ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: The target grants combat advantage until the start of your next turn.

Sure Strike Tough Attack 1

You line the enemy up in your sights, wait for the right time. Only then do you strike.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Ranged** Weapon

Requirement: Must remain stationary before and after the attack.

Target: One Creature

Attack: Dexterity + 2 vs. AC

Hit: 1[W] + Dexterity modifier damage

Increase damage to 2[W] + Dexterity modifier at 21st level.

Auto Fire Strike Tough Attack 1

Your skill and training with automatic weapons allows you to accurately hit your targets.

At-will ♦ Auto, Firearm, Martial

Standard Action **Ranged** burst 1 in weapons range

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Auto: Uses three rounds plus the number of targets attacked.

Special: This power replaces the Automatic Fire basic attack power. All feats, power and abilities that affect the Automatic Fire basic attack also affect Auto Fire Strike power. This power can be used in place of a basic ranged attack.

Toughening Strike Tough Attack 1

You gain strength in ensuring your enemies are defeated.

At-will ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged** Weapon

Requirement:

Target: One Creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (Ranged)

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (Ranged)

Increase damage to 2[W] + Strength modifier damage, 2[W] + Dexterity modifier at 21st level.

Effect: You gain temporary hit points equal to your Constitution modifier.

LEVEL 1 ENCOUNTER HEROICS

Hail of Bullets Tough Attack 1

You concentrate your fire in a line of death to keep the enemy at bay.

Encounter ♦ Auto, Firearm, Martial

Standard Action **Ranged** Weapon Wall 3

Target: All targets in wall

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage, and hit 3 squares in a line. Any target hit is slowed until the end of your next turn.

Auto: Uses three rounds plus the number of targets in wall.

Distracting Strike Tough Attack 1

Your light weapon cuts a distracting strike on the enemy, causing him to slip up.

Encounter ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Target

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Effect: The target grants combat advantage to you until the end of your next turn.

Weapon: If you are wielding a light blade the target grants combat advantage to you for a number of rounds equal to your wisdom modifier.

Point Blank Shot Tough Attack 1

If enemies think they have the advantage by being next to you, that ok they will soon find out there error.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged** Weapon

Target: One Target

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and do not incur opportunity attacks from adjacent enemies.

Weapon: If you are using a Handgun, you may shift 1 square as a free action before or after the attack.

Knock down shot Tough Attack 1

The force of your strike launches your enemy.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged** Weapon

Target: One Target

Attack: Dexterity vs. AC

Hit: 2 [W] + Dexterity modifier damage and you knock the enemy prone.

Weapon: If you are using a Longarm, you also push the target a number of squares equal to half your wisdom modifier.

LEVEL 1 DAILY HEROICS

Auto Assault Tough Attack 1

As my father us to say, spray and Pray and hope they hit.

Daily ♦ Auto, Firearm, Martial

Standard Action **Ranged** burst 2 in weapons range

Target: All creatures in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Auto: Uses two rounds plus the number of targets in burst.

Miss: Half damage.

Concentrated Fire Tough Attack 1

You tighten up your firing to prevent the enemies from moving.

Daily ♦ Auto, Firearm, Martial

Standard Action **Ranged** burst 1 in weapons range

Target: All creatures in burst

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Effect: Enemies are immobilized until the end of your next turn.

Auto: Uses a number of rounds equal to the targets in burst.

Ear to Ear Tough Attack 1

Sometimes the subtle approach is what's needed in combat.

Daily ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Creature

Attack: Strength vs. AC

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

Special: If you have combat advantage from behind you deal an extra 1[W] damage and the target takes ongoing 10 damage, save ends.

Head shot**Tough Attack 1**

Sometimes you have to make a shot to the mouth to get a-head in life.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2 [W] + Dexterity modifier damage and the target is stunned until the end of your next turn.

Aftereffect: Target is dazed (save ends).

LEVEL 2 UTILITY HEROICS**Tough Resistance****Tough Utility 2**

You reach deep within and pull forth energy reserves to keep you going.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: You gain the bonuses and effects of another resist energy class feature for the encounter.

Come Get Me**Tough Utility 2**

You stand tall, stare everyone down, and command everyone to attack you.

Encounter ♦ Martial

Minor Action **Close Burst 5**

Effect: You can mark a number of enemies equal to 1 + your wisdom modifier.

Unbeatable**Tough Utility 2**

You summon up reserves of inner strength to keep on fighting.

Daily ♦ Martial

Minor Action **Personal**

Effect: You gain temporary hit points equal to 1D6 + your constitution modifier.

Robust: 2D6 + constitution modifier in temporary hit points.

Endurance**Tough Utility 2**

You shake off the works of you wounds.

Daily ♦ Healing, Martial, Stance

Minor Action **Personal**

Effect: You gain regeneration 2 + half your constitution modifier when you are bloodied.

Determined: Regeneration 2 + your constitution modifier.

LEVEL 3 ENCOUNTER HEROICS**Spray and Pray****Tough Attack 3**

You pull the trigger and hope for the best.

Encounter ♦ Auto, Firearm, Martial

Standard Action **Ranged burst 2 in weapons range**

Target: All creatures in burst

Attack: Strength vs. Reflex

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

Special: You deal an extra 1 point of damage for each target in the burst.

Auto: Uses three rounds plus the number of targets in Burst.

Burst Fire**Tough Attack 3**

None shall pass you as you stand firm and hold the line.

Encounter ♦ Firearm, Martial

Standard Action **Close Blast 3**

Target: Each creature in blast

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the targets are Immobilized until the end of your next turn.

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

Weapon: Only uses one round of ammunition if the weapon uses 10 or 12 Gauge ammunition.

Precise Strike**Tough Attack 3**

You trade damage for accuracy when you really want to land an attack on your opponent.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength +4 vs. AC

Hit: 1[W] + strength modifier damage

Weapon: Target takes ongoing 5 damage (Save ends) if a light blade is used.

Three Shot Burst**Tough Attack 3**

With three rapid shots in quick succession you fell your enemies.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One Two or Three Creatures

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, three attacks.

Special: If a target gets hit all three times he is knocked prone.

LEVEL 5 DAILY HEROICS**Reactive Fire****Tough Attack 5**

An enemy may think he is safe keeping his range, but he his wrong.

Daily ♦ Firearm, Martial, Stance

Minor Action **Personal**

Requirement: Must be using a Handgun.

Effect: You gain a +2 power bonus to AC against opportunity attacks. Any enemy that starts its turn two squares away from you takes 1[W] damage, as long as you are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

Crack in the Armor**Tough Attack 5**

You skill in weapons allows you to strike between the cracks.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + Strength Modifier, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

Weapon: If the weapon is a longarm you gain a bonus to the damage roll equal to your constitution modifier.

Pinning Strike Tough Attack 5

You ensure your enemies do not move any closer giving you allies the chance to make there move.

Daily ♦ Auto, Firearm, Martial

Standard Action Ranged burst 1 in weapons range

Target: All creatures in burst

Attack: Dexterity vs. Reflex

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

Effect: All targets are pushed back 3 squares.

Auto: Uses a number of rounds equal to the targets in burst.

Heart Strike Tough Attack 5

Your attack to your enemy's chest knocks the wind out of him.

Daily ♦ Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and target is Dazed until the end of your next turn.

Weapon: Target is stunned if a light blade is used.

Aftereffect: Target is immobilized (Save ends).

LEVEL 6 UTILITY HEROICS

Defensive Training Tough Utility 6

With a soldier's discipline, you fend off attacks that would overcome a lesser person.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Gain a +2 power bonus to your Fortitude, Reflex, or Will Defense.

Determined: Gain a +2 power bonus to two of your defenses (Fortitude, reflex or will)

Unbreakable Tough Utility 6

You steel yourself against a brutal attack

Encounter ♦ Martial

Minor Action Personal

Effect: Reduce the damage from the attack by 5 + your constitution modifier.

Robust: If the attack is a critical you reduce the damage from the attack by 10 + double your constitution modifier.

Toughs Endurance Tough Utility 6

Drawing on the boundless endurance of years of training, you regain a measure of your vitality.

Daily ♦ Healing, Martial

Immediate Interrupt Personal

Trigger: You drop to 0 hit points for fewer

Effect: You regain hit points as if you had spent a healing surge.

Robust: You gain temporary hit points equal to 3 + your constitution modifier.

Eye for an Eye Tough Utility 6

When the attack hits you, you decide then and there to take your enemy out.

Daily ♦ Martial

Immediate Reaction Personal

Trigger: An enemy hits you with an attack

Effect: You gain a +2 power bonus to attacks rolls against the triggering enemy until the end of the encounter.

Mark: If the enemy was marked at the time it hits you, you can make a basic attack against it as a free action.

Like a Rock Tough Utility 6

You sink your center of gravity into the ground below you and grit your teeth. You are going nowhere.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you cannot be knocked prone, and if you are subject to a pull, a push, or a slide, you can reduce the forced movement by 1 square.

Determined: Reduced forced movement a number of squares equal to half your constitution modifier.

LEVEL 7 ENCOUNTER HEROICS

Gift of Blood Tough Attack 7

The sight of fresh blood gets your heart pumping giving you energy to go on.

Encounter ♦ Healing, Martial, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 2[W] + strength modifier damage, and you regain 10 hit points.

Forceful Positioning Tough Attack 7

You attack not only forces your target into a square of your choosing but also a second creature in it's in the way.

Encounter ♦ Firearm, Martial, Weapon

Standard Action Ranged Weapon

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + dexterity modifier damage, and you slide the target 1 square. You can slide the target into a second creature's space and then slide the second creature 1 square.

Weapon: The target slides two squares if a longarm is used.

Wounding Shot Tough Attack 7

Even your stray shots are something to be feared.

Encounter ♦ Auto, Firearm, Martial

Standard Action Ranged Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. Make a secondary attack

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: 5 ongoing damage (Save ends).

Auto: Uses a number of rounds equal to 3 + the number of targets attacked.

Brutal Hit**Tough Attack 7**

You strike with the weight of a mountain behind your shot: Brutal and unforgettable.

Encounter ♦ Martial, Weapon**Standard Action** **Ranged** Weapon**Target:** One Creature**Attack:** Dexterity vs. Fortitude

Hit: 2 [W] + dexterity modifier damage and the target takes a -2 penalty to attack rolls until the end of your next turn.

Weapon: The penalty to attack rolls equals 1 + your constitution modifier if a Handgun is used.

LEVEL 9 DAILY HEROICS**Victorious Surge****Tough Attack 9**

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily ♦ Martial, Weapon**Standard Action** **Melee** Weapon**Target:** One Creature**Attack:** Strength vs. AC

Hit: 3[W] + Strength modifier damage and you regain hit points as if you had spent a healing surge.

Weapon: You gain temporary hit points equal to 5 + your constitution modifier if a light blade is used.

Toughs Recovery**Tough Attack 9**

As you fire you use the momentum of battle

Daily ♦ Firearm, Martial, Weapon**Standard Action** **Melee or Ranged** Weapon**Target:** One Creature**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (melee), 3[W] + Dexterity modifier damage (Ranged)

Effect: You regain the use of an encounter attack power you have used this fight.

Jackal Strike**Tough Attack 9**

Sensing your opponents flagging strength, you move in for the kill.

Daily ♦ Firearm, Martial, Weapon**Free Action** **Melee or Ranged** Weapon

Trigger: An enemy marked by you becomes bloodied by you're or an allies attack or suffers a critical hit from you or an ally.

Target: The triggering enemy**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged)

Weapon: You gain resist all 10 until the end of your next turn if a light blade is used.

Weapon: You gain +2 to all defenses until the end of your next turn if a Handgun is used.

Immobilizing Shot**Tough Attack 9**

As the enemy moves to attack you respond by striking first.

Daily ♦ Firearm, Martial, Reliable**Immediate Reaction** **Ranged** Weapon**Trigger:** An enemy enters a square adjacent to you.**Target:** The triggering enemy**Effect:** Before the attack, you can shift 1 square.**Attack:** Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is immobilized until the start of your next turn.

LEVEL 10 UTILITY HEROICS**Tough Resurgence****Tough Utility 10**

You buck up under the pressure and redouble your defensive efforts.

Daily ♦ Healing, Martial**Minor Action** **Personal**

Effect: You can spend a healing surge. Until the start of your next turn, you gain a bonus to AC equal to your dexterity modifier.

Determined: You gain a bonus to AC and one other defense equal to your dexterity modifier.

Robust: You gain temporary hit points equal to 5 + your constitution modifier.

Tighten Your Guard**Tough Utility 10**

You drop into a defensive posture, raising your shield to protect your self.

Daily ♦ Martial, Stance**Minor Action** **Personal****Requirement:** You must be using a shield.

Effect: Until the stance ends, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

Menacing Glare**Tough Utility 10**

You seem ready to spring at any moment, forcing marked foes to devote more attention to you.

Daily ♦ Martial, Stance**MINOR ACTION** **PERSONAL**

Effect: Until the stance ends, whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy grants combat advantage to your allies until the start of its next turn.

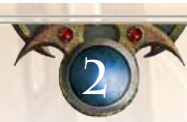
Shooters Nemesis**Tough Utility 10**

The fact that your enemy is too cowardly to close to melee swells your confidence.

Daily ♦ Healing, Martial**Immediate Reaction** **Personal****Trigger:** You are hit by a ranged attack

Effect: You spend a healing surge and regain additional hit points equal to twice your wisdom modifier.





LEVEL 13 ENCOUNTER HEROICS

Two For The Money Tough Attack 13

You shoot down one enemy and then shoot another with your next shot.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged Weapon**

Target: One or Two Creatures

Attack: Dexterity vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.

Hit: 1[W] + dexterity modifier damage, and the target is dazed until the end of your next turn. If you hit the same target twice with this power, the second attack deals extra damage equal to your wisdom modifier.

Weapon: If a longarm is used to make the attack the targets also grant combat advantage to you and your allies until the end of your next turn.

Battle Rush Tough Attack 13

You rush past your foes to meet face to face with your target.

Encounter ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. AC

Effect: Before you make your attack you can move your speed. You do not provoke opportunity attacks during this move and can move through squares occupied by enemies.

Hit: 3[W] + strength modifier damage.

Weapon: If a light blade is used the target takes ongoing 10 damage (save ends).

Brutal Repost Tough Attack 13

Your respond immediately to an attack against you.

Encounter ♦ Firearm, Martial, Weapon

Immediate Reaction **Ranged Weapon**

Target: One Creature

Trigger: You are attack by an enemy you can see.

Attack: Dexterity vs. AC

Hit: 3[W] + dexterity modifier damage.

Weapon: If a handgun is used to make the attack the damage gets applied to the target first. If the target is killed by your attack its attack misses.

Storming Assault Tough Attack 13

You duck and weave between your enemies shots while shooting at them ferociously.

Encounter ♦ Auto, Firearm, Martial

Standard Action **Ranged Weapon**

Target: One Creature

Attack: Dexterity vs. AC

Hit: 2[W] + dexterity modifier damage

Auto: Use a number of round equal to 3 + the number of targets attacked.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

LEVEL 15 DAILY HEROICS

Storm of Bullets Tough Attack 15

None are saved as you litter the battle field with your bullets.

Daily ♦ Firearm, Martial, Stance

Minor Action

Personal

Requirement: Must be using a Handgun.

Effect: You gain regeneration equal to your constitution modifier, a +4 power bonus to AC against opportunity attacks. Any enemy that starts its turn within a close burst 2 of you takes 1[W] damage as long as your are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

Strategic Strike Tough Attack 15

Your position your attack such that your enemy has no chance to avoid it.

Daily ♦ Martial, Weapon

Standard Action **Melee Weapon**

Target: One Creature

Attack: Strength vs. Reflex

Weapon: If you're wielding a light blade, you gain a bonus to the attack roll equal to your dexterity modifier.

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Sudden Opportunity Tough Attack 15

When one of your allies hits an enemy, you take advantage of the foes distraction to put it down.

Daily ♦ Firearm, Martial, Reliable, Weapon

Free Action

Melee or Ranged Weapon

Trigger: An enemy marked by you becomes bloodied by you're or an allies attack or suffers a critical hit from you or an ally.

Target: The triggering enemy

Effect: Before the attack you can shift 3 squares.

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and the target is dazed (save ends).

Weapon: If you are wielding a handgun the target knocked prone and incurs combat advantage so long as the dazed condition continues.

Weapon: If you are wielding a longarm the target is pushed 3 squares and knocked prone.

Gale of Bullets Tough Attack 15

Your mow down the ranks of your foes like a fierce wind.

Daily ♦ Auto, Firearm, Martial

Standard Action

Ranged burst 1 in weapons range

Target: All creatures in burst

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You can shift 1 square and repeat the attack against any enemy you haven't already hit with the attack.

Auto: Uses a number of rounds equal to 3 + the number of targets attacked.

LEVEL 16 UTILITY HEROICS

Battle Training CHAPTER 2 | Character Classes Tough Utility 16

You absorb everything going on around you, and your enemies find it hard to catch you unaware.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you don't grant combat advantage while you are conscious.

Determined: You also no longer incur opportunity attacks.

Resurgence Tough Utility 16

The thrill of the kill is enough to shake off any ill effects.

Daily ♦ Healing, Martial

Free Action **Personal**

Trigger: You score a critical hit or reduce an enemy to 0 hit points or fewer.

Effect: You spend a healing surge and regain additional hit points equal to your constitution modifier. You make a saving throw against each effect on you that a save can end.

Robust: You receive hit points as if you spent a healing surge.

Determined: You gain a bonus to each saving throw equal to your constitution modifier.

Marking Stance Tough Utility 16

You give off such an aura of damager enemy target your allies with fear in their hearts.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, any enemy that begins its turn adjacent to an ally is marked until the start of its next turn.

Human Shield Tough Utility 16

Using your own body you block an attack made against a close ally.

Encounter ♦ Martial

Immediate Interrupt **Melee 1**

Trigger: An adjacent ally is hit by an attack

Effect: The ally gains a +2 bonus to AC and Reflex defense against the triggering attack.

Robust: The ally gains a +4 bonus to AC and Reflex defense.

LEVEL 17 ENCOUNTER HEROICS

Buffering Attack Tough Attack 17

You and your weapon are one and the same as you attack any that move in your line of sight.

Encounter ♦ Auto, Firearm, Martial

Standard Action **Ranged** Weapon

Target: One, Two or Three Creatures

Attack: Dexterity vs. AC. You make the attack three times, distributing the attacks between the targets or making all attacks against one.

Hit: 1[W] + dexterity modifier damage, until the start of your next turn, any enemy within a burst 10 of you that moves closer to you or an ally takes 5 damage.

Auto: Uses a number of rounds equal to targets attacked plus one for any target that takes damage for moving closer.

Exacting Shot Tough Attack 17

You stare down your sights and line up the target. One shot, one kill.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged** Weapon

Target: One creature

Attack: Dexterity +4 vs. AC

Hit: 2[W] + dexterity modifier damage.

Weapon: If a longarm is used to make the attack you gain half your dexterity modifier as a bonus to the attack.

Moving Assault Tough Attack 17

Attacking as you move you make sure your enemy can't follow or can't get away when you rush them.

Encounter ♦ Firearm, Martial, Weapon

Standard Action **Ranged** Weapon

Target: One or Two Creature

Attack: Dexterity vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.

Hit: 1[W] + dexterity modifier damage, and the targets are immobilized until the end of your next turn.

Effect: You can move a number of squares equal to your speed. This movement provokes opportunity attacks.

Weapon: If a handgun is used to make the attack you can draw a light blade as a free action and make a melee basic attack against one adjacent enemy at the end of this powers effect.

War Path Tough Attack 17

Thou your attack may be powerful it leaves you open to restitution.

Encounter ♦ Martial, Weapon

Standard Action **Melee** Weapon

Target: One Creature

Attack: Strength vs. AC

Effect: Before making this attack, you may sheathe a weapon and draw a different one as a free action

Hit: 4[W] + strength modifier damage, and you grant combat advantage to all enemies until the start of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Weapon: If a light blade is used to make the attack you can target Reflex instead of AC for the attack.

LEVEL 19 DAILY HEROICS

Own The Field Tough Attack 19

You control the flow of battle, foreseeing your enemy's moves.

Daily ♦ Firearm, Martial, Reliable, Weapon

Standard Action **Melee or Ranged** Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 5[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged)

Effect: Until the end of the encounter, whenever an enemy you can see makes an attack that does not include you as a

target; you can mark that enemy as an opportunity action. The mark takes effect after the attack, and lasts until the end of your next turn.

Persistence Tough Attack 19

You know every inch of your weapon allowing you to correct any variable when it comes to attacking.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, once per turn when you miss with an attack roll, you can reroll the attack roll.

One with the Gun Tough Attack 19

When one of your allies hits an enemy, you take advantage of the foe's distraction to put it down.

Daily ♦ Firearm, Martial, Reliable

Standard Action **Ranged Weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage

Miss: Half Damage

Effect: Until the start of your next turn, you can make a secondary attack as an opportunity action against anyone in a burst 10 that moves closer to you.

Secondary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Weapon: If you are wielding a handgun you gain a +2 power bonus to hit with the secondary attack.

Weapon: If you are wielding a longarm the target is dazed until the end of your next turn.

Iron Curtain Tough Attack 19

Your mow down the ranks of your foes like a fierce wind.

Daily ♦ Auto, Firearm, Martial

Standard Action **Close Blast 5**

Target: All creatures in blast

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: You gain 2 temporary hit points for every enemy you hit with this attack.

Auto: Uses a number of rounds equal 3 + the number of targets attacked.

LEVEL 22 UTILITY HEROICS

Battle Tumult Tough Utility 22

You draw upon your energy reserves to lend you aid during battle.

Encounter ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, whenever you would receive hit points, you gain any additional hit points that go above your maximum value as temporary hit points.

Determined: Whenever you gain hit points you can make a save against one effect that a save can end as a free action.

Robust: Whenever you gain hit points you gain resist all equal to half the hit points received until the start of your next turn.

2

Inspired Heroism

Tough Utility 22

Your victory in combat inspires you to greater deeds.

Encounter ♦ Healing, Martial

Free Action

Personal

Trigger: An enemy marked by you is reduced to 0 hit points or fewer.

Effect: You can spend a healing surge and shift 3 squares.

Robust: You gain additional hit points equal to your constitution modifier.

Shrug the Bonds

Tough Utility 22

You quickly shrug off the bonds that hold you in place.

At-will ♦ Martial

Minor Action

Personal

Effect: You can make an escape attempt, or you can make a saving throw against any effect that immobilizes or restrains you.

Never Give Up

Tough Utility 22

The thrill of the kill is enough to shake off any ill effects.

Daily ♦ Healing, Martial

No Action

Personal

Trigger: You drop to 0 hit points or fewer but don't die.

Effect: You regain enough hit points to bring you to one half of your maximum hit point value. However, you take a -2 penalty to attack rolls until the end of the encounter.

Steadfast Defense

Tough Utility 22

The thrill of the kill is enough to shake off any ill effects.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends, when an attack causes you to take an effect that a save can end, you can make a saving throw against that effect as an immediate reaction.

LEVEL 23 ENCOUNTER HEROICS

Crippling Strike

Tough Attack 23

Your attack completely devastates your enemy leaving them staggered.

Encounter ♦ Firearm, Martial, Weapon

Standard Action

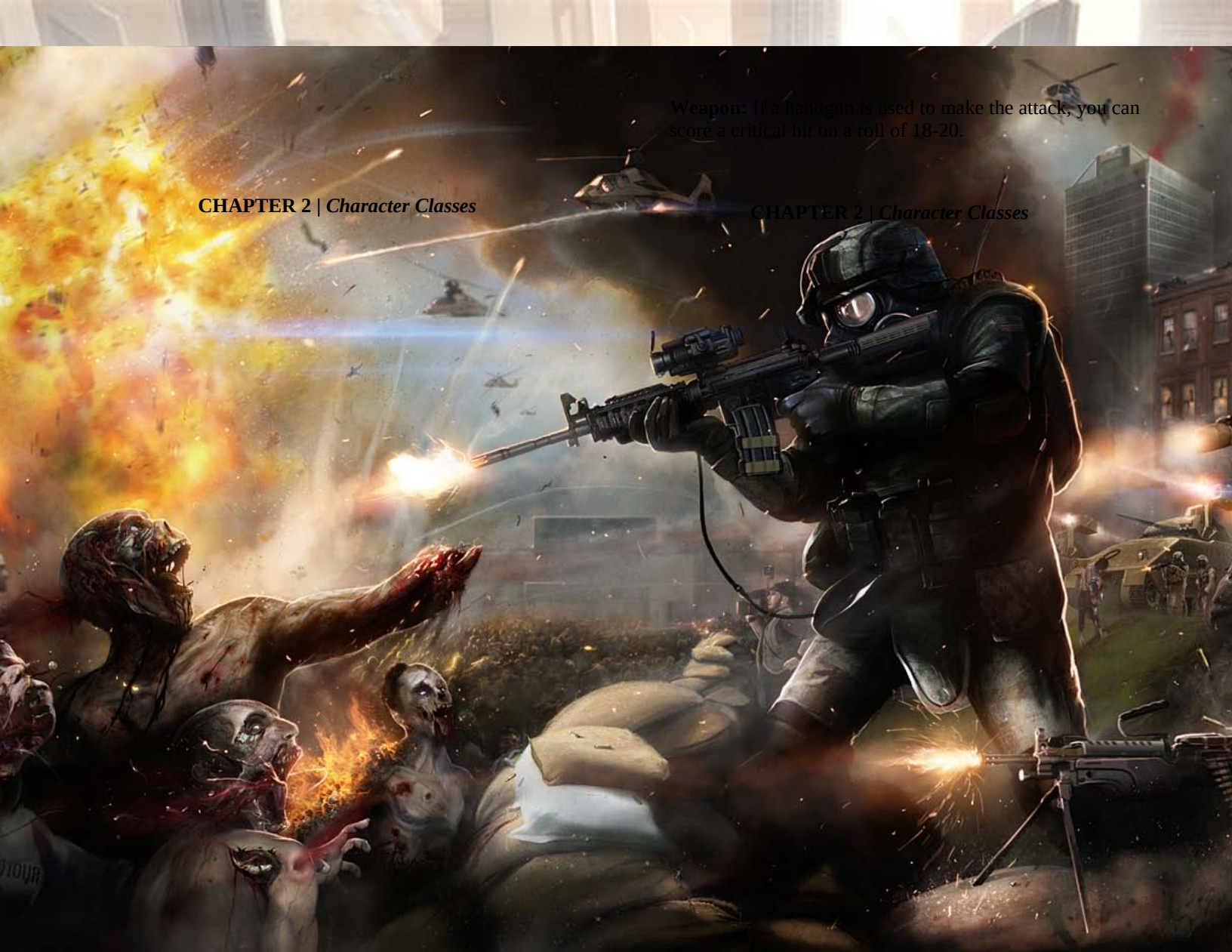
Ranged Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + dexterity modifier damage, and the target is dazed and weakened until the end of your next turn.

Weapon: If a longarm is used to make the attack the target is also knocked prone.



Weapon: If a handgun is used to make the attack, you can score a critical hit on a roll of 18-20.

Critical Hit**Tough Attack 23**

You mercilessly plunge your weapon deep into your enemy ensuring you hit critical organs.

Encounter ♦ Martial, Weapon**Standard Action** **Melee Weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 4[W] + strength modifier damage, and the target is dazed and weakened until the end of your next turn.

Weapon: If a light blade is used to make the attack the target takes ongoing 5 damage for every 1[W] removed from the damage dealt.

Painful Strike**Tough Attack 23**

Your attack leaves your foe in great pain.

Encounter ♦ Firearm, Martial, Weapon**Standard Action** **Ranged Weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3[W] + dexterity modifier damage, and the target is immobilized until the end of your next turn.**Bullet Shield****Tough Attack 23**

You respond to your ally's plight and cover them with a shield of bullets.

Encounter ♦ Auto. Firearm, Martial**Immediate Interrupt** **Ranged** Burst 1 in weapons range**Target:** Each enemy in burst**Attack:** Dexterity vs. AC**Trigger:** An enemy attacks an ally with a melee attack.**Hit:** 2[W] + dexterity modifier damage, and you can shift two squares.**Effect:** The ally takes only half damage from the triggering attack.

Auto: Uses a number of rounds equal 3 + the number of targets attacked.



LEVEL 25 DAILY HEROICS

Ballistic Assault Tough Attack 25

When one of your allies hits an enemy, you take advantage of the foe's distraction to put it down.

Daily ♦ Firearm, Martial, Reliable

Standard Action **Ranged Weapon**

Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is immobilized (save ends). Make a secondary attack against the target.

Weapon: If a longarm is used to make the attack the target is also dazed (Save ends).

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone.

Special: This power can be used in place of a ranged basic attack.

Disarm Tough Attack 25

You hit the target with such force it drops its weapon.

Daily ♦ Firearm, Martial, Weapon

Standard Action **Melee or Ranged Weapon**

Target: One creature

Attack: Strength vs. Fortitude (Melee) Dexterity vs. Reflex (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged)

Effect: The target drops its weapon at its feet. If you are adjacent to the target and have a free hand you can choose to catch the dropped weapon. The target grants combat advantage to you until it retrieves the weapon or until the end of the encounter.

Weapon: If a hand gun is used to make the attack the weapon ends up three squares from the target in a square of the attacker's choice.

Marking Barrage Tough Attack 25

Your mow down the ranks of your foes like a fierce wind.

Daily ♦ Auto, Firearm, Martial

Standard Action **Ranged burst 1**

Target: All creatures in burst

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage. If you have combat advantage against the target, the attack deals 1[W] extra damage.

Miss: Half damage

Effect: The target is marked until the end of the encounter, or until another mark supersedes this one.

Auto: Uses a number of rounds equal 3 + the number of targets in burst.

Meet the Reaper

Tough Attack 25

None are saved as you litter the battle field with your bullets.

Daily ♦ Firearm, Martial, Stance

Minor Action

Personal

Effect: Whenever you use a Tough attack power, you can score a critical hit on a roll of 19-20, and you gain a +4 power bonus to AC against opportunity attacks. Any enemy that starts its turn within a close burst 4 of you takes 1[W] damage and is slowed (save ends) as long as you are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

Weapon: If a hand gun is used to make the attack any enemy starting within a close burst 2 takes 2[W] damage and 1[W] damage beyond that to a close burst 4.

Weapon: If a long arm is used to make the attack any enemy starting within a close burst 4 takes ongoing 5 damage and is slowed (save ends).

Slaughtering Attack

Tough Attack 15

You put all your strength into one mighty strike.

Daily ♦ Martial, Reliable, Weapon

Standard Action

Melee Weapon

Target: One Creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage and if you deal the targets bloodied value in damage it dies immediately.

Weapon: If a light blade is used to make the attack you deal 2[W] extra damage.

LEVEL 27 ENCOUNTER HEROICS

Auto-fire Rush

Tough Attack 27

You let loose a hail of gunfire that carves a path through the enemy lines.

Encounter ♦ Auto. Firearm, Martial

Standard Action

Close Burst 2

Effect: Shift up to half your speed.

Target: Each enemy in burst

Primary Attack: Dexterity vs. AC

Hit: 2[W] + dexterity modifier damage

Effect: Shift up to half your speed and then make a secondary attack.

Secondary Target: Each enemy in close burst 1

Secondary Attack: Dexterity vs. AC.

Hit: 2[W] + dexterity modifier damage.

Auto: Uses a number of rounds equal 3 + the number of targets attacked.

Murderous Intent

Tough Attack 27

You attack your enemy without remorse or emotion.

Encounter ♦ **Fear, Martial, Weapon**

Standard Action **Melee** Weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + strength modifier damage.

Effect: All of your enemies within 10 squares of you are marked until the end of your next turn.

Weapon: If a light blade is used to make the attack all enemies marked are also pushed 2 squares.

Called Shot

Tough Attack 27

You line your shot up making it count.

Encounter ♦ **Firearm, Martial, Weapon**

Standard Action **Ranged** Weapon

Target: One creature

Attack: Dexterity +4 vs. AC

Hit: 4[W] + dexterity modifier damage, and the target is immobilized until the end of your next turn.

Weapon: If a Longarm is used to make the attack, you can score a critical hit on a roll of 18-20.

Coordinated Shot

Tough Attack 27

You coordinate your attack with that of an ally.

Encounter ♦ **Firearm, Martial, Weapon**

Immediate Interrupt **Ranged** Weapon

Trigger: An ally make a ranged attack against an enemy.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + dexterity modifier damage.

Weapon: If a Longarm is used to make the attack your ally gains a bonus to hit the target equal to your wisdom modifier.

Weapon: If a handgun is used to make the attack you ally gains a bonus to damage equal to your wisdom modifier.

LEVEL 29 DAILY HEROICS

Blade Storm

Tough Attack 29

You weave through your enemies while gutting them like pigs.

Daily ♦ **Martial, Weapon**

Standard Action **Melee** Weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier + Dexterity modifier damage, and the target is dazed (Save ends).

Miss: Half damage, and the target is not dazed.

Effect: You can shift 3 squares and repeat the attacks against a second target. You can then shift three squares and repeat the attack against a third target.

Weapon: If a light blade is used the attacks deal 1[W] extra damage.

Centered Barrage

Tough Attack 29

You let loose a barrage of three shots all centered on one target.

Daily ♦ **Auto, Firearm, Martial**

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage per attack. If you hit twice, you deal 1D10 extra damage to the target. If you hit three times, you deal 2D10 extra damage to the target and takes ongoing 10 damage (save ends).

Miss: Half damage

Exhilarating Assault

Tough Attack 29

You rush the enemy, feeling a fierce exhilaration that allows you to ignore your wounds.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** Weapon

Target: One creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and you can spend a healing surge.

Effect: You can make a saving throw against each effect on you that a save can end. Until the end of the encounter, you have regeneration 15 while you are bloodied.

Special: This power can be used in place of a basic attack.

Force of Battle

Tough Attack 29

None are saved as you litter the battle field with your bullets.

Daily ♦ **Firearm, Martial, Stance, Weapon**

Minor Action **Personal**

Effect: You deal extra 1 [W] damage with your at-will and encounter attack powers. Three times a round when an enemy starts its turn within a close burst 10 of you; you can use an at-will attack power as a free action at the start of its turn, as long as you are able to make opportunity attacks.



PARAGON PATHS

SOLDIER

"I live and die for my country; I only hope that I can take as many of the enemy with me as I can before I do die."

Prerequisite: Tough Hero

The Soldier is a trained warrior, as good with a gun as he is with a knife or some other melee weapon. Some soldiers come out of formal military programs or law enforcement academies. Others acquire their skills on the field of battle. The Soldier might be a dedicated idealist or a profit-seeking mercenary, a hired gun or a highly skilled adventurer. In all cases, the Soldier learns how to defeat his enemies, to complete his missions, and ultimately, to survive.



SOLDIER PATH FEATURES

Weapon Specialization (11th level): Choose a group of weapons such as light blade, handgun, longarm, etc. You gain a +1 bonus to hit and a +2 bonus to damage when using weapons in that group.

Improved Reaction (11th level): At any point during an encounter the soldier can spend an action point as an immediate reaction to make a basic attack. The soldier cannot use this against targets that have combat advantage against her.

Improved Critical (16th level): The critical range of the weapons in the soldier's chosen weapon group increases by 1. For example, a critical range of 20 will become 19-20.

SOLDIER HEROICS

CHILLING STRIKE

Soldier Attack 11

You well placed strike against your enemy puts the fear into him causing your further attack to deal more damage.

Encounter ♦ Auto, Firearm, Martial, Weapon

Standard Action

Melee or Ranged Weapon

Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

Hit: 2 [W] + strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target gains vulnerable 5 to your attacks (Save ends).

Auto: If using an automatic attack all targets hit in burst take 1 [W] + modifier damage and vulnerable 5 to your attacks (save ends).

TRY AGAIN

Soldier Utility 12

Your calm demeanor and cool gaze makes an enemy rethink his attack.

Encounter ♦ Martial

Free Action

Personal

Target: One ally in burst you can see.

Trigger: An enemy makes an attack against you.

Effect: You cause the enemy to make a second attack roll and take the lower of the two.

ESCALATING BARRAGE

Soldier Attack 20

With increasing accuracy and deadliness, you attack multiple foes.

Daily ♦ Martial, Weapon, Firearm

Standard Action

Melee or Ranged Weapon

Primary Target: One Creature

Primary Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 2[W] + Strength modifier damage (melee), 2[W] + Dexterity modifier damage (Ranged)

Effect: You can shift one square and make a secondary attack
Secondary Target: One creature other than the primary target.

Secondary Attack: Strength +2 vs. AC (Melee), Dexterity +2 vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (melee), 3[W] + Dexterity modifier damage (Ranged)

Effect: You can shift 2 squares and make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets.

Tertiary Attack: Strength +4 vs. AC (Melee), Dexterity +4 vs. AC (Ranged)

Hit: 4[W] + Strength modifier damage (melee), 4[W] + Dexterity modifier damage (Ranged)

BODYGUARD

"Don't worry Sir, I'll protect you even if it costs me my life."

Prerequisites: Tough Hero

The body guard makes security his specialty. He knows how to keep someone safe and how to provide personal protection to the utmost degree. The bodyguard can be more than a security specialist, however. He might be part private detective, part hired muscle. He might serve as a driver or other personal aide, in addition to being ready at all times to offer protection to the client he watches out for. The body guard has the ability to avoid trouble, and when trouble can't be avoided, he can protect a client through a variety of other means.

BODYGUARD PATH FEATURES

Harm's Way (11th level): Once per round as a free action, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not a burst or blast), the bodyguard can shift to an unoccupied square adjacent to the ally to block line of sight and receive the attack instead. If the Bodyguard is already blocking line of sight between the attack and the target he does not need to move. If the attack hits the Bodyguard, he takes damage normally, if it misses, it also misses the ally.

Sudden Action (1th level): As an immediate interrupt, in response to an attack on an ally the Bodyguard can spend an action point to take a move action at his speed +4 so long as he moves closer to the attacked ally.

Blanket of Protection (16th level): All allies starting their turn within 3 squares of the Bodyguard gain a +1 bonus to AC and Reflex. This bonus disappears as soon as those allies are out of the area of effect.

BODYGUARD HEROICS

PROTECTOR'S STRIKE Bodyguard Attack 11

You smite your chosen opponent, wreaking vengeance for its attack on an ally.

Encounter ♦ Martial, Weapon, Firearm

Immediate Interrupt **Melee or Ranged** Weapon

Trigger: An enemy marked by you makes an attack that does not include you as a target.

Target: Marked target

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

Hit: 3 [W] + strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged).

Effect: Enemy takes a penalty to hit his target equal to your wisdom modifier.

PROTECTIVE BULWARK Bodyguard Utility 12

At your request an ally uses you as a shield against danger.

Encounter ♦ Martial

Minor Action **Close** Burst 5

Target: One ally in burst you can see.

Effect: The target can shift into a square adjacent to you as a free action and gains a +2 power bonus to AC until you or your ally moves.

BLOODY JUSTICE

Bodyguard Attack 20

Your foe sends your ally stumbling, and you instantly send that enemy flying back with a devastating attack.

Daily ♦ Martial, Weapon, Firearm

Immediate Interrupt **Melee or Ranged** Weapon

Trigger: An enemy bloodies an ally with an attack.

Target: The triggering enemy

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 5[W] + Strength modifier damage (Melee), 5[W] + Dexterity modifier damage (Ranged), and you push the target back 1 square and knock him prone.

Miss: Half damage and no push or prone.

Effect: Ally gains a +2 power bonus to AC until the start of your next turn.



DAREDEVIL

"Can I ride a motorcycle off the wing of a flying airplane, and grab onto a helicopter in midair, all while blindfolded? I did that last week you got anything else."

Prerequisite: Tough Hero

The fearless daredevil risks life and limb to perform death defying acts. When you need a strut person, an extreme sports enthusiast, or someone with the know-how to stage a dangerous looking spectacle or to succeed at a stunt that no one else in their right mind would even attempt, then call on the Daredevil. The Daredevil can perform physical stunts and vehicle stunts, understands the magic of movie making, and is tough enough to take on a dangerous stunt, succeed at the stunt – and survive.

DAREDEVIL PATH FEATURES

Delay Damage (11th level): As a free action the Daredevil can delay the onset of damage from one attack, allowing him to continue on unhindered. Once per encounter the Daredevil can delay taking damage and effects from an attack power for a maximum number of rounds equal half his constitution modifier rounded down. After the rounds have expired the Daredevil takes the damage and effects at the beginning of his next turn as normal.

Action Boost (11th level): The Daredevil gains two extra action points at the end of an extended rest for a total of three actions points that can be used.

Adrenaline Rush (16th level): Once per day the Daredevil can gain a burst of power allowing him to increase one of his physical stats (Strength, Dexterity, or Constitution) by an amount equal to his wisdom modifier. This effect lasts for the duration of an encounter or 5 minutes whichever comes first. The increase to the stat affects Skills, Powers, and abilities as normal for the encounter.

DAREDEVIL HEROICS

BACK AT YOU

Daredevil Attack 11

You take the attack, spin round and give it right back.

Encounter ♦ Martial, Weapon, Firearm

Immediate Reaction **Melee or Ranged Weapon**

Trigger: An enemy hits you with a melee or ranged attack, but not burst or blast effects.

Target: Attacking enemy

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

Hit: 1 [W] + strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes half the damage he deals to you and the same effects and penalties if its attack. You take half damage and the effects are automatically negated.

BOUNCE BACK

Daredevil Utility 12

You get knocked down only to get right back up.

Encounter ♦ Martial

Free Action

Personal

Trigger: An enemy hits you with a melee or ranged attack.

Effect: The damage you take is reduced by half and you can spend a healing surge.

ENDLESS ENDURANCE

Daredevil Attack 20

You gain a surge of raw power from attacking your enemy that allows you to stave off the effect from attacks.

Daily ♦ Martial, Weapon, Firearm

Standard Attack

Melee or Ranged Weapon

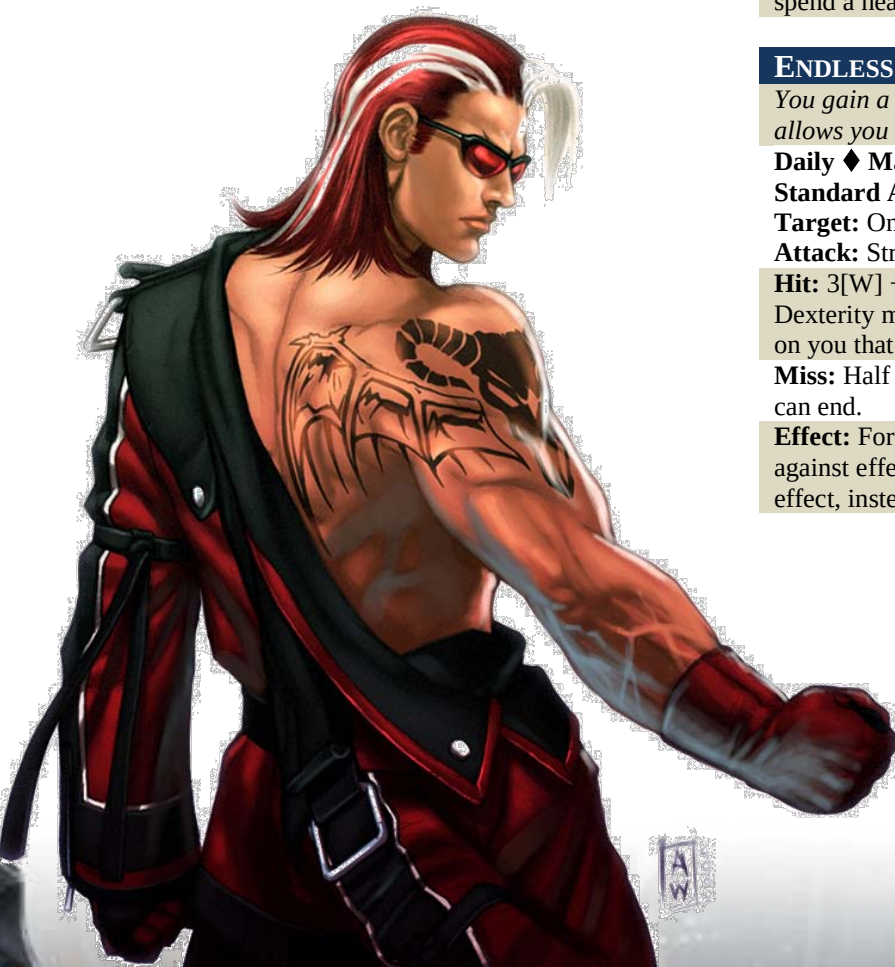
Target: One Creature

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and you end any effect on you that a save can end.

Miss: Half damage and make a save for one effect that a save can end.

Effect: For the rest of the encounter make saving throws against effects at the beginning of your turn before they take effect, instead of the end of your turn.



DREADNOUGHT

"You can hit me, shoot me, and blow me up, but I shall not fall."

Prerequisite: Tough Hero

Sometimes referred to as the "Walking tank", the Dreadnought excels at knocking down foes while fearlessly standing her ground. Her nearly irresistible power comes from a strict exercise regimen supported by vitamin supplements, surgical operations designed to strengthen bones and enlarge muscles, and scientifically tested meditation techniques. Her power and resilience make her ideally suited for modern infantry units, military insurgence teams, and secret service protection agencies.

DREADNOUGHT PATH FEATURES

Fearless (11th level): The Dreadnought is immune to Fear effects.

Stability (11th level): The Dreadnought is incredibly sure-footed and can reduce the number of squares being pushed, pulled or slid by a number equal to his constitution modifier.

Ability Surge (11th level): The Dreadnought spends an action point but does not move or make an attack. Instead the Dreadnought can carry, lift, push, or drag double the weight of normal for the rest of the encounter or 5 minutes whichever comes first. Any object the Dreadnought can carry can be thrown 10 squares

Heavy Artillery (16th level): A Dreadnought treats all two-handed melee weapons and two-handed firearms (except for heavy weapons) as one handed weapons.

DREADNOUGHT HEROICS

PUSHING ADVANCE Dreadnought Attack 11

You relentlessly push through and past your foes.

Encounter ♦ Martial, Weapon, Firearm,

Standard Action **Melee or Ranged Weapon**

Target: One or Two Creatures

Effect: You can shift 2 squares before each attack.

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

Hit: 2 [W] + strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged) per attack.

Weapon: If you are using a two-handed weapon you also push the target back two squares.

TOUGHEN HIDE Dreadnought Utility 12

Detaching your mind from your injuries, you ignore minor wounds for the rest of the battle.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: You become bloodied

Effect: You gain resist 5 all damage until the end of the encounter. This stacks with any other resistance to damage

BREAK THE LINE

Dreadnought Attack 20

Your heavy attacks knock your foes where you want and leave them staggering.

Daily ♦ Martial, Weapon, Firearm

Standard Attack

Melee or Ranged Weapon

Target: One Creature

Effect: You bull rush a target

Attack: Strength vs. Fortitude

Hit: You push the target 2 squares, and shift into the vacated space.

Effect: Make a secondary attack. If you use a melee weapon it is considered to have reach 1.

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and you push the target back a number of squares equal to half the stat modifier used for the attack.

Effect: Target is dazed (save ends)

Miss: Half damage and no push.



HYBRID CHARACTERS

A very intelligent young lady, whose always had her head stuck in one book or another, get scouted by a government agency to participate in a program to bring out her hidden potential. She suffered their experiments for months, and when she thought she couldn't take it anymore, it happened. Energy welled up within her, escaping through her outstretched hands. When the dust settled the lab was destroyed and a hole opened up in a wall to the outside. Without a second thought she walked through that hole as a Smart/Psychic.

A street warrior of some great renown gets defeated by a new comer wanting to make a name for himself. The street warrior tries to fight back, but finds that he is as strong as he will ever be, and so sets out to find alternate ways of great strength. While gaining knowledge in what true strength is, the street warrior comes across an old man in his way. The warrior tells the man to move aside, but the old man refuses. The warrior, agitated tries to overpower the old man, but instead ends up ten feet away on his back. The old man is sheathed in bright light, hands glowing with power. The warrior sees the strength he has been looking for and begs the old man to teach him his ways. The old man looks at the warrior and says to him, "You will make a good apprentice, so long as you can control that anger." Years later the Strong/Wizard is walking down the street and sees the one that defeated him, a smile crosses his lips as he approaches his target.

Modern Hybrids

The hybrid character rules found in the Players Handbook 3, allow you to combine elements of two character classes into a whole. Effectively, you create a brand-new class from portions of two classes. Like the multiclass feats, these rules let you reflect a more varied array of character abilities than traditional classes do. Whether you're doing this to reflect your characters elaborate back-story, to combine different mechanical elements to create a potent new combination, or to fill out a group that needs just a little something extra, the end result is the same; Your hybrid character gives up depth of ability in exchange for greater flexibility.

The hybrid classes found in the modern setting are completely compatible with the other hybrid classes found in the fantasy setting. Although it may be fun to run around with a gun in one hand and a fireball in the other, the equipment the character needs to support each class type may be difficult to obtain depending on the campaign being run.

HYBRID CHARISMATIC

You have combined your talents of conversation and leadership with other skill sets, rather than focusing solely on what comes naturally. How and where did you come to learn the intricacies of your talents? Did an early stint in the police force or tutelage under a con-man inspire you to greater deeds? Or have you only just begun your début, your story still untold.

As a Hybrid Charismatic Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

CLASS TRAITS

Role: Leader.

Power Source: Martial.

Key Abilities: Charisma, Intelligence, Strength or Dexterity

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple Melee, Simple ranged

Bonus to Defense: +1 Will

Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing surges per day: 3.5

Class Skills: Bluff(Cha), Diplomacy(Cha), History(Int), Insight(Wis), Intimidate(Cha), Perception(Wis), Streetwise(Cha)

Class Features: Leadership

Hybrid Talent Options: Charming, Fast-talk

CLASS FEATURES

Hybrid Charismatic Heroes have the following class feature.

Leadership: This class feature functions exactly as the Leadership class feature (4th Edition Modern, page ???).

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Charming (Hybrid): This class feature functions as the Charming class feature, except that you don't gain the power associated with it.

Fast-Talk (Hybrid): This class feature functions as the Fast-Talk class feature, except that you don't gain the power associated with it.



HYBRID FAST

You have always been very active and know the value of training and discipline. You strive to be perfect, both in mind and body and try to achieve heights of greatness no other can achieve. You might have been an athlete, or served with the military or police, or even a special forces unit where your unique talents for speed and stealth can be used efficiently.

As a Hybrid Fast Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

CLASS TRAITS

Role: Striker.

Power Source: Martial.

Key Abilities: Dexterity, Strength and Charisma

Armor Proficiencies: Light

Weapon Proficiencies: Simple Melee, Simple ranged, Military ranged

Bonus to Defense: +1 Reflex

Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing surges per day: 3

Class Skills: Acrobatics(Dex), Athletics(Str), Insight(Wis), Perception (Wis), Stealth(Dex), Mechanical(Int), Operate(Dex), Thievery(Dex), Streetwise(Cha)

Class Features: Fast Talent

Hybrid Talent Options: Fast agility, Evasion, Single weapon fighting style, Two weapon fighting style

CLASS FEATURES

Hybrid Fast Heroes have the following class feature.

Fast Talent: This class feature functions exactly as the Fast Talent class feature.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Fast Agility: This class feature functions exactly as the Fast Agility class feature.

Evasion (Hybrid): This class feature functions as the evasion class feature, except that it can only be used one per round.

Single Weapon Fighting Style (Hybrid): This class feature functions exactly as the Single Weapon Fighting Style class feature, except that you do not gain the power associated with it. Instead you deal an extra 3 damage with weapon attacks against enemies you have combat advantage against. This damage increases to 6 at level 11 and 9 at level 21.

Two Weapon Fighting Style (Hybrid): This class feature functions exactly as the two Weapon Fighting Style class feature, except that you do not gain the power associated with it. Instead you deal an extra 2 damage with weapon attacks against enemies you have combat advantage against. This damage increases to 4 at level 11 and 6 at level 21.

HYBRID PSYCHIC

Like most Psychics your power comes from self-discovered potential rather than training. This power might have manifested its self at an early age due to a trauma inflicted upon you or it might have manifested itself later in life at a moment of great need. Regardless of how you received your powers, its how you use them that matters.

As a Hybrid Psychic Hero, you provide occasional but timely burst of power against your enemies. However by blending this power with that of another class you give up the depth of control you have over this power.

CLASS TRAITS

Role: Striker.

Power Source: Psychic

Key Abilities: Charisma, Wisdom, Constitution

Armor Proficiencies: Light

Weapon Proficiencies: Staff

Implements: Orbs, Staffs

Bonus to Defense: +1 Will or Fortitude.

Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing surges per day: 3

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Implements, Psychic Spear (Hybrid), Psionic Augmentation (Hybrid)

Hybrid Talent Options: Psychic Projection, Psychic Traits

CLASS FEATURES

Hybrid Psychic Heroes have the following class feature.

Implements: The hybrid psychic hero can create implements in the same fashion as the psychic heroes.

Psychic Spear (Hybrid): Works exactly like the psychic spear class feature, except that it only works with the psychic hero class powers.

Psionic Augmentation (Hybrid): This class feature functions as the psychic hero class feature, except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters"

(Players Handbook 3, page 137) to determine the number of power points you have.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Psychic Projection: This class feature functions exactly as the psychic projection class feature.

Psychic Traits: This class feature functions exactly as the psychic Traits class feature.

HYBRID SMART

You have combined your talents of conversation and leadership with other skill sets, rather than focusing solely on what comes naturally. How and where did you come to learn the intricacies of your talents? Did an early stint in the police force or tutelage under a con-man inspire you to greater deeds? Or have you only just begun your début, your story still untold.

As a smart Hero, you retain the talents of crafting constructs and using your intelligence to offset any physical limitation you may have.

CLASS TRAITS
Role: Controller or Leader.
Power Source: Martial & Craft
Key Abilities: Intelligence, Wisdom, Strength or Dexterity

Armor Proficiencies: Light, Medium
Weapon Proficiencies: Simple Melee, Simple ranged
Implements: Tool Kit
Bonus to Defense: +1 Will
Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing surges per day: 3

Class Skills: Computer Use(Int), Demolitions(Int), Electrical(Int), Forgery (Int), Heal(Wis), History(Int), Mechanical(Int), Repair(Int), Structural(Int), Thievery(Dex)
Extra Trained Skills: Choose two extra trained skills from the class list above.

Class Features: Prodigy
Hybrid Talent Options: Smart Agility, Exploit Weakness

CLASS FEATURES

Hybrid Smart Heroes have the following class feature.

Prodigy: This class feature functions exactly as the Prodigy class feature.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Smart Agility: This class feature functions exactly as the Smart agility class feature.

Exploit Weakness: This class feature functions exactly as the Exploit weakness class feature.

HYBRID STRONG

You've grown up depending only on your own strength to get you through problems. You may have spent time in jail, or juvenile detention at one point? You may have been part of a street gang or mafia? Regardless of your affiliations you know the only one you can trust is yourself.

As a Hybrid Charismatic Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

CLASS TRAITS
Role: Striker.
Power Source: Martial.
Key Abilities: Strength, Constitution, Charisma

Armor Proficiencies: Light
Weapon Proficiencies: Simple Melee, Military Melee, Improvised Weapons
Bonus to Defense: +1 Fort
Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 7.5
Hit Points per Level Gained: 3
Healing surges per day: 4

Class Skills: Acrobatics(Dex), Athletics(Str), Endurance(Con), Intimidate(Cha), Structural(Int), Repair(Int), Operate (Dex)

Class Features: Find the Weakness
Hybrid Talent Options: Extreme Effort, Melee Smash

CLASS FEATURES

Hybrid Strong Heroes have the following class feature.

Find The Weakness: This class feature functions exactly as the Find the Weakness class feature.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Extreme Effort: This class feature functions exactly as the Extreme Effort class feature.

Melee Smash: This class feature functions exactly as the Melee Smash class feature.

HYBRID TOUGH

You stand strong against overwhelming odds, defying death at every turn. For one reason or another you have decided that you can not protect you allies with the abilities you would normally have, and so you have buttressed your tough tenacities with the capabilities of another class.

As a hybrid tough you can still punish those who would attack your allies, but because you divide your focus between two classes you lack the durability of a complete tough hero.

CLASS TRAITS

Role: Defender.

Power Source: Martial.

Key Abilities: Dexterity or Strength, Constitution, Wisdom

Armor Proficiencies: Light, Medium, Heavy; Shields

Weapon Proficiencies: Simple melee, Military melee, Simple ranged, Military ranged.

Bonus to Defense: +1 Fort or +1 Reflex

Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 8.5

Hit Points per Level Gained: 3.5

Healing surges per day: 4.5

Class Skills: Athletics(Str), Endurance(Con), Heal(Wis), Intimidate(Cha), Streetwise(Cha), Mechanical(Int), Structural(Int), Operate(Dex)

Class Features: Combat Challenge, Unbreakable (Hybrid)

Hybrid Talent Options: Resist Weapons, Resist Energy, Unbreakable Power

CLASS FEATURES

Hybrid Tough Heroes have the following class feature.

Combat Challenge: This class feature functions exactly as the Combat challenge class feature.

Unbreakable (Hybrid): This class feature functions exactly as the Unbreakable class feature, except that you do not gain the power associated with the class feature.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Resist Weapons: This class feature functions exactly as the Resist Weapons class feature.

Resist Energy: This class feature functions exactly as the Resist Energy class feature.

Unbreakable Power: You gain the power associated with your unbreakable class feature.



EPIC DESTINIES

Your epic destiny describes the legendary archetype you aspire to achieve. Some characters have a clear epic destiny in mind from the moment they began adventuring, while others discover their epic destiny somewhere along the way.

Most people don't ever come close to achieving an epic destiny. Whether they simply failed in their journey, or whether the world never intended them to gain such lofty heights, is unknown and unknowable.

Your epic destiny sets you apart from such individuals – you know you're destined for greatness and you have every opportunity to achieve it.

EPIC SWINDLER

"The world is your stage, and its people are your puppets. When you pull the strings, governments move and corporations fall. You are an epic swindler – and you have your fingers in everything."

Prerequisites: 21st level; Training in Bluff, or Diplomacy

As an Epic Swindler, you might be a thief, cheat, con-man, entrepreneur, or even the president of a multi-billion dollar corporation. You desire all the wonders of the world, from the lofty heights of a corporate building to the dirty streets below. As you take a firmer grasp on what is rightly yours, the world moves in your wake.

The Epic Swindler can take many paths to achieve his destiny, from betraying his comrades, rocking nations, and even overthrowing corporations. However, some will work with rather than against, securing a place in history as one of the few noble swindlers.

IMMORTALITY, CON OR NOT

Epic Swindlers have to resist the temptations to take the darker path. Here's an example of how a campaign might present that choice.

The Road Not Taken: When you complete your final quest, your legendary reputation is assured. The stories of your convoluted exploits live forever.

If you stand with your companions and see them through their final quest, supporting their cause as yours, you are acclaimed a true hero. You are acquitted of past transgressions, if any, and are commended for suppressing your inner self when it counted most. You are invited to join a government or corporation you most admire and are provided a place of power and influence.

If, however, you betray your comrades and disrupt the completion of their final quest (or instead aid the other guys), you are cast out by all who once loved or trusted you. Your worst enemies welcome you to their courts as their pier, and your name becomes a dark curse, forever despised by all who hear it.

EPIC SWINDLER FEATURES

All Epic Swindlers have the following class features.

Swindlers Fortune (21st level): Your Charisma score increases by 2.

Fortune follows you where ever you go. Twice per encounter as a free action, you or an ally of your choice can reroll a D20 roll (attack roll, skill check, ability check, or saving throw), and gains a bonus to that roll equal to your charisma modifier.

Fate Denied (24th level): Once per day, you can treat any successful melee attack roll you just made as if it were a natural 20, or you can treat any unsuccessful melee attack roll you just made as if it were a hit.

Pulling Strings (30th level): Once per day, you can tell the DM to treat the result of a D20 roll he just made as a 1. No rerolls are possible.

EPIC SWINDLER POWER

THE GREAT CON

Inspiring Leader Utility 26

Just when your enemies think you're out, you show them just how wrong they are.

Daily ♦ Healing

Minor Action

Personal

Effect: Regain all of your hit points and healing surges, automatically save against all effects on you, recover all expended encounter powers, or recover all expended daily powers except this one. Once you use this power, you cannot recover it except by taking an extended rest.



SOLDIER OF LEGEND

"I have seen things, heard things that would make a grown man weep in terror. Some of these things were done by me, and others were done to me. I am a soldier, and I will do what I must for my nation."

Prerequisite: 21st level, any martial class

Some may consider them to be monsters. These fearless, powerful, and nigh impervious, they embody everything a warrior should be. Many strive to emulate such people, most just end up dead, or wishing they were, long before they achieve their goal.

Your accomplishments raise you high, and your reputation casts a great shadow. Your enemies fear your ferocity. Both allies and foes claim that you are immortal. You shrug off attacks and hew your way through enemy ranks with ease. No matter the opponents arrayed against you, somehow you manage to stand firm against any threat. Your achievements and victories add to the legends already told of you, and your courage and battle prowess awe people in all nations.

IMMORTALITY

Toughness is the hallmark of a Soldier. Your long journey has hardened you and taught you to shrug off attacks of all kinds. As you near your final quest's completion, you take on increasingly daring acts. The fear that might weaken a lesser hero instead fuels you to greater heights.

The Legend: Engaged in the most difficult battle of your life, you fight as you never have before. Your heart beats faster, thudding to match each use from your weapon. When you deliver the final strike and deliver death to your foe, a new awareness settles over you. You realize that there is no foe greater, no risk greater than the one you just survived. Any other battle that comes after would be but a distraction, and have no real challenge. Pondering your future, you walk off the battle field of your life, and enter into legend.

SOLDIER OF LEGEND FEATURES

Legendary Spirit (21st level): Your constitution score increases by 2.

Whenever an enemy places a charm effect or a fear effect on you, you can immediately make a saving throw to end the effect on you, even if it does not normally end on a save. If the effect is continuous, such as an aura, a successful saving throw means that you remain unaffected by the effect until the end of your next turn, at which point you can repeat the saving throw.

Legendary Endurance (24th level): The first time you become bloodied in an encounter, you gain temporary hit points equal to your bloodied value.

Legendary Soul (30th level): Your healing surge value increases by 10.

SOLDIER OF LEGEND POWER

LEGENDS SHIELD

Soldier of Legend Utility 26

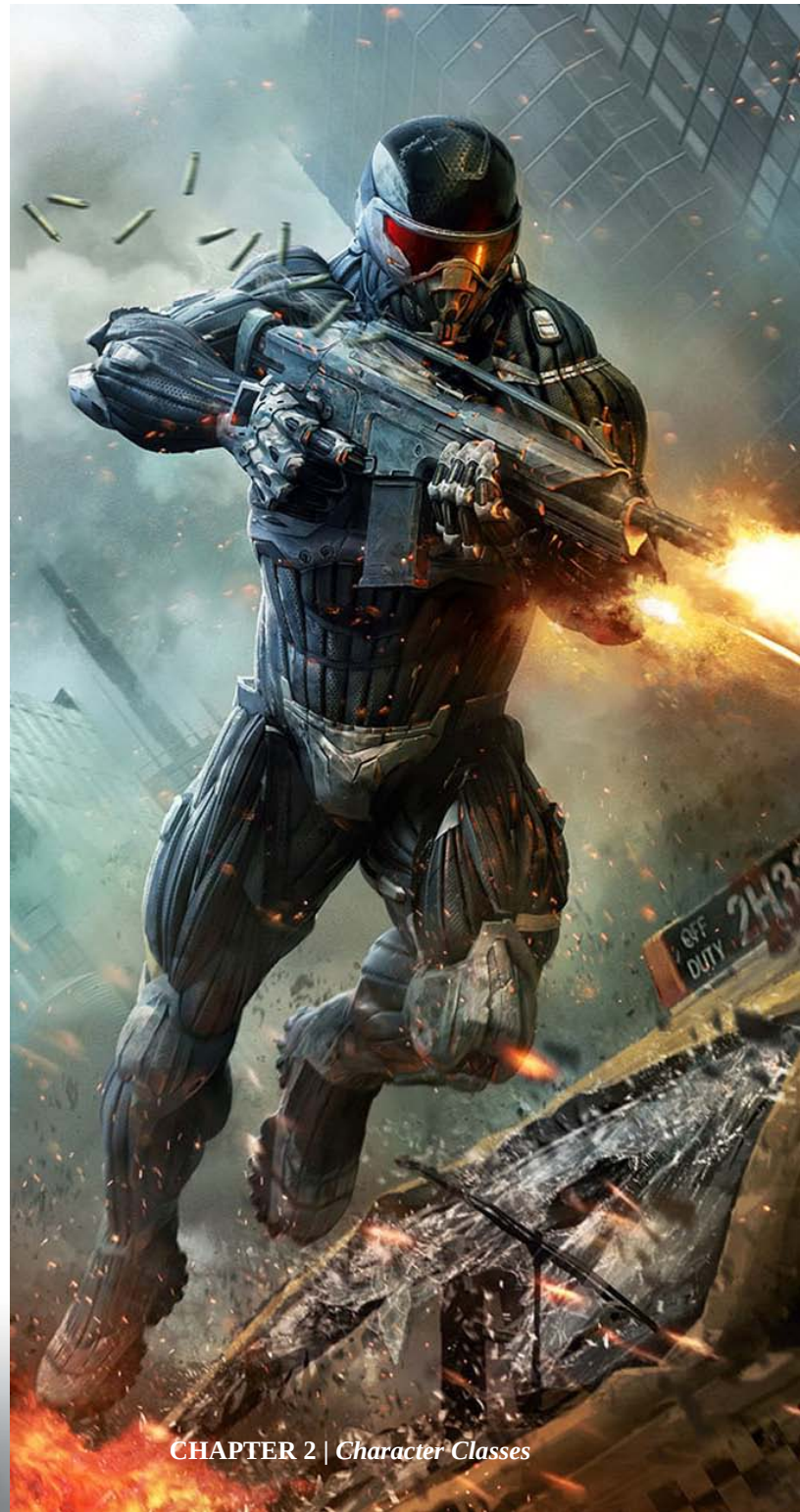
Falling into yourself, you shrug off blows that would kill an ordinary soldier.

Daily ♦ Martial, Stance

Immediate Reaction Personal

Trigger: An attack bloodies you.

Effect: Until the stance ends, you gain resistance to all damage equal to your Constitution modifier, and whenever you take damage from a melee attack, your resistance increases by 5 (up to a maximum of 20). The stance ends when you are knocked unconscious or are no longer bloodied.



INVINCIBLE GUARD

"I am the first to enter battle, and the last to leave. For none are stronger than me."

Prerequisite: 21st level, any martial class

When battle erupts, you throw yourself into the thick of combat. You lead the charge against any foes, no matter how tough, how numerous, how terrifying, or how deadly. Your battle cries ring out, inspiring your allies to find courage to discover what fate the gods have in store for them.

You are a blur in battle, striking, leaping away, and then striking again. Each time your attack hits, death follows. Corpses litter the field in your wake. You are brash in combat, and for a long time, your allies believed you took unnecessary risks, putting yourself and them into danger. Then, with victory after bloody victory, you showed that your brazen courage could bring only triumph and glory.

Immortality

You do not walk toward destiny—you run. Each victory puts you a step closer to attaining glory and securing your place in legend. Each time you defeat an enemy, you set out to find the next one, leaving carnage in your wake. You seek the ultimate foe, after whose defeat you will understand your place in the world and history.

Eternal Warrior: The long road leads to one climactic battle, one in which to settle scores and complete the mission for which you were born. You have long chased your destiny and do not feel disappointment at the road's end, but rather, you are excited that the battles you fought pointed to this final conflict.

Then, after what feels like mere moments, the fight ends, and the enemy is vanquished. Before you can savor the victory, though, you realize your task is still incomplete. Battles remain to be fought, and wars remain to be won. You squeezed out of this world everything it can offer, and now you must find new nations and challenges where you can test your mettle.

Invincible Guard Features

Invincible Charge (21st level): Your strength score increases by 2.

You can use any melee at-will power when you charge, rather than a melee basic attack. In addition, you can take actions after a charge.

Everlasting Rage (21st level): The first time each day when you drop to 0 hit points or fewer, you regain hit points equal to your bloodied value. As a free action, you then stand up, shift 2 squares, and make a charge attack. If the attack hits, you gain temporary hit points equal to your bloodied value.

Relentless Assault (30th level): Whenever you score a critical hit against an enemy with a melee attack, bloody an enemy, or reduce an enemy to 0 hit points, you can make a charge attack against a creature other than that enemy as a free action.

In addition, you never provoke opportunity attacks when charging.

Invincible Guard Power

INVINCIBLE ASSAULT

Invincible Guard Utility 26

You hurl yourself at your enemies, chasing them down to the ends of the earth.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends, you gain a power bonus to speed when you charge equal to your Strength modifier, and if you hit with your charge attack you deal an extra 1[W] extra damage.



LEGENDARY COMMANDER

"Your superior leadership in the face of death gives others courage and the will to go on."

Prerequisite: 21st level

Captain James Steeves, Commander Ewan Peffers, Admiral Adrian Lake—these names live on in the annals of time because names of mighty leaders always do. Few leaders are more respected than those who have proven themselves on the field of battle and in the nightmare of war. It's no surprise that history remembers those who lead others through mortal danger. These figures have influenced entire military traditions the world over.

Long have you stood among such illustrious company, a celebrated captain. You have led your fellows in battle against uncountable foes and emerged victorious. Your leadership and encouragement inspired your allies and brought them home safely again and again. Perhaps you're the best commander the world has ever known.

Immortality

Is being clever in war enough? For a time, you thought so. You wore each victory as a badge of honor, and you used these triumphs as a means to validate the death wrought at your order. Yet as each victory became more and more sure, you began to wonder if you would ever face a challenge worthy of your talents.

Eternal War: As you have done countless times before, you set your brilliant mind to the task of defeating your enemies, bringing to a close your final quest. Though you are victorious, a realization crashes upon you as you understand that with this last triumph no mortal mind can outmaneuver you, catch you unawares, or surprise you with some unexpected ploy. Your keen wit and pragmatism have secured your place in the annals of history, your name written in the blood of the vanquished. Who will stand against you now that you have defeated the undefeatable? Wins are wins, to be sure, but you want—you need—a challenge. There will be none here, for who will stand against you? No, you must leave this world to pass into the realm of legend, where you might find a worthy foe.

The legend you see is the Eternal War, the ultimate battlefield that draws the greatest commanders to test their brilliance and cunning against their equals, to fight onward until the end of days when the best of them are chosen to lead the armies of light in one final confrontation against the hordes of darkness. Such a locale might be nothing more than a myth, but if there's a chance that you could find a place among these great warlords, it's a chance worth the risk of failure.

Legendary Commander Features

Great Inspiration (21st level): Your charisma and intelligence scores increase by 2.

Also, when you use your second wind, all allies within 20 squares of you can also spend a healing surge.

Greater Tactics (24th level): Whenever you spend an action point to take an extra action, one ally within 5 squares of you can also take an extra action on his or her next turn.

Battle Unto Death (30th level): While you have at least 1 hit point, allies within 20 squares of you do not fall unconscious at 0 hit points or fewer and cannot die because of negative hit points. Allies at 0 hit points or fewer still make death saving throws as normal, and they can die as a result of failed death saving throws.

Legendary Commander Power

LEGENDARY EXPLOITS

Legendary Commander Utility 26

Your word is the call of destiny leading your allies into legend.

Daily ♦ Martial

Standard Action **Close burst 20**

Target: You and each ally in burst

Effect: Each target regains the use of a power of level 25 or lower, either an encounter power he or she has used during this encounter or a daily power he or she has used today. The power cannot be one that allows the target to regain the use of another power.



MASTER PSYCHIC

"Reality is in the mind of the beholder, and within my mind your reality ends."

Prerequisite: 21st level, any psionic class

Your mind flows like a river during a storm surge, threatening to overflow with a torrent of thought. As your consciousness grows more charged with psionic power, your attention expands each day. Soon, you believe, little will lie beyond your comprehension. No mystery will veil the divide between your desire and reality. You have become the walking embodiment of mind over matter. In truth, your mind controls matter and the perceptions of others. You suspect that you have discovered a new path to divinity, one powered by your will alone. But this is not a divinity that requires the adoration of others; the intensity of your focus is enough to sustain your mounting abilities.

It used to be that an insight would come to you unbidden once in a great while and shine like a star in your mind; a connection you had failed to make before suddenly became clear. Those moments of clarity were wonderful, even more so for their rarity. But now an hour does not go by that you don't make such a startling association. All the components of existence are connected in far more fundamental ways than you had realized.

You now believe that much of what makes up reality is merely the consensus, albeit an unconscious one, of all the thinking beings within it. With your psionic abilities, you can influence how the minds around you see and understand their surroundings, and in so doing, you reshape the world according to your will.

Immortality

You perfect your understanding of the great skein of existence and picture it as a self-reinforcing and self-generating construct of conception and thought. It seems as if all the lesser minds in the universe make up one universal mind, whose perceptions expand once per age. You decide to contribute consciously to that expansion.

Universe Mind: With a smile on your face, you expend all your psionic power in one dramatic flare. Your physical form drops away, a vessel that has served its purpose. You imprint your mind on the universe, becoming an eternal thought, a higher ideal, a meme that will forever reverberate through existence. When your name is spoken, you notice, and if the need is great enough, you provide a crucial insight. Finally, you know all, see all, and think all.

Master Psychic Features

Channel Energy (21st level): You gain a +2 bonus to Charisma, wisdom, or constitution.

Also, once per encounter, you can use a minor action to cause a single enemy you can see to have vulnerable 5 psychic until the end of the encounter. This vulnerability can be added to an existing psychic vulnerability.

The Mind's Armor (24th level): When an enemy misses you with an attack, it takes 1D12 psychic damage and is dazed until the end of your next turn. If the enemy is already dazed, it is stunned instead.

In addition, when you are subjected to an effect that dazes, dominates, or stuns you that a save can end, you can make a saving throw against that effect at the start of your next turn. If you save, the effect ends on you.

Absorb Mental Energy (30th level): When you reduce a non-minion creature to 0 hit points, choose one of the following effects.

- You regain hit points as if you had spent a healing surge.
- You regain 2 power points.

Master Psychic Power

RESTORATION

Master Psychic Utility 26

Light emanates from you as you reach into the collective unconscious and touch a font of mental power.

Daily ♦ Psionic

Minor Action

Personal

Effect: You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score. Once you use this power, you cannot recover it except by taking an extended rest.





CHARACTER OPTIONS

TAKEN TOGETHER, class and race define most of your character's capabilities – but there's more to a character than capabilities. Your character's feats and equipment complement your powers and class features, while a developed background helps to flesh out your character into a three-dimensional person.

Backgrounds usually represent a character's occupation or lifestyle, and only give minor benefits in the game, but they're an important part of defining who your character is, not just what he or she can do. They suggest possible career paths your hero may have, because being a hero doesn't put food on the plate. Backgrounds are also a great hook your DM can use to connect your character to the adventures that await you.

Feats are a great way to customize your character, to tweak your abilities so they're just right for the character you want to play. The feats in this chapter are aimed primarily at the modern classes that appear in this book and may not be usable in other campaign settings.

This chapter includes the following sections.

- ◆ **Skills:** New skills to be had and new uses for old skills to learn
- ◆ **Feats:** A wide selection of new feats for characters of every walk of life. Feats from other 4th edition books can still be taken.
- ◆ **Occupations:** Rules and story ideas for fleshing out your character's past and its effects on the present.
- ◆ **Leadership:** Some characters are destined for greatness and leadership.
- ◆ **Reputation:** As your character progresses in various acts of heroics others take notice.





NEW SKILLS

This section lists new skills common to a modern era, as well as new uses for old skills. Listed here and new to 4th edition D&D, are skills for crafting common items. Although the crafting portion of the skill will probably have little in game effect, the knowledge checks they provide will still add value to a campaign and its encounters.

COMPUTER USE (INTELLIGENCE)

Use this skill to access computer systems, write or modify computer programs and override or bypass computer-controlled devices

FIND INFORMATION

Finding a specific flight manifest on an airlines vast corporate network, or the case file for an old murder on a police detectives laptop, are examples of finding files or data on an unfamiliar system. Finding specific networks over the internet is also an example of finding information.

Find Information: See table.

- ◆ **DC:** See the Table.
- ◆ **Success:** You find the information you desire if it exists.
- ◆ **Failure:** You do not find the information you desire. The DM might allow you to make a new check.

Find Information	Time	DC
Personal Computer	1 round	10
Small office network	2 rounds	15
Large office network	1 min	20
Massive corporate network	10 min	25
Reduce time by half (1 round min)	--	+5

DEFEAT COMPUTER SECURITY

This application of computer use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. These systems can be anything from a personal computer to a international global banking system.

Defeat computer security: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** Make the appropriate number of skill checks before three failures. (See table)
- ◆ **Failure:** Each failed check will alert the system administrator who will start working against you by Defending the computers security.

LEVEL OF SECURITY	Difficulty	Successes	Time
Minimum	Easy	6	1 round
Average	Moderate	8	5 rounds
Exceptional	Hard	10	1 minute
Maximum	Hard +2	12	10 minutes

DEFEND COMPUTER SECURITY

If you are the system administrator for a site or network, you can defend the site against intruders. If your site alerts you to an intruder, you can attempt to cut off the intruder's access, or even to identify the intruder.

To cut off an enemies access you must cause them to accumulate 3 failures before they achieve the number of success required. Each time your opponent gains a success, make an apposed check. If your check is greater, your opponents success becomes a failure. Once your opponent has accumulated 3 failures they are kicked off your system.

To identify the intruder make an opposed computer use check against the intruder. If you succeed you learn the site from which the intruder is operating. Identifying the intruder requires 1 minute and is a separate check from cutting off access.

Defend Security: Varies

- ◆ **DC:** Opposed skill check
- ◆ **Success:** You successfully defend your site
- ◆ **Failure:** The intruder stays on your site longer. You may try again.

COVER YOUR TRACKS

Hackers – especially those with plenty of time want to ensure that they are not discovered. By adding +2 to the DC of any computer use check you make you can impose a -5 penalty on any attempt made to identify you and your activity.

DEGRADE PROGRAMMING

You can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what you try to do. Crashing a computer simply shuts it down. It takes the user 10 rounds to turn the computer back on. Destroying a program makes the computer unusable until the program is repaired. Damaging a program imposes a -4 penalty on all computer use checks made with the computer (sometimes this is preferable to destroying the program since the user might not know that anything is wrong.)

Fixing the degraded program requires 1 hour and a computer use check against a DC equal to the DC for degrading it +5.

Defeat computer security: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully degrade the chosen program.
- ◆ **Failure:** You fail to damage the program and may alert the system administrator.



SCOPE OF ALTERATION	DC	Time
Crash Computer	10	1 minute
Destroy programming	15	10 minutes
Degrade programming	20	10 minutes

WRITE PROGRAM

You can create a program to help you with a specific task. Doing so grants you a +2 power bonus to that task.

A specific task, in this case is one type of operation with one target. For example you could write a program to help you find files on a particular corporate network. It wouldn't help you defeat computer security on that corporate network, or find files on a different network. Programs aren't one use items, they can be used several times, but only one program can be used at a time when making a computer check. Multiple tasks can be placed in one program allowing you to gain the benefits for several different tasks. The more tasks that are added to a program the more difficult the program is to make.

Write Program: 1 hour

- ◆ **DC:** Base DC is 15. Additional tasks increase the DC by 2 for each new task.
- ◆ **Success:** You successfully write a program.
- ◆ **Failure:** Your program fails to work.

OPERATE REMOTE DEVICE

Many devices such as security cameras, communications arrays, door locks, alarms, satellites, and so on, are computer operated via remote links. If you have access to the computer that controls such systems, you can either shut them off or change their operating parameters. The DC depends on the nature of the operation.

Operate remote device: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully operate the device as you want.
- ◆ **Fail by 5 or more:** You fail to gain access to the remote device and the system administrator is alerted.

Type of Operation	Time	DC
Shut down passive remote (e.g. Cameras, door locks)	1 round/remote	20
Shut down active remote (e.g. Motion detectors, Alarms)	1 round/remote	25
Reset parameters	1 minute/remote	30
Change Pass codes	1 minute	25
Hide evidence of alteration	1 minute	+10
Minimum security	--	-5
Exceptional security	--	+10
Maximum security	--	+15

COMPUTER HACKING

Sometimes it's useful to get into an enemy's computers, to thwart his nefarious plans or to simply find evidence of what he's up to. Breaking into a secure computer or network is often called hacking.

When you hack, you attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world - the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the internet; others are not connected to any outside network and can only be tapped into by a user who physically access a computer connected to the site.

Every site is overseen by a system administrator - the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a sites functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. You are the system administrator of your personal computer.

When you hack into a site, your visited is called a session. Once you stop accessing the site, the session is over. You can go back to the site in the future; when you do, it's a new session.

Several steps are required to hack into a site:

Cover Your Tracks: This step is optional, but careful hackers - especially those with plenty of time - often take it.

Access The Site: There are two ways to do this; physically or over the internet

Physical Access: You might sneak into a person's office, or break into a network junction and tap into a communications line. If the site your hacking is not connected to the internet this is probably the only way you can access it. A variety of skill may be required, depending on the method you use to gain access such as jury-rig to tie into the network or knowledge electrical to know how to do it properly.

Internet Access: Reaching a site over the net requires the character to make a Find Information check to locate the proper network. The DM might rule that a skill challenge is required depending on the difficulty.

Once Your Their: Once you have located the site or network you need to break in. This requires a Defeat Computer Security check. A DM might rule that a skill challenge is required.

Locate What You're Looking For: To find the data you want, make a Find Information check.

Defeat File Security: Many networks have additional file security. Make the appropriate Defeat computer security checks to gain access to the file.

Do Your Stuff: Finally, you can actual do what you came to do. If you want to look at the file or download it, no additional checks are required. Performing any additional commands such as shutting off a camera still requires the appropriate checks.

DEMOLITIONS (INTELLIGENCE)

You use a demolitions check to set and disarm explosive devices. This includes all manner of mechanical and electronic detonators. Any ‘Volatile’ Item can be used when making a demolitions check. Your check determines whether the device goes off as planned and how much damage it does to any structure it is attached too. The attack modifiers are all determined by the explosive item being used. If the explosive device is attached to a structure it automatically hits that structure. The higher level the explosive the greater the chance to hit any creature in the blast radius.

SET DETONATOR

Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a demolitions check. There are different kinds of detonators available such as wired and wireless detonators, and timed detonators. If you want the detonator to be more difficult to disarm you can select the DC that must be beat and make a demolition check against that DC. The higher the DC the greater chance of failure.

Set Detonator: 1 round

- ◆ **DC:** Base DC is 10 or higher.
- ◆ **Success:** You successfully arm a ballistic device
- ◆ **Failure:** Ballistic device fails to go off as planned.
Fail by 10 or more: The ballistic device goes off as detonator is being installed. Damage is dealt normally.
- ◆ **Special:** For every 5 point increase to the base DC increases the time it takes to set the detonator by 5 minutes. So a DC of 30 would take 20 minutes extra to set.

DISARM BALLISTIC DEVICE (TRAINED ONLY)

Disarming a ballistic device that has been set to go off requires a demolitions check. The DM can set the DC or make a demolitions check for the person who set it. You don’t need to roll a demolitions check to disarm your own explosives.

Disarm Ballistic Device: 1 round

- ◆ **DC:** Base DC is 10 or higher.
- ◆ **Success:** You successfully disarm the ballistic device
- ◆ **Failure:** You fail to disarm the ballistic device
- ◆ **Fail by 10 or more:** The ballistic device goes off. Damage is dealt normally.
- ◆ **Special:** For every 5 point increase to the base DC increases the time it takes to disarm the ballistic device by 1 round. So a DC of 30 would take 4 extra rounds.

PLACE BALLISTIC DEVICE (TRAINED ONLY)

You plant the Ballistic device in such a way to optimize its damage. The greater your demolitions check the more damage the ballistic device does. This does not always need to be done and is at the discretion of the person setting the explosives. This check is separate from setting a detonator and takes additional time.

Place ballistic device: 1 minute

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully place a ballistic device
- ◆ **Failure:** Can’t fail. Ballistic device will always do normal damage.
- ◆ **Special:** The extra damage is only to the immediate structure (Unattended inanimate object) that the device is attached to. All other targets in the blast radius are attacked normally.

Damage increase	DC
No increase in damage	10
Increase damage by 1.5 times	15
Increase damage by 2 times	20
Increase damage by 3 times	25
Increase damage by 4 times	30
Increase damage by 5 times	35

LINKING BALLISTIC DEVICES (TRAINED ONLY)

Additional explosives of the same type can be linked together for increased effect. Explosive devices can be linked together in one of two ways. The first way would be to keep all the explosives together for an increase in damage and blast radius. The second way would be to spread the explosives out over different squares and have them set to go off at the same time but for regular damage.

Only one detonator is required for linked explosives in the same square, but multiple detonators are required if the explosives are spread out in different squares.

No additional checks are required (beyond the normal check to set a detonator) to link explosives together. For every additional explosive device added to the link you add a bonus to the damage roll equal to half of the explosives maximum value. For every 2 explosive devices added to the link the burst radius is increased by 1 square. For example if two blocks of level 12 Plastic Explosive were linked together they would deal 1D10 +5 damage to a area burst 2, while three blocks of Plastic explosive would deal 1D10 +10 damage to a area burst 3 and so on.

ELECTRICAL (INTELLIGENCE)

You understand the working of and can create and modify electrical devices such as computers, wireless transmitters, circuit boards, etc. Some electrical devices may also require a mechanical check as well (To be determined by DM).

CRAFT ELECTRICAL DEVICE

This skill allows you to build mundane electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communications devices.

Craft Electrical device: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully create an electrical device for 3/4 the base cost of the item in Parts components.
- ◆ **Failure:** You fail to create a working electrical device and loose 1/4 the base cost in Parts
- ◆ **Special:** A character without an electrical tool kit takes a –4 penalty on craft checks.

Craft Electrical Device	Time	DC
Simple/Tiny- Timer/detonator	1 Hour	15
Moderate/Small- radio	8 Hours	20
Difficult/Medium- Computer	24 Hours	25
Hard/Large- Mainframe	56 Hours	30
Very Hard/Huge- Power Substation	240 Hours	35
Complex/Gargantuan- Electrical Grid	1440 Hours	40
Fast work	½ time	+5
Quick Work	¼ time	+10

KNOWLEDGE ELECTRICAL

You know and understand electrical devices and there workings. You know how they work and how to use them.

Knowledge Electrical: No action, you either know it or you don't.

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully identify the electronic device.
- ◆ **Failure:** You don't understand the electronic device.
- ◆ **Special:** For each PL the technology is over what you know increases the DC by 5.*

KNOWLEDGE ELECTRICAL	DC
Common knowledge	15
Expert knowledge	20
Master knowledge	25
Advanced Technology	+5/PL
Alien Technology	+10

***PL is the progress level of technology.**

MECHANICAL (INTELLIGENCE)

You understand the workings of and can create and modify mechanical devices such as weapons, armor, vehicles, robots, etc. Some mechanical devices may also require an electrical check as well (To be determined by DM).

CRAFT MECHANICAL DEVICE

This skill allows you to build mechanical devices from scratch including engines and engine parts, weapons, armor, Vehicles, etc.

Craft mechanical Device: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully create an mechanical device for 3/4 the base cost of the item in Parts components.
- ◆ **Failure:** You fail to create a working mechanical device and loose 1/4 the base cost in Parts
- ◆ **Special:** A character without an mechanical tool kit takes a –4 penalty on craft checks.

Craft Mechanical Device	Time	DC
Simple/Tiny- Tripwire trap	1 Hour	15
Moderate/Small- toy robot	8 Hours	20
Difficult/Medium- Engine	24 Hours	25
Hard/Large- Car	56 Hours	30
Very Hard/Huge- Tank	240 Hours	35
Complex/Gargantuan- Airplane	1440 Hours	40
Fast work	½ time	+5
Quick Work	¼ time	+10

KNOWLEDGE MECHANICAL

You know and understand electrical devices and there workings. You know how they work and how to use them.

Knowledge Mechanical: No action, you either know it or you don't.

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully identify the mechanical device.
- ◆ **Failure:** You don't understand the mechanical device.
- ◆ **Special:** For each PL the technology is over what you know increases the DC by 5.*

KNOWLEDGE MECHANICAL	DC
Common knowledge	15
Expert knowledge	20
Master knowledge	25
Advanced Technology	+5/PL
Alien Technology	+10

***PL is the progress level of technology**

STRUCTURAL (INTELLIGENCE)

You understand the working of and can create and modify Structures such as Desks, houses, bunkers, supports, etc. This also includes such handyman skills as plumbing, carpentry, drywall, etc.

CRAFT STRUCTURAL DEVICE

You craft a structural device of your choice for its price or a price determined by the DM.

Craft Structural Device: See table

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully create an Structural device for 3/4 the base cost of the item in Parts components.
- ◆ **Failure:** You fail to create a working Structural device and loose 1/4 the base cost in Parts
- ◆ **Special:** A character without an mechanical tool kit takes a –4 penalty on craft checks.

Craft Structural Device	Time	DC
Simple/Small- chair	8 Hours	15
Moderate/Medium- Desk	24 Hours	20
Difficult/Large- shed	56 Hours	25
Hard/Huge- House	240 Hours	30
Vary Hard/Gargantuan- Building	1440 Hours	40
Fast work	½ time	+5
Quick Work	¼ time	+10

KNOWLEDGE STRUCTURAL

You know and understand structural devices and there workings. You know how they work and how to use them.

Knowledge Structural: No action, you either know it or you don't.

- ◆ **DC:** See the Table.
- ◆ **Success:** You successfully identify the structural device.
- ◆ **Failure:** You don't understand the structural device.
- ◆ **Special:** For each PL the technology is over what you know increases the DC by 5.*

KNOWLEDGE STRUCTURAL	DC
Common knowledge	15
Expert knowledge	20
Master knowledge	25
Advanced Technology	+5/PL
Alien Technology	+10

**PL is the progress level of technology*

OPERATE (DEXTERITY)

Upon taking this skill you know how to operate all civilian ground based vehicles such as cars, trucks, motorcycle, etc. You are also able to perform stunts while operating these vehicles such as losing someone chasing you or to tail someone without being noticed, and maintain control of the vehicle when it gets damaged. A character without this skill can still operate vehicles but automatically loses control of the vehicle when it sustains enough damage.

Routine tasks such as ordinary driving, turning, and stopping don't require a skill check. Only make a skill check when some unusual circumstances exist such as icy roads, or when you are driving during a dramatic situation. See additional rules for driving in the Vehicle section of this document.

REPAIR (INTELLIGENCE)

You can repair or jury-rig damaged machinery or electronic devices.

REPAIR

Most repair checks are made to fix the functions of electronic or mechanical devices, such as radios, cars, or computers. The repair skill is also used to tie into, augment, and adjust existing electrical and mechanical systems and equipment, so long as the appropriate knowledge check is made (i.e. knowledge electrical, knowledge mechanical).

Repair: See table

- ◆ **DC:** See Table
- ◆ **Success:** You successfully repair or augment the device
- ◆ **Failure:** You fail at repairing or augmenting the device
- ◆ **Fail by 5 or more:** The device actually ends up worse.
- ◆ **Special:** Repair checks can not be performed on objects and devices that have been reduce to 0 hit points or fewer.
- ◆ **Special:** You must have the appropriate tool kits or you will take a –4 on the skill check.

Repair Task	Time	DC
Simple/Small (Jammed gun)	Minor Action	10
Moderate/Medium (Chair)	1 Min	15
Difficult/Large (Car)	10 min	20
Complex/Huge (Truck)	1 hours	25
Advanced/Gargantuan (Tank)	10 hours	30
+4X4 Squares in size	+10 hours	+2(Max 40)

You can also use this skill to repair the Hit points of vehicles, starships, Mecha, cybernetics, and constructs.

Repairing damage to a vehicle, starship, mecha, etc requires a mechanical tool kit, and a proper facility such as a workshop or hanger bay. (Without a tool kit you take a –4 penalty on your repair check.) The time it takes to restore HP to a damaged device is 10 times the time it takes to repair the function of a device of similar size, and the hit points that are restored are ¼ of the objects base hit points.

The cost of repairing $\frac{1}{4}$ of an object hit points is $\frac{1}{10}$ the objects cost. An object that has been reduced to 0 hit points or fewer cannot be repaired.

JURY-RIG

You can choose to attempt jury-rigged or temporary repairs. Doing this reduces the repair check by 5 and allow you to make the check in a little as a full round action. However a jury-rigged repair can only fix a single problem with a check and the temporary repair will only last for the encounter or 5 minutes whichever comes first.

You can also use jury-rig to hot wire a car or jump start an engine or electronic device.

Jury-Rig: 1 round

- ◆ **DC:** -5 or 15 if trying to hotwire a car.
- ◆ **Success:** You successfully jury-rig the device
- ◆ **Failure:** The device still does not work. You can attempt to retry.
- ◆ **Special:** You gain a +2 bonus to the jury-rig check if you are trained in the appropriate skill. Eg. Mechanical for fixing cars.
- ◆ **Special:** You must have the appropriate tool kits or you will take a -4 on the skill check.

FORGERY (INTELLIGENCE)

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic looking government identification, to falsify a permit or license, or to detect forgeries that others try to pass off on you.

Forgery: See table

- ◆ **Opposed checks:** Forgery vs. Forgery or Perception
- ◆ **Success:** You successfully create a forged document, authentication, etc.
- ◆ **Failure:** The person opposing the check realizes the document as a fake.
- ◆ **Special:** Certain modifiers listed below can influence the success or failure.
- ◆ **Special:** You must have the appropriate tools or you will take a -4 on the skill check.

Forgery requires materials appropriate to the document being forged, and some time. To forge a document such as military orders, a government decree, an official identification card, or the like, you need to have seen a similar document before. (You can't forge something you haven't seen.) The complexity of the document, or degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provides modifiers to your forgery check, as shown below.

Factor	Modifier	Time
Document Type		
Simple (Typed letter, business card)	+0	10 min
Moderate (Letter head, business form)	-2	20 min
Complex (Drivers license)	-4	1 hour
Difficult (Passport)	-8	4 hrs
Extreme (Military/law enforcement ID)	-16	24 hrs
Familiarity		
Unfamiliar (Seen once for short time)	-4	
Fairly Familiar (Seen for several min)	+0	
Quite Familiar (On hand or studied)	+4	
Produced other docs of same type	+4	
Specific signature required	-4	

Some documents require security or authorizations codes, whether authentic ones or additional forgeries. The GM makes your check secretly so you're not sure how good your forgery is.

Condition	Examiner's Modifier
Type of document unknown to examiner	-4
Type of document is somewhat known	-2
Type of document is well known	0
Document is put through additional tests	+4/per test
Examiner casually reviews document	-2

NEW USES FOR OLD SKILLS

BLUFF (CHARISMA)

DISGUISE

Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

Disguise: 10-40 minutes (DM's choice)

- ◆ **Opposed checks:** Bluff vs. Insight or perception
- ◆ **Success:** You successfully disguise yourself, avoiding detection.
- ◆ **Failure:** The opposed check recognizes your feint as a disguise.
- ◆ **Special:** Certain modifiers listed below can influence the success or failure.
- ◆ **Special:** You must have the appropriate tool kits or you will take a -4 on the skill check.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different race	-2
Disguise kit not used	-4

If you're impersonating a particular individual, those who know what that person looks like automatically get to make perception checks. Furthermore, they get a bonus on their checks.

Disguise	Bonus
Recognize on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

NATURE (WISDOM)

NAVIGATE

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or GPS device.

Make a navigate check when you're trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend you way through a dense forest or a labyrinth of underground storm drains.

Navigation: 1 minute

- ◆ **DC:** See table
- ◆ **Success:** You successfully plot a course to your destination without any trouble or delays.
- ◆ **Failure:** You still reach your goal but it takes twice as long.
- ◆ **Failure by 5 or more:** You only make it half way and become lost.
- ◆ **Special:** If you become lost you can make an additional check to find the path; the total time for your trip is twice the normal time. If you fail, you are even more lost than before and requires an extended rest before another check can be tried again.

Length of Trip	DC
Short (A few hours)	20
Moderate (A day or two)	22
Long (Up to a week)	25
Extreme (More than a week)	28
Find the path	20

PERCEPTION (WISDOM)

INVESTIGATE

Use this skill to analyze a crime scene and use an evidence kit. Investigate allow you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

You can make a perception check to apply forensics knowledge to a clue. By examining a body, you might tell whether the victim fought back against the assailant or not. By looking at a bullet hole in a wall, you might approximate the location, or at least direction, of the shooter. By looking at a bloodstain, you might tell where the attacker was relative to the victim.

Investigate: 5 minutes

- ◆ **DC:** 15; see table for modifiers
- ◆ **Success:** You successfully analyze a clue and gain knowledge of what happened.
- ◆ **Failure:** You do not learn of anything significant.
- ◆ **Special:** If part of the investigation includes people, a successful insight check grants a +2 bonus on all perception checks for the investigation.

Circumstances	DC Modifier
Every day since event (Max +10)	+2
Scene is outdoors	+5
Scene is slightly disturbed	+2
Scene is moderately disturbed	+4
Scene is extremely disturbed	+6

COLLECT EVIDENCE

You can collect and prepare evidentiary material for a lab, such as gathering fingerprints from objects touched, making casts of footprints or tire tracks, collecting samples of fluids, fibers, and other materials, gathering castings of scratch marks where tools have been used to break into a location, or collecting bullets from walls. Without an evidence kit you will receive a -4 penalty for collecting evidence.

Collecting evidence uses the same DC used for the investigate skill except no modifiers are applied, and no immediate details are know. The evidence collected is sent to a crime lab which reduces the investigate DC of the check by 5 for standard labs found in most police stations. The DC of the check is reduced by 10 when sent to federal or government crime labs. The time it takes to receive the results of a lab based investigation is up to the DM's discretion, but can take any ware from an hour to several days depending on the crime.

THIEVERY (DEXTERITY)

SLEIGHT OF HAND

Sleight of hand checks can also be used to conceal a small weapon such as a hand gun or knife, or other small item from view. For the modern adventure the following is added to the sleight of hand rules.

Sleight of Hand: standard action

- ◆ **Opposed checks:** Thievery vs. Perception (see the table for modifiers). If there are multiple observers, your thievery check is opposed by each observers perception check.
- ◆ **Success:** You successfully conceal an object from view.
- ◆ **Failure:** The person looking at you notices the object hidden.
- ◆ **Take 10:** So long as you are not in combat you can take 10 when concealing items.
- ◆ **Special:** Some armors are designed to be concealed. Look at the items description for details.

Condition	Modifier
Item is;	
Tiny (Coin, pen)	+2
Small (Knife, baseball)	+0
Medium (Hand gun, large knife)	-2
Large (Long arm, sword)	-4
Clothing is;	
Tight or small (Mini-skirt, Tight genes)	-2
Loose or bulky (baggy pants, overcoat)	+2
Standard Cloths	+0



FEATS

The feats presented in this section provide a wide array of options for all characters. Characters using the new classes and races in this book will find abundant feats aimed at improving their class and racial features. Multiclass and hybrid characters can make use of a range of feats designed to help them make better use of their class abilities. These feats only add to those found in other 4th edition sources and characters make using this book are more than welcome to choose from those feats as well so long as they meet the prerequisites.

ANY CLASS FEATS

HEROIC TIER FEATS

AGILE STAND

Prerequisite: Trained in Acrobatics

Benefit: Whenever you use a move action to stand up you can shift 1 square as a free action.

AIRCRAFT OPERATION

Prerequisite: Training in Operate skill

Benefit: You are capable of operating all civilian and military aircraft and space ships, as well as using any powers associated with them.

Special: Without this feat you take a -4 on any operate skill check and you are unable to use any powers that come with the aircraft.

ARMOR PROFICIENCY LIGHT

Benefit: You gain training in the use of light armors.

ARMOR PROFICIENCY MEDIUM

Prerequisite: Strength 13, Constitution 13, Armor proficiency light

Benefit: You gain proficiency with medium armors.

ARMOR PROFICIENCY HEAVY

Prerequisite: Strength 15, Constitution 15, Armor proficiency medium

Benefit: You gain training in the use of heavy armors.

DOUBLE COCKED

Prerequisite: Proficiency with Sawed-Off shotgun

Benefit: When making a basic attack with a sawed-off shotgun you can fire both barrels at once dealing +1[W] damage. At 21st level the extra damage increases to +2[W].

GUNNERY EXPERT

Prerequisite: Training in the Operate skill

Benefit: You treat all vehicle mounted weapons as having a +2 proficiency bonus.

HANDGUN EXPERTISE

Benefit: You gain a +1 feat bonus to weapon attacks rolls that you make weapons in the handgun group. This bonus increases to +2 at 11th level and +3 at 21st level.

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

HANDGUN FOCUS

Benefit: You gain a +1 feat bonus to damage rolls of weapon attacks with weapons in the handgun group.

In addition, you gain a +1 bonus to the damage roll of any weapon attack you make with a handgun against a single creature that is not adjacent to any other creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

IMPROVISED EXPERTISE

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with an improvised weapon.

In addition, you gain a +1 bonus to the damage rolls of attacks that you make with your improvised weapon against a bloodied enemy. Both of these bonuses increase to +2 at 11th level, and +3 at 21st level.

LIGHT ARMOR EXPERTISE

Prerequisite: Con 15, proficiency with light armor

Benefit: While wearing light armor, you can gain a +3 bonus to AC instead of using your dexterity or Intelligence modifier to determine your AC.

LONGARM EXPERTISE

Benefit: You gain a +1 feat bonus to weapon attacks rolls that you make weapons in the longarm group. This bonus increases to +2 at 11th level and +3 at 21st level.

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

LONGARM FOCUS

Benefit: You gain a +1 feat bonus to damage rolls of weapon attacks with weapons in the longarm group.

In addition, your ranged attacks ignore the penalty for attacking prone targets and deal +1 bonus damage with any weapon attack you make with a longarm against a prone creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

LOW PROFILE

Benefit: You add +10 to your reputation check DC.

MILITARY OPERATION

Prerequisite: Training in Operate Skill

Benefit: You are capable of operating all military ground vehicles, as well as using any powers associated with them.

Special: Without this feat you take a -4 on any operate skill check and you are unable to use any powers that come with the vehicle.

Any Class (Heroic)	Prerequisites	Benefit
Agile Stand	Trained in Acrobatics	Stand up as a free action
Aircraft Operation	Training in Operate skill	Operate aircraft
Armor proficiency light	--	Proficiency with light armors
Armor Proficiency medium	Strength 13, Constitution 13, Armor proficiency light	Proficiency with medium armors
Armor Proficiency Heavy	Strength 15, Constitution 15, Armor proficiency medium	Proficiency with Heavy armors
Double Cocked	Proficiency with Sawed-Off shotgun	Fire both barrels of the sawed-off
Gunnery Expert	Vehicle expert feat	Proficient with vehicle weapons
Handgun Expertise	--	+1 feat bonus to weapon attacks rolls with handguns
Handgun Focus	--	+1 feat bonus to damage rolls of weapon attacks with handguns
Improvised Expertise	--	You gain a +1 feat bonus to weapon attack rolls with handguns
Light Armor Expertise	Con 15, proficiency with light armor	Give up Dex or Int bonus for +3 bonus to AC
Longarm Expertise	--	+1 feat bonus to weapon attacks rolls with longarms
Longarm Focus	--	+1 feat bonus to damage rolls of weapon attacks with longarms
Low profile	--	You add +10 to your reputation check DC.
Military Operation	Training in Operate Skill	Operate all military ground vehicles
Nautical Operation	Training in Operate Skill	Operate all civilian and military nautical vehicles
Powerful Shot	Dexterity 15	Deal extra damage for reduced attack
Prone Combat	--	Attack from prone without penalty
Renown	--	You gain a +3 bonus to your reputation.
Revolver proficiency	--	Reload revolver as free action with speed loader
Rifle & Shotgun Proficiency	--	Reload ammo faster than normal
Salvage	--	Recover the component 'parts' for crafting items
Two-Weapon Combat	Dexterity 13	Deal extra damage when wielding two ranged weapons
Two-Weapon Menace	Dexterity 13, Two-Weapon Combat	Deal extra damage with opportunity attacks while wielding two ranged weapons
Two-Weapon Guard	Dexterity 13, Two-Weapon Combat	Gain shield bonus while wielding two ranged weapons.
Vehicle Adept	Training in operate skill	Gain the run down vehicle attack power
Vehicle expert	Level 8, Vehicle Adept	Gain the runabout vehicle attack power
Vehicle Master	Level 10, Vehicle Expert	Gain the Unstoppable vehicle utility power
Weapons Proficiency	--	Gain proficiency with one melee or ranged weapon
Weapon Focus (Improvised)	--	Gain bonus to damage rolls with improvised weapons.
Any Class (Paragon)	Prerequisites	Benefit
Armor Specialization (Heavy)	11th level, Con 15, training with heavy armor	Bonus to AC while wearing heavy armor, and reduced check penalty
Armor Specialization (Light)	11th level, Dex 15, training with light armor	Bonus to AC while wearing light armor
Armor Specialization (Medium)	11th level, Con 15, training with Medium armor	Bonus to AC while wearing medium armor, and reduced check penalty
Bail Out	11th level	You gain the Bail Out feat power
Crossfire	11th level	Flank from 2 squares with handgun or longarm
Feather Trigger	11th level	Handguns and longarms count as having the auto property
Focused Fire	11th level	Deal extra damage to larger creatures with burst or blast powers
Jump Start	11th level	You gain the Jump Start feat power
Sniper Technique	11th level	Increase the range on handguns and longarms
Tactical Action	11th level	Ally can attack as free action when you use action point.
Two-Weapon Pounce	11th level, Two-Weapon Fighting	Primary weapon gains brutal 1 when attack foe with combat advantage
Two-Weapon Mastery	11th level, Two-Weapon Fighting	Make basic attack with offhand when you critical

Any Class (Epic)	Prerequisites	Benefit
Armor Mastery (Heavy)	21st level, Con 20, Armor Specialization (Heavy)	Gain resist all 5 with heavy armor
Armor Mastery (Light)	21st level, Dex 20, Armor Specialization (Light)	Gain +1 to speed and +2 ref defense with light armor
Armor Mastery (Medium)	21st level, Con 20, Armor Specialization (Medium)	Gain +1 to all saves and +2 to fortitude defense with medium armor.
Handgun Mastery	21st level	Critical on 19-20 with handguns
Longarm Mastery	21st level	Critical on 19-20 with handguns
Two-Weapon Flurry	21th level, Two-Weapon Fighting	Make opportunity attack with offhand weapon as free action
Two-Weapon Supremacy	21th level, Two-Weapon Fighting	Make two basic attacks as free action when you critical
Charismatic (Heroic)	Prerequisites	Benefit
Aiding Coordination	Charismatic Hero	Aid another bonus equals +4 rather than +2
Armored Commander	Charismatic Hero, Medium armor proficiency	Gain proficiency with heavy armor, and +1 healing surge
Bold Command	Charismatic Hero	Allies gain bonus to attack enemies that miss you.
Bolstering Inspiration	Charismatic Hero, Inspiration	Inspiration gains bonus to next save that can end
Deceptive	Charismatic Hero, Fast talking	Gain bonus on bluff and disguise checks
Double Team	Charismatic Hero	Sacrifice bonus to attack to grant ally bonus to damage
Guiding Shot	Charismatic Hero	Ally ignores cover and concealment on granted basic attack
Gunnery Commander	Charismatic Hero	You and allies ignore penalty to attack for long range
Improved Inspiration	Charismatic Hero, Inspiration	
Improved Tactical Organization	Charismatic Hero, Tactical Organization	Bonus to damage when using tactical organization
Inspired Defense	Charismatic Hero, Inspiration	Inspiration grants bonus to defense
Inspired Tactics	Charismatic Hero, Coordinate	Bonus to attack when ally spends action point
Leading Fire	Charismatic Hero, Coordinate	Allies gain bonus to attack on target you hit
Lend Strength	Charismatic Hero	Bonus to damage for allies granted a free basic attack
Saving Inspiration	Charismatic Hero, Inspiration	Forgo extra dice of healing to allow saving throw
Tactical Spirit	Charismatic Hero, Tactical Organization	When you spend a minor action as part of tactical organization, one ally can shift 1 square
Trustworthy	Charismatic Hero, Charm	Gain +2 bonus on diplomacy and streetwise checks.
Charismatic (Paragon)	Prerequisites	Benefit
Avenging Spirit	11th level, Charismatic hero	Gain action point when ally is reduced to 0 hit points
Bloody Inspiration	11th level, Charismatic hero, Inspiration	Ally gains temporary hit points when you use inspiration while bloodied
Commanders Formation	11th level, Charismatic hero, Int 17	Aid two allies at once when you use aid another action
Defensive Surge	11th level, Charismatic hero, Con 15	Grant adjacent ally bonus to defense when you use second wind
Defensive Coordination	11th level, Charismatic hero	Allies gain bonus to total defense action
Expert Commander	11th level, Charismatic hero, Coordinate	Coordinate gains bonus to initiative equal to charisma modifier
Fight On	11th level, Charismatic hero, Inspiration	Gain one extra use of inspiration class feature
Greater Tactics	11th level, Charismatic hero, Tactical organization	Increase the burst effect for tactical organization by a number of squares equal to your charisma modifier
Group Flanking	11th level, Charismatic hero	Allies gain combat advantage against enemy you flank
Impetuous Charger	11th level, Charismatic hero	Allies gain combat advantage against enemies you charge
Improved Coordinate	11th level, Charismatic hero, Coordinate	Increase the burst effect of coordinate class feature
Improved Tactics	11th level, Charismatic hero, Tactical organization	Tactical organization bonus to attack increases by +1
Strategic Inspiration	11th level, Charismatic hero, Inspiration	Grant bonus to attack when using inspiration
Vital Inspiration	11th level, Charismatic hero	Allies regain extra hit points when using second wind

Charismatic (Epic)	Prerequisites	Benefit
Aggressive leadership	21st level, Charismatic hero, Cha 19	Grant allies a bonus to damage rolls
Daring Spirit	21st level, Charismatic hero	Gain temporary hit points when attacked
Defensive Leadership	21st level, Charismatic hero, Int 19	Grant allies a bonus to defense
Enabling Shot	21st level, Charismatic hero, Tactical Organization	Ally can make basic attack when another ally makes a critical hit
Glory and Honor	21st level, Charismatic hero, Cha 17	Allies granted a basic attack gain temporary hit points if they hit
Tactical Cunning	21st level, Charismatic hero, Int 17	Allies granted a basic attack gain bonus to AC
Ultimate Inspiration	21st level, Charismatic hero, Cha 19, Inspiration	Heal two targets with one use of inspiration
Fast (Heroic)	Prerequisites	Benefit
Advanced Speed	Fast Hero, Improved Speed	Your speed increases by 1 square
Agile Riposte	Fast Hero, Dodge	Make basic attack against target of your dodge when they miss
Camouflage	Fast Hero, Trained in stealth	Gain a +5 bonus to stealth while outdoors with cover or concealment
Couscous Dodge	Fast Hero, Evasion	Gain bonus to defense when you save against miss damage
Dirty Fighting	Fast Hero	Gain a bonus to damage against surprised enemies
Dodge	Fast Hero	Gain a bonus to AC and Reflex against one enemy
Duelist's Style	Fast Hero, Cha 13	Gain your charisma mod as a bonus to acrobatics and athletics
Expert Feint	Fast Hero, Trained in bluff	Gain a bonus to bluff in order to feint
Hamstring	Fast Hero, Fighting style	Forgo extra damage to slow target
Improved Fast Stealth	Fast Hero, Fast stealth	End your move at 2 squares instead of 3
Lucky Skirmisher	Fast Hero	When running enemies making opportunity attack must roll twice
Overwhelming Attack	Fast Hero, Fighting style	Deal your fighting style damage when you miss with encounter power
Point Black Shot	Fast Hero	Gain a +1 bonus to ranged attack against enemies you are closest to
Precise Shot	Fast Hero, Point blank shot	Ignore cover enemy gain from their allies
Quick Reload	Fast Hero	Reload a firearm as a free action
Rash Style	Fast Hero, Fighting style	Deal extra damage and grant combat advantage to enemies
Risky Shift	Fast Hero	Shift 1 additional square when you shift
Speedy Response	Fast Hero, Dex 15	Gain bonus to speed if hit while moving
Trap Sense	Fast Hero	Gain bonus to defense and perception against traps
Underhanded Strategy	Fast Hero, Fighting style	Forgo extra damage to impose penalty to attack
Fast (Paragon)	Prerequisites	Benefit
Bleeding Backstab	11th level, Fast hero, Fighting style	Deal ongoing damage to targets of your fighting style
Cull the Weak	11th level, Fast hero, Fighting style	Deal extra damage with your fighting style against bloodied enemies
Disheartening Strike	11th level, Fast hero, Fighting style	Forgo extra damage to gain the rattling keyword for the attack
Elusive Movement	11th level, Fast hero, Dex 17	Gain bonus to defense when ending you movement 3 squares away
Evasive Footwork	11th level, Fast hero, Dex 17, Uncanny dodge	Gain bonus to defense when shifting 2 or more squares
Expert Sneak	11th level, Fast hero	Gain combat advantage against some enemies
Fast Weapon Mastery	11th level, Fast hero	Light melee weapons gain high crit property
Hindering Attack	11th level, Fast hero, Fighting style	Forgo extra damage to cause enemy to become weakened
Improved Evasion	11th level, Fast hero, Evasion	Gain a bonus to the number of squares you can shift
Prime Slayer	11th level, Fast hero	Gain bonus to damage against enemies you are closest to
Roundabout Charge	11th level, Fast hero, trained in acrobatics	When charging, you end your move in an adjacent square.
Shot on the Run	11th level, Fast hero, Defensive mobility, dodge	Move before and after making a ranged basic attack
Spring Attack	11th level, Fast hero, Defensive mobility, dodge	Move before and after making a melee basic attack

Fast (Epic)	Prerequisites	Benefit
Artful Dodger	21st level, Fast hero, Uncanny dodge	When an enemy attack you and misses you gain combat advantage against that enemy
Critical Assault	21st level, Fast hero, Fighting style	Double your fighting style damage for a critical hit
Evasive Repost	21st level, Fast hero, Evasion	After successful saving throw against miss damage make basic attack against attacker
Fast Talent	21st level, Fast hero	Gain one additional option from the fast talent list
Lasting Benefit	21st level, Fast hero, Fighting style	Gain combat advantage against any enemy that takes your fighting style damage
Shadow Form	21st level, Fast hero, Fast stealth	Move through enemies space while hidden
Supreme Fighting Style	21st level, Fast hero, Fighting style	Deal extra damage with chosen encounter attack power
Sure Footed	21st level, Fast hero, Improved speed	Take no penalties for difficult terrain
Psychic (Heroic)	Prerequisites	Benefit
Basic Implement Mastery	Psychic Hero	Basic attack power gains the implement keyword
Determine Resolve	Psychic Hero	Use second wind and gain 1 augment point rather than defense
Duel Personality	Psychic Hero, Psychic creature, Projection	Your psychic creature can speak to you and leave your sight
Duel Spear	Psychic Hero, Psychic spear	Spear more than one enemy at a time
Duel Mind	Psychic Hero	Create two psychic weapon instead of one
Energy Addition	Psychic Hero, Energy substitution	Choose another energy type
Energy Anti-mixture	Psychic Hero, Energy substitution	Apply more than one energy type to an attack
Energetic Penetration	Psychic Hero	Ignore energy resistance of the damage type you deal
Extrasensory Manifestation	Psychic Hero, Projection	Gain the extrasensory manifestation at-will power
Far Mind	Psychic Hero, Trait	Gain the far mind trait
Greater Spear	Psychic Hero, Psychic spear	Increase the die size of your psychic spear damage
Inner Strength	Psychic Hero	Gain additional power points
Lingering Energy	Psychic Hero	Target gains vulnerability after getting hit with augmented power
Mental Reach	Psychic Hero, Trait	Gain the mental reach trait
Omnipresence	Psychic Hero	You don't grant combat advantage during a surprise round
Psi-Blade	Psychic Hero, Projection	Gain the use of the psi-blade projection
Psi-Blaster	Psychic Hero, Projection, Psi-bolt	Your psi-bolt weapon increases in damage
Psi-Bolt	Psychic Hero, Projection	Gain the use of the psi-bolt projection
Psi-Guard	Psychic Hero, Projection	Gain the use of the psi-guard projection
Psionic Fortune	Psychic Hero	Gain bonus to saves while with power points
Psi-Shield	Psychic Hero, Projection, psi-guard	Your psi-guard grants greater defense
Psi-Sword	Psychic Hero, Projection, psi-blade	Your psi-blade weapon increases in damage
Psychic Armor	Psychic Hero, Projection	Gain the use of the psychic armor projection
Psychic Creature	Psychic Hero, Projection	Gain the use of the psychic creature projection
Psychic Fury	Psychic Hero	Expend power point to deal extra damage with basic attack
Psychic Impression	Psychic Hero, Projection	Gain the use of the psychic impression
Psychic Realization	Psychic Hero, Projection, psychic impression	Increase burst area of psychic impression
Strengthened Spirit	Psychic Hero, Projection	Substitute cha, wis, or con when making athletics or acrobatics check
Talented	Psychic Hero	Use one power point to use two projections
Telekinetic	Psychic Hero, Trait	Gain the use of the telekinetic trait

Psychic (Paragon)	Prerequisites	Benefit
Aggressive Creature	11th level, Psychic hero, Psychic creature,	Creature gain an aggressive mode that can be used during combat
Battle Mind	11th level, Psychic hero	Gain a bonus to damage with at-will attacks
Defensive Creature	11th level, Psychic hero, Psychic creature	Creature gain a defensive mode that can be used during combat
Dreaming Plight	11th level, Psychic hero, Psychic spear	Daze speared creatures with daily attack powers
Expanded Mind	11th level, Psychic hero, Trait	Gain the expanded mind trait
Enlarge Creature	11th level, Psychic hero, Psychic creature, Projection	Increase the creatures side to large and block enemy movement
Forceful Rebuke	11th level, Psychic hero, Psychic spear	Deal damage to enemies adjacent to a speared target
Mind Spear	11th level, Psychic hero, Psychic spear	Enemies speared by you take a penalty to saves
Psychic Backlash	11th level, Psychic hero	Deal psychic damage to enemies that daze, dominate or deal psychic damage to you
Psychic Defense	11th level, Psychic hero	Gain bonus to defense when attacking with unaugmented power
Psychic Exposure	11th level, Psychic hero, Psychic spear	Speared target takes penalty to defense against next attack
Psychic Staff Focus	11th level, Psychic hero	Don't provoke opportunity attack with range attack with spear
Psychic Thorns	11th level, Psychic hero	Creature gains vulnerability psychic when failing saving throw
Psychic (Epic)	Prerequisites	Benefit
Destructive Creature	21st level, Psychic hero, Psychic creature	Creature gain a Destructive mode that can be used during combat
Psychic Blessing	21st level, Psychic hero	Regain 2 power points when first bloodied
Psychic Gift	21st level, Psychic hero	Regain 1 power point after first turn in each encounter
Psychic Discorporation	21st level, Psychic hero	Become insubstantial when reduced to 0 hit points
Psychic Implement Expertise	21st level, Psychic hero	Psionic attack with implement score critical hit on 19-20
Smart (Heroic)	Prerequisites	Benefit
Builder	Smart Hero	Gain a +2 feat bonus to any crafting check made with trained skills
Carful Crafter	Smart Hero	Creatures summoned by you gain bonus to defense
Combat Model	Smart Hero	Creatures summoned by you gain bonus to attack and damage
Educated	Smart Hero	Gain a +2 bonus on any two knowledge skills
Exploited Action	Smart Hero, Exploit weakness	Re-choose which stat your exploit weakness uses when you spend an action point
Gear head	Smart Hero	Gain a +2 feat bonus on computer use checks and repair checks
Improved Design	Smart Hero	Creatures summoned by you gain temporary hit points
Improved Savant	Smart Hero, Savant	Gain a third skill associated with the savant class feature
Improved Strategic Action	Smart Hero, strategic action	Choose two benefits instead of one, and allies choose
Meticulous	Smart Hero	Gain a +2 feat bonus on forgery checks and Thievery checks
Strategic Hit	Smart Hero, strategic action	Add "+1 power bonus to all attack and damage rolls made with powers" to list
Strategic Defense	Smart Hero, strategic action	Add "+1 power bonus to Fortitude, Reflex, and Willpower Defenses" to list
Strategic Save	Smart Hero, strategic action	You add "+1 power bonus to all saves that can end" to the list of bonuses.
Talented Training	Smart Hero, Talented	Gain a hybrid talent from a class you have multi-classed into
Vengeful Crafting	Smart Hero, Creative	Creatures adjacent to summoned creature take damage when it is destroyed

Smart (Paragon)	Prerequisites	Benefit
Auto-Repair	11th level, Smart Hero, Creative	Summoned creature gain benefit of your second wind
Duel Action	11th level, Smart Hero, Strategic action	Choose two benefits from strategic action and gain the benefits of both.
Great Strategist	11th level, Smart Hero, Strategic action	Burst effect of strategic action increases
Master Crafter	11th level, Smart Hero, creative	Spend healing surge when summoning creature to increase its hit points
Rearm	11th level, Smart Hero	Recharge one summoned creatures powers
Skillful Master	11th level, Smart Hero	Roll twice when making skill checks and take the better of the two
Type I Artificial Intelligence	11th level, Smart Hero, creative	Gain free minor action to control summoned creature
Vigorous Crafting	11th level, Smart Hero, creative	Creatures summoned by you gain bonus to speed and defense
Smart (Epic)	Prerequisites	Benefit
Epic Exploit	21st level, smart hero	Substitute intelligence modifier for both strength and dexterity modifiers when rolling for attacks and damage
Supreme Strategist	21st level, smart hero, Strategic action	Increase any bonus given by this power by +1
Talented Mastery	21st level, smart hero, Talented	Choose second hybrid talent from a class you have multi-classed into
Strong (Heroic)	Prerequisites	Benefit
Bloodlust	Strong hero	Gain temporary hit points when you bloody an enemy
Bloody Stance	Strong hero	While in a stance deal extra damage after spending healing surge
Brawler	Strong hero, Melee smash, Weapon focus (improvised)	The die size for unarmed attack increase by one die size
Brutal Strike	Strong hero	Reroll 1's on damage die while in a stance
Combat Martial Arts	Strong hero, Melee smash, Weapon focus (improvised)	Unarmed attacks gains offhand property and +1 bonus to hit
Combat Reflexes	Strong hero	Take two opportunity actions during another combatant's turn
Combat Throw	Strong hero, Combat martial arts	Knock target prone instead of forced movement
Deadly Stance	Strong hero	Gain a bonus to damage rolls while in a stance
Defensive Martial Arts	Strong hero	Gain a bonus to defense when surrounded by enemies
Elusive Target	Strong hero, Defensive Martial Arts	Used an adjacent enemy as cover against his allies attacks
Fearsome Charge	Strong hero	Push target 1 square with charge attack
Feat of strength	Strong hero, Extreme effort	Gain a bonus to strength checks
Improvised Thrown	Strong hero	Throw melee improvised weapons
Killing Fury	Strong hero	Gain a bonus to damage rolls when reducing an enemy to 0 hit points
Knockout Punch	Strong hero, Melee smash, Weapon focus (improvised)	Daze and knock prone on a critical hit
Martial Arts Training	Strong hero, Str 15	Use your dexterity instead of strength for unarmed melee attacks and damage
Monkey Grip	Strong hero	Wield melee weapons used by creatures one size category larger
Offensive Resilience	Strong hero	Second wind grants bonus to attack when bloodied
Strong Recovery	Strong hero	Regain extra hit points with healing surge while in a stance

Strong (Paragon)	Prerequisites	Benefit
Advanced Combat Martial Arts	11th level, Strong hero, combat martial arts	Unarmed attacks gain brutal property and bonus to attack
Improved Brawler	11th level, Strong hero, Brawler	Increase die size for unarmed attacks
Improved Knockout Punch	11th level, Strong hero, Knockout Punch	Unarmed attacks critical on 19-20
Improved Improvised Weapons	11th level, Strong hero, Melee Smash	Proficiency bonus for improvised weapon increases to +3
Larger than life	11th level, Strong hero	Carry, lift and drag double that of normal
Enduring Wallop	11th level, Strong hero	Deal ongoing damage with daily attack power
Mighty Smash	11th level, Strong hero, Melee Smash	Increase the damage dealt by your melee smash
Reckless Attacker	11th level, Strong hero	Make melee basic attack after scoring critical hit
Reckless Stance	11th level, Strong hero	Take penalty to attack to increase damage while in stance
Violent Strike	11th level, Strong hero	Deal extra damage on next hit after reducing enemy to 0 hit points
Strong (Epic)	Prerequisites	Benefit
Enduring Stance	21st level, Strong hero	While you are in a stance, you do not fall unconscious as a result of the dying condition
Overpowering Strength	21st level, Strong hero	Your strength is considered to be 10 higher for determining the amount you can carry, lift, and push
Stand Strong	21st level, Strong hero	When you are knocked prone, you can stand up as an immediate reaction
Unarmed Mastery	21st level, Strong hero	Score critical hit with unarmed attacks on 19-20 or 18-20.
Tough (Heroic)	Prerequisites	Benefit
Auto-Fire Proficiency	Tough hero	Use less ammunition when using automatic weapons
Bloodied Defense	Tough hero, Resist Weapons	While bloodied gain a bonus to resist weapons
Burst Fire	Tough hero	Make an automatic ranged basic attack against a single target
Defensive Advantage	Tough hero, Toughs Defense	Gain combat advantage against trigger of your toughs defense
Defensive Resilience	Tough hero, Con 13	Gain bonus to defense when second wind is used
Devoted Trial	Tough hero, Toughs Fury	Gain bonus to attack and damage against target of toughs fury
Distracted Fury	Tough hero	Target of your toughs fury gain penalty to attack if hit
Double Tap	Tough hero	Deal extra die of damage with semi-automatic weapons
Fear the reaper	Tough hero, Determined	Require 4 failed death saves rather than 3
Group Assault	Tough hero	Allies gain a bonus to damage rolls against targets marked by you
Improved damage resistance	Tough hero, Resist weapons	Gain a bonus to resist weapons
Improved Energy Resistance	Tough hero, Energy Resistance	Choose a second energy resistance, and add the benefits
Improved Resilience	Tough hero, Robust	You are able to use a second wind as a minor action
Iron Defense	Tough hero, Toughs Defense	Gain bonus to defense against triggering attack
Precise Shot	Tough hero, point black shot	Ignore cover enemy gains from their allies
Point Black Shot	Tough hero	Gain bonus to ranged attacks against enemies you are the closest to
Sideways Defense	Tough hero, Tough's Trial	Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you
Shield Expertise	Tough hero, Proficient in shields	Your shield bonus also applies to your fortitude
Toughs Defiance	Tough hero, Resist Energy	The resistance to your chosen energy increases by +5
Undeniable Fury	Tough hero, Toughs Fury	Attacks granted to you by your Toughs fury power ignore all resistances
Victor's Confidence	Tough hero, Con 15	Gain bonus to saves when enemy reduced to 0 hit points

Tough (Heroic)	Prerequisites	Benefit
Advanced Energy Resistance	11th level, Tough hero, Energy Resistance	Choose a Third energy resistance, and add the benefits
Advantageous Mark	11th level, Tough hero, Toughs fury or defense	Score critical hit on 19-20 for enemies triggering your toughs fury or toughs defense
Avenging Spirit	11th level, Tough hero	Gain action point is ally is reduced to 0 hit points
Opening Fury	11th level, Tough hero, Toughs Fury	Let ally make attack as part of toughs fury rather than yourself
Great Fortitude	11th level, Tough hero	Take 10 damage to re-roll a save
Grit	11th level, Tough hero, Con 17	Gain temporary hit points when you spend a healing surge
Marked Scourge	11th level, Tough hero	Deal extra damage to marked targets
Pointed Defense	11th level, Tough hero	Deal damage while taking total defense action
Retributive Fury	11th level, Tough hero, Toughs fury	Spend action point while making triggering attack granted by toughs fury to deal extra damage
Shield Supremacy	11th level, Tough hero, Proficiency with shields	Enemies gain no bonus to attack rolls for having combat advantage
Steal Defense	11th level, Tough hero, Toughs Defense	Gain bonus to resist weapons against triggering attack
Striking Resurgence	11th level, Tough hero	Forgo second winds bonus to defense to make basic attack
Superior Conditioning	11th level, Tough hero, Fear the reaper feat	Damage you can sustain before deal equals your total hit points
Surefooted Reprisal	11th level, Tough hero	Make opportunity attack against trigger of forced movement
Tactical Superiority	11th level, Tough hero, Toughs Fury	Slow target of your toughs fury with successful hit
Tough Save	11th level, Tough hero, Resist Energy	Make saves at beginning of your turn again some conditions
Tough (Epic)	Prerequisites	Benefit
Allied Fury	21st level, Tough hero, Toughs Fury	Ally can make melee attack against target of toughs fury
Dual Trial	21st level, Tough hero, Toughs Trial	Mark one additional enemy adjacent to primary mark
Inevitable Fury	21st level, Tough hero, Toughs Fury	Target of toughs fury takes damage if you miss with attack
Rapid Trial	21st level, Tough hero, Toughs Trial	First use of immediate reaction or interrupt does not count towards maximum uses per round
Practiced Reliability	21st level, Tough hero	One encounter power gains the reliable keyword
Tactical Insight	21st level, Tough hero, Toughs Trial	Allies gain bonus to damage rolls against enemies marked by you
Wild Shot	21st level, Tough hero	Increase the burst or blast of powers by 1 square
Multiclass feats	Prerequisites	Benefit
Captivating Charismatic	Charisma 13	Gain training in a charismatic hero skill and gain a power
Disciplined Mind	Cha 13 and Wis 13 or Con 13	Gain training in a Psychic hero skill and gain a power
Fast Initiate	Dex 13	Gain training in a Fast hero skill
Knowledgeably Smart	Int 13	Gain training in a smart hero skill and use strategic action once per day
Strong Ferocity	Str 13	Gain training in a strong hero skill and gain proficiency in improvised weapons.
Toughs Challenge	Con 13	Gain training in a tough hero skill and once per encounter mark an enemy as a free action.

NAUTICAL OPERATION

Prerequisite: Training in operate skill

Benefit: You are capable of operating all civilian and military Nautical vehicles, as well as using any powers associated with them.

Special: Without this feat you take a -4 on any operate skill check and you are unable to use any powers that come with the nautical vehicle.

POWERFUL SHOT

Prerequisite: Dexterity 15

Benefit: When making a ranged attack with a handgun, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to the damage roll with a longarm).

This extra damage increases by level, as shown on the table below, but the attack penalty remains the same.

Level	Extra Damage (Longarm)
1st-10th	+2 (+3)
11th-20th	+4 (+6)
21st-30th	+6 (+9)

PRONE COMBAT

Benefit: You no longer take any penalties to attack when you are prone and instead gain a +1 feat bonus to attack rolls.

RENOWN

Benefit: You gain a +3 bonus to your reputation.

REVOLVER PROFICIENCY

Benefit: Should you run out of ammunition while making an attack with a firearm that uses cylinders to hold its payload, you can reload it as a free action should you have a speed loader prepared. This can be done while in the middle of an attack.

Special: Speed loaders can be bought in the equipment section of this book as mundane items.

RIFLE & SHOTGUN PROFICIENCY

Benefit: While reloading a firearm that uses an internal space to hold its payload, you can reload two rounds of ammunition for every minor action used instead of one. At 11th level you can reload 4 rounds, and at 21st level you can reload 6 rounds.

SALVAGE

Benefit: You take time to salvage a destroyed piece of technology for the component 'Parts'. Parts can be used when crafting advanced items and are used in the smart heroes Craft powers. Depending on the size of the destroyed mechanical device determines how long it takes to salvage it and what purchase levels worth of parts you receive for your efforts.

The time spent in recovering the part need not be all at the same time. The time can be split up over several days if need be, but the parts won't be recovered until all the times has been completed.

The purchase levels of multiple salvages do not get added together. Only the purchase levels cost in dollars get added together.

SIZE	TIME	PURCHASE LEVEL IN PARTS
Small (Toaster, Computer)	D4 min	1D4+1
Medium (Oven)	D10 min	2D4+2
Large (Car, truck)	D12 hours	3D4+4
Huge (Machinery)	2D12 hours	4D4+8
Gargantuan (Space ship)	1D4 days	5D4+16

Special: The character can also visit a scrap yard or a city dump once a week to look for the component 'Parts'. Treat the scrap yard and dump as a huge piece of machinery for the purposes of time and recovered parts. Some places may require the hero to pay for a percentage of the parts recovered, but it should never be over 50% of the value of the parts.

TWO-WEAPON COMBAT

Prerequisite: Dexterity 13

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

TWO-WEAPON MENACE

Prerequisite: Dexterity 13, Two-Weapon Combat

Benefit: While wielding two ranged weapons, you gain a +3 bonus to damage rolls with opportunity attacks.

TWO-WEAPON GUARD

Prerequisite: Dexterity 13, Two-Weapon Combat

Benefit: While wielding a ranged weapon in each hand, you gain a +1 shield bonus to AC and Reflex.

VEHICLE ADEPT

Prerequisite: Training in operate skill

Benefit: You gain a +2 feat bonus to the operate skill, and can operate either civilian aircraft, military aircraft, civilian nautical vehicles, military nautical vehicles, or military ground vehicles. Choose one.

You also gain the vehicle substitution power listed below. During a short rest you can substitute an encounter attack power of your level or lower for this vehicle power and it can be switched back on the next short rest.

RUN DOWN

VEHICLE ATTACK

You chase down your enemy with the sole purpose of running them down.

Encounter ♦ Martial, Weapon

Standard Action Vehicle

Effect: Move the vehicles speed and at any point during this movement make the attack.

Target: One creature

Attack: Dexterity +2 vs. Reflex

Level 11: Dexterity +4 vs. Reflex

Level 21: Dexterity +6 vs. Reflex

Hit: 2D10 + Dexterity modifier damage and the target is pushed 5 squares and knocked prone.

Level 11: 3D10 + Dexterity modifier damage

Level 21: 4D10 + Dexterity modifier damage

Special: Your vehicle does not take damage from this attack and is not subject to the crashing and ramming rules.

VEHICLE EXPERT

Prerequisite: Level 8, Vehicle Adept

Benefit: Choose another vehicle to operate from the vehicle adept feat list.

You also gain the vehicle substitution power listed below. During an extended rest you can substitute a Daily attack power of your level or lower for this vehicle power and it can be switched back on the next extended rest.

RUNABOUT

VEHICLE ATTACK

Your superb driving skills allow you to move freely on the battle field using your vehicle as a weapon of destruction.

Daily ♦ Martial

Standard Action

Vehicle

Effect: Move half of the vehicles speed and at any point during this movement make the attack.

Primary Target: One creature

Primary Attack: Dexterity +2 vs. Reflex

Level 11: Dexterity +4 vs. Reflex

Level 21: Dexterity +6 vs. Reflex

Hit: 3D10 + Dexterity modifier damage and target is dazed and prone (save ends both).

Effect: Move half of the vehicles speed in any direction and make a secondary attack at any point during that movement.

Secondary Target: Once creature.

Secondary Attack: Dexterity +2 vs. Reflex

Level 11: Dexterity +4 vs. Reflex

Level 21: Dexterity +6 vs. Reflex

Hit: 2D10 + Dexterity modifier damage and target is knocked prone. If target is already prone then it takes +2D10 extra damage from this attack.

Vehicle Master

Prerequisite: Level 10, Vehicle Expert

Benefit: Choose another vehicle to operate from the vehicle adept feat list.

You also gain the vehicle substitution power listed below. During an extended rest you can substitute a Utility power of your level or lower for this vehicle power and it can be switched back on the next extended rest.

UNSTOPPABLE

VEHICLE UTILITY

When all seams lost you manage to regain control of the vehicle and land it alive.

Daily ♦ Martial

Immediate Reaction

Vehicle

Trigger: The vehicle is reduced to 0 hit points or fewer.

Effect: Spend a healing surge and rather than gaining hit points as normal your vehicle gains 20 temporary hit points.

WEAPONS PROFICIENCY

Benefit: You gain proficiency with one melee or ranged weapon of choice.

Special: This feat can be chosen more than once but applies to another melee or ranged weapon.

WEAPON FOCUS (IMPROVISED)

Benefit: You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with a improvised weapon. This bonus increases to +2 at 11th level, and +3 at 21st level.

PARAGON TIER FEATS

ARMOR SPECIALIZATION (HEAVY)

Prerequisite: 11th level, Con 15, training with heavy armor

Benefit: You gain a +1 feat bonus to AC when wearing heavy armor. and reduce the check penalty incurred by the heavy armor by 1.

ARMOR SPECIALIZATION (LIGHT)

Prerequisite: 11th level, Dex 15, training with light armor

Benefit: You gain a +1 feat bonus to AC when wearing light armor.

ARMOR SPECIALIZATION (MEDIUM)

Prerequisite: 11th level, Con 15, training with Medium armor

Benefit: You gain a +1 feat bonus to AC when wearing medium armor. and reduce the check penalty incurred by the medium armor by 1.

BAIL OUT

Prerequisite: 11th level

Benefit: You gain the Bail Out feat power.

BAIL OUT

FEAT POWER

When all seams lost you manage to regain control of the vehicle and land it alive.

Daily ♦ Martial

Immediate Interrupt

Vehicle

Trigger: The vehicle is reduced to 0 hit points and is destroyed

Effect: You shift 4 squares from the outside of your vehicles occupied space. You may still take damage from this move depending on the location and speed of your vehicle.

CROSSFIRE

Prerequisite: 11th level

Benefit: When using a handgun or longarm you can flank from 2 squares away from an enemy so long as your ally is in a straight line of effect.

FEATHER TRIGGER

Prerequisite: 11th level

Benefit: All handguns and longarms count as having the automatic property and can be used with powers with the auto keyword such as the automatic fire basic attack.

FOCUSED FIRE

Prerequisite: 11th level

Benefit: When using a power with a blast or burst effect, you can inflict +3 bonus damage for every additional square the target occupies within the burst or blast area.

JUMP START

Prerequisite: 11th level

Benefit: You gain the Jump Start feat power.

**JUMP START****FEAT POWER**

You play with the vehicles controls bringing it back to life.

Encounter ♦ Martial**Immediate Reaction Vehicle**

Trigger: The vehicle have become dazed, immobilized, slowed or stunned.

Effect: The condition is removed.

SNIPER TECHNIQUE

Prerequisite: 11th level

Benefit: The effective range of all handguns you are proficient in is increased by 10/10 squares, and 20/20 squares for all longarms and heavy weapons your proficient in. At level 21 the bonus to range is doubled.

TACTICAL ACTION

Prerequisite: 11th level

Benefit: When you spend an action point, not only do you gain a extra action, one ally within 5 squares of you can make a basic attack as a free action.

TWO-WEAPON POUNCE

Prerequisite: 11th level, Two-Weapon Fighting

Benefit: While you wield two ranged weapons and attack foes that grant you combat advantage, your primary weapon gains the brutal 1 property.

TWO-WEAPON MASTERY

Prerequisite: 11th level, Two-Weapon Fighting

Benefit: While you wield two ranged weapons and score a critical hit with either weapon, you can make a basic attack with your off-hand weapon against the same target as a free action.

EPIC TIER FEATS**ARMOR MASTERY (HEAVY)**

Prerequisite: 21st level, Con 20, Armor Specialization (Heavy)

Benefit: You gain a Resist All 5 while wearing heavy armor. If you already have a Resist All then increases it by 2.

ARMOR MASTERY (LIGHT)

Prerequisite: 21st level, Dex 20, Armor Specialization (Light)

Benefit: You gain a +1 bonus to speed and +2 bonus to your reflex defense while wearing light armor.

ARMOR MASTERY (MEDIUM)

Prerequisite: 21st level, Con 20, Armor Specialization (Medium)

Benefit: You gain a +1 bonus to all saves and +2 bonus to your fortitude defense while wearing medium armor.

HANDGUN MASTERY

Prerequisite: 21st level

Benefit: When you make a ranged attack with a handgun, you can score a critical hit on a roll of 19-20.

LONGARM MASTERY

Prerequisite: 21st level

Benefit: When you make a ranged attack with a longarm, you can score a critical hit on a roll of 19-20.

TWO-WEAPON FLURRY

Prerequisite: 21th level, Two-Weapon Fighting

Benefit: While holding a ranged weapon in each hand, if you make a successful opportunity attack with your primary weapon, you can also make an opportunity attack with your off-hand weapon against the same target (but with a -5 penalty to the attack roll).

TWO-WEAPON SUPREMACY

Prerequisite: 21th level, Two-Weapon Mastery

Benefit: While you wield two ranged weapons and score a critical hit with either weapon, you can make two basic attacks with your off-hand weapon against the same target as a free action.

CHARISMATIC HERO**HEROIC TIER FEATS****AIDING COORDINATION [CHARISMATIC]**

Prerequisite: Charismatic Hero

Benefit: Whenever you or an ally who can hear you and has line of sight to you takes the aid another, aid attack, or aid defense action, the bonus granted to the target equals +4 instead of +2. This effect replaces the normal +2 bonus. An ally can benefit from this feat only once per round.

Coordinate: Should an ally be in range of your coordinate class feature when the aid action is used, the bonus lasts until the end of the aiders next turn.

ARMORED COMMANDER [CHARISMATIC]

Prerequisite: Charismatic Hero, Proficiency with medium armor.

Benefit: You gain proficiency with heavy armor, and you increase your number of healing surges by 1.

BOLD COMMAND [CHARISMATIC]

Prerequisite: Charismatic hero

Benefit: If an enemy that has combat advantage against you, misses you with a melee attack, your allies gain a +1 bonus to attack rolls against that enemy until the start of your next turn.

BOLSTERING INSPIRATION [CHARISMATIC]

Prerequisite: Inspiration, Charismatic hero

Benefit: When you use your inspiration class feature on an ally, that ally gains a power bonus to their next save equal to the charismatic hero's charisma modifier.

DECEPTIVE [CHARISMATIC]

Prerequisite: Fast talking, Charismatic

Benefit: Gain a +2 feat bonus on bluff and disguise checks.

DOUBLE TEAM [CHARISMATIC]

Prerequisite: Charismatic

Benefit: When making a melee or ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, one ally of your choice within 5 squares of you gains a +3 bonus to damage rolls against the target until the end of your next turn.

Coordinate: Each ally within your coordinate area of effect can deal extra damage to the target equal to 2 + half your charisma modifier until the end of your next turn.

GUIDING SHOT [CHARISMATIC]

Prerequisite: Charismatic Hero

Benefit: Whenever you grant an ally a ranged basic attack, that ally's attack ignores cover and concealment (but not superior cover or total concealment).

GUNNERY COMMANDER [CHARISMATIC]

Prerequisite: Charismatic hero

Benefit: You and any ally within 5 squares of you ignore the penalty for attacking at long range.

IMPROVED INSPIRATION [CHARISMATIC]

Prerequisite: Inspiration, Charismatic Hero

Benefit: Doubles your charisma modifier to the hit points Restored by your inspiration class feature.

IMPROVED TACTICAL ORGANIZATION [CHARISMATIC]

Prerequisite: Tactical Organization, Charismatic hero

Benefit: Add +2 to the damage bonus granted by your tactical organization.

INSPIRED DEFENSE [CHARISMATIC]

Prerequisites: Inspiration, Charismatic Hero

Benefit: When you use *inspiration*, the target also gains a +1 power bonus to all defenses until the start of your next turn. The target can also forgo the extra healing dice and instead gain a bonus to one defense score equal to your charisma or intelligence modifier.

INSPIRED TACTICS [CHARISMATIC]

Prerequisites: Coordinate, Charismatic Hero

Benefit: When an ally who can see you spends an action point to make an attack, that ally gains a +2 bonus to the attack roll.

LEADING FIRE [CHARISMATIC]

Prerequisites: Coordinate, Charismatic Hero

Benefit: When you hit an enemy with a ranged attack, each ally within the coordinates burst effect who can see and hear you gains a +2 bonus to ranged attack rolls against the attack's target until the start of your next turn.

LEND STRENGTH [CHARISMATIC]

Prerequisite: Charismatic Hero

Benefit: Whenever you grant an ally a basic attack against an enemy, the ally gains a +2 bonus to the attacks damage roll.

SAVING INSPIRATION [CHARISMATIC]

Prerequisite: Inspiration, Charismatic Hero

Benefit: When you use *Inspiration*, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.

TACTICAL SPIRIT [CHARISMATIC]

Prerequisite: Tactical Organization, Charismatic Hero

Benefit: When the charismatic hero uses a minor action as part of the tactical organization class feature one ally of his choice can shift 1 square.

TRUSTWORTHY [CHARISMATIC]

Prerequisite: Charm, Charismatic Hero

Benefit: Gain a +2 feat bonus to Diplomacy and Streetwise checks.

PARAGON TIER FEATS

AVENGING SPIRIT [TOUGH][CHARISMATIC]

Prerequisites: 11th level, Tough or Charismatic Hero

Benefit: When an ally of your level or higher is reduced to 0 hit points or fewer, you gain an action point that you must use before the end of your next turn or the action point is lost. You must see or hear the ally when he or she is reduced to 0 hit points or fewer to gain this feat's benefit.

BLOODY INSPIRATION [CHARISMATIC]

Prerequisites: 11th level, Inspiration, Charismatic Hero

Benefit: If you use *inspiration* while you are bloodied and do not target yourself, a second ally within the power's range gains temporary hit points equal to twice your Charisma modifier.

COMMANDERS FORMATION [CHARISMATIC]

Prerequisites: 11th level, Int 17, Charismatic hero

Benefit: When you use the aid another action, you can aid up to two allies. You must provide the same aid to both allies (for instance, you can't aid one ally's attack roll and another ally's defenses, and you can't aid attack rolls against different targets).

DEFENSIVE SURGE [CHARISMATIC]

Prerequisites: 11th level, Con 15, Charismatic hero

Benefit: When you use your second wind, you can grant the +2 bonus to all defenses to an adjacent ally, in addition to gaining the bonus yourself

DEFENSIVE COORDINATION [CHARISMATIC]

Prerequisite: 11th level, Charismatic Hero

Benefit: Whenever an ally within line of sight to you takes the total defense action, the bonus to his or her defense equals your charisma modifier.

Coordinate: While in your coordinates burst effect an ally can forgo the bonus to defense from your charisma until the start of their next turn to make a basic attack.

**EXPERT COMMANDER [CHARISMATIC]**

Prerequisite: 11th level, Coordinate, Charismatic Hero

Benefit: The bonus to initiative you and your allies receive from your coordinate class feature equals your charisma or intelligence modifier.

FIGHT ON [CHARISMATIC]

Prerequisite: 11th level, Inspiration, Charismatic Hero

Benefit: You gain one extra use of your inspiration class feature per encounter.

GREATER TACTICS [CHARISMATIC]

Prerequisite: 11th level, Tactical organization, charismatic hero.

Benefit: The size of the close burst for this class feature increases by a number of squares equal to your charisma or intelligence modifier.

GROUP FLANKING [CHARISMATIC]

Prerequisites: 11th level, Charismatic hero

Benefit: While you're flanking an enemy, all allies gain combat advantage against that enemy.

IMPETUOUS CHARGER [CHARISMATIC]

Prerequisites: 11th level, Charismatic Hero

Benefit: When you charge an enemy, your allies gain combat advantage against that enemy until the end of your next turn.

IMPROVED COORDINATE [CHARISMATIC]

Prerequisite: 11th level, Coordinate, Charismatic Hero

Benefit: The burst effect for your coordinate class feature becomes close burst 15. At 21st level the burst effect becomes close burst 20.

IMPROVED TACTICS [CHARISMATIC]

Prerequisite: 11th level, Tactical organization, charismatic hero.

Benefit: The bonus to attack granted by this class feature increases by +1.

STRATEGIC INSPIRATION [CHARISMATIC]

Prerequisite: 11th level, Inspiration, Charismatic hero

Benefit: When you use your inspiration power, the target gains a bonus to attack equal to one-half your charisma or intelligence modifier before the start of your next turn.

VITAL INSPIRATION [CHARISMATIC]

Prerequisites: 11th level, Charismatic Hero

Benefit: Any ally who can see and hear you adds your Charisma modifier to the hit points regained by using second wind.

EPIC TIER FEATS**AGGRESSIVE LEADERSHIP [CHARISMATIC]**

Prerequisite: 21st level, Cha 19, Charismatic Hero

Benefit: While you are conscious, bloodied allies who can see and hear you gain a +2 bonus to damage rolls.

Coordinate: Allies within your coordinates area of effect gain a bonus to damage rolls equal to your charisma or intelligence modifier while bloodied.

DARING SPIRIT [CHARISMATIC]

Prerequisite: 21st level, Charismatic Hero

Benefit: When you are hit by an attack while you are bloodied or granting combat advantage to the attacker, you gain temporary hit points equal to your charisma modifier after the attack is resolved.

DEFENSIVE LEADERSHIP [CHARISMATIC]

Prerequisite: 21st level, Int 19, Charismatic Hero

Benefit: While you are conscious, bloodied allies who can see and hear you gain a +1 bonus to all defenses.

Coordinate: While in the area of effect of your coordinate class feature allies gain a +2 bonus to all defenses.

ENABLING SHOT [CHARISMATIC]

Prerequisite: 21st level, Tactical Organization, Charismatic Hero

Benefit: Whenever you or an ally within the tactical organizations burst effect scores a critical hit against an enemy, on ally within the burst effect can make a basic attack against that enemy as a free action.

GLORY AND HONOR [CHARISMATIC]

Prerequisite: 21st level, Cha 17, Charismatic Hero

Benefit: Whenever you grant an ally an attack by using a charismatic power, that ally gains temporary hit points equal to one-half your level if the attack hits.

TACTICAL CUNNING [CHARISMATIC]

Prerequisite: 21st level, Int 17, Charismatic Hero

Benefit: Whenever you use a charismatic power to let an ally make an attack, that ally gains a +2 bonus to AC until the end of your next turn.

ULTIMATE INSPIRATION [CHARISMATIC]

Prerequisite: 21st level, Cha 19, Inspiration, Charismatic hero

Benefit: Whenever you use your Inspiration class feature, you can heal two targets instead of one.

FAST HERO**HEROIC TIER FEATS****ADVANCED SPEED [FAST]**

Prerequisite: Improved Speed, Fast Hero

Benefit: Your speed increased by 1 square.

AGILE RIPOSTE [FAST]

Prerequisite: Dodge, Fast Hero

Benefit: Once per round, if the enemy you have selected to be the designate of your dodge misses you with an attack, you can make a basic attack against that target as a free action.

CAMOUFLAGE [FAST]

Prerequisite: Trained in stealth, Fast hero

Benefit: When you have any cover or concealment outdoors, you gain a +5 feat bonus to stealth checks.

COUSCOUS DODGE [FAST]

Prerequisite: Evasion, Fast Hero

Benefit: If you successfully save against miss damage from a burst or blast attack, you gain a +2 power bonus to all defenses against attacks from that attacker until the end of your next turn.

DIRTY FIGHTING [FAST]

Prerequisite: Fast hero

Benefit: You gain a +4 bonus to melee weapon damage rolls against surprised enemies.

DODGE [FAST]

Prerequisite: Fast Hero

Benefit: At the beginning of your turn as a free action you select one enemy to be the designate of your dodge. Until the beginning of your next turn you gain a +1 bonus to AC and reflex against attacks from this target.

DUELIST'S STYLE [FAST]

Prerequisite: Cha 13, Fast Hero

Benefit: You gain your charisma modifier as a feat bonus to Acrobatics and Athletics checks.

EXPERT FEINT [FAST]

Prerequisite: Trained in Bluff, Fast Hero

Benefit: You gain a +2 bonus to Bluff checks to made to feint. In addition, when you make a Bluff check to cause an enemy to grant combat advantage to you and succeed, you deal extra damage to the target with your fighting style at-will power equal to your charisma modifier until the end of your next turn.

HAMSTRING [FAST]

Prerequisite: Fighting Style Class Feature, Fast Hero

Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to slow the target until the end of your next round.

IMPROVED FAST STEALTH [FAST]

Prerequisite: Fast Stealth, Fast Hero

Benefit: When you make a stealth check to become hidden using your fast stealth class feature, you must end a move action at least 2 squares away from your starting position instead of 3.

LUCKY SKIRMISHER [FAST]

Prerequisites: Fast Hero

Benefit: When you run, enemies making opportunity attacks against you during that movement must roll twice and take the lower result.

OVERWHELMING ATTACK [FAST]

Prerequisite: Fighting Style class feature, Fast Hero

Benefit: Whenever you miss with a fast hero encounter attack power, the target of your attack still takes damage from your fighting style at-will power.

POINT BLACK SHOT [FAST][TOUGH]

Prerequisite: Fast or Tough Hero

Benefit: Gain a +1 bonus to ranged attacks against enemies you are the closest to.

PRECISE SHOT [FAST] [TOUGH]

Prerequisite: Point Blank Shot, Fast or Tough Hero

Benefit: Ignore the cover that enemies gain from having line of sight obscured by their allies.

QUICK RELOAD [FAST]

Prerequisite: Fast Hero

Benefit: Reloading a firearm with an already loaded magazine or speed loader can be done as a free action rather than a minor action. It still takes a minor action to retrieve the magazine or speed loader.

RASH STYLE [FAST]

Prerequisite: Fighting Style Class Feature, Fast Hero

Benefit: When you deal damage with your fighting style at-will power, you can choose to gain a +2 bonus to the damage dealt. If you do so, you grant combat advantage to all enemies damaged by the power.

RISKY SHIFT [FAST]

Prerequisite: Fast Hero

Benefit: Whenever you shift, you can shift 1 additional square. If you do so, you grant combat advantage until the start of your next turn.

SPEEDY RESPONSE [FAST]

Prerequisites: Dex 15, Fast hero

Benefit: If you are hit by an opportunity attack while moving, you gain a +1 bonus to speed for that move. This benefit is cumulative if you are hit multiple times.

TRAP SENSE [FAST]

Prerequisites: Wis 13, Fast hero

Benefit: You gain a +2 feat bonus to all defenses against attacks by traps and to Perception checks to find traps.

UNDERHANDED STRATEGY [FAST]

Prerequisite: Fighting Style Class Feature, Fast Hero

Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to impose a -2 penalty to the targets attack rolls until the end of your next turn.



PARAGON TIER FEATS

BLEEDING BACKSTAB [FAST]

Prerequisites: 11th level, Fast hero, Fighting Style

Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack with a fast daily power, the target takes ongoing 5 damage (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by 5.

CULL THE WEAK [FAST]

Prerequisites: 11th level, Fast hero, Fighting Style

Benefit: You deal extra damage with your fighting style at-will power against bloodied or weakened enemies equal to one-half your charisma modifier.

DISHEARTENING STRIKE [FAST]

Prerequisite: 11th level, Fighting style, Fast Hero

Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to give the attack the rattling keyword.

ELUSIVE MOVEMENT [FAST]

Prerequisites: 11th level, Dex 17, Fast Hero

Benefit: Whenever you end your turn at least 3 squares away from where you began your turn, you gain a +1 feat bonus to AC and Reflex until the start of your next turn.

EVASIVE FOOTWORK [FAST]

Prerequisites: 11th level, Dex 17, Uncanny Dodge, Fast Hero

Benefit: When you shift 2 or more squares on your turn, you gain a +1 bonus to AC and Reflex until the start of your next turn.

EXPERT SNEAK [FAST]

Prerequisite: 11th level, Fast Hero

Benefit: You have combat advantage against enemies that are deafened, immobilized, slowed, stunned, or weakened.

FAST WEAPON MASTERY [FAST]

Prerequisites: 11th level, Dex 17, Fast hero

Benefit: When you wield a light melee weapon, the weapon gains the high crit property.

HINDERING ATTACK [FAST]

Prerequisites: 11th level, Fast Hero, Fighting Style

Benefit: You can forgo the damage from your fighting style at-will power to cause the triggering enemy to become weakened until the start of your next turn.

IMPROVED EVASION [FAST]

Prerequisite: Evasion, Fast Hero

Benefit: You can shift a number of squares equal to 1+ one-half your dexterity modifier instead of 1 square when making a successful save against miss damage.

PRIME SLAYER [FAST]

Prerequisites: 11th level, Fast Hero

Benefit: While none of your allies are closer to your target than you are, you gain a +2 bonus to damage rolls for ranged attacks against that target.

ROUNDBOUT CHARGE [FAST]

Prerequisites: 11th level, Fast hero, trained in Acrobatics

Benefit: When you charge, you can end your movement in any square adjacent to the target from which you can attack it.

SHOT ON THE RUN [FAST]

Prerequisite: 11th level, Defensive Mobility, Dodge, Fast hero

Benefit: When making a ranged basic attack, you can move both before and after the attack, provided that you're total distance is no greater than your move action. I.e. During your round you use your first move action to move 7 squares, during your second move action you move 2 squares then make a ranged basic attack before proceeding with the other 5 squares of movement.

Special: The movement that is split between the ranged basic attack is not subject to opportunity attacks.

SPRING ATTACK [FAST]

Prerequisite: 11th level, Defensive Mobility, Dodge, Fast hero

Benefit: When making a melee basic attack, you can move both before and after the attack, provided that your total distance is no greater than your move action. I.e. During your round you can use your first move action to move 7 squares, during your second move action you move 2 squares then make a melee basic attack before proceeding with the other 5 squares of movement.

Special: The movement that is split between the melee basic attack is not subject to opportunity attacks.

EPIC TIER FEATS

ARTFUL DODGER [FAST]

Prerequisite: 21st level, Uncanny Dodge, Fast Hero

Benefit: When an enemy attacks you and misses, you gain combat advantage against the enemy that targeted you.

CRITICAL ASSAULT [FAST]

Prerequisite: 21st level, Fighting style, Fast hero

Benefit: If you score a critical hit with a weapon and deal damage with your fighting style, you double the damage you would normal deal with your fighting style at-will power.

EVASIVE REPOST [FAST]

Prerequisite: 21st level, Evasion, Fast Hero

Benefit: After making a successful save against miss damage you can make a basic attack against the attacker as a free action.

FAST TALENT [FAST]

Prerequisite: 21st Level, Fast Hero

Benefit: You gain one additional option from the Fast Talent List.

LASTING BENEFIT [FAST]

Prerequisite: 21st level, fighting style, Fast Hero

Benefit: You have combat advantage against any target that takes damage from your fighting style at-will power until the end of your next turn.

SHADOW FORM [FAST]

Prerequisite: 21st level, Fast Stealth, Fast Hero

Benefit: While you are hidden from an enemy, you can move through that enemies space and remain hidden.

SUPREME FIGHTING STYLE [FAST]

Prerequisite: 21st level, Fighting Style, Fast Hero

Benefit: Choose a fast encounter attack power that you know. You deal extra damage equal to your charisma modifier while using your fighting style at-will power with the chosen encounter power.

SURE FOOTED [FAST]

Prerequisite: 21st Level, Improved Speed, Fast Hero

Benefit: You are no longer hindered by difficult terrain.

Psychic Hero

Heroic Tier Feats

BASIC IMPLEMENT MASTERY [PSYCHIC]

Prerequisite: Psychic hero

Benefit: Your basic attack powers gain the Implement keyword, and gain the benefits of your implement items.

DETERMINE RESOLVE [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: When you use your second wind, rather than gaining a bonus to defense you can gain 1 augment point that must be used before the end of your next turn.

DUEL PERSONALITY [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Creature, Psychic Hero

Benefit: Your psychic creature can speak and understand any language you do and has an Intelligence, wisdom, and charisma score of 10 + one-half your level. You can also see and hear through your psychic creature as if in its square. You no longer need line of sight to maintain your psychic creature, but while maintaining the creature outside of your sight you are considered helpless and can take no actions.

DUEL SPEAR [PSYCHIC]

Prerequisite: Psychic Spear, Psychic Hero

Benefit: When you spend a minor action to spear an enemy, you can instead spear two enemies in range rather than one. At 11th level you can spear three enemies in range, and at 21st level you can spear 4 enemies in range.

DUEL MIND [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: When creating a psychic weapon such as a psi-blade or psi-bolt, you can create a weapon in each hand and can use interchangeably with powers. This feat works well when hybriding into a class that uses two weapons for its powers.

ENERGY ADDITION [PSYCHIC]

Prerequisite: Energy substitution class feature, Psychic Hero

Benefit: Choose another energy type from the energy substitution class feature list. You gain its energy type and the augmentable power that comes with it. Normally only one energy type can be applied to augmentable powers without the use of certain feats.

Special: This power can be taken multiple times.

ENERGY ANTI-MIXTURE [PSYCHIC]

Prerequisite: Energy substitution class feature, Psychic Hero.

Benefit: Any at-will augmentable attack power can now have up to two energy types. This could be the first energy type chosen at character creation and the psychic energy type that all the at-will powers originally have, or it could be two other energies chosen through the use of feats, however only one augment associated with an energy type can be used as a time.

ENERGETIC PENETRATION [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: Your attacks ignore the first 5 points of energy resistance of the energy type they deal. This increases to 10 points at 11th level, and 15 points at 21st level. Untyped damage does not gain this benefit.

EXTRASENSORY MANIFESTATION [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature

Benefit: Make use of this at-will attack power for the duration of the encounter.

EXTRASENSORY MANIFESTATION

HEROIC ATTACK

The vary environment is your weapon as you use anything and everything you can see as deadly projectiles.

At-will ♦ Augmentable, Psionic, Psychic, Implement
Standard Action **Close Burst 5**

Requirement: Select a tiny or small unattended object in the burst to be used for the attack. The object deals 1D6 damage when used with this power.

Effect: Move object in burst, 10 squares in any direction and if it occupies the square of the target you wish to hit, resolve the attack as normal.

Target: One Creature

Attack: Constitution vs. Reflex

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

Augment 1

Requirement: Choose a medium unattended object in the burst to be used for the attack. The object deals 2D6 damage when used with this power.

Hit: As above, Target is also knocked prone.

Augment 2

Requirement: Choose a large object in the burst to be used for the attack. The object deals 2D10 damage when used with this power.

Hit: As above, target is also prone and immobilized (save ends both)

Effect: Make a secondary attack

Secondary Target: Each creature adjacent to primary target.

Secondary Attack: Constitution vs. Reflex

Hit: 1D6 + constitution modifier damage.

11th Level: Increases damage by +1[W], and +1 Augment point

21st Level: Increase damage by +2[W], and +2 Augment points

Object examples

Tiny or Small: A hand held object, rock, small appliance.

Medium: Chair, small table, trash can, microwave.

Large: Small Car, dumpster, Large sofa, Large Table.

FAR MIND [PSYCHIC] [TRAIT]

Prerequisite: Psychic traits class feature, Psychic Hero

Benefit: Gain the use of the far mind trait. Its effect adds to and does not replace any other existing effects.

FAR MIND

HEROIC TRAIT

You have the ability to extend the range of your powers far beyond that of normal psychics.

At-Will ♦ Psionic

Free Action

Augmentable

Effect: Increase the range of your ranged attack by +5 squares. At 11th level the ranged increases by +10 squares, and at 21st level the ranged increases by +15 squares.

GREATER SPEAR [PSYCHIC]

Prerequisite: Psychic Spear class feature, Psychic Hero

Benefit: The die size for your psychic spear class feature increases to D6's.

INNER STRENGTH [PSYCHIC]

Prerequisite: Psychic Augmentation Class feature, Psychic Hero

Benefit: You gain 1 additional power point at the beginning of every encounter. At level 11 this increases to 2 additional power points, and at level 21 it increases to 3 power points.

LINGERING ENERGY [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: After you hit an enemy with an augmented psionic power, that enemy gains vulnerability to the damage type of the power that was used until the end of your next turn. The vulnerability equals 2 and increases to 4 at 11th level, and 6 at 21st level.

MENTAL REACH [PSYCHIC][TRAIT]

Prerequisite: Psychic traits class feature, Psychic Hero

Benefit: Gain the use of the mental reach trait. Its effect adds to and does not replace any other existing effects.

MENTAL REACH

HEROIC TRAIT

You force your mental energies to extend further to strike at your enemies.

At-Will ♦ Psionic

Free Action

Augmentable

Effect: Your melee attacks can reach 1 square further than normal.

OMNIPRESENCE [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: You gain flashes of insight before being surprised. You no longer grant combat advantage during a surprise round, and can roll initiative as normal possibly allowing you to act before your attackers.

PSI-BLADE [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: Add the Psi-blade projection to you list of known projections.

PSI-BLASTER [PSYCHIC] [PROJECTION]

Prerequisite: Psi-bolt class feature, Psychic Hero

Benefit: The die size for the psi-bolt class feature increases to D8's. The blasters size represents it change in damage, and as such can look like any one or two handed ranged weapon but can still be used in one hand.

PSI-BOLT [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: Add the Psi-bolt projection to you list of known projections.

PSI-GUARD [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: Add the Psi-guard projection to you list of known projections.

PSIONIC FORTUNE [PSYCHIC] [AUGMENT]

Prerequisite: Psychic Hero

Benefit: While you have at least 1 power point, you gain a +1 feat bonus to saving throws. When you make a saving throw, you can spend 1 power point to increase the feat bonus to +3 until the end of your turn.

PSI-SHIELD [PSYCHIC] [PROJECTION]

Prerequisite: Psi-guard class feature, Psychic Hero

Benefit: Your Psi-guard is treated as a large shield for all intents and purposes, that your are proficient in which means you will not be able to use your shield arm and hand to hold items or make attacks.

PSI-SWORD [PSYCHIC] [PROJECTION]

Prerequisite: Psi-blade class feature, Psychic Hero

Benefit: The die size for the psi-blade class feature increases to D10's. The swords size represents it change in damage, and as such can look like any one or two handed melee weapon but can still be used in one hand.

PSYCHIC ARMOR [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: You can manifest a transparent suit of armor that covers your body. This armor can look like anything from a bluish glow to a full suite of full plate, and can be manifested and dispelled as a free action. Regardless of its look it provides the psychic hero temporary hit points at the start of each round equal to their constitution modifier. At level 11 the temporary hit points increase to 3 + their constitution modifier, and at level 21 the temporary hit points equal 5 + their constitution modifier.

Special: Normal armor cannot be worn while this projection is being used, and vice versa.

PSYCHIC CREATURE [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: You can manifest a small or medium transparent creature in a square adjacent to you. This creature can look like anything your imagination can conceive, and can be manifested as a minor action and dispelled as a free action. As a minor action you can move the creature 6 squares in any direction, and any enemy adjacent to it provides combat advantage to you and your allies. This projection does not obscure line of sight and can't be used for cover.

If line of sight between you and the creature is lost the creature disappears, but can reappear in a square adjacent to you as a minor action. The creature has no hit points and cannot be damaged by attacks.

PSYCHIC FURY [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: If you have at least 1 power point when making a basic attack with your psychic weapons, you can expend that power point to deal 1[W] extra psychic damage.

PSYCHIC IMPRESSION [PSYCHIC] [PROJECTION]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: Add the Psychic Impression projection to your list of known projections.

PSYCHIC REALIZATION [PSYCHIC] [PROJECTION]

Prerequisite: Psychic impression class feature, Psychic Hero

Benefit: The psychic impressions burst increases by 1 square, and the damage increases by +5. All other effects remain the same.

STRENGTHENED SPIRIT [PSYCHIC]

Prerequisite: Psychic Hero

Benefit: You can substitute Charisma, Wisdom, or Constitution for strength or dexterity when making athletics or acrobatics checks.

TALENTED [PSYCHIC] [AUGMENT]

Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: For the cost of 1 power point, two psychic projections can be used at the same time should a character have a second one to use.

TELEKINETIC [PSYCHIC] [TRAIT]

Prerequisite: Psychic traits class feature, Psychic Hero

Benefit: Gain the use of the telekinetic trait. Its effect adds to and does not replace any other existing effects.

Special: The second level utility power telekinetic lift can be used as an encounter power instead of a daily power.

TELEKINETIC

HEROIC TRAIT

You have a unique knack for telekinesis and are able to move things further than other psychics with similar powers.

At-Will ♦ Psionic

Free Action

Augmentable

Effect: Increase the forced movement made by the attack by +2 squares, and double the weight limit if any for this power. At 11th level the forced movement increases by +4, and at 21st level the forced movement increases by +6.

Paragon Tier Feats

AGGRESSIVE CREATURE [PSYCHIC] [PROJECTION]

Prerequisite: 11th level, Psychic Creature, Psychic Hero

Benefit: Your psychic creature now has an aggressive mode which requires a minor action to activate, and deactivate. While in its aggressive mode you psychic creature can be targeted by attacks and has your bloodied value in hit points. Its defenses are equal to yours and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.

While in its aggressive mode and so long as you have line of sight to your target you can make psychic hero at-will attacks from your creatures square as if you occupied it.

Special: A psychic creature can use only one mode type at a time.

BATTLE MIND [PSYCHIC]

Prerequisite: 11th level, Psychic hero

Benefit: You gain a +2 feat bonus to damage rolls with at-will psychic hero powers. While you have no power points remaining, this bonus increases to +4. The bonus increases to +4 or +8 at 21st level.

**DEFENSIVE CREATURE [PSYCHIC] [PROJECTION]****Prerequisite:** 11th level, Psychic Creature, Psychic Hero**Benefit:** Your psychic creature now has a defensive mode which requires a minor action to activate, and deactivate. While in its defensive mode the psychic creature gains hit points equal to your bloodied value and can be targeted by attacks. Its defenses are equal to yours +2 and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.

While in its defensive mode your psychic creature can occupy an allies or your square. Any attack that that targets an ally or yourself while occupying a square with the psychic creature, targets the psychic creature instead.

Special: A psychic creature can use only one mode type at a time.**DREAMING PLIGHT [PSYCHIC]****Prerequisite:** 11th level, Psychic Hero, Psychic spear**Benefit:** Whenever you deal Psychic spear damage to a target and do so with a Psychic Hero daily attack power, the target is dazed (save ends). If the power already subjects the target to a dazing effect that a save can end, the target is instead dazed and takes ongoing 5 psychic damage (save ends both).**EXPANDED MIND [PSYCHIC][TRAIT]****Prerequisite:** 11th level, Psychic trait class feature, Psychic Hero**Benefit:** Gain the use of the Expanded Mind trait. Its effect adds to and does not replace any other existing effects.**EXPANDED MIND****PARAGON TRAIT***Your mental powers have expanded to such an extent that you can expand your attack to encompass more enemies.***At-Will ♦ Psionic****Free Action****Augmentable****Effect:** Increase your at-will burst, blast or wall attacks by 1 square. By expanding 1 power point you can increase an at-will burst, blast or wall attack by 2 squares or a daily attack by 1 square.**ENLARGE CREATURE [PSYCHIC] [PROJECTION]****Prerequisite:** 11th level, Psychic hero, psychic creature**Benefit:** You can increase your psychic creature's size to large when you create it. When your creature is large it can block enemy movement through its occupied squares.**FORCEFUL REBUKE [PSYCHIC]****Prerequisite:** 11th level, Psychic hero, Psychic spear**Benefit:** When you damage a target with your psychic spear, enemies adjacent to the target take half the psychic spear damage the primary target received.**MIND SPEAR [PSYCHIC]****Prerequisite:** 11th level, Psychic spear, Psychic Hero**Benefit:** Whenever an enemy makes a save against an effect you placed that a save can end while speared by you, that enemy takes a -2 penalty to that save.**PSYCHIC BACKLASH [PSYCHIC]****Prerequisite:** 11th level, Psychic Hero**Benefit:** Whenever an enemy dazes, dominates, or deals psychic damage to you, that enemy takes psychic damage equal to 10 + your Wisdom modifier. The damage increases to 15 + your Wisdom modifier at 21th.**PSYCHIC DEFENSE [PSYCHIC]****Prerequisite:** 11th level, Psychic Hero**Benefit:** Whenever you hit an enemy with a psionic at-will attack power that is unaugmented, you gain a +2 bonus to all defenses against melee attacks until the end of your next turn.**PSYCHIC EXPOSURE [PSYCHIC]****Prerequisite:** 11th level, Psychic hero, Psychic spear**Benefit:** Any target you hit that is subjected to your psychic spear take a -2 penalty to all defenses against the next attack directed towards it.**PSYCHIC STAFF FOCUS [PSYCHIC]****Prerequisite:** 11th level, Psychic Hero**Benefit:** When you use a ranged psychic hero attack power using a staff against a target adjacent to you, the attack does not provoke opportunity attacks.**PSYCHIC THORNS [PSYCHIC]****Prerequisite:** 11th level, Psychic Hero**Benefit:** Whenever a creature fails a saving throw against an effect caused by one of your psychic hero attack powers, it gains vulnerable 3 psychic until the end of your next turn. This vulnerability increases to 6 psychic at 21st level.**EPIC TIER FEATS****DESTRUCTIVE CREATURE [PSYCHIC][PROJECTION]****Prerequisite:** 21st level, Psychic Creature, Psychic hero**Benefit:** Your psychic creature now has a destructive mode which requires a minor action to activate, and deactivate. While in its destructive mode the psychic creature gains your bloodied value in hit points and can be targeted by attacks. Its defenses are equal to yours +2 and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.

While in its destructive mode, each enemy adjacent to the creature takes damage equal to your constitution modifier at the beginning of their turns.

PSYCHIC BLESSING [PSYCHIC]**Prerequisite:** 21st level, Psychic hero**Benefit:** The first time you become bloodied in an encounter, you regain 2 power points.**PSYCHIC GIFT [PSYCHIC]****Prerequisite:** 21st level, Psychic hero**Benefit:** At the end of your first turn in each encounter, you regain 1 power point.

PSYCHIC DISCORPORATION [PSYCHIC]

Prerequisite: 21st level, Psychic hero

Benefit: While you are at 0 hit points or fewer, you are insubstantial. When you regain hit points so that you are no longer dying, you gain a +2 bonus to attack rolls for psionic powers until the end of your next turn.

PSYCHIC IMPLEMENT EXPERTISE

Prerequisite: 21st level, Psychic hero

Benefit: When you use a psionic power through an implement, you can score a critical hit on a roll of 19–20.

SMART HERO

HEROIC TIER FEATS

BUILDER [SMART]

Prerequisite: Smart Hero

Benefit: Gain a +2 feat bonus to any crafting check made with trained skills.

CARFUL CRAFTER [SMART]

Prerequisite: Smart Hero

Benefit: Creatures created by your craft summoning powers gain a +2 Feat bonus to Fortitude, Reflex, and Willpower.

COMBAT MODEL [SMART]

Prerequisite: Smart Hero

Benefit: Constructs created by your craft summoning powers gain a +1 bonus to attack and damage. This bonus increases to +2 at level 11, and +3 at level 21.

EDUCATED [SMART]

Prerequisite: Smart hero

Benefit: Gain a +2 bonus on any two knowledge skills.

EXPLOITED ACTION [SMART]

Prerequisite: Exploit weakness, Smart hero

Benefit: When you spend an action point to make an attack you can re-choose which stat your intelligence modifier affects according to the exploit weakness class feature.

GEAR HEAD [SMART]

Prerequisite: Smart Hero

Benefit: Gain a +2 feat bonus on computer use checks and repair checks.

IMPROVED DESIGN [SMART]

Prerequisite: Smart Hero

Benefit: Creatures created by your craft summoning powers gain temporary hit points equal to 5 + your intelligence modifier.

IMPROVED SAVANT [SMART]

Prerequisite: Savant, Smart hero

Benefit: Gain a third skill associated with the savant class feature.

IMPROVED STRATEGIC ACTION [SMART]

Prerequisite: Strategic Action, Smart Hero

Benefit: Choose two benefits from the list and you and your allies can choose which one benefit they wish to use.

METICULOUS [SMART]

Prerequisite: Smart Hero

Benefit: Gain a +2 feat bonus on forgery checks and Thievery checks.

STRATEGIC HIT [SMART]

Prerequisite: Strategic Action, Smart hero

Benefit: You add “+1 power bonus to all attack and damage rolls made with powers” to the list of bonuses.

STRATEGIC DEFENSE [SMART]

Prerequisite: Strategic Action, Smart hero

Benefit: You add “+1 power bonus to Fortitude, Reflex, and Willpower Defenses”.

STRATEGIC SAVE [SMART]

Prerequisite: Strategic Action, Smart hero

Benefit: You add “+1 power bonus to all saves that can end” to the list of bonuses.

TALENTED TRAINING [SMART]

Prerequisite: 11th level, Talented, Smart Hero

Benefit: Gain a hybrid talent from a hybrid class that shares its class with a multi-class feat you know. For example, if you chose a Fast Hero multi-class feat you can choose a hybrid talent option from the hybrid Fast hero class.

Special: You cannot chose a hybrid talent option from a hybrid class you are a part of.

VENGEFUL CRAFTING [SMART]

Prerequisite: Smart Hero, Creative

Benefit: When creatures created by your craft summoning powers are reduced to 0 hit points or fewer all creatures adjacent to it take your intelligence modifier in damage. At level 11 the damage increases to 1D10 + your intelligence modifier, and at level 21 the damage increases to 2D10 + your intelligence modifier.

PARAGON TIER FEATS

AUTO-REPAIR [SMART]

Prerequisite: 11th level, Creative, Smart Hero

Benefit: When you are within a close burst 1 to a creature you have summoned when you use a second wind, your summoned creature also regains the same number of hit points you do.

DUEL ACTION [SMART]

Prerequisite: 11th level, Strategic Action, Smart Hero

Benefit: Choose two benefits from the strategic action list and you and your allies gain the benefits of both. Similar bonuses don't stack.

Special: If you have the feat 'Improved Strategic Action' you can instead choose four benefits from the list and you and your allies can choose which two benefits they wish to use.

**GREAT STRATEGIST [SMART]**

Prerequisite: 11th level, Strategic Action, Smart Hero

Benefit: Increase the burst effect of your strategic action class feature by an amount equal to one-half your intelligence modifier.

MASTER CRAFTER [SMART]

Prerequisite: 11th level, Creative, Smart Hero

Benefit: You can spend a healing surge as a free action when you create a construct using your craft summoning powers. Doing so grants you no benefit but instead increases your summoned creatures maximum hit point value by an amount equal to your surge value.

REARM [SMART]

Prerequisite: 11th level, Creative Smart Hero

Benefit: Once per encounter as a minor action you can rearm one summoned creature adjacent to you that you have crafted. Doing so recharges all the summoned creatures' powers to their maximum value. A specific summoned construct may only receive this benefit once per day.

SKILLFUL MASTER [SMART]

Prerequisite: 11th level, Smart Hero

Benefit: When making a skill check with a trained skill, roll twice and take the greater of the two rolls.

TYPE I ARTIFICIAL INTELLIGENCE [SMART]

Prerequisite: 11th level, Creative, Smart Hero

Benefit: Once per round you gain a free minor action that can only be used to command one of your summoned creatures.

VIGOROUS CRAFTING [SMART]

Prerequisite: 11th level, Creative, Smart Hero

Benefit: Creatures created by your craft summoning powers gain a +2 feat bonus to speed and a +2 feat bonus to AC.

EPIC TIER FEATS**EPIC EXPLOIT [SMART]**

Prerequisite: 21st level, Exploit Weakness, Smart Hero

Benefit: The smart hero can substitute his intelligence modifier for both strength and dexterity modifiers when rolling for attacks and damage.

SUPREME STRATEGIST [SMART]

Prerequisite: 21st level, Strategic Action, Smart hero

Benefit: Increase any bonus given by this power by +1.

TALENTED MASTERY [SMART]

Prerequisite: 21st level, Talented Training, Smart Hero

Benefit: Choose a second hybrid talent option from a hybrid class that shares its class with a multi-class feat you know. You must choose the hybrid talent from a hybrid class that currently does not offer you

Special: You cannot choose a hybrid talent option from a hybrid class you are a part of or from a hybrid class you already receive a hybrid talent option from.

STRONG HERO**HEROIC TIER FEATS****BLOODLUST [STRONG]**

Prerequisite: Strong Hero

Benefit: Whenever you bloody an enemy with a melee attack power, you gain temporary hit points equal to your charisma modifier.

BLOODY STANCE [STRONG]

Prerequisite: Strong Hero

Benefit: When you spend a healing surge while in a stance, the next melee attack you make before the end of your next turn deals extra damage equal to your charisma modifier on a hit.

BRAWLER [STRONG]

Prerequisite: Melee Smash, Weapon Focus (Improvised), Strong Hero

Benefit: The die size for unarmed attack increase by one die size. I.e. 1D6 to 1D8 etc.

BRUTAL STRIKE [STRONG]

Prerequisite: Strong Hero.

Benefit: When you are in a stance, you can reroll any weapon damage die that displays a 1 when making melee attacks.

COMBAT MARTIAL ARTS [STRONG]

Prerequisite: Melee Smash, Weapon Focus (Improvised), Strong Hero

Benefit: All attacks under the unarmed group have the offhand property, and you gain a +1 bonus to unarmed attacks.

Special: If you are not wearing any armor or using shields you gain a +1 bonus to AC and Reflex.

COMBAT REFLEXES [STRONG]

Prerequisite: Strong hero

Benefit: You can take two opportunity actions during another combatant's turn rather than one.

COMBAT THROW [STRONG]

Prerequisite: Combat martial arts, Strong Hero

Benefit: After making an attack that would normally cause forced movement; you instead throw the target to the ground causing the target to become prone in its square. This deals 1 point of extra damage per square the target would have been moved.

DEADLY STANCE [STRONG]

Prerequisite: Strong Hero

Benefit: You gain a +1 bonus to damage rolls while in a stance. The bonus increases to +2 at 11th level, and +3 at 21st level.

DEFENSIVE MARTIAL ARTS [STRONG]

Prerequisite: Strong Hero

Benefit: When surrounded by three or more adjacent targets you gain a +1 Feat bonus to AC and Reflex.

ELUSIVE TARGET [STRONG]

Prerequisite: Defensive Martial Arts, Strong Hero

Benefit: When in melee combat with the enemy, you gain cover against ranged attacks made by the enemies allies.

Special: The enemy needs to be adjacent to you and needs to block line of sight from the ranged attack being made.

FEARSOME CHARGE [STRONG]

Prerequisite: Strong Hero

Benefit: When you hit with a charge attack, you can push the target 1 square.

FEAT OF STRENGTH [STRONG]

Prerequisite: Strong Hero, Extreme effort

Benefit: You gain a +1 feat bonus to strength checks. This bonus increases to +2 at level 11. At level 21 this bonus increases to +3.

IMPROVISED THROWN [STRONG]

Prerequisite: Strong Hero

Benefit: You can use improvised melee weapons (not including unarmed attacks) as heavy thrown weapon with a normal range of 5 squares and a long range of 10 squares. In addition, whenever you use an improvised melee weapon in this way, you gain a +2 feat bonus to attack rolls and damage rolls.

KILLING FURY [STRONG]

Prerequisite: Strong Hero

Benefit: When you reduce an enemy to 0 hit points, you gain a +2 feat bonus to weapon damage rolls until the end of your next turn. The bonus increases to +4 at 11th level, and +6 at 21st level.

KNOCKOUT PUNCH [STRONG]

Prerequisite: Melee Smash, Weapon Focus (Improvised), Strong Hero

Benefit: When scoring a critical hit with a improvised weapon you daze and knock the target prone. The daze effect ends at the end of your next turn.

MARTIAL ARTS TRAINING [STRONG]

Prerequisite: Strong Hero

Benefit: You use your dexterity instead of strength for unarmed melee attack rolls and damage rolls.

MONKEY GRIP [STRONG]

Prerequisite: STR 15, Strong Hero

Benefit: You are capable of wielding melee weapons used by creatures one size category larger than yourself. This increases the damage increment of the weapon by one but imposes a -2 on all attacks made with the weapon.

OFFENSIVE RESILIENCE [STRONG]

Prerequisites: Strong Hero

Benefit: When you are bloodied and use second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

STRONG RECOVERY [STRONG]

Prerequisite: Strong Hero

Benefit: When you use a healing surge while in a stance, you regain extra hit points equal to your charisma modifier.

PARAGON TIER FEATS

ADVANCED COMBAT MARTIAL ARTS [STRONG]

Prerequisite: 11th level, Combat martial arts, Strong Hero

Benefit: All attacks under the unarmed group gain the Brutal 2 property, and you gain a +2 bonus to unarmed attacks. This bonus replaces the previous bonus.

Special: This replaces any other lesser brutal property the character may have for unarmed attacks.

IMPROVED BRAWLER [STRONG]

Prerequisite: 11th level, Brawler, Strong Hero

Benefit: The die size for unarmed attacks increase by one die size. I.e. 1D8 to 1D10 etc.

IMPROVED KNOCKOUT PUNCH [STRONG]

Prerequisite: 11th level, Knockout Punch, Strong Hero

Benefit: All at-will unarmed attacks you make critical on an 19-20.

IMPROVED IMPROVISED WEAPONS [STRONG]

Prerequisite: 11th level, Melee Smash, Strong Hero

Benefit: The proficiency bonus gained for using improvised weapons is increased to +3 from +2.

LARGER THAN LIFE [STRONG]

Prerequisite: 11th level, Strong Hero

Benefit: You can carry, lift and push double that of a medium creature. A strong hero with a 20 strength can carry 400 lbs rather than 200 lbs.

ENDURING WALLOP [STRONG]

Prerequisites: 11th level, Strong Hero

Benefit: When you hit an enemy with a strong daily attack power while wielding improvised weapon, that enemy takes ongoing damage equal to your Constitution modifier (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by an amount equal to your constitution modifier.

MIGHTY SMASH [STRONG]

Prerequisites: 11th level, Str 15, Melee Smash, Strong Hero

Benefit: The damage bonus granted by your Melee smash increases by 2. At 21st level, it increases by 4.

RECKLESS ATTACKER [STRONG]

Prerequisites: 11th level, Strong Hero

Benefit: When you score a critical hit with a Strong attack power, you can make a melee basic attack as a free action. If you do so, you take a -2 penalty to AC until the end of your next turn.

**RECKLESS STANCE [STRONG]**

Prerequisite: 11th level, Strong Hero

Benefit: When you attack an enemy while in a stance, you can take a -2 penalty to the attack roll against that enemy to deal 1[W] extra damage to it.

VIOLENT STRIKE [STRONG]

Prerequisite: 11th level, Strong Hero

Benefit: When you reduce an enemy to 0 hit points, you gain a +5 bonus to the next damage roll you make before the end of your next turn.

EPIC TIER FEATS**ENDURING STANCE [STRONG]**

Prerequisite: 21st level, Strong Hero

Benefit: While you are in a stance, you do not fall unconscious as a result of the dying condition.

OVERPOWERING STRENGTH [STRONG]

Prerequisite: 21st level, Strong Hero

Benefit: Your strength is considered to be 10 higher for determining the amount you can carry, lift, and push.

STAND STRONG [STRONG]

Prerequisite: 21st level, Strong Hero

Benefit: When you are knocked prone, you can stand up as an immediate reaction.

UNARMED MASTERY [STRONG]

Prerequisite: 21st level, Strong Hero

Benefit: Whenever you make a melee attack with an unarmed strike, you can score a critical hit on a roll of 19-20.

Special: If you have improved knockout punch you can score a critical hit with at-will powers on a 18-20 when using an unarmed strike.

TOUGH HERO**HEROIC TIER FEATS****AUTO-FIRE PROFICIENCY [TOUGH]**

Prerequisite: Tough Hero

Benefit: When making an attack with a power with the Auto keyword you use 1 less round of ammunition to a minimum of 1 per target.

BLOODIED DEFENSE [TOUGH]

Prerequisite: Resist Weapons, Tough hero

Benefit: While bloodied your resist weapons value increases by +3

BURST FIRE [TOUGH]

Prerequisite: Tough Hero

Benefit: You can make an automatic ranged basic attack against a single target rather than a burst 1. Doing so deals an extra 1 die damage. The Auto keyword still applies to the power.

DEFENSIVE ADVANTAGE [TOUGH]

Prerequisite: Toughts Defense, Tough Hero

Benefit: You gain combat advantage against the trigger of the toughts defense power until the end of your next turn.

DEFENSIVE RESILIENCE [TOUGH]

Prerequisite: Con 13, Tough Hero

Benefit: When you use second wind while you are bloodied, you gain a +1 bonus to all defenses, in addition to the normal bonus for second wind, until the end of your next turn.

DEVOTED TRIAL [TOUGH]

Prerequisite: Toughts Fury, Tough hero

Benefit: When you make an attack granted by your toughts fury power, you gain a feat bonus to the attack and damage rolls equal to your Wisdom modifier.

DISTRACTED FURY [TOUGH]

Prerequisite: Toughts Fury, Tough Hero

Benefit: If you hit a foe with an attack granted by your toughts fury power, the target takes a -2 penalty to attack rolls until the start of your next turn.

DOUBLE TAP [TOUGH]

Prerequisite: Tough Hero

Benefit: When making a basic attack with a semi-automatic weapon you can expend an extra round of ammunition to deal 1 die extra damage to the target. Doing so imposes a -2 penalty on the attack.

FEAR THE REAPER [TOUGH]

Prerequisite: Determined, Tough hero

Benefit: You require 4 failed death saves rather than 3 before you die.

GROUP ASSAULT [TOUGH]

Prerequisites: Tough Hero

Benefit: Allies gain a +1 bonus to damage rolls against targets marked by you.

IMPROVED DAMAGE RESISTANCE [TOUGH]

Prerequisite: Resist weapons, Tough Hero

Benefit: Your resist weapons increases by +1. At 11th level the bonus increases to +2, and at 21st level the bonus becomes +3.

IMPROVED ENERGY RESISTANCE [TOUGH]

Prerequisite: Energy Resistance, Tough Hero

Benefit: Choose a second energy resistance, and add the benefits.

IMPROVED RESILIENCE [TOUGH]

Prerequisite: Robust, Tough Hero

Benefit: You are able to use a second wind as a minor action rather than a standard action.

IRON DEFENSE [TOUGH]

Prerequisite: Toughs Defense, Tough hero

Benefit: Gain a bonus to all defenses against the triggering attack cause by toughs defense equal to your wisdom modifier.

PRECISE SHOT [TOUGH][FAST]

Prerequisite: Point Blank Shot, Tough or Fast Hero

Benefit: Ignore the cover that enemies gain from having line of sight obscured by their allies.

POINT BLACK SHOT [TOUGH][FAST]

Prerequisite: Tough or Fast Hero

Benefit: Gain a +1 bonus to ranged attacks against enemies you are the closest to.

SIDEWAYS DEFENSE [TOUGH]

Prerequisites: Tough's Trial class feature, Tough hero

Benefit: Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you.

SHIELD EXPERTISE [TOUGH]

Prerequisite: Proficient in shields, Tough hero

Benefit: Your shield bonus also applies to your fortitude.

TOUGHS DEFIANCE [TOUGH]

Prerequisite: Resist Energy, Tough hero

Benefit: The resistance to your chosen energy increases by +5.

UNDENIABLE FURY [TOUGH]

Prerequisite: Toughs Fury, Tough hero

Benefit: Attacks granted to you by your Toughs fury power ignore all resistances.

VICTOR'S CONFIDENCE [TOUGH]

Prerequisites: Con 15, Tough hero

Benefit: When you reduce an enemy to 0 hit points with a melee attack, you gain a +1 bonus to saving throws until the beginning of your next turn.

PARAGON TIER FEATS

ADVANCED ENERGY RESISTANCE [TOUGH]

Prerequisite: 11th level, Energy Resistance, Tough Hero

Benefit: Choose a Third energy resistance, and add the benefits.

ADVANTAGEOUS MARK [TOUGH]

Prerequisite: 11th level, Toughs Fury, or Toughs Defense, Tough hero

Benefit: When an enemy triggers your toughs fury or toughs defense power you score a critical hit on a natural 19 or 20 against them until the end of you next turn.

AVENGING SPIRIT [TOUGH][CHARISMATIC]

Prerequisites: 11th level, tough or Charismatic Hero

Benefit: When an ally of your level or higher is reduced to 0 hit points or fewer, you gain an action point that you must use before the end of your next turn or the action point is lost. You must see or hear the ally when he or she is reduced to 0 hit points or fewer to gain this feat's benefit.

OPENING FURY [TOUGH]

Prerequisite: 11th level, Toughs Fury, Tough Hero

Benefit: When an enemy triggers an attack from your toughs fury power you can instead choose to let an ally make a basic attack against that target as a free action.

GREAT FORTITUDE [TOUGH]

Prerequisite: 11th level, Tough Hero

Benefit: Once per round after you fail a saving throw you may take 10 damage to re-roll the save. This damage cannot be reduced in any way.

GRIT [TOUGH]

Prerequisites: 11th level, Con 17, Tough Hero

Benefit: When you spend a healing surge to regain hit points, you also gain temporary hit points equal to your Constitution modifier.

MARKED SCOURGE [TOUGH]

Prerequisites: 11th level, Tough hero, Tough's Trial class feature

Benefit: Add your Wisdom modifier to damage rolls you make against enemies marked by you.

POINTED DEFENSE [TOUGH]

Prerequisite: 11th level, Tough Hero

Benefit: When you take a total defense action while wielding a melee weapon, any enemy that attacks you with a melee attack takes damage equal to your strength modifier.

RETRIBUTIVE FURY [TOUGH]

Prerequisite: 11th level, Toughs fury, Tough Hero

Benefit: You can spend an action point as a free action when making an attack triggered by your toughs fury power. Your attack deals +2[W] damage.

SHIELD SUPREMACY [TOUGH]

Prerequisite: 11th level, Proficiency with shields, Tough hero

Benefit: While you are using a shield, enemies gain no bonus to attack rolls for having combat advantage against you.

STEAL DEFENSE [TOUGH]

Prerequisite: 11th level, Toughs Defense, Tough Hero

Benefit: Gain a bonus to your resist weapons and resist energy values against the triggering attack by toughs defense equal to your wisdom modifier.

STRIKING RESURGENCE [TOUGH]

Prerequisite: 11th level, Tough hero

Benefit: When you use your second wind, you can forgo the bonus to defenses to make a basic attack as a free action.

**SUPERIOR CONDITIONING [TOUGH]**

Prerequisite: 11th level, Fear the reaper feat

Benefit: The amount of damage you can sustain before death is equal to your total hit points as a negative number rather than your bloodied value expressed as a negative number.

SUREFOOTED REPRISAL [TOUGH]

Prerequisite: 11th level, Tough Hero

Benefit: If an enemy pushes or slides you with an attack, you can make an opportunity attack against that enemy before the forced movement. If the attack hits, you can negate the forced movement.

TACTICAL SUPERIORITY [TOUGH]

Prerequisite: 11th Level, Toughs Fury, Tough Hero

Benefit: Whenever you hit an enemy that triggered your toughs fury power, that enemy is slowed until the end of your next turn.

TOUGH SAVE [TOUGH]

Prerequisite: 11th level, Resist Energy, Tough Hero

Benefit: When afflicted by a condition noted in the resist energy class feature you have chosen you may make a save against that condition at the beginning of your turn before you are affected by the condition.

EPIC TIER FEATS**ALLIED FURY [TOUGH]**

Prerequisite: 21st level, Toughs Fury, Tough hero

Benefit: Whenever an enemy triggers an attack from your toughs fury power, one ally that can see the target can make a melee basic attack against it as an opportunity action.

DUAL TRIAL [TOUGH]

Prerequisite: 21st level, Toughs Trial, Tough Hero

Benefit: Whenever you mark an enemy with toughs trial, you can mark one additional enemy adjacent to that enemy. This mark lasts until the end of your next turn.

INEVITABLE FURY [TOUGH]

Prerequisite: 21st level, Toughs Fury, Tough Hero

Benefit: Whenever you miss with an attack granted by your toughs fury power, the target takes damage equal to your strength modifier.

RAPID TRIAL [TOUGH]

Prerequisite: 21st level, Toughs Trial, Tough Hero

Benefit: The first time you use an immediate reaction or immediate interrupt each round does not count toward the normal limit on the number of those actions types you can take in one round. You still cannot use these immediate action more than once per triggering event.

PRACTICED RELIABILITY [TOUGH]

Prerequisite: 21st level, Tough Hero

Benefit: Choose a encounter attack power that you know and that has a single target and a single attack roll. That power gains the reliable keyword.

Special: Each time you gain a level, you can choose to remove this feats benefit from the power and assign it to a different power.

TACTICAL INSIGHT [TOUGH]

Prerequisite: 21st level, Toughs Trial, Tough Hero

Benefit: Allies gain a bonus to damage rolls against enemies marked by you equal to your wisdom modifier.

WILD SHOT [TOUGH]

Prerequisite: 21st level, Tough Hero

Benefit: While wielding a firearm, you increase the burst or blast effect of any at-will or encounter power that has the auto keyword by 1 square.

MULTICLASS FEATS

Multiclass feats allow you to dabble in the class features and powers of another class. You might be a Strong hero who wishes to be faster so crosses into the Fast hero, or a Charismatic hero who wants the smarts of a Smart hero. Each class has a class-specific multiclass feat that gives you access to features from that class.

CLASS-SPECIFIC FEATS

There are two restrictions on your choice of a class-specific multiclass feat. First, you can't take a multiclass feat for your own class. Second, once you take a multiclass feat, you can't take a class-specific feat for a different class. You can dabble in a second class but not a third.

A character who has taken a class-specific multiclass feat counts as a member of that class for the purpose of meeting prerequisites for taking other feats and qualifying for paragon paths. For example, a character who takes Strong Ferocity counts as a Strong Hero for the purpose of selecting feats that have Strong hero as a prerequisite. These feats can qualify you for other feats; for example, a Tough Hero who takes Fast Initiate can use the a Fast Heroes Evasion class feature, which means that he meets the prerequisite for feats that have Evasion as a prerequisite.

HEROIC TIER FEATS

CAPTIVATING CHARISMATIC [MULTICLASS CHARISMATIC]

Prerequisite: Charisma 13

Benefit: You gain training in one skill from the Charismatic hero's class skill list.

Once per day, you can use the Charismatic Heroes Inspiration Class Feature.

DISCIPLINED MIND [MULTICLASS PSYCHIC]

Prerequisite: Cha 13, Wis 13, or Con 13

Benefit: You gain training in one skill from the psychic's class skills list.

Choose one 1st-level psychic at-will attack power. You can use that power once per encounter, and you can't augment it.

In addition, you can wield psychic implements.

FAST INITIATE [MULTICLASS FAST]

Prerequisite: Dex 13

Benefit: You gain training in one skill from the Fast Heroes class skill list.

KNOWLEDGABLY SMART [MULTICLASS SMART]

Prerequisite: Intelligence 13

Benefit: You gain training in one skill from the Smart Heroes class skill list and gain a +1 bonus to that skill.

Once per day you can use the smart heroes Strategic Action Class feature.

STRONG FEROCITY [MULTICLASS STRONG]

Prerequisite: Str 13

Benefit: You gain training in one skill from the Strong heroes class skill list.

The character can use any improvised weapon with a +2 proficiency bonus, and once per day as a free action the character can gain a +2 bonus to melee damage rolls until the end of the encounter while using an improvised weapon.

TOUGHS CHALLENGE [MULTICLASS TOUGH]

Prerequisite: Con 13

Benefit: You gain training in one skill from the Tough heroes class skill list.

Once per encounter as a free action, you can mark an enemy as part of an attack. The mark lasts until the enemy is killed or until another mark supersedes it. You can then use Tough's Fury or Tough's Defense class feature against that target once during that encounter. When selecting this feat choose either Tough's Fury or Tough's Defense to be used.

Once per encounter you can use the Fast Heroes Evasion Class feature.

PARAGON MULTICLASSING

If you have the Novice Power, Acolyte Power, and Adept Power feats for a class, and have chosen to continue into paragon Multiclassing for that class, See Players Handbook page 209 for details.



OCCUPATIONS

Your Character's occupation is a career, calling, or an identity that describes what your character does in the world. Just as race and class create basic definitions about who your character is, occupations add a third character component to help refine your story and identity.

CHOOSING AN OCCUPATION

Select one of the occupations for your 1st level character. This represents the training and life experience the character has had prior to the start of the campaign. A hero may hold other jobs as his career unfolds, but the benefits of an occupation are only applied once, at the time of character creation. The occupation you select grants the benefits described below.

A character selecting an occupation is not able to gain the benefits of the backgrounds and themes presented in other D&D material. A character may still choose them in order to add more story to their character but they will not gain the benefits.

Starting Features: Each occupation includes a feature that you gain when you select the occupation during character creation.

Related Skills: Each occupation has skills that are associated with it. These skills get added to a character's class's skill list before you choose your trained skills. If you already have the related skills in your class list, you gain a +2 bonus to that skill should you train in it.

Wealth Progression: Should the campaign being run use the wealth level system (page ?) for determining how much money the characters makes, this section describes the column of the wealth table the character uses. Some occupations also grant bonus funds at first level or an increase to the character's starting wealth level.

Job Features: Most occupations offer additional features at level 5 and 10. You gain these features when you reach the appropriate level - it doesn't replace any of your class features.

Career Opportunities: Most occupations include a number of powers that you add to the ones from which you can choose from your class when you reach the appropriate level.

ACADEMIC

Your life once revolved around knowledge. What areas of scholarship are your domain? Were you a teacher or an instructor, an architect or an astrologer, a scientist or a sage? Did you write papers or publish theories, and did your peers respect you or scoff at your work? Do you still seek to learn, or have you given up academia for a life of adventure?

Starting Features

You excelled at school and learning came naturally to you. As you increased your knowledge you discovered new and interesting insights into the world.

Choose one of the two benefits listed below, and gain the Academic utility feature power.

Benefit: You know two additional languages of your choice.

Benefit: Gain training in one additional skill. This skill does not need to be in your class list of skills.

TRAINED EXPERIENCE

ACADEMIC UTILITY

After spending only a few seconds pondering the problem at hand, you arrive at a solution.

At-Will

Standard Action

Personal

Effect: You gain a +2 bonus to your next skill check with a skill you have trained.

Special: Once during a skill challenge you can cause one skill check you fail while using this power to become a success.

Related Skills: Choose any one skill to add to your class list of skills or choose one trained skill to gain a +2 bonus.

Wealth Progression: An academic finds themselves in a medium class pay rate with a +2 bonus to their wealth level.

Job Features

Level 5 Feature

Choose training in one new skill and one new language of your choice. The trained skill must be from your class list and if you already have all your class skills trained, you instead choose one of these skills to gain a +2 bonus. The language can be any language you have access to.

Level 10 Feature

You learn a number of languages equal to your intelligence modifier. If your modifier increases after gaining this feature you learn an additional language. You can also attempt an Intelligence check with a +5 bonus against a hard DC of your level to decipher a message written in code.

Career Opportunities

Your vast knowledge gives you a better understanding on how to inflict the most damage during combat and overcome adversity in the face of overwhelming odds.

Level 2 Utility Power

Your knowledge in living beings and mechanic devices allows you to deal extra damage to those creature and gives your allies the ability to do the same.

**OBSERVE VULNERABILITY****ACADEMIC UTILITY**

You see an opening in your enemies defenses and strike with brutal accuracy.

Encounter ♦ Martial

Free Action

Personal

Trigger: You succeed on a knowledge check to identify a creature that you can see or hear.

Effect: If your check result meets or exceeds the hard DC for the creatures level, you gain a +2 power bonus to attack and a power bonus to damage equal to your intelligence modifier until the end of your next turn. Additionally, your next attack using the bonuses provided by this power ignores any resistance the creature has, and should that next attack hit your allies gain a +2 power bonus to hit your target until the end of your next turn.

Level 6 Utility Power

Weather your profession or just simple tinkering, you have developed some measure of skill with mechanical and electrical devices allowing you to quickly augment yours and your allies weapons to deal different types of damage. Vary useful when going up against a creature with a specific vulnerability to damage.

TINKERS TRICK**ACADEMIC UTILITY**

You augment your allies weapons with energy that allows you to devastate your enemies.

Encounter ♦ Craft

Minor Action

Close burst 1

Target: You and each ally in burst.

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of your next turn, any untyped damage each target would deal with attacks is of the chosen type instead.

Level 11: Attacks deal +2 damage of the chosen type.

Level 21: Attacks deal +4 damage of the chosen type.

Level 10 Utility Power

You have gleaned knowledge from countless battles allowing your to create strategies and maneuvers during battle, keeping you and your allies one step ahead of your enemies.

PAST BATTLES**ACADEMIC UTILITY**

You take in the situation and instantly devise a strategy to give you the greatest advantage.

Encounter ♦ Martial, Zone

Minor Action

Ranged burst 2 within 20

Effect: The burst create a zone that lasts until the end of your next turn, and that's centered on you. Until the end of your next turn all enemies within the zone take a -2 penalty to attack rolls and to all defenses while in the zone. Also attacks by enemies only deal half damage to allies within the zone.

You can move the zone 6 squares as a move action once per round.

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

ADVENTURER

Many adventures start their careers out as professional daredevils, big game hunters, treasure-hunters, explorers, and other thrill seekers. These people have an insatiable desire for adventure and fun, and often take on dangerous missions and jobs others would find suicidal.

Starting Features

Adventurers laugh in the face of danger gaining a +5 bonus to saving throws against fear affects and can make saves against being dazed, stunned, and immobilized at the beginning of their turn as a free action.

In addition, you gain the Quick Reaction power.

QUICK REACTION**ADVENTURER UTILITY**

Your quick reactions are what keep you alive in the face of adversity.

Encounter

Standard Action

Personal

Trigger: You fail a skill check or a saving throw.

Effect: You can reroll the failed skill check or saving throw and gain an additional +4 bonus to the result.

Related Skills: Add Athletics and Dungeoneering, or Nature to your class skill list.

Wealth Progression: An adventurer doesn't always have a steady flow of income, placing them in the Low Class pay rate.

Job Features**Level 5 Feature**

You gain a +1 bonus to saving throws, and a +2 bonus to endurance checks. In addition, when an ally is adjacent to you that ally gain a +1 bonus on their saving throws.

Level 10 Feature

You gain a +1 bonus to fortitude and you can make saves against ongoing damage at the beginning of your turns.

Career Opportunities

Your life as an adventurer has made you tough and durable, capable of shrugging off effects that cripple others.

Level 2 Utility Powers

You are a pinnacle of health and endurance, allowing you to shrug off effects without a thought.

DETERMINED**ADVENTURER UTILITY**

With a quick stretch and a few popping joints you shoulder your ailments and fight on.

Encounter

No Action

Personal

Trigger: You are affected by an effect that a save can end.

Effect: Make a save against the effect with a bonus to the save equal to your constitution modifier.

Level 6 Utility Power

Your life an adventurer has given you an almost endless supply of energy. With this energy reserve you scale mountains, swim rivers, and continue fighting when others would have succumb to their wounds.

FIGHT ON

ADVENTURER UTILITY

You grit your teeth, and stand tall.

Encounter ♦ Healing

Minor Action

Personal

Effect: You spend a healing surge.

Special: As a standard action, an adjacent ally can make a DC 10 heal check to allow you to use this power without spending the action yourself.

Level 10 Utility Power

Thou you may be badly hurt, and bleeding from multiple wounds, you continue to advance. Moving may be the only thing you can do but nothing shall keep you down.

DEATHS WALK

ADVENTURER UTILITY

You grit your teeth, and stand tall.

Encounter

Immediate Interrupt

Personal

Trigger: You drop to 0 hit points or fewer.

Effect: Until you aren't dying or until the end of the encounter, the dying condition doesn't cause you to fall unconscious, but you grant combat advantage and can take only one move action per round.

ATHLETE

You have spent years earning your living as a competitive athlete. You might be a sprinter, a swimmer, a gymnast, or wrestler. You have participated in athletic competitions, both in small and big. Your youth was spent in training and as you participating in athletic challenges you found you had a knack for them. You are know in top physical condition, and your athletic training is aiding you in your everyday life.

Starting Features

Your athletic prowess has given you unmatched speed and stability. You gain a +2 bonus to speed when you run or charge, and you are considered to have a running start when making jump checks.

You also gain the burst of speed utility power.

BURST OF SPEED

ATHLETE UTILITY

You reach deep down and pull forth your hidden energy reserves.

Encounter

Minor Action

Personal

Effect: Move your speed +2 that ignores difficult terrain, and gain a bonus to jump checks equal to your dexterity or strength modifier (whichever is higher) until the end of your next turn.

Related Skills: Add Acrobatics and Athletics to your class skill list.

Wealth Progression: An athlete doesn't always have a steady flow of income placing them in the Low Class pay rate.

Job Features

Level 5 Feature

Gain a +2 class bonus to Athletics and Acrobatics checks, and you ignore the first square of difficult terrain for each move action you take.

Level 10 Feature

When making Athletics and Acrobatics checks, roll twice and take the better of the two rolls.

Career Opportunities

Level 2 Utility Power

Your agile expertise has granted you the ability to stand up from a prone condition, and quickly move away.

AGILE EXPERTISE

ATHLETE UTILITY

With a backward twist, you are back on you feet and away from the area.

At-Will

Minor Action

Prerequisite: You are prone.

Effect: You stand up, and shift 1 square.

Level 6 Utility Power

You dodge and weave, using you agility to your advantage. When a blow does strike true, you deftly move with it to avoid damage.

QUICK DODGE

ATHLETE UTILITY

You deftly move with the blow to avoid damage.

Encounter

Immediate Interrupt

Personal

Trigger: A melee attack damages you.

Effect: Make an Acrobatics check and reduce the melee damage by half of the check result. If the check result is sufficient to reduce the damage to 0, you shift 1 square.

Level 10 Utility Power

With skill honed from years of practice, you skip and jump around the battle field avoiding your opponents attacks.

NIMBLE MANEUVER

ATHLETE UTILITY

You tumble away from your foe as its attack flies wide.

At-Will

Immediate Reaction

Personal

Trigger: An enemy misses you with a melee or a ranged attack.

Effect: You shift 1 square.

BLUE-COLLAR

A blue-collar worker is a member of the working class who typically performs manual labor and earns an hourly wage. Blue-collar work may be skilled or unskilled, and may involve manufacturing, mining, building, and construction trades, mechanical work, maintenance, repair and operations maintenance or technical installations.

Starting Features

Having worked in various industries through out your career, you have obtained a wide range of skills and abilities that come in handy while in the field. You gain training in the Repair skill for free, and gain a +2 class bonus for any checks that require the repair skill.

You also take half the normal time when using the repair skill. If the repair action is 1 round, you instead take a standard action, and if the action is a minor action you can complete the task as a free action.

You start play with an Electrical kit or a Mechanical kit and the Quick Fix utility power.

QUICK FIX BLUE-COLLAR UTILITY

Your hands move quickly as you deftly repair a piece of equipment.

Encounter

Minor Action

Effect: You successfully jury-rig a object as per the skill, and the object gain 10 temporary hit points. For each size increment above medium the object gain an additional 10 temporary hit points.

Related Skills: Add Electrical and mechanical to your class skill list.

Wealth Progression: Blue collar jobs are fairly common and result in a steady flow of income, placing them in medium class with a +4 bonus to their wealth level.

Job Features

Level 5 Feature

When using the repair skill to restore hit points to an object or device you only need to pay half of the required cost to do so. The time necessary for the repair remains unchanged.

Level 10 Feature

You can make repair checks on a object or device that has been reduced to 0 hit points or fewer so long as it hasn't been reduced to below its bloodied value expressed as a negative number.

Career Opportunities

Level 2 Utility Power

You quickly work on a vehicle or robot that is being afflicted by a condition impacting its usability.

BACK ON LINE

BLUE-COLLAR UTILITY

You quickly jumper a few pieces of equipment to gets the vehicles primary systems back on line.

Encounter

Minor Action

Touch

Target: One vehicle or construct

Effect: You remove one condition to a vehicle that a save can end.

Level 6 Utility Power

The mechanical devise was not as bad as you had thought an with just a quick fix hear and their, its good to go.

REPAIR

BLUE-COLLAR UTILITY

Is amazing what duct-tape can be used for.

Daily ♦ Healing

Standard Action

Personal

Target: One vehicle or construct

Effect: The vehicle or construct heals its surge value in hit points.

Level 10 Utility Power

You are capable of working miracles with mechanical devices and manage to reroute enough power to gets the devises critical systems working again.

GREATER REPAIR

BLUE-COLLAR UTILITY

Is amazing what duct-tape can be used for.

Encounter ♦ Healing

Standard Action

Personal

Target: One vehicle or construct

Effect: The vehicle or construct heals its bloodied value in hit points.

Special: You can instead heal the vehicle or construct is surge value in hit points and remove one conditions a save can end.

CELEBRITY

Since you were young you always craved the spot light, always had to be the center of attention. As you have grown up, your desire to be seen and heard has only increased. Your life of adventure has given you plenty of opportunity to be noticed, and you revel in every minute of it.

Are you an aspiring Hollywood star, trying to make a name for themselves? Or maybe a comedian or other stage performer? What was your reason for wanting more then your 15 minutes of fame?

Starting Features

As a celebrity, your reputation means everything. It influences what you do and how you do it. The higher your reputation, the more influence you have.

You begin with a bonus to reputation equal to your charisma modifier. As your charisma increases, so does the bonus to your reputation. Your reputation score influences every aspect of a celebrity.

You also gain the daily utility power Call In Favor.

Call In Favor

CELEBRITY UTILITY

Your reputation precedes you, and with only a call you manage to acquire all you need.

Daily ♦ Charm

Special

Personal

Requirement: This power can only be used outside of a combat encounter.

Effect: You manage to acquire mundane equipment or services worth \$200. The equipment can be anything out of the Adventuring gear list, and unmodified ammunition. Any items gained in this way can not be sold for any profit.

Services include transportation, delivery, general labor, and most other services that don't include combat or dangerous situations. As a general rule of thumb, you can usually transport one object or person 25 miles for \$50, and hire two people to perform a service for 1 hour for \$100. The DM makes all final decisions.

Reputation 5: \$500 of equipment or services

Reputation 10: \$1200 of equipment or services

Reputation 15: \$3500 of equipment or services

Reputation 20: \$9000 of equipment or services

Reputation 25: \$15,000 of equipment or services

Reputation 30: \$35,000 of equipment or services

Special: Depending on the situation the equipment or services are usually available to the character within about 1 hour, or as the DM sees fit.

Related Skills: Add Bluff, Diplomacy and Intimidate to your class skill list.

Wealth Progression: Celebrities find themselves in the high class column with a +2 bonus to their wealth level.

Job Features

Level 5 Feature

You can now acquire weapons, armor, and vehicles using the call in favor utility power. You also gain a +2 bonus to reputation.

Level 10 Feature

You are able to acquire advanced technology and items with upgrades and gadgets, so long as the items level is no greater than your reputation score. You also gain a +2 bonus to your reputation.

Career Opportunities

Your reputation grants you certain privileges befitting your station. You know people in all the right places, that are willing to drop everything to perform your tasks.

Level 2 Utility Power

You make a quick call, and within seconds a vehicle arrives to pick you up from behind enemy lines. The driver is skills at what he does and is willing to risk the danger of your company.

Call A Ride

CELEBRITY

You know a guy that can get you into and out of rough situations.

Daily ♦ Charm

Minor Action

Close burst 10

Effect: Assuming its able to, a vehicle arrives to transport yourself and up to 6 other individuals from one location to another in the same general area. The vehicle can be any civilian ground, air or nautical vessel the DM deems appropriate.

The pilot has a operate skill bonus equal to your reputation score.

Special: This power can be used during a combat encounter, unlike the Call In Favor utility power.

Level 6 Utility Power

Down to your last clip, and short on supplied you know just who to call to get some equipment delivered to your location. It may be dropped in by air or perhaps an unmarked car drops by with a trunk full of goods. Regardless of how it gets to you, you get what you need so long as you can pay for it.

Call Drop Off

CELEBRITY

With a quick call, and a transfer of funds the equipment you purchased arrives promptly.

Daily ♦ Charm

Minor Action

Close burst 10

Effect: Assuming its able to, equipment is dropped off within the burst. The equipment can be anything your are normally capable of purchasing. You are still required to purchase the equipment as normal.

Special: This power can be used during a combat encounter, unlike the Call In Favor utility power.

Level 10 Utility Power

The odds or against you, and your out numbered two to one. With a quick call, armed allies arrive to render assistance.

Call Help

CELEBRITY

Your status has allowed you to acquire friends in high places. Some of these friends have other friends, ones with guns.

Daily ♦ Charm

Minor Action

Close burst 10

Effect: Assuming their able to, 2 minion followers from the leadership chapter arrive to give aid. The followers are equipped with any simple weapon you wish and take orders only from you. The followers level is equal to yours. See the leadership chapter on how to use followers in combat.

Reputation 15: 4 minion followers

Reputation 20: 6 minion followers

Reputation 25: 8 minion followers

Reputation 30: 10 minion followers

Special: This power can be used during a combat encounter, unlike the Call In Favor utility power.



CRIMINAL

You lived on the wrong side of the law. What sorts of crimes did you commit? Did you enter a life of crime by necessity or by choice? Did you belong to a gang? Do you still engage in occasional wrongdoing, or have you left that life behind?

Starting Features

Being a part of the criminal underground has given you access to a level of skill and knowledge most people don't get a chance to experience. You gain proficiency in the use of all simple firearms and start the game with one free simple firearm of choice of \$1000 or less. The firearm comes with a full payload.

You gain the Surprise Strike power

SURPRISE STRIKE

CRIMINAL

Your quick reactions are what keep you alive in the face of adversity.

Encounter

No Action

Personal

Trigger: When using a basic attack or an at-will weapon attack power, you hit an enemy that is granting combat advantage to you.

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

Related Skills: Add forgery, stealth and thievery to your class skill list.

Wealth Progression: A criminal doesn't always have a steady flow of income placing them in the Low Class pay rate.

Job Features

Level 5 Feature

Gain training in forgery, stealth or thievery, and choose one of the following benefits.

Benefit: Anyone inspecting your forgery has a -2 penalty to recognize it as a forgery.

Benefit: While hidden you can move 1 extra squares in an action before having to make a stealth check to remain hidden.

Benefit: When making Thievery checks, roll twice and take the highest result.

Level 10 Feature

Gain a +2 class bonus to either forgery, stealth or thievery and choose another benefit in the level 5 feature list.

Career Opportunities

Your good at what you do, and what you do is against the law. Sometimes its necessary to get your hands dirty, and with the skills you have acquired in your life of crime, you remember to always wear gloves.

Level 2 Utility Power

Your hands are tools of your trade and you take good care of them.

FAST FINGERS

CRIMINAL UTILITY

Your fingers blur as you manipulate objects faster than the eye can follow.

At-Will

Free Action

Personal

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item.

Thievery: Using this power while making a check to pick pocket or sleight of hand will allow you to perform those acts as a minor action rather than a standard action.

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

Level 6 Utility Power

You are a part of the shadows, and they are a part of you. As you move from shadow to shadow, they seem to cling to you as you hop from one to another.

BLEND INTO THE BACKGROUND

CRIMINAL UTILITY

You blend into your surroundings

At-Will ♦ Martial

Immediate Interrupt

Personal

Trigger: You are hidden and lose cover or concealment against an enemy.

Effect: Make a stealth check. You remain hidden from the triggering enemy if your check beats its passive perception check. Until the end of your next turn, you can remain hidden without needing any cover or concealment.

Level 10 Utility Power

You move through the halls with barely a sound and no lock can hold you for long.

SKILLFUL STEALTH

CRIMINAL UTILITY

Your exceptional skill helps you slip past undetected.

Encounter ♦ Martial

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to stealth checks and thievery checks. If you dislike the result of a stealth check or a thievery check, you can end this effect as a free action and reroll the check with a +5 bonus.

ENTREPRENEUR

You are the owner or manager of a business enterprise who makes money through risk and initiative. You lead your firm or organization and also demonstrate leadership qualities befitting a leader.

What type of business do you have, and what market or product do you supply? Do you supply a service such as catering, or perhaps sell or deal in real estate? Maybe you manufacture goods from raw materials or provide transportation?

Regardless of your choice in business which is dependent on your DM, you also have to decide whether or not your business is legal or perhaps skirts the law in some or many areas. A criminal organization such as a gang is also considered to be a business model, just not a very safe one.

Starting Features

You start play with a small business, and two hirelings. The business model is your choice, but regardless of that choice you gain a small single story building that can be no more than 100 squares in size (10x10, or some other combination). The buildings layout is left up to you. The building comes sparsely furnished and if sold, does not grant you any additional income as its cost goes to pay for any loans or bills you may owe.

In some adventures, a stationary building may not be the most appropriate place of business for character. A character and DM should feel free to adjust and modify this feature as need be to fit into a specific campaign. For example, a space faring adventure may not see the characters spend time on any planet long enough for any business to be set up. So the DM may give a character a space ship to serve as a platform for their business, adjusting the size of the ship as necessary.

You gain two hirelings which can be of any type you choose. The hirelings require you to equip them if necessary and will follow any order you give them that is in line with your alignment. The hirelings level will always match your own and when you advance in level you can choose to replace a current hireling or find a new hireling that left your service for one reason or another. You never need to pay your hirelings as their expenses are included in your business, and they will never ask for a piece of any loot you receive.

Related Skills: Add Diplomacy and Intimidate to your class skill list.

Wealth Progression: As with many business first starting out, you have difficulty making a profit placing you in the poor class column with a +2 bonus to your wealth level.

Job Features

Level 5 Feature

As your business expands, so does your profits, placing you in the medium class wealth column with an additional +2 bonus to your wealth level.

You gain the leadership feat, even if you do not meet the prerequisites. The highest level of follower you can have is equal to your level -4, not -5 as stated in the feat description.

Your business expands granting you a second two-story building that can be no more then 400 squares (20 x20) in size per story of the building. If sold, this building will grant you \$25,000 after all debts are paid.

Level 10 Feature

Your business is really booming, placing you in the high class wealth column with an additional +2 bonus to your wealth level.

Your booming business grants you a third five-story building that can be no larger than 2500 squares (50 x 50) per story of the building. As you advance in level, so to does your third building increase in size. At level 15, 10 additional stories are added to your building, at level 20, 15 additional stories are added, at level 25, 20 additional stories are added, and at level 30, 25 additional stories are added for a total of a 75 story building. This building can be sold for \$10,000 per story, but if sold the building will no longer increase in size as you level.

Career Opportunities

Your skills as a manager or owner give weight to your orders and requests. Your employees are only too happy to comply with your instructions during a confrontation.

Level 2 Utility Power

Your employees, always ready to impress you don't hold back when issued an order.

ISSUE ORDER

ENTREPRENEUR UTILITY

Your employee jumps to attention and follows your order, as commanded.

At-Will

Immediate Reaction

Close Burst 10

Target: Hireling from Entrepreneur starting feature.

Trigger: You miss with an attack against a target.

Effect: A hireling within range can make a basic attack against the target. If the hireling hits it deals 5 damage.

Level 11: Your second follower can also make an attack, and if successful deal 5 damage to the target.

Level 6 Utility Power

Your employees are vary protective of you, and are even will to jump in the way of an attack to protect you from harm.

BODY SHIELD

ENTREPRENEUR UTILITY

Your employee jumps in front of you, using their body to protect you.

Encounter

Immediate Interrupt

Melee 1

Trigger: You are hit by an attack.

Target: One adjacent hireling from entrepreneur starting feature.

Effect: You and your hireling switch places and your hireling becomes the target for the triggering attack.

Level 10 Utility Power

Your employees hang on your every word. Your voice give them strength and pushes them further then they would think possible.

RALLY

ENTREPRENEUR UTILITY

With just a few words your employees gather their strength and march forward.

Encounter

Minor Action

Close burst 10

Target: Two hirelings from Entrepreneur starting feature.

Effect: Your hireling recovers its surge value in hit points + half your level.

HACKER

You spend hours in front of a computer screen, viewing a language known by few and understood by fewer. With your hands on a computer you perform feats of greatness as you circumvent security systems and move within files and networks unnoticed.

Some of your community perform hacks in order to enhance computer security, known as "white hat" hackers. Others, known as "black hat" hackers use their talents to commit crimes.

Regardless of the legality of it, all hackers acquired and perfected their talents for a reason. What was your reason? Profit, protest, or perhaps just for the challenge.

Starting Features

You start with training in the computer use skill and gain a +2 class bonus to that skill.

You also gain a small personal computer that can be easily carried on your person. Depending on the progress level of the campaign being run the style of computer may change. A progress level 5 computer may be small net books or touch pads, while progress level 6 computers may be wrist or arm mounted. A progress level 7 computers may look like simple glasses or visors, while progress level 8 computers may be embedded in your very brain. Discuss with the DM what style of computer best fits the campaign.

Regardless of the progress level and style of computer, the character receives the same benefits so long as they use that specific computer. All computer use checks made with their personal computer take only half the normal time to a minimum of 1 round, and any skill challenge attempted requires 1 fewer success than normal. If the character's personal computer is lost, stolen or destroyed, a new one may be purchased for \$2000.

When attempting a skill challenge with their personal computer, special programs become available for the character to use during that skill challenge.

Back-Up HACKER UTILITY PROGRAM

Deep into an enemies network, you make a mistake that could possibly alert the administrator. Luckily you have a back up program just for this scenario.

Encounter

Immediate Reaction **Personal**

Trigger: You fail a computer use check during a skill challenge.

Effect: Re-roll the computer use check and gain a +1D6 bonus to the check. You must use the result of this check, even if the result is worse.

Kick HACKER UTILITY PROGRAM

You kick the administrator off of their own network, the ultimate humiliation.

Encounter

Free Action **Personal**

Trigger: A failed computer use check has alerted the computer administrator to your presence on his network.

Effect: The network administrator is not alerted to your presence.

Backdoor HACKER UTILITY PROGRAM

You find a short cut programmed into the computer network.

Encounter

No Action **Personal**

Trigger: You begin a skill challenge.

Effect: You reduce the number of successes required by 1.

Back-trace HACKER UTILITY PROGRAM

You feed falsified information to your enemy, throwing them off your trail.

Encounter

Immediate Interrupt **Personal**

Trigger: An enemy determines your location and or identity.

Effect: The enemy does not determine your location or identity. However the enemy may try again.

Related Skills: Add Repair and Electrical to your class skill list.

Wealth Progression: Most hackers are not well paid placing them in the low class column.

Job Features

Level 5 Feature

You gain the use of the Bulldozing utility program.

Bulldozing HACKER UTILITY PROGRAM

As the title suggests, this program forces your way into a network. The risk is greater, but so is the speed.

Daily

No Action **Personal**

Effect: During your next skill challenge involving computer use, you make two computer use checks each time you are required to roll. Each check will result in a success or failure as normal, reducing the time it takes to complete the challenge. Based on the level of security, the new times are listed below;

Minimum – Standard Action

Average – 1 Round

Exceptional – 5 Rounds

Maximum – 10 Rounds

Level 10 Feature

You gain the use of the Manual Rest utility program.

Manual Reset HACKER UTILITY PROGRAM

The networks administrators and other security programs are closing in on you, risking your anonymity. To bad for them you have one last card to play.

Daily

No Action **Personal**

Trigger: You fail the skill challenge.

Effect: You reset the challenge allowing you to try again as if you never failed in the first place.

Career Opportunities

Level 2 Utility Power

You are the master of your domain and that domain happens to be online. No one is better than you and with just a few keystrokes, you prove it.

Fast Fingers

HACKER UTILITY

You move through systems and folders as quiet as a mouse, then pounce with the power of a tiger.

Encounter

No Action

Personal

Trigger: You make a computer use check to find information or defend computer security.

Effect: You gain a +5 bonus to your check and if that check caused someone to fail their defeat computer security check, that person accumulates 2 fail attempts instead of just one.

Level 6 Utility Power

Degrade Programming

HACKER UTILITY

You know just how to best damage this computer and its network.

Daily

Standard Action

Personal

Effect: Make a computer use check to Degrade Programming

Level 10 Utility Power

Degrade Programming

HACKER UTILITY

You know just how to best damage this computer and its network.

Daily

Free Action

Personal

Trigger: You make a computer use check.

Effect: Until the end of the encounter, you are considered to be covering your tracks when making computer use checks. You gain the benefit associated with the skill without the increase to the DC.

INVESTIGATOR

Investigators are detectives that either work for the police or other law enforcement organization, or are private investigators. Being part of an organization gives the investigator access to labs and other higher-end investigative equipment. A private investigator, however may not have access to all the specialized equipment and labs, but has the freedom to investigate what he wants when he wants to.

Investigators are gifted with the heightened ability to perceive things hidden by distance or uncertainty, and are highly valued as advisors to powerful people or organizations throughout the world. The difference between knowing and not knowing what your enemies are up to can be the difference between success or failure.

Starting Features

Being a natural when it comes to investigation, you gain perception as a trained skill, and your passive perception is 12 + your perception skill. You also gain the intuitive encounter power below.

Intuitive

INVESTIGATOR UTILITY

So finely tuned are your senses, that you can react instantly to changing conditions.

Encounter

No Action

Close burst 5

Trigger: You are surprised

Target: You and each surprised ally in burst.

Effect: Make a save. If successful the target is no longer surprised, and can shift 1 square as a free action.

Related Skills: Add intuition and streetwise to your class skill list.

Wealth Progression: Investigators are highly valued, placing them in the medium class column with a +2 bonus to their wealth level.

Job Features

Level 5 Feature

At the beginning of an encounter you and each ally within 5 squares of you gain a +2 bonus to attack and damage until the end of their next turn. If you or your allies are acting during a surprise round the bonuses are doubled.

Level 10 Feature

At the beginning of an encounter you and each ally within 5 squares of you gain a +1 bonus to all defenses until the end of their next turn. and can shift 2 squares as a free action during their first turn.

Career Opportunities

Level 2 Utility Power

FAST ACTING

INVESTIGATOR UTILITY

You always follow your gut instinct, if it tells you to move then you move.

Daily ♦ Martial

No Action

Personal

Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

Level 6 Utility Power

ON THE ATTACK

INVESTIGATOR UTILITY

Regardless of the danger, you push forward with your attack.

Encounter ♦ Martial

Free Action

Personal

Trigger: Surprise round and you can take actions.

Effect: You can take a standard, move and minor action during this surprise round. You can also use a action point if you have one to spend.



Level 10 Utility Power

CLAIRVOYANCE

INVESTIGATOR UTILITY

With near supernatural senses you act before anyone, including those that surprised you.

Encounter ♦ Martial

No Action

Personal

Trigger: You are surprised

Effect: You are no longer surprised and are placed at the top of the initiative order.

LAW ENFORCEMENT

You work in a law enforcement agency such as the police, bounty hunters guild, and even as a body guard. Your dedication to the law may be enforced by the willingness to do the right thing, or maybe by the money involved in catching criminals.

You work within the law to bring bad guys to justice, and prevent others of their kind from walking the streets. What inspired you to enforce the law? Was it a need to do right, or perhaps a childhood dream. Maybe you just like the power and authority that comes with the job.

Starting Features

You start with training in all simple firearms, and begin the games with two simple firearm of your choice worth \$650 or less. The firearms comes with a full payload. You also no longer require to purchase a license when buying simple firearms.

You gain the Handcuff at-will power and one other of your choice. Your chosen power can be retrained every time you go up a level.

TIMED SHOT

LAW ENFORCEMENT ATTACK

Your mastery of your weapon allows you to disregard cover, concealment, or some other hindrance.

At-Will ♦ Firearm, Martial

Standard Action

Personal

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

CUNNING SHOT

LAW ENFORCEMENT ATTACK

By carefully judging your targets stance, you unleash a shot that sends the enemy tumbling.

At-Will ♦ Firearm, Martial

Standard Action

Personal

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

- You slide the target up to 2 squares.
- The target falls prone.
- The target is slowed (save ends).

RAPID SHOT

LAW ENFORCEMENT ATTACK

You take careful aim at a group of enemies before unleashing a succession of bullets.

At-Will ♦ Firearm, Martial

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon using your primary state for attack and damage against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls, and the attack deal 1 die less damage.

DUEL ATTACK

LAW ENFORCEMENT ATTACK

You follow up your successful strike with a quick strike from your off hand.

At-Will ♦ Firearm, Martial

Standard Action

Personal

Requirement: You must be wielding 2 weapons.

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

Hit: You make a ranged basic attack with a weapon using your primary state for attack and damage. If you hit the target you can make a second ranged basic attack with your off-hand weapon using your primary stat for attack and damage.

HANDCUFF

LAW ENFORCEMENT UTILITY

Forcing your enemy to the ground you handcuff them, limiting their ability to attack you or others.

At-Will ♦ Martial

Standard Action

Melee 1

Target: One creature.

Requirement: You must have steel handcuffs in your possession (Adventuring Gear).

Attack: Primary Stat modifier vs. Reflex

Hit: You successfully grab a creature and place them in your steal handcuffs. While a creature is in the handcuffs they are considered grabbed at all times

Move Action

Melee 1

Target: One creature in Handcuffs

Move a Grabbed Target: Primary Stat modifier vs. Fortitude

Effect: You move a creature half of your speed.

Special: The break DC and escape DC for the hand cuffs are increased by an amount equal to one-half the characters level.

Related Skills: Add Diplomacy, Insight and Intimidation to your class skill list.

Wealth Progression: Law Enforcement start in the medium class column with a +2 bonus to their wealth level.

Job Features

Level 5 Feature

Select two at-will stance power from the list below. These powers can be retrained each time you go up a level.

BATTLE SURGE **LAW ENFORCEMENT UTILITY**

The surge of adrenaline lends power into each of your attacks.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the battle surge stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Level 11: +3 power bonus.

Level 21: +4 power bonus.

REBOUNDED STRIKE **LAW ENFORCEMENT UTILITY**

Your attack bounces off your target to strike another nearby enemy.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the rebounding strike stance. Until the stance ends, whenever you hit with a basic attack using a weapon, one enemy adjacent to the primary target of that attack takes damage equal to your primary stat modifier.

SNIPERS STRIKE **LAW ENFORCEMENT UTILITY**

You focus your attention on a lone enemy, making your attack count.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the snipers strike stance. Until the stance ends, you gain a +4 power bonus to the damage rolls of basic attacks against a target that has no creatures adjacent to it

Level 11: +6 power bonus.

Level 21: +8 power bonus.

PUSHING ATTACK **LAW ENFORCEMENT UTILITY**

You drive your enemy away from you, moving forward as you do.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the pushing attack stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance towards the target.

MEASURED STRIKE **LAW ENFORCEMENT UTILITY**

You carefully time each strike to ally you to slip through your enemies defenses.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the measured strike stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can shift 1 square as a free action.

Level 11: shift 2 squares.

Level 21: shift 3 squares.

CHARGING ATTACK **LAW ENFORCEMENT UTILITY**

Your surge forward with every attack you make.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the Charging Attack stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can move a number of squares equal to your primary stat modifier.

SMART ASSAULT **LAW ENFORCEMENT UTILITY**

Your surge forward with every attack you make.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the smart assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

RAGE STRIKE **LAW ENFORCEMENT UTILITY**

You embrace your inner fury, attacking as ferocious as possible.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the snipers strike stance. Until the stance ends, you gain a -2 penalty to attack rolls with weapon powers and gain a +4 power bonus to the damage rolls of basic attacks using a weapon.

Level 11: +6 power bonus.

Level 21: +8 power bonus.

Level 10 Feature

You gain another at-will stance power from the level 5 feature list.

Career Opportunities**Level 2 Utility Power**

Choose a at-will stance utility power from the level 5 feature list.

Level 6 Utility Power**IN THE MOMENT** **LAW ENFORCEMENT UTILITY**

You stay loose, and in the moment. Ready to act depending on the situation.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Select two known stances from the law enforcement utility powers that you know. Both the stances are active at the same time but only one may be used when making a basic attack.



Level 10 Utility Power

WELL TRAINED

LAW ENFORCEMENT UTILITY

Training and dedication have taught you to make good use of your skills.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Select two known stances from the law enforcement utility powers that you know. The effects of the two stances are both applied when a basic attack is made.

MILITARY

You were trained by a military force to fight, and kill. They trained you to use military grade weapons and how to operate in groups. They instilled discipline and order into your life. They are as close to a family as anyone could get.

Military organizations can be government run or private operations. Government funded militaries tend to work for the security of the government and country, while private run operations are usually smaller mercenary groups working for whoever pays the most.

Why did you join a militarized group, and are you still a part of it? If not, why did you leave, and how are you coping with an everyday life?

Starting Features

You start with training in all military firearms, and begin the games with a military firearm of your choice worth \$1200 or less. The firearm comes with a full payload. You also no longer require to purchase a license when buying military firearms.

You gain the take down at-will power and one other of your choice. Your chosen power can be retrained every time you go up a level.

DIZZYING SHOT

MILITARY ATTACK

Your attack leaves your enemies reeling.

At-Will ♦ Auto, Firearm, Martial

Standard Action

Personal

Effect: You make a automatic fire basic attack with a weapon using your primary state for attack and damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

UNSEEN SHOT

MILITARY ATTACK

Your attack leaves your enemies reeling.

At-Will ♦ Auto, Firearm, Martial

Standard Action

Personal

Effect: You make a automatic fire basic attack with a weapon using your primary state for attack and damage. One creature in burst takes your primary stat modifier damage and falls prone.

Level 11: 2 creatures in burst.

Level 21: 3 creatures in burst.

FORCED SHOT

MILITARY ATTACK

Your attack forces your enemies to dance around.

At-Will ♦ Auto, Firearm, Martial

Standard Action

Personal

Effect: You make a automatic fire basic attack with a weapon using your primary state for attack and damage. One creature in burst takes your primary stat modifier damage and you slide the target up to 3 squares.

Level 11: 2 creatures in burst.

Level 21: 3 creatures in burst.

TAKE DOWN

MILITARY UTILITY

Enemies attacking you in melee may think they have the advantage, but they are horribly wrong.

At-Will ♦ Martial

Immediate Reaction

Melee 1

Trigger: A creature hits or misses you with a attack.

Target: Adjacent creature that attacked you.

Effect: The target is dazed until the end of your next turn.

Related Skills: Add Athletics, Demolitions, and Stealth to your class skill list.

Wealth Progression: Military personnel find themselves in the medium class column with a +2 bonus to their wealth level.

Job Features

Level 5 Feature

Select two at-will stance power from the list below. These powers can be retrained each time you go up a level.

NEVER STOP

MILITARY UTILITY

You never stay in one place too long.

At-Will ♦ Martial, Stance

Minor Action

Personal

Effect: You assume a stance, never stop. Until the stance ends, you gain the following benefits.

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

-When you make a basic attack against an enemy that has 1 or more of its allies adjacent to it, you gain a +1 power bonus to the attack and damage roll.

Level 11: The bonus to the damage roll increases to +2.

Level 21: The bonus to the damage roll increases to +3.

BLOODLUST

MILITARY UTILITY

The scent of blood drives you into a vicious frenzy.

At-Will ♦ Martial, Stance

Minor Action

Personal

Effect: You assume a stance, bloodlust. Until the stance ends, you gain the following benefits.

-When you make a basic attack against a bloodied enemy, you gain a +2 power bonus to the attack roll.

-You can take a move action to shift up to 3 squares to a square adjacent to a bloodied enemy.

-You can ignore one square of difficult terrain during a move action.

TEAM WORK**MILITARY UTILITY**

You are never alone in the military, and your training focuses on team work.

At-Will ♦ Martial, Stance**Minor Action****Personal**

Effect: You assume a stance, team work. Until the stance ends, you gain the following benefits.

-You do not provoke opportunity attacks when leaving squares adjacent to your allies.

-When making a automatic fire basic attack you can choose two squares within the blast that wont be targeted.

-When you make a basic attack against an enemy that has 1 or more of your allies adjacent to it, you gain a +1 power bonus to the attack and damage roll.

Level 11: The bonus to the damage roll increases to +2.

Level 21: The bonus to the damage roll increases to +3.

STRATEGIC MOVEMENT**MILITARY UTILITY**

You move quick and certain. Your enemies can not hope to hurt you while you are able to move.

At-Will ♦ Martial, Stance**Minor Action****Personal**

Effect: You assume a stance, strategic movement. Until the stance ends, you gain the following benefits.

-You only take half damage from attacks made against you during your turn.

-Whenever you hit or miss with a basic attack on your turn, you can shift 2 squares as a free action.

LURKING STRIKER**MILITARY UTILITY**

They'll never see you coming, until its too late.

At-Will ♦ Martial, Stance**Minor Action****Personal**

Effect: You assume a stance, lurking striker. Until the stance ends, you gain the following benefits.

-You gain a +2 power bonus to stealth checks.

-You gain a climb speed equal to half of your normal speed.

-While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls with basic attacks.

Level 11: The bonus to the damage roll increases to +4.

Level 21: The bonus to the damage roll increases to +6.

SNIPERS PRAY**MILITARY UTILITY**

With slow and determined movements you line your sights and take the shot. By the time they get to you, you'll be long gone.

At-Will ♦ Martial, Stance**Minor Action****Personal**

Effect: You assume a stance, snipers pray. Until the stance ends, you gain the following benefits.

-You ignore the penalty to attack rolls for making a ranged weapon attack at long range.

-You gain a +2 power bonus to speed.

-You gain a +2 power bonus to perception checks.

Level 10 Feature

You gain another at-will stance power from the level 5 feature list.

Career Opportunities**Level 2 Utility Powers****STEALTHY MOVEMENT****MILITARY UTILITY**

You fade into the shadows, moving with such precision that you can in even the barest scrap of cover.

At-Will ♦ Martial**Move Action****Personal**

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

Level 6 Utility Power**AMBUSH****MILITARY UTILITY**

You dodge and weave, making a feint that causes your foe to turn and lose track of you.

At-Will ♦ Martial**Move Action****Personal**

Effect: You move up to your speed. Until the end of your turn, you gain combat advantage against enemies that are within 5 squares of you when you attack.

Level 10 Utility Powers**FEINT MOVEMENT****MILITARY UTILITY**

You shoot in one direction, but quickly change the angle of your attack. While your foe reacts to your first move, your true attack slips past its defenses.

At-Will ♦ Martial**Move Action****Personal**

Effect: You move up to your speed. You gain a power bonus to the next damage roll you make this turn with a basic attack for which you do not have combat advantage. The power bonus equals half of your primary stat modifier.

PHYSICIAN

You were a health care provider who practiced the profession of medicine, which is concerned with promoting, maintaining or restoring human health through the study , diagnosis, and treatment of disease, injury and other physical and mental impairments. Did you work at a hospital or perhaps an institution or center of learning? Were you a general practitioner or did you specialize in some area such a psychology, neurology, etc?

Starting Features

Having practiced medicine for many years you gain Heal as a trained skill and it gains a +2 bonus.

You can also create special medical kits for later use. At the end of an extended rest, you create two medical kits that last until the end of your next extended rest. The exotic materials used within your medical kit don't last much longer.

You determine the effect of your special medical kit at the time you use the power, not at the time you create it. You expend one of your special medical kits when you use a physician power that requires its use.

Gain the use of Curative Medical Kit physician Utility power.

**CURATIVE MEDICAL KIT****PHYSICIAN UTILITY**

Your medical kit quickly patches up your ally.

Encounter (Special) ♦ Healing**Minor Action****Close** burst 1**Prerequisite:** Must have at least one special medical kit**Target:** You or one ally in burst.**Effect:** The target can spend a healing surge and regain additional hit points equal to your intelligence or wisdom modifier (which ever is higher), and you expend a use of a special medical kit.

Level 6: 1D6 + modifier additional hit points.

Level 11: 2D6 + modifier additional hit points.

Level 16: 3D6 + modifier additional hit points.

Level 21: 4D6 + modifier additional hit points.

Level 26: 5D6 + modifier additional hit points.

Special: You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.**Related Skills:** Add Endurance and nature to your class skill list.**Wealth Progression:** Physician's are usually highly paid, placing them in the High class pay rate with a +2 bonus to their wealth level.**Job Features****Level 5 Feature**

You can create one additional special medical kit after an extended rest for a total of 3. You also gain the use of the Enhanced medical kit utility power.

ENHANCED MEDICAL KIT**PHYSICIAN UTILITY**

Your medical kit sacrifices its healing ability in order to make your ally more durable.

Encounter (Special)**Minor Action****Close** burst 1**Prerequisite:** Must have at least one special medical kit**Target:** You or one ally in burst.**Effect:** The target gains a +1 power bonus to AC until the end of the encounter, and you expend a use of a special medical kit. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your intelligence or wisdom modifier (which ever is higher).

Level 11: Targets surge value + twice your modifier.

Level 21: Targets surge value + three times your modifier.

Special: You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.**Level 10 Feature**

You can create one additional special medical kit after an extended rest for a total of 4. At 16th, 21st and 26th level you can create one addition special medical kit, for a total of 7 at 26th level. You also gain the use of Superior Medical Kit utility power.

SUPERIOR MEDICAL KIT**PHYSICIAN UTILITY**

Your medical kit sacrifices its healing ability in order to make your ally more durable.

Encounter (Special)**Minor Action****Close** burst 1**Prerequisite:** Must have at least one special medical kit**Target:** You or one ally in burst.**Effect:** The target gain resist 4 all until the end of the encounter. The target can end the bonus as a free action to gain a resist all equal to their surge value until the end of their next turn.

Level 21: Resist 8 All

Special: You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.**Career Opportunities**

You excel in the medical field gaining experience from your years of study. Your life as an adventurer has only made you a better physician, capable of dealing with almost any situation.

Level 2 Utility Power

You have crafted your special medical kits into ammunition that can be used by ranged weapons. Although it may take a bit longer to load, the ability to heal your allies at range can be the difference between life or death.

RANGED SUPPORT**PHYSICIAN UTILITY**

You take out a specially prepared round of ammunition capable of delivering healing drugs rather than death.

At-Will ♦ Healing**Minor Action****Range** Weapon**Effect:** You can use a power that requires the use of a special medical kit at range. You determine what weapon the special medical kit can be use with at the time of use, not at the time of creation.**Level 6 Utility Power**

You training in the field has given you an unprecedented knowledge and skill in the healing art. There is not much you cannot handle.

HEAL INJURY**PHYSICIAN UTILITY**

Your extensive training helps get an ally back into the fight.

Encounter ♦ Healing**Standard Action****Melee** Touch**Target:** You or one creature**Effect:** Target regains hit points as if it had spent two healing surges. The target can forgo the healing from one healing surge to remove one effect that a save can end.**Level 10 Utility Power**

Your skill has become legendary, capable of healing almost any ailment.

HEAL SERIOUS INJURY

PHYSICIAN UTILITY

Your hands move as if by magic, patching up your comrades.

Encounter ♦ Healing

Standard Action

Melee Touch

Target: You or one creature

Effect: Target regains hit points as if it had spent two healing surges, and automatically saves against each affect that a save can end.

POLITICIAN

You are a charismatic leader, inspiring those around you to follow in your example. Leaders are born not made, and you exemplify that position in your every being. When you were younger others followed in your footsteps, and always tried to be near you. Others would hang off your every word.

Politicians are political leaders involved in influencing public policy and decision making. This includes people who hold positions in government, and people who seek those positions, whether by means of election, coup d'état, appointment, electoral fraud, conquest, divine right, or other means. Politics is not limited to governance through public office. Politicians may also be involved in corporations, and other entities that are governed by self-defined political processes.

What inspired you to become a leader? Did you start off as a class president, or perhaps the leader of a after school club? What do you want to achieve with your influence? How far are you willing to go to achieve your goals?

Starting Features

You start with the leadership feat, even though you do not meet the level requirements. Your leadership score is considered to be 10 and will not go up until you would normally be able to achieve that score.

You gain a cohort as normal for having the leadership feat, but the only followers you gain until you are level 6 are level 1 minions. The number of followers you have does not change because they are minions, and the maximum level a follower can be in relation to your character level is ignored. Once your character has achieved level 6, all normal rules for followers are applied.

You also gain 1 additional leadership feat that you meet the prerequisites of.

Related Skills: You add diplomacy and intimidate to your class skill list.

Wealth Progression: Being a politician places you in the wealthy column pay rate.

Job Features

Level 5 Feature

Your cohort gains an action point. You have to spend the action to use the action point, but only the cohort can take the selected action.

Select one of the following benefits;

Benefit: Cohort gain a +1 power bonus to attack, and +2 power bonus to damage rolls.

Benefit: Cohort gains a +1 power bonus to all defenses.

Benefit: Choose a leadership for that you meet the prerequisites of.

Level 10 Feature

Select one leadership feat you meet the prerequisites of and choose a benefit below.

Benefit: While you and your cohort are within 5 squares of one another, you both gain a +1 bonus to attack and a +2 bonus to damage.

Benefit: While you and your cohort are within 10 squares of one another, you both gain a +1 bonus to speed and can ignore 2 squares of difficult terrain for every move action taken.

Benefit: When you or your cohort use an aid another action on one another the bonus granted is +4 instead of +2.

Career Opportunities

Level 2 Utility Power

Your cohort isn't just another minion. It sees and learns from your examples, allowing it to make attack you yourself know.

INSTRUCT

POLITICIAN UTILITY

Your cohort has learned a great deal from you, and shows it by making an attack you yourself know.

At-Will

Minor Action

Range 20

Effect: So long as your cohort can see or hear you, you can use an at-will attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.

Special: The appropriate action for the at-will power must still be used to make the attack.

Level 6 Utility Power

As your skill advances, so does your cohorts. Your cohorts skill has advanced to a point of being able to make complex attacks even you have difficulty making regularly.

LEAD BY EXAMPLE

POLITICIAN UTILITY

Your cohorts effectiveness in combat become apparent as it completes a complex combat maneuver.

Encounter ♦ Martial

Minor Action

Range 20

Effect: So long as your cohort can see or hear you, you can use an encounter attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.

Special: The appropriate action for the encounter attack power must still be used to make the attack.



Level 10 Utility Power

Your cohort has obtained a level of skill on par with your own, to a point that it is able to accomplish attacks that you are only able to achieve maybe once a day.

IMPRESSION

POLITICIAN UTILITY

Stunning yourself and more importantly, your enemy, your cohort pulls off a vary complex attack.

Daily ♦ Martial

Standard Action

Range 20

Effect: So long as your cohort can see or hear you, you can use an daily attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.

Special: The appropriate action for the encounter attack power must still be used to make the attack.

STUDENT

The eternal student. Your are forever learning and acquiring new talents. You never hold down a job for long, always keeping it long enough to learn a few new skills than moving on. You may find yourself in and out of places of learning, perhaps never actually completing anything you start.

Your capability as an adventurer come from your divertive range of skills and abilities. You are never at a loss for tactics, or the abilities to pull off those tactics.

Starting Features

You start with a class specific multiclass feat of your choice, even if you do not meet the prerequisites.

When selecting your 1st level at-will powers for your primary class you may also choose from your multiclass as well, so long as you take at least one at-will power from your primary class. Any multiclass 1st level at-will powers gained in this way use your primary stat to determine attack and damage.

Related Skills: Any two skills from your multiclass skill list.

Wealth Progression: Never holding onto a job for long places you in the poor class column of the wealth table.

Job Features

Level 4 Feature

You gain the Novice power feat allowing you to swap one encounter power you know for one encounter power of the same level or lower from the multiclass gained through this occupation. The encounter power gained in this way uses your primary stat to determine attack and damage.

Level 8 Feature

You gain the Acolyte power feat allowing you to swap one utility power you know for one utility power of the same level or lower from the multiclass gained through this occupation.

Level 10 Feature

You gain the Adept power feat allowing you to swap one daily power you know for one daily power of the same level or lower from the multiclass gained through this occupation. The daily power gained in this way uses your primary stat to determine attack and damage.

TECHNICIAN

You are a gifted engineer, capable of building unique robots pets. These robotic pets have a similar intelligence to the average household pet.

Technicians are often seen as tinkerers, more at home in a garage than with other groups of people. Technicians aren't just tinkerers playing with electronics, they are experts in their field and see their robots as something more than just pieces and parts.

Starting Features

You are the owner of a highly advanced pet robot minion, a loyal companion and ally that uses its abilities to aid you. This robotic pet is integral to the quality that makes you a technician, and its the external manifestation of that ability that those around you see.

Your robotic pet minion is not an effective combatant by itself. However, you can direct it to assist you briefly in different situations.

Benefit: Choose one of the robotic minions described below to be your pet. The creature accompanies you so long as it is active. The robot doesn't have the normal complement of actions, but it can take a move action when you take one. If it has a power, it can use it only on your turn.

In addition, you gain training in the electrical or mechanical skill, as well as the warning utility power.

WARNING

TECHNICIAN UTILITY

Your robotic pet warns you of immediate danger, allowing you to react to an attack and hopefully avoid the blunt of it.

Encounter ♦ Martial

Immediate Reaction

Personal

Trigger: You take damage from an attack.

Requirement: Your robot pet must be within 5 squares of you.

Effect: Reduce the damage you take from the triggering attack by a number equal to half your level + your primary stat modifier (minimum 1). If you take no damage from the attack because of this reduction, then you are not affected by any conditions or effects this attack would have caused on a hit.

Related Skills: Add Computer use, Electrical and Mechanical to your class list of skills.

Wealth Progression: You find yourself in the medium class column of the wealth table.

Mr. Fix It

Your friendly little helper, Mr. Fix It is always nearby willing to lend a helping hand with all your repairing needs. Your loyal ally, Mr. Fix It may not be able to speak, but he can understand anything you say and can respond in nonsensical electronic beeps and chirps.

Mr. Fix It	Level 1 Minion
Small Natural Construct	XP 25
HP 1; a missed attack never damages a minion	Initiative -
AC 14, Fortitude 10, Reflex 14, Will 11	Perception +0
Speed Fly 7 (Hover)	Low-light vision
Traits	
Repair Assist	
While adjacent to Mr. Fix It, its creator can roll twice while making repair checks and take the better of the two rolls. Mr. Fix It also counts as a basic mechanical toolkit, and a basic electrical toolkit for the purposes of skill checks made while adjacent to it.	
Skills Repair +9	
Str 4(-3)	Dex 10(+0)
Con 11(+0)	Int 19(+4)
	Wis 12 (+1)
	Cha 6 (-2)
Alignment unaligned	Language -

The Flying Eye

The flying eye usually hovers just over your shoulder and warns you of dangers you might not even be aware of.

Flying Eye		Level 1 Minion
Tiny Natural Construct		XP 25
HP 1; a missed attack never damages a minion		Initiative -
AC 13, Fortitude 10, Reflex 12, Will 14		Perception +9
Speed Fly 7 (Hover)		Darkvision vision
Traits		
Remote Viewing		
While within 10 squares of The Flying Eye, the eyes creator can make perception checks as if they occupied the eyes square. While making perception checks using the eye, the creator can use their own perception bonus or the eyes bonus.		
Skills Perception +9, Stealth +7		
Str 2(-4)	Dex 14(+2)	Wis 18 (+4)
Con 11(+0)	Int 6(-2)	Cha 6 (-2)
Alignment unaligned	Language -	

Rover

The Rover, always hot on your heels helps by carrying your equipment so you don't have too. Your rover can also help by moving or lifting objects too heavy for you or others.

Rover	Level 1 Minion
Medium Natural Construct	XP 25
HP 1; a missed attack never damages a minion	Initiative -
AC 13, Fortitude 10, Reflex 12, Will 14	Perception +2
Speed 6	
Traits	
Heavy Lifting	
While adjacent to the Rover, its creator gains a +4 bonus to any strength check made to move or break an object.	
Heavy Hulling	
The Rover can carry 300 lbs without issue. Anything more then 300 lbs to a maximum of 600 lbs causes the Rover to become slowed.	
Skills Athletics +9	
Str 18(+4)	Dex 14(+2)
Con 10(+0)	Int 12(+1)
Wis 12 (+2)	Cha 6 (-2)
Alignment unaligned	Language -

Dexter

Dexter is a vary intelligent, talkative robot with a vast repertoire of knowledge to draw from. Unfortunately, sometimes its talks too much.

Dexter	Level 1 Minion
Small Natural Construct	XP 25
HP 1; a missed attack never damages a minion	Initiative -
AC 15, Fortitude 10, Reflex 12, Will 14	Perception +9
Speed 4, Fly 6 (Hover)	
Traits	
Inquire	
While adjacent to Dexter, any knowledge check made by its creator gains a +2 bonus.	
Recall Information	
Dexter can makes Knowledge checks on your turn using your intelligence modifier as a bonus to that check.	
Skills Any 2 knowledge skills +9	
Str 6(-2)	Dex 10(+0) Wis 14 (+2)
Con 10(+0)	Int 18(+4) Cha 12 (+1)
Alignment unaligned	Language One language of choice

Robotic Minions In Combat

Your robotic minion normally stays out of the way in combat, waiting by the outskirts of the fighting. You can directed it to help you by using the encounter power Warning. If you are not using your robotic friend during an encounter, you can assume that your pet is safely out of harm's way and won't attract any enemy attention.

At the DM's discretion, a robot minion can act independently; for example, if you are incapacitated, your minion might run off to bring help back to you.

Replacing Robot Minions

If your robot minion is destroyed or you no longer want that model, you can replace it after the end of your current adventure, or whenever the DM believes you've had enough time to build another one. You don't have to replace your robot minion with the same model, you can choose a different one.

Job Features

Level 5 Feature

With a few tweak hear, and a few upgrades their, your robot minion is better then ever. Your constant tinkering with your robot minion has yielded some vary interesting results.

Benefit: Your robot minion gain a bonus to all defenses equal to your level, and gains a bonus to all trained skills equal to half your level. These bonuses increases as you increase in level.

Benefit: Your robot minion also gains an additional trait chosen from the list below. If you replace your robot you can change the trait chosen below.

Hard Movement

The robot minion ignores difficult terrain when it moves.

Trip-Up

While the robot minion is flanking an enemy with its creator, its creator can knock that enemy prone with a successful attack.

Nimble Reaction

The Robot minion gains a +4 bonus to all defenses against opportunity attacks.

Look Out

While adjacent to the robot minion, its creator gains a +2 bonus to AC against opportunity attacks.

Record

The robot minion can record 12 hours of video and audio, which can be transfer to another electronic devise. The audio and video can be removed from the robot minion.

Level 10 Feature

With a few pieces of scrap metal and an hour or two of careful effort, you can modify your current robot minion into any of the previous types. Most people would require weeks or months to create a robot of this sophistication, but you can do it in just a few hours.

Benefit: You can create a new robot minion at the end of any extended rest. The new robot minion replaces the old one. You can have only one robot minion at a time.

Career Opportunities**Level 2 Utility Powers**

When your robot minion wouldn't normally perform a specific action, you can cause it to do so. For example, you can direct the rover to drag a bag of explosives to a specified location, or instruct Mr. Fix it to pull a lever that is out of your reach.

TIMELY INSTRUCTION**TECHNICIAN UTILITY**

You direct your robot minion to perform a special task.

At-Will**Standard Action**

Close burst 10

Target: Your robot minion in the burst.

Effect: Your minion performs a move action and a standard action as you direct. It can accomplish any action it is physically capable of performing (with DM's consent).

Level 6 Utility Power

Melee combat might not be the best place for your robot minion, but sometimes your life could depend on its ability to buy you some time. Darting in from the outskirts of the battle, your little robot friend races to your side and stops an enemy from moving in to flank you.

GUARD PROTOCOL**TECHNICIAN UTILITY**

Your robotic pet warns you of immediate danger, allowing you to react to an attack and hopefully avoid the blunt of it.

Encounter ♦ Martial**Immediate Reaction**

Personal

Trigger: An enemy enters a square adjacent to you where it flanks you, and your robot minion is adjacent to you.

Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses, and enemies do not gain combat advantage for flanking you.

Level 10 Utility Power

You have upgraded your robot minion with the ability to travel a great distance away from your for a prolonged periods of time. You are also capable of seeing and hearing through your robots sensors as if you occupied its current square.

AUTONOMOUS TRAVEL**TECHNICIAN UTILITY**

Where your robot goes, so does your eyes and ears.

Encounter ♦ Martial**Standard Action**

Range 20

Effect: Your robot minion can take a move action and a standard action as you direct, and you share it senses until the end of your next turn. you do not need to have line of sight or line of effect to the robot to use or sustain this power.

Sustain Standard: You share your minions senses until the end of your next turn, and it can take a move action and a standard action.

TRANSPORTER

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one destination to another. They treat their vehicles as extensions of their own bodies and are most comfortable behind wheels, speeding down a roadway or skipping the atmosphere.

Starting Features

You start play with a vehicle of your choice that has a purchase level of 25 or less. This vehicle can be a generic model noted in the vehicle section of the equipment chapter or it can be custom build. If you decide to have a custom built vehicle, you do not need to make any skill checks or wait for it to be built.

Some vehicles may not suit certain campaigns, and a DM should feel free of ensuring that the character has a vehicle that can be made used of. This may require giving a vastly more expensive vehicle to the character, such as a space ship.

A character selling this vehicle does not make any profit, and will only receive back what they have personally put into the vehicle.

You also gain training in the operate skill, and gain either the Aircraft operation, Military operation, or Nautical operation feat.

Related Skills: Add Repair and Mechanical to your class skill list.

Wealth Progression: You find yourself in the medium class column of the wealth table.

Job Features**Level 5 Feature**

Your constant tinkering with your vehicle has ensured that it stays ahead of the curve, and leaves everyone in the dust.

Benefit: Increase your vehicle purchase level by +5 by adding enhancements and equipment to it, or switch out your old vehicle and gain a new one with purchase level of 30.

You do not need to make any skill checks or wait any time to receive the benefit.

Level 10 Feature

Your vehicle is a masterwork of engineering. It is a finally tuned device capable of carrying out your every command.

Benefit: Increase your vehicles purchase level by another +5 by adding enhancements and equipment, or you can switch out the vehicle and gain a new one with a purchase level of 35.

Career Opportunities

Level 2 Utility Powers

You know your vehicle better than anyone, and you know how to get the most out of it.

To The Limit

TRANSPORTER UTILITY

You push your vehicle to perform harder than it was intended to.

At-Will

Free Action

Vehicle

Trigger: You take an action to move your vehicle

Effect: The maximum speed you can move your vehicle increases by 25% for all situations.

Level 6 Utility Powers

Your vehicles weapons are an extension of yourself. You operate those weapons as you would one in your hand.

On The Attack

TRANSPORTER UTILITY

You are more at home with a turret in front of you, than a gun in your hand.

At-Will

No Action

Vehicle

Trigger: You make an attack with a vehicle mounted weapon system.

Effect: You add your highest stat modifier as bonus damage when attacking with a vehicle mounted weapon.

Level 11: Highest stat + 5

Level 21: Highest stat +10

Level 10 Utility Powers

You know what your vehicle capable of and how to get the most out of it when damaged.

Breaking Point

TRANSPORTER UTILITY

You push your vehicle beyond how it was meant to perform.

Daily

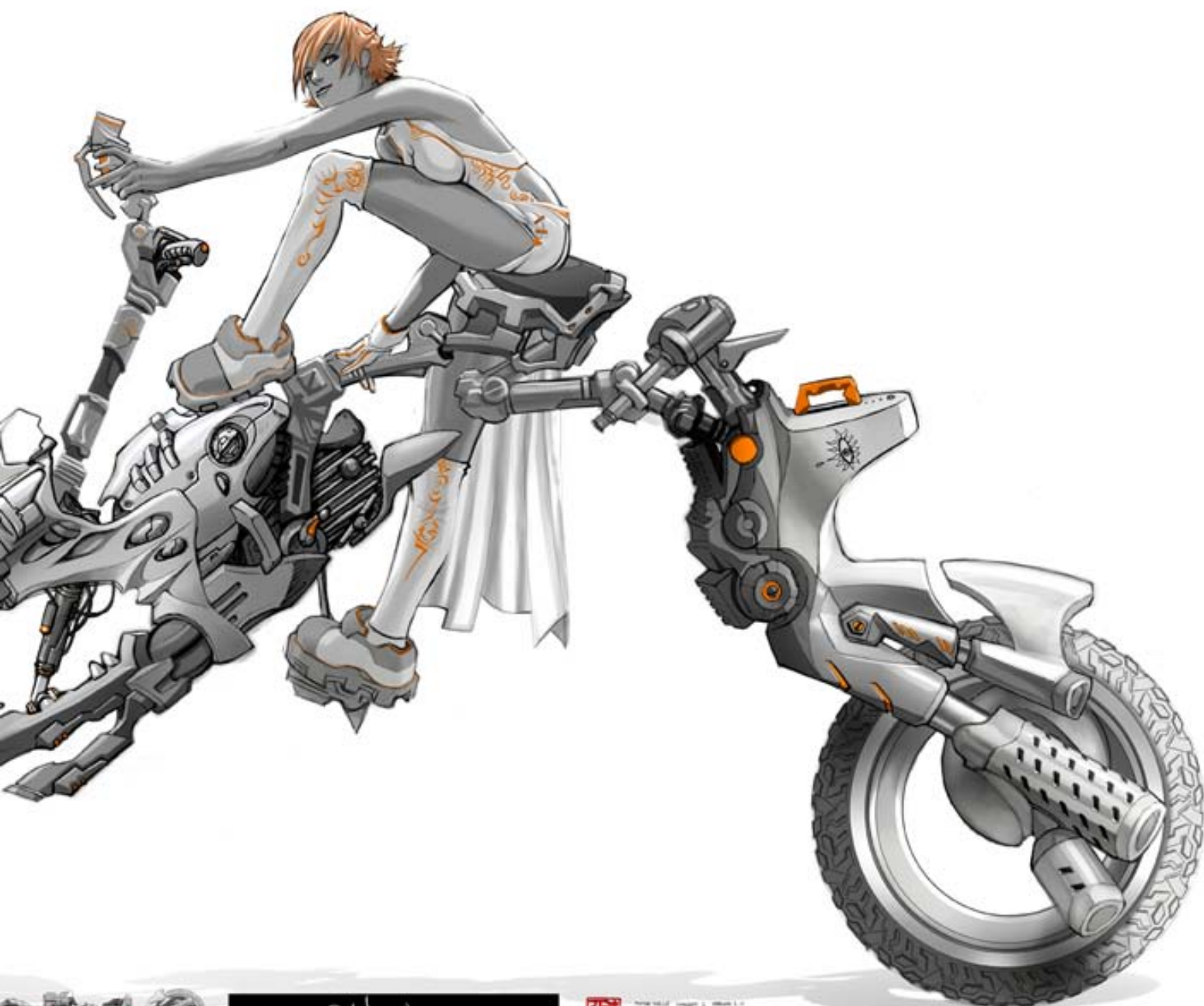
Minor Action

Vehicle

Target: Vehicle character is a driver/pilot of.

Effect: The vehicle gains its surge value in temporary hit points.





SHUCKER



SHUCKER: DESIGN & ARTWORK BY
SHUCKER & SHUCKER
SHUCKER & SHUCKER
SHUCKER & SHUCKER

C R A W L E R M O D E



LEADERSHIP

Not everyone hates the PC's. If the characters are smart, as the campaign progresses they will make many friends and allies. NPC's who are friendly to the PC's fall into several categories: Allies, cohorts, followers, and hirelings. The leadership feats enable a character to attract a cohort and followers, while allies and hirelings have different relationships with the PC's.

Allies serve a couple major roles: those who help the PC's with information, equipment, or other services, and those who actually travel with the PC's for a short period of time and usually for a specific reason. These types of NPC's can be created by using the rules set out on page 187 of the dungeon masters guide or are selected from the monster manual or other source.

Followers are similar to cohorts, except they're generally low-level NPC's. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat. But a clever player can use them as scouts, spies, messengers, errand-runners, or guards. Followers don't gain levels as the character advances. However, when a character with the leadership feat attains a new level, the player consults the table in the feat description to determine if more followers have been acquired, some of which may be higher level than the existing followers. If the character wishes, a lower level noteworthy follower may advance a level in this manner.

Followers are not created using the NPC creation rules or by selecting creatures from the monster manual. When selecting a follower you can choose from one of these categories: Artillery, Brute, Controller, Lurker, Skirmisher, or soldier. These categories do not describe specific creatures, but rather groups of similarly themed creatures. You decide the creatures relevant details - it species, physical details, and so forth - making sure they are appropriate for its category and the campaign being run. It would not work out too well for a character to have undead followers in an adventure where undead are hunted on sight.

Followers don't demand a share of treasure and do not ask for pay for their services, but they do depend on the PC they follow to equip them and keep them fed.

If a leader loses followers, they can generally replace them, according to his current leadership score. This is usually best accomplished using a skill challenge reflecting the kind of followers wanted. This skill challenge can be used to replace as many followers as needed. If the leader was the cause of the deaths or has failed too many battles, a penalty may be applied to the skill challenge to reflect the people's hesitation at following a mad man.

Hirelings are **followers** a character must pay in order to receive services. They generally provide mundane services such as carrying torches, hauling gear or treasure, and acting as guards, soldiers and even spies. The cost of hiring depends on the difficulty or danger of the job required. Generally a simple job such as a torch bearer or porter can fetch around 1 silver a day per level of the hireling. A more difficult job such as a guard or spy can fetch 5 silvers a day per level of the hireling. A dangerous job such as a mercenary or soldier can fetch as high as 1 gold a day per level of the hireling. A

character can lie about the danger of a job but runs the risk of the hireling running off when things get difficult. If the character wishes to hire an NPC with training in a specific skill then it will cost double the normal amount. A hireling may only be trained in one skill.

Any NPC's used in combat affect the XP gained from that encounter due to the change in difficulty from having them around. The new XP total from an encounter using the NPC's in combat is the original XP from the encounter minus the XP the NPC's are worth.

Follower Statistics

A follower's category determines most of its game statistics, although all followers share a few characteristics.

Level: Your follower's level is usually 5 levels or lower than yours to a minimum of level 1. The follower's defenses, hit points, and attack bonus improve with level.

Ability Scores: Your follower's category determines its ability scores, which do not increase with level.

Attacks: Followers wield simple weapons and uses the weapons proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d8 weapon damage die, or a +2 proficiency bonus and a d10 weapon damage die. If the natural attack is ranged than decrease its damage by 1 die size and it has a range of 10 square. You choose whether your followers wield weapons or have natural attacks when you choose them. The follower can make use of only one type of attack. The followers attack cannot benefit from any effects or powers the weapon it is wielding may have.

Healing surges: Your follower has no healing surges.



FOLLOWERS AND HIRELINGS

Below are the stats for the followers and hireling, and as the NPC's increase in level so do there stats and XP.

Artillery

Artillery followers excel at ranged combat. These followers rain arrows and similar attacks down on the enemies from a distance. They're well protected against ranged attacks, but more vulnerable in melee.

ARTILLERY		Level 1 Follower
Medium Natural Humanoid		XP
HP 10 + 4 per level		Initiative +3
AC 13+lvl, Fortitude 10+lvl, Reflex 12+lvl, Will 14+lvl		Perception +6
Speed 6		
STANDARD ACTIONS		
Ranged Attack ♦ At-will		
Attack: Range weapon or 10 squares, Dexterity + level vs. AC		
Hit: 1[W] + 4 + dexterity modifier damage		
Level 11: 1[W] + 8 + dexterity modifier damage		
Level 21: 2[W] + 12 + dexterity modifier damage		
TRIGGERED ACTIONS		
Dodge ♦ At-will		
Effect (Immediate Reaction): When attacked the follower can shift 1 square.		
Skills Perception +5		
Str 8 (-1)	Dex 16 (+3)	Wis 12 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 10 (+0)
Alignment unaligned Language Choice of one		

Brute

Brutes specialize in dealing damage in melee. Brutes have relatively low defenses but high hit points. They don't hit as often as other followers, but they deal a lot of damage when they hit.

BRUTE		Level 1 Follower
Medium Natural Humanoid		XP
HP 12 + 6 per level		Initiative +0
AC 12+lvl, Fortitude 13+lvl, Reflex 10+lvl, Will 10+lvl		Perception +0
Speed 6		
STANDARD ACTIONS		
Melee Attack ♦ At-will		
Attack: Melee 1, Strength + level vs. AC		
Hit: 1[W] + 4 + Strength modifier damage		
Level 11: 1[W] + 8 + Strength modifier damage		
Level 21: 2[W] + 12 + Strength modifier damage		
TRIGGERED ACTIONS		
Critical ♦ At-will		
Effect (No Action): When the follower criticals with a melee weapon they deal 1D12 extra damage.		
Level 11: 2D12 extra damage		
Level 21: 3D10 extra damage		
Skills Athletics +8		
Str 16 (+3)	Dex 8 (-1)	Wis 10 (+0)
Con 12 (+1)	Int 8 (-1)	Cha 10 (+0)
Alignment unaligned Language Choice of one		

Controller

Controller followers manipulate their enemies or the battlefield to their advantage. They restrict enemy options or inflict lasting conditions on those enemies.

CONTROLLER		Level 1 Follower
Medium Natural Humanoid		XP
HP 12 + 6 per level		Initiative +1
AC 13+lvl, Fortitude 10+lvl, Reflex 10+lvl, Will 13+lvl		Perception +2
Speed 6		
STANDARD ACTIONS		
Melee Attack ♦ At-will		
Attack: Melee 1, Strength + level vs. AC		
Hit: 1[W] + Strength modifier damage		
Level 21: 2[W] + 8 + Strength modifier damage		
Ranged Attack ♦ At-will		
Attack: Range weapon or 10 squares, Dexterity + level vs. AC		
Hit: 1[W] + dexterity modifier damage		
Level 21: 2[W] + 8 + dexterity modifier damage		
TRIGGERED ACTIONS		
Manipulate ♦ At-will		
Effect (Immediate Reaction): When the follower hits a target, they can push that target 2 squares.		
Level 11: Push target 3 squares		
Skills Thievery +6		
Str 12 (+1)	Dex 12 (+1)	Wis 14 (+2)
Con 10 (+0)	Int 8 (-1)	Cha 8 (-1)
Alignment unaligned Language Choice of one		

Lurker

Lurker followers have some ability that lets them avoid attacks while delivering a devastating attack against one target sporting combat advantage every few rounds or so.

LURKER		Level 1 Follower
Medium Natural Humanoid		XP
HP 12 + 6 per level		Initiative +5
AC 12+lvl, Fortitude 10+lvl, Reflex 13+lvl, Will 10+lvl		Perception +0
Speed 6		
STANDARD ACTIONS		
Melee Attack ♦ At-will		
Attack: Melee 1, Strength + level vs. AC		
Hit: 1[W] + Strength modifier damage		
Level 21: 2[W] + 8 + Strength modifier damage		
Ranged Attack ♦ At-will		
Attack: Range weapon or 10 squares, Dexterity + level vs. AC		
Hit: 1[W] + dexterity modifier damage		
Level 21: 2[W] + 8 + dexterity modifier damage		
TRIGGERED ACTIONS		
Sneak Attack ♦ At-will		
Effect (Immediate Reaction): The follower deal an extra 1D6 damage against targets that its allies or it has combat advantage against.		
Level 11: Deal an extra 2D6 damage		
Skills Stealth +8		
Str 12 (+1)	Dex 16 (+3)	Wis 10 (+0)
Con 8 (-1)	Int 8 (-1)	Cha 10 (+0)
Alignment unaligned Language Choice of one		

Skirmisher

Skirmisher followers use mobility to threaten the enemies. Their combat statistics define the baseline for monsters, but their mobility is their defining feature.

SKIRMISHER		Level 1 Follower
Medium Natural Humanoid		XP
HP 12 + 6 per level		Initiative +3
AC 13+lvl, Fortitude 12+lvl, Reflex 11+lvl, Will 10+lvl		Perception +0
Speed 7		
STANDARD ACTIONS		
Melee Attack ♦ At-will		
Attack: Melee 1, Strength + level vs. AC		
Hit: 1[W] + 2 + Strength modifier damage		
Level 11: 1[W] + 4 + Strength modifier damage		
Level 21: 2[W] + 6 + Strength modifier damage		
TRIGGERED ACTIONS		
Weaving ♦ At-will		
Effect (Free): The follower can shift 1 square before and after making a melee attack.		
Skills Acrobatics +7		
Str 16 (+3)	Dex 12 (+1)	Wis 10 (+0)
Con 10 (+0)	Int 8 (-1)	Cha 10 (+0)
Alignment unaligned		Language Choice of one

Soldier

Soldier followers specialize in drawing the characters' attacks and defending other characters. They have high defenses and average hit points. Their attacks are accurate, but they don't do exceptional damage.

SOLDIER		Level 1 Follower
Medium Natural Humanoid		XP
HP 14 + 8 per level		Initiative +2
AC 14+lvl, Fortitude 12+lvl, Reflex 10+lvl, Will 10+lvl		Perception +0
Speed 5		
STANDARD ACTIONS		
Melee Attack ♦ At-will		
Attack: Melee 1, Strength + 2 + level vs. AC		
Hit: 1[W] + Strength modifier damage		
Level 11: Strength + 4 + level vs. AC		
Level 21: Strength + 6 + level vs. AC		
TRIGGERED ACTIONS		
Mark ♦ At-will		
Effect (Free): The follower can mark any target they attack.		
Skills Athletics +7		
Str 16 (+3)	Dex 8 (-)	Wis 10 (+0)
Con 12 (+1)	Int 8 (-1)	Cha 10 (+0)
Alignment unaligned		Language Choice of one

COHORTS

Cohorts are loyal servants who follow a particular character. They are hired by or seek out a character, and agree to follow that character's orders and requests. A cohort serves as a general helper, a bodyguard, a sidekick, or just someone to watch the characters back. Although usually subservient, cohorts are usually too valuable to waste on performing

menial tasks. A cohort is gained when a character first selects the leadership feat.

When selecting a cohort you can choose from one of these categories: Arcane, Devine, Martial, Modern, Scout. These categories do not describe specific creatures, but rather groups of similarly themed creatures. You decide the creatures' relevant details - its species, physical details, and so forth - making sure they are appropriate for its category and the campaign.

If you wish your cohort can become a mount that you can ride. If this is the case the cohort changes to a Large Natural Beast, its speed increases by 2, and it cannot make use of a weapons to make attacks. The cohort also loses one trained skill and one known language. If the cohort does not have a language it will still be able to understand you, but will be unable to communicate verbally. Each cohort offers different effects when mounted and you do not require the "mounted combat" feat to make use of the effect.

You and your cohort work so well together that the creature is almost an extension of you. Using your actions in combat, you control your cohort by issuing it commands (see "Commanding a Cohort," page #).

Your cohort is considered a creature and an ally and can be affected by powers. An ally can heal it with a power, or grant it bonuses and attacks and damage no different than another ally. You and your cohort are always treated as separate individual creatures.

You can have only one cohort at a time. You can dismiss your cohort at any time, but gaining a new one isn't a simple task (see "Gaining a New Cohort," page #).

Cohort Statistics

A cohort's category determines most of its game statistics, although all cohorts share a few characteristics.

Level: Your cohort's level is always equal to yours. The cohort's defenses, hit points, and attack bonus improve with level.

Ability Scores: Your cohort's category determines its ability scores, which go up with level. Add 1 to two of your cohort's ability scores at 4th, 8th, 14th, 18th, 24th, and 28th level. All of your cohort's ability scores improve by 1 at 11th and 21st level.

Attacks: If the cohort wields a military or simple weapon, it uses the weapons proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. If the natural attack is ranged then decrease its damage by 1 die size and it has a range of 20 squares. You choose one option when you select your cohort. The cohort's attack can benefit from the effect of either an implement you wield or a weapon the cohort wields, but not both.

Healing surges: Your cohort has two healing surges. The cohort's healing surge value is equal to a quarter of its maximum hit points, as normal.

Arcane

Arcane cohorts utilize magical power for all of their attacks and abilities. The arcane cohort is great to have around when dealing with the great mystical unknown.

ARCANE		Level 1 Cohort
Medium Natural Humanoid		XP
HP 12 + 6 per level		Initiative +0
AC 13+lvl, Fortitude 10+lvl, Reflex 12+lvl, Will 14+lvl		
Speed 6		Perception +2
TRAITS		
Implement Mastery		
The cohort can use one type of implement.		
STANDARD ACTIONS		
Arcane Attack ♦ At-will		
Attack: Area burst 1 within 10, Intelligence vs. Reflex		
Hit: 1D6 + Intelligence modifier damage. Choose one energy type when creating cohort.		
Level 11: 2D6 + Intelligence modifier damage		
Level 21: 3D6 + Intelligence modifier damage		
MOUNT		
Synced Attack ♦ At-will		
Effect (No action): When making attacks from your mount you add your cohorts chosen energy to your melee or ranged attacks.		
Skills Arcana +8, Two knowledge skills +8		
Str 10 (+0)	Dex 8 (-1)	Wis 14 (+2)
Con 12 (+1)	Int 16 (+3)	Cha 12 (+1)
Alignment unaligned		Language Two of choice

Divine

Divine cohorts are avatars for their god, and perform his wishes by assisting you in your quests.

DIVINE		Level 1 Cohort
Medium Natural Humanoid		XP
HP 14 + 8 per level		Initiative +0
AC 14+lvl, Fortitude 12+lvl, Reflex 10+lvl, Will 14+lvl		
Speed 6		Perception +3
MINOR ACTION		
Heal ♦ Encounter		
Effect (Minor action): The cohort can heal one ally within a close burst 10 spend a healing surge.		
STANDARD ACTIONS		
Divine Strike Attack ♦ At-will		
Attack: Melee 1; Wisdom vs. AC		
Hit: 1[W] + Wisdom modifier damage, and one ally within a close burst 5 gains temporary hit points equal to the cohorts wisdom modifier + 5.		
Level 11: 1[W] + wisdom modifier damage, and +10 temporary hit points.		
Level 21: 2[W] + wisdom modifier damage, and +15 temporary hit points.		
MOUNT		
Synced Attack ♦ At-will		
Effect (No action): When the cohort grants temporary hit points to an ally, you also gain the temporary hit points.		
Skills Religion +6, Heal +8		
Str 14 (+2)	Dex 8 (-1)	Wis 16 (+3)
Con 12 (+1)	Int 12 (+1)	Cha 10 (+0)
Alignment unaligned		Language One of choice



GAINING A COHORT

How did you acquire your cohort? What accounts for the special bond the two of you share? You might consider one of these possibilities, or invent a background story of your own:

- ♦ You rescued your cohort from the cruel fate at the hands of another.
- ♦ You spared your cohort during a battle and it offered to join you as thanks.
- ♦ Your legendary deeds and heroics attracted your cohort to you like a moth to a flame.

- ♦ You captured your cohort and trained it rigorously to serve you fatefully and loyally.
- ♦ You bought your cohort from a slaver in order to give it a better life or command it at your will.
- ♦ You came to your cohorts aid when it was under attack with no hope for escape.
- ♦ You raised your cohort from a young age, caring for it and training it to fight beside you in combat.

Martial

Martial cohorts are masters of their weapons. They tend to be ex-military, soldiers, and mercenaries.

MARTIAL	Level 1 Cohort
Medium Natural Humanoid	XP
HP 16 + 10 per level	Initiative +3
AC 16+lvl, Fortitude 12+lvl, Reflex 12+lvl, Will 10+lvl	
Speed 6	Perception +1
TRAITS	
Weapon Mastery	
The cohort gains a +2 bonus to hit with any natural or weapon attack.	
Mark	
Any target the cohort attacks is marked until the end of the cohorts next turn.	
STANDARD ACTIONS	
Melee Attack ♦ At-will	
Attack: Melee 1; Strength vs. AC	
Hit: 1[W] + strength modifier damage	
Level 21: 2[W] + strength modifier damage	
Ranged Attack ♦ At-will	
Attack: Range weapon; Dexterity vs. AC	
Hit: 1[W] + dexterity modifier damage	
Level 21: 2[W] + dexterity modifier damage	
MOUNT	
Team Attack ♦ At-will	
Effect (No action): When you charge an enemy you gain a bonus to damage equal to your cohorts strength modifier.	
Skills Athletics +8, Acrobatics +6	
Str 16 (+3) Dex 16 (+3) Wis 12 (+1)	
Con 12 (+1) Int 8 (-1) Cha 8 (-1)	
Alignment unaligned Language One of choice	

Modern

A modern cohort is the most at home in big cities and towns. They tend to use firearms more often than any other weapon. Modern cohorts tend to be gang members, body guards, or even military. A modern cohort can not be made into a mount.

MODERN	Level 1 Cohort
Medium Natural Humanoid	XP
HP 14 + 8 per level	Initiative +4
AC 14+lvl, Fortitude 12+lvl, Reflex 12+lvl, Will 12+lvl	
Speed 6	Perception +0
TRAITS	
Automatic Mastery	
The cohort does not take the -2 penalty to attack for using the Automatic Fire basic attack power.	
STANDARD ACTIONS	
Melee Attack ♦ At-will	
Attack: Melee 1; Strength vs. AC	
Hit: 1[W] + strength modifier damage	
Level 21: 2[W] + strength modifier damage	
Ranged Attack ♦ At-will	
Attack: Range weapon; Dexterity vs. AC	
Hit: 1[W] + dexterity modifier damage	
Level 21: 2[W] + dexterity modifier damage	

TRIGGERED ACTIONS

Burst Fire ♦ Encounter

Effect (Free Action): When the cohort makes an Automatic Fire basic attack, increase burst effect by +1.

Skills Two of choice

Str 12 (+1)

Dex 18 (+4)

Wis 8 (-1)

Con 10 (+0)

Int 10 (+0)

Cha 12 (+1)

Alignment unaligned

Language One of choice

Scout

The scout cohort is a companion that is capable of getting into places that others may find difficult. These companions tend to be thieves, spies, or even assassins.

SCOUT	Level 1 Cohort
Medium Natural Humanoid	XP
HP 12 + 6 per level	Initiative +3
AC 14+lvl, Fortitude 12+lvl, Reflex 14+lvl, Will 10+lvl	
Speed 7	Perception +0
TRAITS	
Weapon Specialty	
The cohort can only use one-handed melee or ranged weapons, or can deal 1D8 damage with a natural attack with a +3 proficiency. This is chosen when acquiring the cohort.	
STANDARD ACTIONS	
Melee Attack ♦ At-will	
Attack: Melee 1; Strength vs. AC	
Hit: 1[W] + dexterity modifier damage	
Level 21: 2[W] + dexterity modifier damage	
Ranged Attack ♦ At-will	
Attack: Range weapon; Dexterity vs. AC	
Hit: 1[W] + dexterity modifier damage	
Level 21: 2[W] + dexterity modifier damage	
TRIGGERED ACTIONS	
Sneak Attack ♦ At-will	
Effect (Free Action): Once per round when the cohort makes an attack on a target that grants combat advantage, the cohort deals 1D8 extra damage.	
Level 11: 2D8 extra damage	
Level 21: 3D8 extra damage	
MOUNT	
Double Strike ♦ At-will	
Effect (Free action): When you hit with an attack while mounted, your cohort can make a free basic attack against the same target.	
Skills Two of choice	
Str 14 (+2) Dex 16 (+3) Wis 8 (-1)	
Con 12 (+1) Int 10 (+0) Cha 12 (+1)	
Alignment unaligned Language One of choice	



COMMANDING A COHORT OR FOLLOWER

Your cohort and followers doesn't usually take actions on their own during combat. They acts on your turn as you direct them, using the options below. To command your cohort and followers, you take the action specified for a command, and the cohort or follower must be able to see or hear you. If you don't command your cohort or follower it remains where it is, as long as you are conscious and present in the encounter. If you are unconscious or aren't present, your cohort and followers can act independently (see "Cohort and follower Independent Actions" below).

Attack (Standard Action): Your cohort or follower make an attack against a target of your choosing.

Defend (Standard Action): Your cohort, follower, or all of you go on total defense. If one or more are adjacent to you, the bonus to defense is +3 rather than +2.

Move (Move Action): Your cohort, follower, or all of you take a move action, The move actions need not be the same.

Opportunity Attack (Immediate Interrupt): When a creature provokes an opportunity attack from your cohort or follower, you spend an immediate interrupt to command the cohort or follower to make an attack.

Action Points: When you spend an action point either you or your cohort can take the action. Should your cohort have an action point of their own they may use it as normal but only one action point between the two of you can be used per encounter unless you are able to spend more then one.

Other Action: For any other action, you spend the required action and your cohort or follower completes it. For example, picking up an object requires a minor action, so you can spend a minor action to order your companion to grab a bag of coins.

If your cohort or follower is incapable of completing an action, your action is wasted and your companion does nothing. The DM is the final judge on whether a cohort or follower is capable of completing an action.

COHORT AND FOLLOWER INDEPENDENT ACTIONS

In situations where you can't command your cohort or follower, it can act independently. For example, if you're unconscious or dead or if you aren't present in an encounter, your cohort or follower doesn't necessarily sit around waiting for you to show up, unless that's what you want it to do.

A cohort or follower acting independently can take a standard action, a move action, and a minor action on each of its turns at the bottom of the initiative order, as a character can. You choose your companions actions, with one restriction: If your character is present in the encounter but incapable of commanding the cohort or follower, it must move as far as it can toward you each round on its turn, choosing the safest route possible. Once adjacent to you, the cohort can act in any manner you wish.

HEALING A COHORT OR FOLLOWER

Your cohort can spend healing surges as any character can, and it can receive the benefits of healing abilities. Your followers however cannot gain the benefit of any healing powers that require the use of a healing surge.

Second Wind: When you use your second wind, your cohort can use second wind as well.

Other Healing: When you are adjacent to your cohort, you can spend a minor action and one of your healing surges to heal your companion as if it had spent a healing surge.

Death and Dying: A cohort follows the same rules as a character for death and dying (*Player's Handbook*, page 295). If your cohort dies, you can use the Raise Dead ritual to restore it to life. A follower however immediately dies when reduced to 0 hit points or fewer unless rendered unconscious. A follower cannot be raised from the dead.

EQUIPPING A COHORT OR FOLLOWER

Your cohort or follower can be equipped with weapons, armor and other items if they are able to use them. Your companions are considered to be proficient with any equipped weapon and armor.

Any armor you wish to don on your cohort or follower only provides its bonus to AC if that bonus is greater than your companions bonus to AC granted through level. You always take the higher of the bonuses. They never get added together.

A cohort can gain the benefits of only one magic/advanced item per tier. The cohort gains the use of all effects, powers and properties of that item, no different than a character. A follower cannot make use of any equipped magic/advanced item.

GAINING A NEW COHORT

If you wish to switch to a new cohort, you can use the retraining rules in the *Player's Handbook* (page 28) to select a different feat when you level up. Instead of changing a feat, a power, or a skill selection when you retrain, you can change your cohort selection.

You keep your current cohort until you have the opportunity to spend a few hours seeking its replacement in an environment where the new cohort can be found. If your cohort dies and you choose to replace it rather than raise it, you follow the same rules.

The DM can choose to run a short adventure that involves you finding a companion, perhaps rescuing it from captivity or overcoming a foe together. Otherwise, the DM can allow you to create the story of how you found your new companion.



OL GENZO

Leadership Feats

There are four different types of leadership feats that become available when the feat "Leadership" is chosen; lesser feats, intermediate feats, greater feats and cohort feats. The lesser intermediate, and greater leadership feats make up a Leadership Style and provide powers that the cohort can use. These powers make use of the cohorts largest stat to determine attack and damage modifiers.

A Lesser style feat requires that you have the prerequisite leadership feat. Lesser style feats grant an encounter power that the cohort can make use of when directed. This power doesn't count toward your encounter powers.

A Greater style feat requires that you have the corresponding lesser style feat. Greater style feats grant a daily power that the cohort can make use of when directed. This power doesn't count toward your daily powers.

Cohort feats are feats that improve your cohort, granting it abilities and properties above the standard array of powers.

Once a character selects a leadership feat they start to keep track of their leadership score. A characters leadership score determines how many followers they are able to control. A characters leadership score is determined by adding the characters level plus the modifier for their classes' primary stat. If the class has more than one primary stat the character chooses the highest one.

Several factors can affect a characters leadership score, causing it to vary from the base score (characters level + modifier). Below are several conditions that may change a characters leadership score. The DM may add or remove from the list as they deem fit.

Condition	Modifier
The character has renown feat	+2
Know to be Fare and Generous	+1
Has a special power	+1
Has a base of operations	+2
Character moves around allot	-1
Character known for Cruelty	-2
Has caused Failure	-1
Paragon Tier	+5
Epic Tier	+10*
Reputation Bonus	**

*Replaces the Paragon Tier bonus.

**If the complain makes use of reputation then add the characters reputation Bonus.

Leadership Score	Number of Followers by Level									
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
10	5	--	--	--	--	--	--	--	--	--
12	10	1	--	--	--	--	--	--	--	--
14	20	2	1	--	--	--	--	--	--	--
16	30	3	2	1	--	--	--	--	--	--
18	40	4	3	2	1	--	--	--	--	--
20	50	5	4	3	2	1	--	--	--	--
22	60	6	5	4	3	2	1	--	--	--
24	70	7	6	5	4	3	2	1	--	--
26	80	8	7	6	5	4	3	2	1	--
28	90	9	8	7	6	5	4	3	2	1
30	100	10	9	8	7	6	5	4	3	2
32	200	20	10	9	8	7	6	5	4	3
34	400	40	20	10	9	8	7	6	5	4
36	600	60	30	20	10	9	8	7	6	5
38	800	80	40	30	20	10	9	8	7	6
40	1000	100	50	40	30	20	10	9	8	7

Above is the table used to determine the number of followers a character can have with a specific leadership score. A characters leadership score can continue to advance beyond 40. When advancing beyond 40 for every two points in leadership gained increase the number of followers for a specific level that has increased to 1000 or more, by 200. When a specific level of followers has increased to 100 or more increase the followers by 100, and when a specific level has increased to 10 or more, add 10 extra followers per two point increase in leadership. Otherwise increase the number of followers gained by 1.

The above chart assumes that all followers gained are of the standard types. If the character wishes and with the DM's permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give up 5 standard followers for every one elite gained of equal level. All elites can gain a NPC template following all the rules for applying templates. A solo follower takes up 10 followers of equal level and can have two NPC templates, following all the rules for applying templates.

As a general rule the max level a follower can get to is level 10. If the DM wishes they decide to remove this level cap, in which case a character will start to receive level 11 followers when their leadership score reaches 30. Level 12 followers will arrive at a leadership score of 32 and so on. Regardless of a characters leadership score a followers level cannot be greater than the characters level -5.

Heroic Tier Feats

Leadership

A character with this feat is the sort of individual others want to follow, and he or she has done some work attempting to recruit cohorts and followers.

Prerequisite: A character must be at least 6th level to take this feat.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist them. Refer to the chart above to determine how many followers you start with. As well you gain the service of a Cohort.

Arcane Leadership (Lesser)

Your cohort gains general arcane knowledge that it can use to aid you in your battles.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower arcane encounter attack power chosen from any arcane class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Arcane Leadership (Intermediate)

Your cohort gains greater arcane knowledge that it can use to aid you in your battles.

Prerequisite: Arcane leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower arcane utility power chosen from any arcane class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Arcane Leadership (Greater)

Your cohort gains advanced arcane knowledge that it can use to aid you in your battles.

Prerequisite: Arcane Leadership (Intermediate)

Benefits: Your cohort gains the use of a level 9 or lower arcane daily attack power chosen from any arcane class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Lesser)

Your cohort gains a general understanding of martial tactics that it can use to aid you in your battles.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower martial encounter attack power chosen from any martial class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Intermediate)

Your cohort gains a greater understanding of martial tactics that it can use to aid you in your battles.

Prerequisite: Martial Leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower martial utility power chosen from any martial class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Greater)

Your cohort gains advanced understanding of martial tactics that it can use to aid you in your battles.

Prerequisite: Martial Leadership (Intermediate)

Benefits: Your cohort gains the use of a level 9 or lower martial daily attack power chosen from any martial class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Lesser)

Your cohort gains general divine knowledge that it can use to aid you in your battles.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower divine encounter attack power chosen from any divine class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Intermediate)

Your cohort gains greater divine knowledge that it can use to aid you in your battles.

Prerequisite: Arcane leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower divine utility power chosen from any divine class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Greater)

Your cohort gains advanced divine knowledge that it can use to aid you in your battles.

Prerequisite: Arcane Leadership (Intermediate)

Benefits: Your cohort gains the use of a level 9 or lower divine daily attack power chosen from any divine class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Lesser)

Your cohort gains a general understanding of modern tactics and abilities.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower encounter attack power chosen from any modern class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Intermediate)

Your cohort gains a greater understanding of modern tactics and abilities.

Prerequisite: Modern leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower utility power chosen from any modern class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Greater)

Your cohort gains an advanced understanding of modern tactics and abilities.

Prerequisite: Modern Leadership (Intermediate)



Benefits: Your cohort gains the use of a level 9 or lower daily attack power chosen from any modern class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Primal Leadership (Lesser)

Your cohort gains a general understanding of primal abilities that it can use to aid you in your battles.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower primal encounter attack power chosen from any primal class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Primal Leadership (Intermediate)

Your cohort gains a greater understanding of primal abilities that it can use to aid you in your battles.

Prerequisite: Primal Leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower Primal utility power chosen from any primal class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Primal Leadership (Greater)

Your cohort gains advanced understanding of primal tactics that it can use to aid you in your battles.

Prerequisite: Primal Leadership (Intermediate)

Benefits: Your cohort gains the use of a level 9 or lower primal daily attack power chosen from any primal class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Psychic Leadership (Lesser)

Your cohort gains a general understanding of psychic abilities that it can use to aid you in your battles.

Prerequisite: Leadership, Level 7

Benefits: Your cohort gains the use of a level 7 or lower at-will attack power chosen from any psychic class at-will power list. The cohort also gains 2 power points to spend on psychic powers and gains an additional 2 power points at levels 13 and 23. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Psychic Leadership (Intermediate)

Your cohort gains a greater understanding of psychic abilities that it can use to aid you in your battles.

Prerequisite: psychic Leadership (Lesser)

Benefits: Your cohort gains the use of a level 6 or lower psychic utility power chosen from any psychic class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Psychic Leadership (Greater)

Your cohort gains advanced understanding of psychic tactics that it can use to aid you in your battles.

Prerequisite: Psychic Leadership (Intermediate)

Benefits: Your cohort gains the use of a level 9 or lower psychic daily attack power chosen from any psychic class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Skillful (Cohort)

You have trained your cohort in the skills they will need to serve you.

Prerequisite: Leadership

Benefit: Choose one skill or language that your cohort is trained in.

Special: This feat can be taken more than once for a different skill or language.

Durable (Cohort)

Your cohort has greater healing reserves to pull from.

Prerequisite: Leadership

Benefit: Your cohort has two extra healing surges for a total of 4.

Team Work I (Cohort)

You and your cohort know each so well your cohort can anticipate your orders before you need to give them.

Prerequisite: Leadership

Benefit: You are no longer required to spend your own minor actions to let your cohort take minor actions. The cohort is still limited to the standard action array noted in the players hand book.

Trained I (Cohort)

Your cohort has advanced training that give it an edge during combat.

Prerequisite: Leadership

Benefit: Your cohort gains the use of a heroic feat that it meets the requirements of.

Special: This feat can be taken more than once for a different heroic feat.

Winged Mount (Cohort)

Your cohort gains the ability to sustain short periods of flight while mounted by you.

Prerequisite: Leadership, Mount for a cohort

Benefit: So long as your mount starts and ends its move on a flat surface it can fly its speed. If at the end of its move action it has not landed on a flat surface it falls to the ground.

Paragon Tier Feats

Team Work II (Cohort)

You and your cohort know each so well your cohort can anticipate your orders before you need to give them.

Prerequisite: Leadership

Benefit: You are no longer required to spend your own move actions to let your cohort take move actions. The cohort is still limited to the standard action array noted in the players hand book.

Trained II (Cohort)

Your cohort has advanced training that give it an edge during combat.

Prerequisite: Leadership

Benefit: Your cohort gains the use of a paragon feat that it meets the requirements of.

Special: This feat can be taken more than once for a different paragon feat.

Flying Mount (Cohort)

Your cohort gains the ability to sustain long periods of flight while mounted by you.

Prerequisite: Leadership, Mount for a cohort

Benefit: Your mount gains a fly speed equal to its normal speed. While your mount is in flight neither you nor your cohort can make attacks.

Gifted (Cohort)

Your cohort is gifted and highly trained. Their skills are comparable to your own.

Prerequisite: Leadership

Benefit: Your cohort gains a Functional or Class template as the DM's discretion.

Special: The cohort does not gain the additional hit points from either template type and does not gain the at-will, encounter, utility, and daily powers from the class templates.

Extra Followers

You excel at attracting people and they flock to you by the dozens.

Prerequisite: Leadership

Benefit: You have double the normal amount of followers given for your leadership level.

Epic Tier Feats

Team Work III (Cohort)

You and your cohort know each so well your cohort can anticipate your orders before you need to give them.

Prerequisite: Leadership

Benefit: You are no longer required to spend your own standard actions to let your cohort take standard actions. The cohort is still limited to the standard action array noted in the players hand book.

Trained III (Cohort)

Your cohort has advanced training that gives it an edge during combat.

Prerequisite: Leadership

Benefit: Your cohort gains the use of an epic feat that it meets the requirements of.

Special: This feat can be taken more than once for a different epic feat.

Soaring Mount (Cohort)

Your cohort has mastery over flight and is as stable in the air as on the ground.

Prerequisite: Leadership, Mount for a cohort

Benefit: Your mount gains a fly speed equal to its normal speed, as well being able to hover in the air.

Epic Following

You excel at attracting people and they flock to you by the hundreds.

Prerequisite: Leadership, Extra Followers

Benefit: You have ten times the normal amount of followers given for your leadership level. This replaces the number from the extra follower's feat.





REPUTATION

Every hero gains a reputation of one sort or another as his or her career progresses, expressed as a reputation score. A hero's reputation score is half their level plus any reputation bonuses the character has gained through quests. Reputation is used to determine whether another character or NPC recognizes a specific player character. While a hero might try to take advantage of their reputation from time to time, usually the hero's reputation precedes them – whether they want it to or not.

Those who recognize the hero are more likely to help them or do what they asks, provided the reputation has a positive connotation to the character who recognizes them. A high reputation bonus also makes it difficult for the hero to mask their identity, which can be a problem if their trying not to be noticed.

Most of the time, a hero doesn't decide to use their reputation. The DM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the DM makes a reputation check for a character or NPC who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

Fame or Infamy

It's a matter of perspective. That is, what the hero's reputation represents is in the eye of the beholder – the character or NPC they interacts with. Most characters with a high reputation bonus (+5 or higher) are considered known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation the hero is considered to be famous by that character or NPC. Fame, when recognized, provides a bonus to certain skills when dealing with that character or NPC.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the DM's option, a hero might be considered infamous in certain situations due to events that have transpired previously in the campaign.

Reputation Score	Notoriety
Less than 5	Character is unknown to most people.
5 to 9	Some people have heard of the character.
10-14	Many people have heard of the character.
15+	The character is famous and know far and wide.

Nom de Plumes and Secret Identities

If a character successfully uses the disguise skill or other method of disguising themselves to mask their identity, then what they accomplish while disguised wont affect their reputation score for good or ill.

If a character wishes they may adopt a nom de plume (as Robin Hood) or wear a mask or other costume (such as batman) during their adventures. If so, the character tracks the bonuses they gains to their reputation separately for each identity

they may have. If the character has chosen reputation feats they may apply them to any of the identities they may have.

The reputation a character receives from their level applies to every identities they may have, including their primary identity. High level characters, no matter how hard they try will always stand out in a crowd and attract attention.

Reputation Checks

Whenever the DM decides that a character's reputation can be a factor in an encounter, a streetwise check is made with a bonus equal to the characters reputation. The check must beat a DC 25 in order for the individual to be recognized. Certain factors may influence a characters or NPC's streetwise check.

Situation	Modifier
Character or NPC is part of your profession or social circle.	+5
Character has Leadership Feat	+2
Character is successfully disguised	-5

A successful streetwise check against the reputation DC provides a +4 bonus or a -4 penalty, depending of how well received the character is, on checks involving the following skills for the duration of the encounter: Bluff, diplomacy, intimidate, and streetwise. The bonuses or penalties only relate to the characters or NPC's that recognize the hero.

A hero may gain a reputation bonus in a couple of ways. First the hero may select the renown feat which grants a +3 bonus to reputation, and the character can gain a bonus to reputation by completing quests and adventures. Bonuses to reputation should only be given out when the characters have completed something noteworthy enough to be recognized.

Event	Reputation bonus
Character completes minor quest	+0.5
Character completes major quest	+1.0
Character completes campaign	+2.0



EQUIPMENT

In a world of high-tech wonders, the only limits on the types of equipment available to heroes are the inventiveness of manufacturers and the amount of buying power on the heroes' credit cards. When you create a 1st level character, you start with basic clothing, Small condo or house, and 2000 dollars to spend on armor, weapons, gear, etc. During character generation you can forgo the starting condo or house and receive \$5000 in cash instead. Just remember your character needs a place to live. If you make a character of a higher level than you also receive 1 item with a purchase level equal to your character level + 22 and 20, and money equal to your character level + 20 that can be spent on any other items.

Many items described in this chapter are available through legitimate retailers and dealers. Some items might be harder to find, and even fewer might only be available in certain areas or simply not available at all. Some items have certain legal restrictions on ownership or use, and require a license to own and use or require you to make a trip to your local black market vender.

As you go up in level, you acquire more money that you can spend, not just on mundane gear, but on fantastic custom designed items loaded with gadgets and upgrades.

All items are given a Purchase Level which is a set value of money noted on the table on page ???. This number is strictly for determining the value of an individual item or service, and for determining the price of upgrading and enhancing an item. Cash values are still used and characters will still get paid in cash. If the character sells a Purchase level 20 item he will pocket half the value of \$2000

The DM might give out as a reward a certain level of item or upgrades for an item. The Level of an item does not reflect at what level the character needs to be in order to used or own the item. Nor does the level of an item necessarily determine the power of an item, merely the value of it.

- ◆ **Restricted Items:** For those people who want the good stuff, and have the money to spend.
- ◆ **Armor and Shields:** Essential gear for protection on the streets.
- ◆ **Weapons:** The basic tools of combat for many characters, from knives to guns.
- ◆ **Adventuring Gear:** The tools of the adventuring trade. Look in this section for flashlights, computers, vehicles, and much, much more.
- ◆ **Advanced Technology:** Only the best of the best can be found in this section.
- ◆ **Gadgets and Upgrades:** Upgrade you items to better equip you character.
- ◆ **Vehicles & Vehicle Equipment:** Every character needs a pimp'n ride.





RESTRICTED ITEMS

Some objects require a license to own or operate, or are restricted in use only to qualifying organizations or individuals. In such cases, a character must purchase a license to legally own the object. A license can be purchased in addition to (and usually before) the object to which it applies. You must have a license for each restricted item you buy. There are some special items where a license need only be bought once; this will be noted in the items description. The four levels of restriction are as follows.

LICENSED

The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

RESTRICTED

Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

MILITARY

The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (See above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore specially ware of selling to private individuals.

ILLEGAL

The object is illegal in all but specific, highly regulated circumstances.

Restriction	License Cost (\$)	Black Market Markup	Streetwise DC
Licensed	10%	20%	10
Restricted	20%	40%	15
Military	30%	60%	20
Illegal	--	80%	25

PURCHASING A LICENSE

To purchase a license usually takes between one and five business days (DM's Choice), while your background is checked out. If you are known to have been involved in illegal or suspicious activities it could take longer to receive a license or you simply won't receive one at all.

As a general rule, a character must obtain the appropriate license before buying restricted objects. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain a forged license or the restricted object desired without a license at all.

The cost of the license is a percentage of the base cost of the item wanting to be bought. So a military gun worth \$2000 would require a license worth \$600, and a grenade worth \$30 would have a license worth \$9. Items bought during character generation come with the license at no additional cost.

THE BLACK MARKET

Sometimes a character wants to obtain an object without going through the legal hassle of getting a license first. Almost anything is available on the black market for the right price. If a character makes the appropriate streetwise check and pays the appropriate black market markup they will find themselves in possession of a relatively new weapon in just a day or two. Just don't get caught by the police because you're not allowed to own it.

A character may also purchase a forged license through the black market. This is usually cheaper but more difficult due to the difficulty in finding a good forger. Increase the Streetwise DC by 5 for finding a forger, and the cost for the license is what it would cost normally plus the black market markup. Illegal items do not have a license due to their illegal nature.



WANTED

ARMED SUSPECTS

RYDE BARROW

BONNIE V.235



CONVICTED OF:
MANSLAUGHTER
ARMED ROBBERY
KIDNAPPING

DESCRIPTION:
MALE
WHITE
HEIGHT: 6'4
WEIGHT: 240



CONVICTED OF:
REFUSING TO SURRENDER
ARMED ROBBERY
LACK OF INFORMATION



ARMOR AND SHIELDS

Body armor come in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Armor is grouped into categories, and these categories can help you decide what armor is best for you. Every class provides access to one or more armor proficiencies, and it's in your best interest to wear the finest armor you can afford and are able to use.

ARMOR TYPES

Armor is grouped into categories. These categories can help you decide what armor is best for you.

Your class tells you what kind of armor you're proficient with. You can take feats to learn the proper use of other kinds of armor. If you wear armor you're not proficient with, it makes you clumsy and uncoordinated, and you take a -2 penalty to attack rolls and to your reflex defense.

The time it take to put on a suit of armor depends heavily on the type of armor being used. Light armor requires no more time than putting on standard clothing, usually around 1 minute. Medium armor is a bit more involved and requires 3 minutes to put on, and heavy armor is difficult to put on by one's self and requires 5 minutes.

Armor is defined as light, medium or heavy. Light armor is easy to move in if you're proficient with it. It allows for you to add either your intelligence or your dexterity modifier to your armor class, whichever is higher. Medium armor does not gain the extra bonus to AC from stats, but doesn't have the same restrictiveness at Heavy armor. Heavy armor is more restrictive, so your natural agility matters less. When you wear heavy armor, you don't add an ability score modifier to your AC.

LIGHT ARMOR

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Cloth Armor: Although not real armor, and does not count as armor for the purpose of restrictions, cloth armor can still be upgraded just like light armor. Cloth armor is any casual clothing you may wear.

Leather Jacket: This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as football pads or hockey pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso. Someone attempting a perception check to notice this armor has a -10 to that check

Pull-up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Wear it around your waist, and you'll attract little attention. Then, when the bullets begin to fly, simply unzip the pouch and pull the apron up and over your neck. Deploying the apron is a minor action. This garment provides no Armor bonus when un-deployed.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt – but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny. Someone attempting a perception check to notice this armor has a -5 to that check

LIGHT ARMOR



MEDIUM ARMOR



HEAVY ARMOR





MEDIUM ARMOR

Most medium armor is not terribly heavy, but nonetheless provides a significant amount of protection – at the expense of some speed.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it. Someone attempting a perception check to notice this armor has a -2 to that check

Light-Duty Vest: A light weight tactical vest designed for extended use by riot police and forces on alert for protection for a modicum of comfort – at least compared to other tactical body armors.

Motocross Armor: The standard armor of dirt bikers, and stunt people, this full body armor is composed of shock resistant plates layered over a Kevlar body suit. A Helmet is almost standard issue when wearing this armor. This armor does not require a license to own but sticks out like a sore thumb.

Tactical Vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

HEAVY ARMOR

For the best protection money can buy, go with heavy armor... and hope the whopping armor penalty doesn't come back to haunt you at the wrong time.

Special Response Vest: Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, and arm protection. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

SHIELDS & HELMETS

When body armor isn't enough the hero can turn to shields. Shields come in a variety of shapes and sizes, but basically there are two kinds.

The light **Personnel shield** provides a bonus to your armor and reflex defense, and is light enough to hold an item in that hand. If you use that item, all bonuses and abilities from the shield are lost until the start of your next turn.

The Large **Riot Shield** provides considerable more cover at the cost of mobility. While using a riot shield no other item can be placed in that hand.

The **Full Face Helmet** provides considerable protection to the head and prevents liquids and vapors from getting to your face and eyes.

ARMOR

Light Armor	Armor Bonus	Check	Speed	Purchase Level	Weight	Restriction
Cloth Armor (Basic Clothing)	--	--	--	Varies	4 lb.	--
Leather Jacket	+1	--	--	\$120	4 lb.	--
Light Undercover Shirt	+2	--	--	\$275	2 lb.	Licensed
Pull-up Pouch Vest	+2	--	--	\$275	2 lb.	Licensed
Undercover Vest	+3	--	--	\$350	3 lb.	Licensed

Medium Armor	Armor Bonus	Check	Speed	Purchase Level	Weight	Restriction
Concealable Vest	+5	-1	--	\$500	4 lb.	Licensed
Light-Duty Vest	+6	-1	--	\$650	8 lb.	Licensed
Motocross Armor	+6	-1	--	\$650	10 lb.	--
Tactical Vest	+7	-1	--	\$900	10 lb.	Licensed

Heavy Armor	Armor Bonus	Check	Speed	Purchase Level	Weight	Restriction
Special Response Vest	+8	-2	-1	\$1200	15 lb.	Licensed
Forced Entry Unit	+9	-2	-1	\$1500	20 lb.	Licensed

Shields & Helmets	Bonus	Check	Speed	Purchase Level	Weight	Restriction
Personnel Shield	+1 AC/Ref	--	--	\$350	6 lb.	--
Riot Shield	+2 AC/Ref	-2	--	\$650	15 lb.	--
Full Face Helmet	+1 Fort	--	--	\$200	1 lb.	--

WEAPONS

It's a dangerous world out there, especially for those who make a living fighting criminals, terrorist, or enemy agents. Most heroes carry weapons, ranging from baseball bats to M-60 Machine guns. Weapons are split up into four basic categories.

WEAPON CATEGORIES

Weapons fall into four categories. **Improvised weapons** aren't really meant to be weapons you train with. Usually they are everyday objects you pick up to hit someone with. Punching or kicking someone is also considered an improvised weapon. The only class proficient with improvised weapons is the Strong hero. **Simple weapons** are basic, requiring little more skill than pointing and shooting. **Military weapons** are designed for skilled users. Balance and precision are important factors when using military weapons, and someone without the proper training can't use them effectively. **Heavy weapons** are even more effective or difficult than military weapons and require special training to use. You can learn to use Heavy weapons by taking the weapons proficiency feat.

Weapons in all four categories are further categorized as **melee weapons**, which you use to attack foes within reach of the weapon, or **ranged weapons**, which you use to fire at more distant enemies. Handguns and longarms can be used as melee weapons by performing a **pistol whip**, and counts as an improvised weapon. A melee weapon with the heavy thrown or the light thrown property counts as a ranged weapon when thrown and can be used with ranged attack powers that have the weapon keyword.

Finally, weapons are classified as either **one-handed** or **two-handed**. A one-handed weapon is light enough or balanced enough to be used in one hand. A two-handed weapon is too heavy or unbalanced to use without two hands. Rifles and some other weapons require two hands because of their construction. Some one-handed weapons are light enough for you to use in your off hand while holding another one-handed weapon in your other hand. Doing this doesn't let you make multiple attacks in a round (unless you have powers that let you do so), but you can attack with either weapon.

WEAPON GROUPS

Weapon groups are families of weapons that share certain properties. They're wielded similarly and are equally suited to certain kinds of attacks. In game terms, some powers and feats work only when you're attacking with a weapon in a specific group. If a weapon falls into more than one group, you can use it with powers that require a weapon from any of its groups. For example, the halberd is both an axe and a polearm, so you can use it with powers that give you an additional benefit when you wield an axe or a polearm.

Handgun: A handgun is a personal firearm that can be used one-handed. This includes all pistols and some submachine guns and shotguns.

Long-arm: Long-arms are personal firearms that require two hands to be fired. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

Heavy: Heavy weapons are the most powerful and deadly of weapons. They usually require more than one person to operate. Some heavy weapons make use of linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together.

WEAPON PROPERTIES

Weapon Properties define additional characteristics shared by weapons that might be in different groups.

Single Shot (SS): A weapon with the single shot rate of fire requires the user to manually operate the action between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can only make one hit per attack, even if the user has a power that normally allows for more than one hit. If a power would normally allow the user to make a 2[W] + Dex shot against one, two, or three targets they would only be able to hit one target, and burst and blast powers cannot be used with single shot weapons.

Semi-automatic (Semi-Auto): Most firearms have the semi-automatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon can make multiple hits per attack depending on the power used, but can never attack more creatures than the weapon has ammo currently has loaded.

Automatic (Auto): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with this property can be used with the Automatic Fire basic attack or be used with powers that have the Auto effect keyword. Weapons with only the Automatic property cannot be used with powers that do not have the Auto keyword. Most characters using automatic weapons will have to use its basic attack power described below. Any weapon used with a power with the Auto effect keyword deals 1 die less damage. So if an AK-47 was used with the Automatic Fire basic attack it would deal 1D10 damage instead of 2D10. At level 21 it would deal 2D10 damage instead of 4D10.

Automatic Fire

Basic Attack

You spray an area with a hail of bullets hoping one hit's its target.

At-will ♦Auto, Firearm

Standard Action

Ranged Weapon Burst 1

Target: All Creatures in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] damage

Level 21: 2[W]

Effect: You take a -2 on attack rolls against creatures in burst.

Special: Uses three rounds plus the number of targets in burst.

PAYLOAD

The Weapons ammunition capacities are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its payload. The number in this entry is the

magazine's capacity in shots; the word that follows the number indicates that magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not have a number.

Box: A box magazine is a type of magazine that can be removed and reloaded separately from the weapon. This feature is advantageous because a character can carry extra magazines, already loaded, and simply swap an empty one for one of the extras.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with speed loaders, a small device that holds a full load of ammunition ready to be inserted, all at once, into a cylinder.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically a belt holds 50 bullets; any number of belts can be clipped together.

RELOADING FIREARMS

Reloading a firearm with an already filled Box magazine or speed loader is a minor action while retrieving the item is also a minor action. Firearms with an internal space for ammunition will require a minor actions for each round of ammunition needed to be loaded. To reload a cylinder without the use of a speed loader requires a minor action for each round loaded into the chamber. To reload a firearm one hand must be free to do so.

The payload for most weapons comes in box magazines and can be of varying sizes. Filling a box magazine takes 1 round per 3 rounds of ammunition to complete and is best done outside of combat. So a box magazine with a capacity of 30 rounds would take 10 round to fully fill.

AMMUNITION

Ammunition for firearms and other ranged weapons is covered on the table below. Ammunition types expressed as simply a number (such as ".45") are usually referred to in conversation by this number, followed by "caliber" (in this case ".45 caliber"). Those that contain a unit of measurement (such as "5.56mm") generally aren't referred to with the word "caliber."

The ammunition used is the most determining factor when it comes to the damage of a firearm. The actual gun has very little effect in the damage a bullet or shell does. Some advanced weapons can take different ammo sizes and the damage is based off the ammo not the gun.

Ammunition itself does not require a license, and is fairly commonly found. Some upgraded ammunition may require a license to own, but only needs to be bought once for the specific upgrade added.

Ammunition Type	Quantity Sold	Damage	Cost
9mm	50	2D6	\$30
10mm	50	2D6	\$30
5.56mm	20	2D8	\$20
7.62mm	20	2D10	\$20
.22 Caliber	50	2D4	\$20
.32 Caliber	50	2D4	\$30
.357 Caliber	50	2D6	\$30
.45 Caliber	50	2D6	\$30
.44 Caliber	50	2D8	\$30
.444 Caliber	20	2D10	\$20
.50 Caliber	20	2D12	\$40
10-Gauge Buckshot	10	2D10	\$30
12-Gauge Buckshot	10	2D8	\$20



FIREARM WEAPONS

SIMPLE FIREARMS

One-Handed (Licensed)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
Beretta 92F (9mm)	+2	2D6	20/40	\$650	3 lb.	15 box	Handgun	Semi-Auto, Offhand
Colt Double Eagle (10mm)	+2	2D6	15/30	\$650	3lb.	9 box	Handgun	Semi-Auto
Colt M1911 (.45)	+2	2D6	15/30	\$500	3lb.	7 box	Handgun	Semi-Auto
Colt Python (.357 Revolver)	+3	2D6	20/40	\$500	3lb.	6 cyl.	Handgun	Semi-Auto
Derringer (.45)	+2	2D6	5/10	\$350	1 lb.	2 int.	Handgun	Load Minor, Offhand
Glock 17 (9mm)	+3	2D6	15/30	\$1200	2 lb.	17 box	Handgun	Semi-Auto, Offhand
Glock 20 (10mm)	+3	2D6	20/40	\$1200	3 lb.	15 box	Handgun	Semi-Auto
Pathfinder (.22 Revolver)	+2	2D4	10/20	\$350	1 lb.	6 cyl.	Handgun	Semi-Auto, Offhand
Sawed-off Shotgun (12-Ga)	+2	2D8	5/10	\$500	4 lb.	2 int.	Handgun	Load Minor, Semi-Auto

Two-Handed (Licensed)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
Beretta M3P (12-Gauge)	+3	2D8	15/30	\$650	9 lb.	5 box	Longarm	Semi-Auto
Browning BPS (10-Gauge)	+2	2D10	15/30	\$900	11 lb.	5 int.	Longarm	Load Minor, Semi-Auto
HK PSG1 (7.62mm)	+3	2D10	45/90	\$1200	16 lb.	5 box	Longarm	Semi-Auto
Remington 700 (7.62mm)	+2	2D10	40/80	\$900	8 lb.	5 int.	Longarm	Load Minor, Single shot
Winchester 94 (.444)	+2	2D10	45/90	\$500	7 lb.	6 int.	Longarm	Load Minor, Semi-Auto

MILITARY FIREARMS

One-Handed (Restricted)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
Beretta 93R (9mm)	+3	2D6	15/30	\$1200	3 lb.	20 box	Handgun	Semi-Auto, Auto
MAC Ingram M10 (.45)	+2	2D6	20/40	\$500	6 lb.	30 box	Handgun	Semi-Auto, Auto
Skorpion (.32)	+3	2D4	20/40	\$900	4 lb.	20 box	Handgun	Semi-Auto, Auto
Desert Eagle (.50)	+2	2D12	20/40	\$1200	4 lb.	9 box	Handgun	Semi-Auto, Brutal 1
TEC-9 (9mm)	+3	2D6	20/40	\$1200	4 lb.	32 box	Handgun	Semi-Auto or Auto
S&W M29 (.44 Mag Revol)	+2	2D8	15/30	\$650	1 lb.	6 cyl.	Handgun	Semi-Auto, High Crit

Two-Handed (Restricted)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
AKM/AK-47 (7.62mm)	+3	2D10	35/70	\$1500	10 lb.	30 box	Longarm	Semi-Auto, Auto
Barrett Light Fifty (.50)	+2	2D12	60/120	\$3500	35 lb.	11 box	Longarm	Semi-Auto
HK G3 (7.62)	+2	2D10	45/90	\$2000	11 lb.	20 box	Longarm	Semi-Auto, Auto
HK MP5 (9mm)	+3	2D6	25/50	\$2000	7 lb.	30 box	Longarm	Semi-Auto, Auto
HK MP5K (9mm)	+2	2D6	20/40	\$650	5 lb.	15 box	Longarm	Semi-Auto, Auto
M16A2 (5.56mm)	+2	2D8	40/80	\$1500	8 lb.	30 box	Longarm	Semi-Auto, Auto
M4 Carbine (5.56mm)	+2	2D8	30/60	\$1200	7 lb.	30 box	Longarm	Semi-Auto, Auto
Uzi (9mm)	+2	2D6	20/40	\$650	8 lb.	20 box	Longarm	Semi-Auto, Auto

HEAVY FIREARMS

Two-Handed (Military)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
M-60 (Machine Gun) (7.62)	+2	2D10	50/100	\$2700	22 lb.	Linked	Heavy	Auto, Brutal 2
M2HB(Machine Gun)(.50) †	+2	2D12	60/120	\$3500	75 lb.	Linked	Heavy	Auto, Brutal 3, High Crit
Repeating Grenade Launcher	+2	Varies**	35/70	\$500	15 lb.	6	Heavy	Load Minor
M79 (Grenade Launcher)*	+2	Varies**	35/70	\$350	7 lb.	1	Heavy	Load Minor

*This weapon may be attached to any Longarm or carried by its self. The weapon counts as a separate weapon for the purposes of bonuses and proficiencies when attached to a Longarm, and must be upgraded individually from the weapon its mounted to.

** These weapons cannot be used with powers and simply augment the range of grenades.

†This weapon can only be used while prone or if secured to a stationary object.

MELEE WEAPONS

SIMPLE MELEE WEAPONS

One Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Club	+2	1D6	--	\$12	3 lb.	Mace	--
Dagger	+3	1D4	5/10	\$12	1 lb.	Light blade	Off hand, light thrown
Javelin	+2	1D6	10/20	\$30	2 lb.	Spear	Heavy thrown
Mace	+2	1D8	--	\$30	6 lb.	Mace	Versatile
Sickle	+2	1D6	--	\$20	2 lb.	Light blade	Off hand
Spear	+2	1D8	--	\$30	6 lb.	spear	Versatile

Two –Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Great club	+2	2D4	--	\$12	10 lb.	Mace	--
Morningstar	+2	1D10	--	\$90	8 lb.	Mace	--
Quarterstaff	+2	1D8	--	\$30	4 lb.	Staff	--
Scythe	+2	2D4	--	\$30	10 lb.	Heavy blade	--

MILITARY MELEE WEAPONS

One Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Battle Axe	+2	1D10	--	\$150	6 lb.	Axe	Versatile
Flail	+2	1D10	--	\$90	5 lb.	Flail	Versatile
Long Sword	+3	1D8	--	\$150	4 lb.	Heavy Blade	Versatile
Rapier	+3	1D8	--	200	2 lb.	Light Blade	--
Short Sword	+3	1D6	--	\$90	2 lb.	Light Blade	Off hand
War Hammer	+2	1D10	--	\$150	5 lb.	Hammer	Versatile
War Pick	+2	1D8	--	\$250	6 lb.	Pick	High crit, Versatile

Two Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Glaive	+2	2D4	--	\$350	10 lb.	Heavy Blade, polearm	Reach
Great axe	+2	1D12	--	\$500	12 lb.	Axe	High Crit
Great sword	+3	1D10	--	\$500	8 lb.	Heavy Blade	--
Halberd	+2	1D10	--	\$350	12 lb.	Axe, Polearm	Reach
Long spear	+2	1D10	--	\$90	9 lb.	Polearm, spear	Reach
Maul	+2	2D6	--	\$500	12 lb.	Hammer	--

SUPERIOR MELEE WEAPONS

One Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Bastard Sword	+3	1D10	--	\$500	6 lb.	Heavy Blade	Versatile
Katar	+3	1D6	--	\$30	1 lb.	Light Blade	Off-hand, High Crit
Parrying Dagger	+2	1D4	--	\$30	1 lb.	Light Blade	Off-hand, Defensive

Two Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Execution Axe	+2	1D12	--	\$500	14 lb.	Axe	High Crit, Brutal 2
Fullblade	+3	1D12	--	\$500	10 lb.	Heavy Blade	High Crit
Spiked Chain	+3	2D4	--	\$500	10 lb.	Flail	Reach
--Secondary end	+3	2D4	--			Light Blade	Reach, Off-hand

IMPROVISED MELEE WEAPONS

One-Handed

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Brass Knuckles	--	1D6	Melee	\$30	1 lb.	Unarmed	Offhand, Brutal 1
Crowbar	--	1D6	Melee	\$30	1 lb.	None	Versatile
Ice Pick	--	1D4	Melee	\$20	1 lb.	None	Offhand, High Crit
Motor Cycle Chain	--	1D4	Melee	\$30	1 lb.	None	Reach
Hatchet	--	1D4	5/10	\$20	1 lb.	None	Offhand, Heavy thrown
Any Firearm	--	--	Ranged	--	--	None	Offhand
--Secondary end	--	1D4	Melee	--	--		

Two-Handed

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Baseball Bat	--	1D8	Melee	\$40	3 lb.	None	High Crit
Sledge Hammer	--	2D6	Melee	\$70	20 lb.	None	Brutal 2
Chain Saw	--	1D12	Melee	\$90	10 lb.	None	High Crit, Brutal 1
Wood Axe	--	1D10	Melee	\$70	8 lb.	None	High Crit

RANGED WEAPONS

SIMPLE RANGED WEAPONS

One Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Hand Crossbow	+2	1D6	10/20	\$350	2 lb.	Crossbow	Load Free
Sling	+2	1D6	10/20	\$12	0 lb.	Sling	Load Free

Two Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Payload	Group	Properties
Crossbow	+2	1D8	15/30	\$350	4 lb.	--	Crossbow	Load Minor
Repeating Crossbow *	+2	1D8	10/20	\$500	6 lb.	10**	Crossbow	Load Free

*A repeating crossbow can be used as a two-handed firearm with the semi-auto property.

**A magazine costs \$12 and holds 10 bolts. It takes a standard action to remove an empty magazine and load a new one.

MILITARY RANGED WEAPONS

Two Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Longbow	+2	1D10	20/40	500	3 lb.	Bow	Load Free
Shortbow	+2	1D8	15/30	350	2 lb.	Bow	Load Free, Small

SUPERIOR RANGED WEAPONS

One Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Shuriken (5)	+3	1D4	6/12	\$12	.5 lb.	Light Blade	Light Thrown
Boomerang*	+2	1D4	10/20	\$30	1 lb.	Light Blade	Light Thrown

*Weapon automatically returns to a proficient wielder's hand after a ranged attack with weapon is resolved.

Two Handed (No Restriction)

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Blowgun	+3	1D4	5/10	\$30	2 lb.	Blowgun	Load Minor, Small
Greatbow	+2	1D12	25/50	\$500	5 lb.	Bow	Load Free



ADVENTURING GEAR

From meals to wheels, flashlights to cameras, adventuring gear is essential to a party's success. You're assumed to start with basic clothing, and a small residence such as a single room apartment or house. You can opt out of the residence at character generation, and receive \$2000 in compensation. Just remember you need a place to sleep at night. Spending the nights on the streets can be a dangerous way to live.

During character generation players start with \$2000 to spend on weapons, armor, and other general equipment. The characters begin play with the items and do not have to wait the normal time to acquire them.

CARRYING, LIFTING, AND DRAGGING

The rules for carrying, lifting and dragging objects have not change overly much from its listing in the player's handbook (page 222). The one way it has change is in relation to creatures larger than medium size.

A large creature can carry, lift and drag 4 times that of a medium creature, a Huge creature can do the same at a 8 times multiplier, and a Gargantuan creature can carry, lift, and drag 16 time that of a medium creature. That means that a gargantuan creature with a 20 strength can carry 3,200lbs, lift 6,400lbs and push 16,000lbs.

BAGS AND BOXES

With the wide variety of equipment available to modern adventures, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case: When something has to arrive undamaged, this is how to ship it. A travel case is a reinforced metal box with foam inserts. This travel Case has Resist All 5.

Briefcase: Once the sure sign of a business professional, a briefcase still gives an impression of authority and responsibility. They can carry up to 5 pounds worth of gear. A briefcase can be locked, but it cheap lock is not very secure (Thievery DC 10; Strength DC 10).

Day Pack: This small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Range Pack: This lightweight black bag has spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

CLOTHING

Generally, you don't have to outfit your character in normal everyday clothing. The items described here represent special clothing types, or unusual outfits that you might need to purchase.

CLOTHING OUTFIT

An outfit of clothing represents everything you need to dress a part; pants or skirt, shirt, undergarments, appropriate shoes or boots, socks, or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: casual clothes range from cut off jeans and a T shirt to neatly pressed Khakis and hand knit sweater.

Formal: from a little black dress to a fully appointed tuxedo, formal cloths are appropriate for black tie occasions.

Fatigues: Called battle dress uniforms, they're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns and when word in an appropriate setting, the fatigues grant a +2 Item bonus to stealth checks.

Uniform: From the cable guy to a senior Air force officer, people on the job tend to wear uniforms – making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

GHILLIE SUIT

The ultimate in camouflage, a ghillie suit is a loose mesh over garment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern. A character wearing a ghillie suit with appropriate coloration gains a +10 item bonus to stealth checks to stay hidden. However, the bulky suit imposes a penalty of -4 on Dexterity based skills (except to remain hidden), and melee attack rolls.

OUTERWEAR

In addition to keeping you warm and dry, coats and jackets provide additional concealment for things you're carrying.

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A light weight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing. The overcoat imposes a -2 on all perception checks made to find or notice concealed items under the coat.

COMPUTERS AND CONSUMER ELECTRONICS

Rules for operating computer appear under the computer use skill. This section covers general equipment most likely to see use by character – certainly not everything available in the ever changing modern world.



Object	Weight	Price	Restriction
Bags and Boxes			
Aluminum Travel Case			
10 lb. Capacity	5 lb.	\$120	
40 lb. Capacity	10 lb.	\$150	
75 lb. Capacity	15 lb.	\$200	
Briefcase	2 lb.	\$55	
Day Pack	2 lb.	\$30	
Range Pack			
Standard	3 lb.	\$55	
Oversized	4 lb.	\$90	
Clothing			
Clothing outfit			
Business	3 lb.	\$200	
Casual	2 lb.	\$70	
Formal	3 lb.	\$500	
Fatigues	3 lb.	\$90	
Uniform	2 lb.	\$90	
Ghillie suit	5 lb.	\$40	
Outerwear			
Coat	2 lb.	\$70	
Fatigue jacket	2 lb.	\$55	
Overcoat	3 lb.	\$90	
Computer and Consumer Electronics			
Camera			
35mm	2 lb.	\$900	
Digital	.5 lb.	\$350	
Disposable	.5 lb.	\$20	
Film		\$12	
Film Developing (Roll)		\$12	
Cell Phone			
Disposable	--	\$5	
Basic	.5 lb.	\$150	
Standard	.5 lb.	\$500	
Smart Phone	.5 lb.	\$900	
Satellite	1 lb.	\$2000	
Computer			
Desktop	10 lb.	\$3500	
Laptop	5 lb.	\$500	
Upgrade		Special	
Digital audio recorder	1 lb.	\$120	
Modem			
Broadband	1 lb.	\$12	
Cellular	1 lb.	\$40	
PDA/Tablet	.5 lb.	\$650	
Portable video camera	2 lb.	\$650	
Printer	3 lb.	\$200	
Scanner	3 lb.	\$200	
Thumb Drive	--	Special	
Walkie-talkie			
Basic	1 lb.	\$55	
Professional	1 lb.	\$500	
Surveillance Gear			
Black box	.5 lb.	\$20	Illegal
Caller ID defeater	1 lb.	\$30	
Cellular interceptor	.5 lb.	\$500	
Lineman's buttset	1 lb.	\$275	Licensed
Metal detector	2 lb.	\$150	

Night vision Goggles	3 lb.	\$900	
Tap detector	1 lb.	\$55	
Telephone tap			
Line tap	.5 lb.	\$275	
Receiver Tap	.5 lb.	\$12	
Telephone line tracer	5 lb.	\$5000	
Professional Equipment			
Bolt Cutter	2 lb.	\$40	
Caltrops (25)	2 lb.	\$30	
Car opening kit	1 lb.	\$275	Licensed
Chemical Kit	6 lb.	\$650	
Demolitions Kit	5 lb.	\$275	
Disguise kit	5 lb.	\$200	
Duct Tape	1 lb.	\$20	
Electrical tool Kit			
Basic	12 lb.	\$350	
Deluxe	33 lb.	\$2700	
Evidence kit			
Basic	6 lb.	\$55	
Deluxe	8 lb.	\$500	
Fake ID		Special	Illegal
Forgery kit	3 lb.	\$200	
Handcuffs			
Steel	1 lb.	\$55	
Zip Tie (25)	.5 lb.	\$40	
Lock pick set	1 lb.	\$90	Licensed
Lock release gun	.5 lb.	\$200	Restricted
Mechanical tool kit			
Basic	22 lb.	\$275	
Deluxe	45 lb.	\$2000	
Multipurpose tool	.5 lb.	\$90	
Pharmacist kit	6 lb.	\$900	Restricted
Search and rescue kit	7 lb.	\$200	
Survival gear			
Backpack	3 lb.	\$120	
Binoculars			
Standard	2 lb.	\$55	
Range finding	3 lb.	\$500	
Electro-optical	4 lb.	\$650	
Chemical light sticks (5)	1 lb.	\$5	
Climbing gear	10 lb.	\$150	
Compass	.6 lb.	\$30	
Fire extinguisher	3 lb.	\$70	
Flash goggles	2 lb.	\$500	
Flashlight			
Standard	1lb.	\$20	
Battery flood	2 lb.	\$40	
Gas Mask	5 lb.	\$275	
GPS receiver	1 lb.	\$500	
Map			
Road atlas	1 lb.	\$20	
Tactical map	.5 lb.	\$12	
Mesh vest	7 lb.	\$70	
Portable stove	1 lb.	\$90	
Rope (150ft)	12 lb.	\$30	
Sleeping bag	4 lb.	\$90	
Tent			
2-person dome	4 lb.	\$150	

4-person dome	7 lb.	\$200
8-person dome	10 lb.	\$275
12-Person dome	15 lb.	\$500
Trail rations (12)	1 lb.	\$30
Weapon Accessories		
Box Magazine(Clip)	.5 lb.	\$20
Detonator		
Blasting Cap	.5 lb.	\$20
Radio controlled	.5 lb.	\$120
Timed	.5 lb.	\$55
Wired	1 lb.	\$40
Holster		
Hip	1 lb.	\$30
Concealed carry	.5 lb.	\$30
Illuminator	.5 lb.	\$55
Laser sight	.5 lb.	\$500
Scope		
Standard	.5 lb.	\$150
Electro-optical	3 lb.	\$1200
Speed loader	.5.	\$12

CAMERA

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest quality picture. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores and hundreds of other places. Once the film is used the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. Film is sold in 24 exposures of high speed film. Developing film usually takes 24 hours.

CELL PHONE

A digital communication devise that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for several days before it must be recharged. It works in any area covered by cellular service. Cell phones come in several models.

Disposable: This cell phone can only make a certain number of calls before being deactivated. The number of calls the cell phone can make is equal to the number of time this item is bought. So if bought 5 times the disposable cell can be used 5 times before being deactivated. No personal information is required for using this type of cell so it is ideal for those wanting to remain confidential.

Basic: This phone can only send and receive phone calls. This is a basic model, but used often due to its cheap price.

Standard: This cell phone has the ability to make calls, send and receive text messages, and take low quality digital photos.

Smart Phone: This cell has everything anyone could ever want. Not only can it send and receive phone calls, text message, and take high quality digital photos, it has the ability to link up and communicate to other computers and devices

that use wireless technology. This cell also has a GPS, voice recorder, and can access the internet. Additional software can also be installed and used by these cells, and different models can come with different accessories.

Satellite: The Satellite cell phone has the capability of calling anywhere on the planet so long as a signal can reach a orbiting satellite. The Satellite phone comes with a GPS and digital display of the world's surface and maps. These can be new or very out of date depending on where the area was last scanned.

COMPUTER

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. You need a computer to make computer use checks and to surf the internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Laptop: Slim, lightweight, and portable, laptop computers have most of the functions available on desktop computers but are less powerful.

Upgrade: You can upgrade a desktop or laptop computer's processor to provide a +1 item bonus on computer use checks. This increases the price of the base item by 25%.

DIGITAL AUDIO RECORDER

For the idea person on the go, these tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet of it.

MODEM

A modem allows a character to connect a computer to the internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the internet but without the speed of broadband or the flexibility of cellular. A dial up modem uses a standard telephone line; while its connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high speed internet access into the homes of millions. A broadband modem gives a character on demand, high speed access to data, allowing computer use checks to be made at half the normal time for the purposes of finding information on the net.

Cellular: A cellular modem allows a character to connect her laptop computer to the internet anywhere she can use her cell phone. However, access speed is slow and any computer use checks involving the internet takes half again the normal time (1.5x).

PDA/TABLET

Personal data assistants are handy tools for storing data. They can be linked to a laptop or desktop computers to move files back and forth. When used with computer use checks they impose a -2 penalty to any checks made. PDA's can view



stored video and documents, and can access the internet by using a built in cellular modem.

PORTABLE VIDEO CAMERA

Portable video cameras use some sort of recording medium such a CD, DVD, SSD (Solid state drive). Regardless they all cost about the same and record up to 8 hours of video. The media can be played back with a DVD player, computer and even TV's.

PRINTER

There are several types of printers on the market but for the purposes of this game all perform the same job for the same cost. Printers are used to create hard copies of digital text and image files from computers.

SCANNER

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in a digital form.

THUMB DRIVE

Thumb drives are small solid state data recording devices no larger than the thumb of a person's hand. The size and cost of the recording medium can vary widely as technology advances. For the purposes of the game every gigabyte of storage space cost \$10, but the DM's are encouraged to adjust their own prices as they see fit.

WALKIE-TALKIE

This hand held radio transceiver communicates with any similar device operation on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar device within range can listen in on your conversations. It has a range of 2 miles.

Professional: This high end civilian model allows you to program in twenty different frequencies from thousands of choices-making it likely that you can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice activated headset (included). It has a range of 15 miles.

SURVEILLANCE GEAR

Keeping an eye on suspects or tracking the moves of potential enemies is crucial part of the modern adventurers job.

BLACK BOX

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make long-distance connections free of charge. They also let a user "Bounce" a call through multiple switches, making the call harder to trace (The DC of any computer use check to trace the call is increased by 5)

CALLER ID DEFEATER

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "Unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

CELLULAR INTERCEPTOR

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5 mile radius by listening in on the cellular services own transmitters. Intercepting the calls of a particular cell phone requires a computer use check (DC 20); if you know the phone number of the phone in question, the DC drops to 10. Obviously, the phone must be in use for you to intercept the call.

LINEMAN'S BUTTSET

This device resembles an oversized telephone hand set with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it.

METAL DETECTOR

This handheld device provides a +10 item bonus on perception checks to search for adjacent metal objects.

NIGHT VISION GOGGLES

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness to a range of 10 squares, also called dark vision.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles.) Night vision goggles take up a head slot.

TAP DETECTOR

Plug this into your telephone line between the phone and outlet, and it helps detect if your line is tapped. To detect a tap, make a computer use check (DC varies). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

TELEPHONE TAP

These devices allow you to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a repair check (DC 10). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a computer use check (DC 20)

Receiver Tap: This item can be easily slipped into a telephone handset as a repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a computer use check (DC 10).

PHONE CALL TRACER

Essentially a highly specialized computer, a call tracer hooked up to a phone (Line or Cell) can trace the phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time, which is why clever criminals on television and in the movies hang up after a short time.

Operating a line tracer is a standard action requiring a computer use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code. This can be easily turned into a skill challenge when trying to keep someone on the line.

PROFESSIONAL EQUIPMENT

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

BOLT CUTTER

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain link fences. Using a bolt cutter grants a +10 item bonus to Strength checks to break certain items.

CALTROPS

Caltrops are four pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. You scatter caltrops on the ground to slow people down. One bag of twenty five caltrops covers a single 5 foot square and requires a minor action to throw down. This square is treated as difficult terrain until the caltrops are removed.

CAR OPENING KIT

This set of odd shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. This kit grants a +5 item bonus on thievery checks to open locks on vehicles.

CHEMICAL KIT

A portable laboratory for use in creating volatile items with the demolitions skill. This kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases and other chemical compounds.

DEMOLITIONS KIT

This kit contains everything needed to use the demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

DISGUISE KIT

This kit contains everything needed to disguise yourself using the bluff skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however. This kit grants a +2 item bonus to disguise checks.

DUCT TAPE

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for a short time. Characters can bind enemies with duct tape which requires a strength or escape check of DC 20 to free themselves.

ELECTRICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 item bonus on repair checks for electrical or electronic devices and allows a character to make craft (Electronic) Checks without penalty.

EVIDENCE KITS

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, you receive a –4 penalty to use the collect evidence option of the perception skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 item bonus on perception checks to collect evidence.

FAKE ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a Forger can create a fake ID equal to the characters Streetwise check to find the forger. Treat the characters streetwise check as the forgery check and apply all applicable modifiers. The time it takes to get a fake ID in this manner costs a lot of money, and can take several days.

FORGERY KIT

This kit contains everything needed to use the forgery skill to prepare forged items. Depending on the item to be forged, you might need legal documents or other items not included in the kit.

HANDCUFFS

Handcuffs are restraints designed to lock two limbs – normally the wrists – of a prisoner together.

Steel: These heavy-duty cuffs have a break DC of 30, and require an escape check against a DC 25.

Zip-Tie: These are single use disposable handcuffs, much like heavy duty cable ties. They have a break DC of 20, and require an escape check against a DC 30.

LOCKPICK SET

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make disable device checks to open mechanical locks without penalty.

LOCK RELEASE GUN

This small, pistol like device automatically opens any lock operated by standard keys (No check necessary), but destroys the lock in the process.

MECHANICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: this kit, which fits in a portable toolbox, allows a character to make repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high quality power tools. It grants a +2 item bonus on repair checks for mechanical devices and allows a character to make craft (mechanical) or craft (Structural) Checks without penalty.

MULTIPURPOSE TOOL

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. This whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making repair, or craft checks without the proper tools to -2 instead of the -4. Use of the tool is up to DM discretion.

THE RIGHT TOOL FOR THE JOB

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below.

Skill	Associated Item
Athletics (Climb)	Climbing gear
Demolitions (Craft Demolitions)	Chemical Kit
Electrical (Craft Electronic)	Electrical tool kit
Mechanical (Craft Mechanical)	Mechanical tool kit
Structural (Craft Structural)	Mechanical tool kit
Demolitions	Demolitions kit
Thievery	Car opening kit
	Electrical tool kit
	Lock pick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Perception (Investigate)	Evidence kit
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool

SEARCH AND RESCUE KIT

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” Blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

SURVIVAL GEAR

Survival gear helps characters keep themselves alive in the great outdoors.

BACK PACK

This is a good sized backpack made of tough water resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pound of gear.

A backpack gives the character a +2 item bonus to strength for the purpose of determining their carrying capacity.

BINOCULARS

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars allow for perceptions check at ranges of 100 feet or more with only a +2 to the Skill DC rather than 10 feet.

Range finding: In addition to the benefit of standard binoculars, rang finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness however, users looking through them see as if they had the Darkvision ability granted by night vision goggles.

CHEMICAL LIGHT STICK

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates a area burst 1. Once activated, it can't be turned off or reused. Light sticks are bought in packs of 5

CLIMBING GEAR

All the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet, and pads, gloves, spikes, chocks, ascenders, pistons, hand ax, and a harness. It takes 10 minutes to remove the gear from it pack and outfit it for use. Use this gear with the climb skill.

COMPASS

A compass relies on the earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 item bonus to nature checks when navigating.

FIRE EXTINGUISHER

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire covering 5 squares in a standard action. It contains enough material for two uses.

FLASH GOGGLES

These eye coverings provide total protection against blinding light such as that from a flash bang. Flash goggles allow for an immediate save with a +5 bonus on blinding affects. Flash goggles are transparent except in contact with blinding light, where they go nearly completely opaque. Flash goggles take up a head slot.

FLASHLIGHT

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 2 squares long and 1 square wide at its end.

Standard: This heavy metal flashlight projects a beam 6 squares long and 3 squares wide at its end.

Battery flood: Practically a handheld spot light, this item projects a bright beam 20 squares long and 10 squares wide at its end.

GAS MASK

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The Filter canister lasts for 12 hours of use. Changing a filter is a move action. The cost of an extra canister is \$30. The gas mask takes up a head slot.

GPS RECEIVER

Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 item bonus on Nature checks for navigation.

MAP

While a compass or GPS receiver can help you find your way through the wilderness, a map can tell you where you're going and what to expect when you get there.

Road Atlas: Road atlases are available for most countries, showing all major roads in each state or province. They can also be purchased for most major metropolitan areas, detailing every street in the region.

Tactical Map: A tactical map covers a small area – usually a few miles on a side – in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all area, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

MESH VEST

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pound of equipment. Retrieving an item from the vest is a minor action.

A Mesh vest provides a +4 item bonus to strength for the purpose of determining your carrying capacity. The Mesh vest cannot be worn over or under armor.

PORTABLE STOVE

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

ROPE

Climbing rope can support up to 1000 pounds, and is 50ft long.

SLEEPING BAG

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather granting a +2 Item bonus to endurance checks against the effects of weather, and can also double as a stretcher in an emergency.

TENT

A tent keeps you warm and dry in severe weather, providing a +2 bonus on endurance checks against the effects of weather.

TRAIL RATIONS

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The item level given is for a case of 12 meals.

WEAPON ACCESSORIES

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

BOX MAGAZINE

For weapons that use box magazines, you can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload your weapon in combat, requiring minor action to reload.

DETONATOR

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a demolitions check (See skill).

Blasting cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or car's ignition system, with a demolitions check. When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.



Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a demolitions check or repair check.

HOLSTER

Holsters are generally available for all handguns and some longarms within reason.

Hip: This holster holds the weapon in an easily accessed – and easily seen – location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster. Some weapons can be carried in waistband holsters or ankle or boot holsters. Creatures have a -2 penalty to notice a weapon in this holster.

ILLUMINATOR

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the users hands. It functions as a standard flashlight. This does not count as a gadget nor go towards the items level.

LASER SIGHT

This small laser mounts on a firearm, and projects a tiny red dot on the weapons target. A laser light grants a +1 item bonus to attack targets behind cover but not total cover. The red laser can be switch out for an inferred model that can only be seen with night vision goggles and similar equipment. The inferred light cannot be seen by normal means. This does not count as a gadget nor go towards the items level.

SCOPE

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. This does not count as a gadget nor go towards the items level.

Standard: A standard scope increases the range for a ranged weapon by 50%. However, to use a scope you must spend a minor action acquiring your target before each attack.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the Darkvision ability granted by night vision goggles.

SPEED LOADER

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers of a revolver cylinder. Using a speed loader allows you to reload a revolver as a minor action.

ADVANCED TECHNOLOGY

This chapter covers equipment such as weapons, armor, chemicals, and other items that possess abilities and powers that do not fit in with other mundane items. Advanced items such as weapons and armor can be upgraded normally like their mundane counterparts.

CRAFTING

In a modern or futuristic campaign setting the equipment makes the character. Mundane equipment found in Chapter 4 is fine for most things, but if a character really wants to stand out of a crowd they need to acquire advanced gear. To do this the character can either hire someone to build it for them or if they have the skills and time, craft it themselves.

The Skills chapter gives general rules for crafting mundane items and is generally left up to the DM to determine how difficult, how much, and how long it takes to build a specific item. The crafting time for mundane items is given in 'Man Hours' and can have multiple people working on the item at the same time. Any number of people can help craft a mundane item so long as they succeed in an 'Aid Another' check, distributing the crafting hours amongst them. So an object that would take 500 hours for one person to build would only take 50 hours for 10 people. Crafting mundane items does not require any specific feat to accomplish unlike advanced items.

Mundane items rarely offer any special abilities or powers that can change the outcome of an encounter. For Advanced items the rules are more concrete so items in different campaigns or with different DM's are created equally.

Advanced Item Rarity

How frequent an advanced item can turn up can be classified in one of three ways; Common, uncommon, or rare.

Common items can be easily found when searched for. Such items can usually be found with stores and vendors that normally cater to that type of advanced item. A streetwise check against an easy DC for the characters level can be made to locate a specific common item. Characters selling a common item can expect to see 20 percent of the items worth as the selling price.

Uncommon items are harder to come across, and aren't usually found with the stores and vendors that supply that type of advanced item. A streetwise check against a moderate DC for the characters level can be made to locate a specific uncommon item. Characters deciding on selling an uncommon item can expect to see a 50 percent return on their sale due to the rarity of the item.

Rare items are the hardest to find, and almost never sold. These items are never found in stores or with other vendors, and usually have to be found. Alternatively, characters can craft these items themselves or find others to craft it for them. A streetwise check is required against a hard DC for the characters level to locate a person capable of crafting the rare item. Characters who wish to sell a rare item can expect to receive 100 percent of the value for the item as the sales price.

Crafting Advanced Items

Should the character have the appropriately trained skills, and the money they can craft an advanced item themselves. To do this the character requires a place to work, the appropriate tools and components, and the Inventor Feat. Once the prerequisites have been established the character needs to beat a skill check against a DC 10 + the purchase level of the item. A successful check results in the crafting of the item, while a failed check results in a third of the components being lost.

If the character has the time they can take 10 on their roll which doubles the time it takes to craft the item. A character can also take 20 on a roll but this increases the time it takes to craft the item by 10 times.

INVENTOR

Heroic Tier

Benefit: You can make and modify advanced items assuming you are trained in its Key Skill.

Understanding Advanced Items

Progress Levels

Simply put, a Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization. This state of technological development generally pervades all aspects of a culture, particularly at higher levels when long range communication is virtually instantaneous. Even at lower levels, its unlikely but not impossible for a group of people to be at one progress level in some respects and at another one in other respects.

Progress levels may vary wildly from place to place on different worlds, the same world or even the same continent. Not all people may have access to the same level of technology. Certain corporations may have access to higher level technologies than the current government and its people, and even individual people may have developed higher level technology than the norm.

PL 0: Stone Age

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture.

Common weapons in a PL 0 civilization include the club, dagger, spear and bow. Armor made of hide and leather is possible, as are wicker shields.

PL 1: Bronze/Iron Age

Early human civilization began to work metal toward the end of the Stone Age. The malleability of copper led to its becoming the first metal to be "tamed". By adding tin to copper created much stronger metals which allowed more durable tools to be made. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

Most melee metallic weapons are capable of being produced in this era, as well as most types of armors. Ranged weapons are still limited to simple bows, the crossbow not having been developed.

**PL 2: Middle Ages**

Developments continued in architecture, commerce, metallurgy, and mathematics. The expanding agriculture allows more people to occupy the same area, giving rise to large cities and towns.

All medieval weapons and armor are available during this time period, as are simple gunpowder weapons during the waning years of the Middle Ages.

PL 3: Age of Reason

The Age of Reason is an era in human history when the development of ideas and systems of thought take precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines – chemistry, electromagnetism, medicine, biology, and astronomy – flourishes. New scientific instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battle field.

PL 4: Industrial Age

In this age, the theoretical knowledge of the previous eras is put into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Global communication is now possible through the use of the telegraph and radio.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

PL 5: Information Age

The Industrial age relied on chemical power, but in the information age, computer technology and electronics rule supreme. Satellite information systems and the internet connect the globe digitally. This progress level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

Most weapons at this time are refined versions of industrial age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient.

PL 6: Fusion Age

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development

of virtual systems and widespread access to the global internet.

Scientific advances in genetic engineering lead to artificial evolution and genetic augmentation of human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species toward the end of the age.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical powered explosives and firearms remain the weapons of choice; fusion technology can't be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True space ships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space. The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: Gravity Age

As this Progress Level opens, the invention of two key technologies herald humanities climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide and colonize the entirety of the local star system.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as crude energy weapons become available. Powered armor is widely used by warriors of this age.

The advances in computer technology blur the gap between artificial and actual intelligence. As the technology advances the artificial intelligences may start asking questions such as "Who am I", and "What am I doing here".

PL 8: Energy Age

The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force fields and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical star fighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

PL 9 And Higher

Generally, these progress levels are far beyond reach or comprehension; although isolated worlds or ancient species, possibly long extinct may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies.

Practical control of matter and energy, allow creatures and cultures to do things that appear to be magic, even when observed by technologically advanced races.

Purchase Level

Each item has a purchase level that is used to determine its cost and how difficult the item is to craft. Unlike the Fantasy version of 4th edition, this has no bearing on the level a character has to be in order to craft the item. If the character has the skill, money, and time they can craft any item they want.

CATEGORY

Each item has a category that defines the type of item it is.

Oil: Oils are applied to items (typically weapons), granting them temporary properties or powers.

Volatile: An item of this type explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, lighting etc.

Curative: These items aid in healing or in overcoming adverse and debilitating effects.

Poison: A poison is a toxin that hampers or harms a creature.

Drug: These items grant bonuses for the encounter but always have side effects.

Weapon: These items are used to make attacks either using a characters attack powers or its own. If the weapon indicates that it uses a characters power for the attack, the Hit section indicates the damage used for the power and any effects there after are added to the effects of the characters power used.

Armor: These items are worn and give bonuses to defense.

Equipment: Some items create miscellaneous effects that don't fall into the other categories.

Gadgets & Upgrades: At higher progress levels more advanced gadgets and upgrades become available.

Time

The time it takes to create or purchase an advanced item. In the case of crafting the time it takes to craft an item can be split up and completed a little at a time. The entire time it takes to craft the item doesn't need to be in one sitting.

The time to craft an advanced item can be reduced if additional characters are aiding in the skill checks. Using the 'Aid Another' action up to 5 other characters can assist in the completion of a craft check. For every additional character that passes their skill check, reduce the craft time by 1/10 of the original time. If 5 additional characters pass their skill checks it effectively reduces the crafting time by half.

A character can further reduce the time it takes to craft an Advanced item by rushing the job. Characters who rush the job will have the base crafting DC increased by 10 and the Aiding another DC increased by 5. Rushing the job reduces the base crafting time by ¼.

COMPONENT COST

This is the value of the components that must be expended to create the Advanced item. An Advanced items key skill determines the kind of components that are required.

- ◆ **Pharmaceuticals (Heal):** These can be over the counter drugs or ingredients used in their creation, or even biological samples.
- ◆ **Exceptional Herbs (Nature):** These herbs are found all over the world and sometimes can be found in a green house.
- ◆ **Compounds (Demolitions):** Compounds are bought and used in the creation of explosives and other chemical reactive mixtures.
- ◆ **Parts (Mechanical/Electrical):** Parts can be found almost anywhere even in a dump.

You can use the components associated with a key skill for any advanced item that uses that skill. For example, if you stock up on compounds, you can use them when you craft any Demolitions based item.

You can buy components at convenience stores, green houses, hobby shops, and even drug stores. However you acquire the components, record their value on your character sheet. When you create a special item, mark off the cost from the appropriate component.

Some Advanced items note other costs, including healing surges or special items such as a detonator, rare metals, or even an entire laboratory. These special items can be very costly, and some of them only need to be bought once and can be used again when crafting similar or other advanced items that require that same special item.

MARKET PRICE

This is the cost to craft or purchase the advanced item from the market or through other vendors. If this item is purchased illegally, the black market mark up is applied as normal.

RESTRICTION

The License for an advanced item determines how difficult it is to acquire the item when not crafting it from scratch. See Restricted Items page# for more details for purchasing restricted items. This has no barring when making the item yourself, unless you get caught with it in your possession without an appropriate license. Some Advanced items only require the License to be bought once while others require a new license each time the item is purchased or crafted. The specific item will mention this in its description.

KEY SKILL

An Advanced items key skill determines the type of components required to craft the item, and determines what skill is used for the check.

If there is more than one key skill that lets you choose one or the other, you can choose which skill to use. Your choice determines both the components you use and the skill required for the required check. Some of the more powerful items may require more than one type of skill check such as 'Mechanical and Heal', and require the type of components required to be split evenly. For example a level 10 land mine requires both a demolitions check and a mechanical check, and \$60 in compounds and \$60 in parts.

EFFECTS

The text that follows the foregoing information describes what happens when you use the advanced item.

MODIFICATIONS

Some items can be modified to change some aspect of the items function, such as turning an item that is normally thrown into ammunition. Changing an items function typically changes the items level and subsequently changes its cost and difficulty to craft.



PROGRESS LEVEL 5 ADVANCED TECH

The Information Age is the era closest to our own in terms of technology level. All of the mundane weapons, armor, and equipment fall into PL 5 gear, but continue to be used in futuristic campaigns.

INFORMATION AGE WEAPONS

The following weapons are available at PL 5 and later. Some weapons have attacks that can be used with a character powers as normal weapons do. Gadgets and upgrades can still be applied to these weapons as normal.

OICW ASSAULT RIFLE

Purchase Level: 26 **Market Price:** \$12,000

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical

One of the most technologically advanced weapon to ever reach production. The OICW (Objective Individual Combat Weapon) assault rifle is a combination weapon. The weapon houses a 5.56mm compact assault rifle as well as a 20mm grenade launcher.

The rifle includes a combat-capable scope with built in targeting computers that are designed to link to a HUD system.

OICW Assault Rifle Level 26 Uncommon

This sleek and sexy rifle is perfectly weighted and fits nicely in your hands. With each pull of the trigger enemies fall before you.

Level 26 \$12,000

Ranged Two-Handed Military Longarm

③ Rifle (Semi-Auto, Auto, High Crit) ♦ **At-Will**

Attack (Characters Power): Range 35/70, Payload 30

Hit: 2D8 Damage

*M79 (Single-Shot, Attached) ♦ **At-Will**

Attack (Grenade): Range 35/70, Payload 1

Hit: as per Grenade

Upgrades

Weapon Enhancement: +1 Attack and damage

Weapon Uplink: Attack from adjacent square as if you were occupying it. Requires HUD System for helmet.

Gadgets

Scope: Requires minor action to use. The effective distance this weapon can hit is 70/140 for your next attack this round.

Proficiency: +2

Ammo Type: 5.56mm Bullets (30), Grenades(1)

Weight: 18 lbs.

ROCKET LAUNCHER

Purchase Level: 20 **Market Price:** \$2,000

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical

This shoulder-mounted heavy weapon fires a single rocket that strikes a target at a great distance.

Rocket Launcher

Level 20 Uncommon

This large cannon is mounted on your shoulder and all fear it might.

Level 20 \$2,000

Ranged Two-Handed Military Heavy

✱ **Launcher** (Single-Shot) ♦ **At-Will, Load Minor**

Attack (Grenade): Range 100/200, Payload 1

Hit: as per Grenade

Ammunition

When purchasing or crafting rockets for this weapon, choose a Grenade and increase the Purchase Level by +2.

These grenades can only be used in the rocket launcher.

Proficiency: +2

Ammo Type: Grenades (1)

Weight: 15 lbs.

Modification (Ammunition): Stinger (Level +2): The rockets are modified to home in on their intended target. The penalties for distance no longer apply to the attack.

STUN GUN

Purchase Level: 7

Market Price: \$55

Category: Weapon

Restriction: Restricted

Time: 4 Hours

Key Skill: Mechanical & electrical

The stun gun is designed to incapacitate an enemy without killing them. Stun guns are non-lethal weapons that can penetrate up to one inch of clothing, thou are not very effective against people in armor.

Stun Gun

Level 7 Common

This small hand held gun fires two darts connected by wire which transmit an electric pulse, stopping enemies in their tracks.

Level 7 \$55 Level 22 \$3,500

Level 12 \$200 Level 27 \$15,000

Level 17 \$900 Level 32 \$65,000

One-Handed Weapon

Power (Encounter): Standard Action. Make an attack: Range 5; +4 vs. Fortitude; on a hit, the target is stunned until the end of its next turn. Not effective against targets in medium or heavy armor.

Level 12: +9 vs. Fortitude

Level 17: +14 vs. Fortitude

Level 22: +19 vs. Fortitude

Level 27: +24 vs. Fortitude

Level 32: +29 vs. Fortitude

Weight: .5 lbs.

TACMIL SNIPER RIFLE

Purchase Level: 21

Market Price: \$2,700

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical

The Tactical Military Rifle fires a standard 7.62mm round and sports a range finding scope that can connect to a HUD system. Additionally, the TacMil sniper rifle features a flash suppressor as well as an effective sound suppressor, ensuring maximum stealth.

TacMil Sniper Rifle

Level 21 Uncommon

This sleek and sexy rifle is perfectly weighted and fits nicely in your hands. With each pull of the trigger enemies fall before you.

Level 21 \$2,700

Ranged Two-Handed Military Longarm

🎯 **Rifle** (Single-Shot, High Crit) ♦ **At-Will**

Attack (Characters Power): Range 60/120, Payload 15

Hit: 2D10 Damage

Upgrades

Weapon Enhancement: +1 Attack and damage

Weapon Uplink: Attack from adjacent square as if you were occupying it. Requires HUD System for armor.

Gadgets

Scope: Requires minor action to use. The effective distance this weapon can hit is 120/240 for your next attack this round.

Proficiency: +3

Ammo Type: 7.62mm Bullets (15)

Weight: 14 lbs.

TASER

Purchase Level: 5

Market Price: \$30

Category: Weapon

Restriction: Restricted

Time: 4 Hours

Key Skill: Mechanical & electrical

The Taser is designed to incapacitate an enemy without killing them. Tasers are non-lethal weapons that can penetrate up to one inch of clothing, thou are not very effective against people in armor.

Taser

Level 5 Common

This small hand held gun fires two darts connected by wire which transmit an electric pulse, stopping enemies in their tracks.

Level 5 \$30 Level 20 \$2,000

Level 10 \$120 Level 25 \$9,000

Level 15 \$500 Level 30 \$35,000

One-Handed Weapon

Power (Encounter): Standard Action. Make an attack: Melee 1; +4 vs. Fortitude; on a hit, the target is stunned until the end of its next turn. Not effective against targets in medium or heavy armor.

Level 10: +9 vs. Fortitude

Level 15: +14 vs. Fortitude

Level 20: +19 vs. Fortitude

Level 25: +24 vs. Fortitude

Level 30: +29 vs. Fortitude

Weight: 1 lbs.



INFORMATION AGE POISONS

The following poisons are available at PL 5 and later.

FIRE THORN TOXIN

Purchase Level: 5

Market Price: \$30

Category: Poison

Restriction: Restricted

Time: 1 Hour

Key Skill: Heal or Nature

This red poison comes from the chemically enhanced toxins of several plants.

Fire Thorn Toxin Level 5 Uncommon

This past can be applied easily to almost any weapon.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Poison Item

Power (Consumable ♦ Poison): Standard Action. Apply the

Fire thorn poison to your weapons or one piece of ammunition. The application to weapons and ammo can be done before a fight and lasts until used. Make a secondary attack against the target you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit the target takes ongoing 5 poison damage (Save ends).

Level 11: +11 vs. Fortitude.

Level 17: +16 vs. Fortitude.

Level 22: +21 vs. Fortitude.

Level 27: +26 vs. Fortitude.

Level 32: +31 vs. Fortitude.

Modification: Enhanced (Level +5): You create this item so its properties are enhanced and concentrated. The ongoing damage increases by +5, for a total of 10 ongoing poison damage.

PEPPER SPRAY

Purchase Level: 5

Market Price: \$30

Category: Poison

Restriction: Restricted

Time: 1 Hour

Key Skill: Heal

Pepper spray is designed to cause instant pain and blind the enemy. Pepper spray is useful in close courters to blind the enemy and allow escape.

Pepper Spray Level 5 Common

This small vile of liquid is pressurized and when released, spreads out over 5 to 10 feet.

Level 5	\$30	Level 20	\$2,000
Level 10	\$120	Level 25	\$9,000
Level 15	\$500	Level 30	\$35,000

Poison Item

Power (Consumable ♦ Poison): Standard Action. Make an attack: Range 2; +4 vs. Fortitude; on a hit, the attack blinds and dazes the target until the end of their next turn.

Level 10: +9 vs. Fortitude

Level 15: +14 vs. Fortitude

Level 20: +19 vs. Fortitude

Level 25: +24 vs. Fortitude

Level 30: +29 vs. Fortitude

INFORMATION AGE VOLATILE ITEMS

The following volatile items are available at PL 5 and later.

CHEMISTS ACID

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 1 Hour

Key Skill: Heal or Nature

This glass vial containing two liquids that when mixed creates a corrosive liquid.

Chemists Acid Level 5+ Uncommon

When shattered, this glass vial releases a spray of acid.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Volatile Item

Power (Consumable ♦ Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deal 1D10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.

Level 11: +9 vs. Reflex; 1D10 acid damage and ongoing 5 acid damage (save ends)

Level 17: +14 vs. Reflex; 2D10 acid damage and ongoing 5 acid damage (save ends).

Level 22: +19 vs. Reflex; 2D10 acid damage and ongoing 10 acid damage (save ends).

Level 27: +24 vs. Reflex; 3D10 acid damage and ongoing 10 acid damage (save ends).

Level 32: +29 vs. Reflex; 3D10 acid damage and ongoing 15 acid damage (save ends)

Modification: Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

Modification: Explosive (level +2). You create this item so it explodes and deals damage to all creatures adjacent to the target. Any adjacent target hit takes 1D4 acid damage for every die of damage dealt to primary target.

CHEMISTS ICE

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 1 Hour

Key Skill: Heal or Nature

This glass vial contains several separated liquids that when combined absorb a great deal of heat causing anything to contact this liquid to freeze.

Chemists Ice

Level 5+ Uncommon

When shattered, this glass vial releases a super cold liquid.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Volatile Item

Power (Consumable ♦ Cold): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deal 1D10 cold damage and is slowed until the end of your next turn, half damage and is not slowed.

Level 11: +9 vs. Reflex; 1D10 cold damage.

Level 17: +14 vs. Reflex; 2D10 cold damage.

Level 22: +19 vs. Reflex; 2D10 cold damage.

Level 27: +24 vs. Reflex; 3D10 cold damage.

Level 32: +29 vs. Reflex; 3D10 cold damage.

Modification: Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

Modification: Lingering Effects (level +2). You create this item so that its contents linger in effect long after it use. Anyone hit with this attack is slowed (save ends).

DET CORD

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 1 Hour

Key Skill: Demolitions

Key Item: Detonator

Det cord is an explosive in a rope like form which makes it capable of being looped around a tree, post, or other object to cut in neatly in half. Det cord comes in a 50 foot roll that can easily and safely split into several 10 foot pieces for easier use.

Det cord does damage only to what it is attached to and nothing around it. A creature occupying the same square as Det cord takes no damage from it unless the Det cord is contacting the creature. There is no attack roll for Det cord as it automatically hits whatever it is attached to. The demolitions skill can be used to increase the damage when attacking structures and objects.

Det Cord

Level 5+ Uncommon

This rope burns faster than you can see and cut the object neatly in half.

Level 5	\$30	Level 25	\$9,000
Level 15	\$500		

Volatile Item

Power (Consumable ♦ Fire): Standard Action. Use a number of squares worth of Det cord on the structure or object as indicated by the DM. The damage for one 10 foot piece of Det cord is 1D6 fire damage. For every extra 10 feet of Det cord used increase the damage by the base amount given for its level.

Level 15: 2D6 Fire damage; ignores 5 points of resistance.

Level 25: 4D6 Fire damage; ignores 10 points of resistance.

FLASH BANG

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 4 Hours

Key Skill: Demolitions

This small ball no bigger than the palm of your hand contains several compounds and reagents that combine and ignite in a brilliant flash, and deafening bang that disorients all around

Flash Bang

Level 5+ Uncommon

When thrown, this fist-sized ceramic sphere explodes in a blinding flash.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Make one attack:

Area burst 1 within 10 (creatures in burst); +4 vs. Fortitude, Reflex, and Will; on a hit against Fortitude, the targets are dazed; on a hit against Reflex, the targets are blinded; on a hit against Will, the targets are deafened, until the end of their next turn. Creatures that do not rely on sight are not blinded and creatures that do not rely on hearing are not deafened.

Level 11: +9 vs. Fortitude, Reflex, and Will

Level 17: +14 vs. Fortitude, Reflex, and Will

Level 22: +19 vs. Fortitude, Reflex, and Will

Level 27: +24 vs. Fortitude, Reflex, and Will

Level 32: +29 vs. Fortitude, Reflex, and Will

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, FRAGMENTATION

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 4 Hours

Key Skill: Demolitions

This small, round egg shaped item explodes when used spaying shrapnel in all directions. This is a great weapon for wounding many enemies.



**Grenade, Fragmentation****Level 5+ Uncommon***When used serrated pieces of metal are sprayed everywhere.*

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade**Power (Consumable):** Standard Action. Make an attack:

Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deal 1D6 damage and ongoing 5 damage (save ends); on miss, half damage and no ongoing damage.

Level 11: +9 vs. Reflex; Burst 1, 1D6 damage and ongoing 5 damage (save ends)

Level 17: +14 vs. Reflex; Burst 1, 2D6 damage and ongoing 5 damage (save ends).

Level 22: +19 vs. Reflex; Burst 2, 2D6 damage and ongoing 10 damage (save ends).

Level 27: +24 vs. Reflex; Burst 2, 3D6 damage and ongoing 10 damage (save ends).

Level 32: +29 vs. Reflex; Burst 3, 4D6 damage and ongoing 15 damage (save ends).

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

Modification: Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

GRENADE, HI-EXPLOSIVE**Purchase Level:** 5**Market Price:** \$30**Category:** Volatile**Restriction:** Restricted**Time:** 4 Hours**Key Skill:** Demolitions

This small, round egg shaped item explodes when used, knocking over all in its concussive blast.

Grenade, Hi-Explosive**Level 5+ Uncommon***When used serrated pieces of metal are sprayed everywhere.*

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade**Power (Consumable):** Standard Action. Make an attack:

Ranged 5/10, area burst 1(creatures in burst); +4 vs.

Fortitude; on a hit, the attack deal 1D6 force damage and target is pushed 1 square and knocked prone; on miss, half damage and target is not pushed or knocked prone.

Level 11: +9 vs. Fortitude; 2D6 force damage

Level 17: +14 vs. Fortitude; Burst 2, 2D6 force damage and pushed 2 squares

Level 22: +19 vs. Fortitude; Burst 2, 3D6 force damage and pushed 2 squares

Level 27: +24 vs. Fortitude; Burst 3, 3D6 force damage and pushed 3 squares

Level 32: +29 vs. Fortitude; Burst 4, 4D6 force damage and pushed 3 squares

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, SMOKE**Purchase Level:** 8**Market Price:** \$70**Category:** Volatile**Restriction:** None**Time:** 1 Hour**Key Skill:** Demolitions

Militaries and police use this item to create temporary concealment. When used thick white smoke fills the area preventing any from seeing into or out of it.

Smoke grenade**Level 8 Common***Thick white smoke fills the room allowing you to move unseen.*

Level 8	\$70

Grenade**Power (Consumable):** Standard Action. Throw the smoke

grenade to an unoccupied square; Range 5/10; no roll to hit.

When used smoke fills an area burst 5 and lasts for 5 rounds.

At the beginning of your turn after the items use, reduce the area burst by 1 every round until it only fills one square. At which point it disappears at the beginning of your next round.

Anyone within the smoke cloud gains concealment, and there is no line of sight through the cloud.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

LAND MINE

Level: 10

Market Price: \$120

Category: Volatile

Restriction: Military

Time: 4 Hours

Key Skill: Demolitions & Mechanical

This small flat panel is a packaged shape charge that when applied carefully to the ground can become a dangerous trap. These land mines come in three varieties, and the type is determined when the mine is made.

Land Mine	Level 10+ Uncommon
<i>This shape charge detonates when stepped on.</i>	

Level 10	\$120	Level 25	\$9,000
Level 15	\$500	Level 30	\$35,000
Level 20	\$2,000	Level 35	\$150,000

Volatile Item

Power (Consumable ♦ Cold, Fire, or Lightning): Standard action. You apply the mine to an adjacent unoccupied square. When a creature moves into that square, the mine makes an attack against the creature as an immediate reaction: +7 vs. Reflex; on a hit, the target takes damage and suffers effects depending on the mine type:

Fire Mine – 1D8 fire damage and the target takes 5 ongoing damage (save ends).

Freezing Mine – 2D8 cold damage, and the target is immobilized (save ends).

Shock Mine – 1D8 lightning damage, the target is stunned until the beginning of its next turn.

Level 15: +12 vs. Reflex.

Level 20: +17 vs. Reflex; +1D8 damage; Perception DC 25.

Level 26: +22 vs. Reflex; +1D8 damage; Perception DC 25.

Level 30: +27 vs. Reflex; +2D8 damage; Perception DC 30.

Level 34: +32 vs. Reflex; +2D8 damage; Perception DC 30.

Special

The Land mine can be detected with a DC 20 Perception check. A creature that flies or jumps over the square does not trigger an attack.

Modification: Blast (Level +2): Make an attack against every creature in an Area burst 1.

TEAR GAS

Purchase Level: 12

Market Price: \$200

Category: Volatile

Restriction: None

Time: 1 Hour

Key Skill: Demolitions or nature

Militaries and police use this item to incapacitate their enemies without hurting them.

Tear Gas		Level 12 Uncommon	
<i>Thick white smoke fills the room blinding all inside.</i>			

Level 12	\$200

Grenade

Power (Consumable): Standard Action. Throw the Tear Gas to an unoccupied square; Range 5/10; no roll to hit. On the round that it is used it fills a burst 5 radius with tear gas for 5 rounds. Each round after the first the burst is reduced by one square as the tear gas dissipates. Anyone entering or starting their turn in the blast radius is blinded and dazed until they get out. Environmental protection such as a gas mask negates the effects of tear gas. Anyone within the tear gas cloud also gains the benefit of concealment.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

PLASTIC EXPLOSIVE (C-4)

Purchase Level: 12

Market Price: \$200

Category: Volatile

Restriction: Military

Time: 4 Hour

Key Skill: Demolitions

Key Item: Detonator

This 1 pound block of white hard putty can be molded to fit onto a wall, door, moving car, etc. It is detonated by use of a detonator (found in equipment section). C-4 is very safe to store and use.

Plastic Explosive (C-4)		Level 12+ Uncommon
<i>This block of white putty put out quite the bang.</i>		

Level 12	\$200	Level 27	\$15,000
Level 17	\$900	Level 32	\$68,000
Level 22	\$3,500	Level 37	\$275,000

Volatile Item

Power (Consumable ♦ Force): Standard Action. This item is placed onto an object such as a wall, vehicle, or door, and by use of a detonator is set off. This item cannot be thrown and must be placed. By using the demolitions skill the damage of the explosive can be increased against the object it is attached to. Against all creatures in an Area burst 2 make an attack; +4 vs. reflex; on a hit, the target is pushed 1 square away from the explosive and takes 1D10 force damage.

Level 17: +9 vs. Reflex; Burst 3, 1D10 force damage and pushed 2 squares.

Level 22: +14 vs. Reflex; Burst 3, 2D10 force damage and pushed 2 squares.

Level 27: +19 vs. Reflex; Burst 4, 2D10 force damage and pushed 3 squares.

Level 32: +24 vs. Reflex; Burst 4, 3D10 force damage and pushed 3 squares.

Level 37: +29 vs. Reflex; Burst 5, 4D10 force damage and pushed 4 squares.

Modification: Lock Buster (level -5): This item is made in a smaller amount and is designed to contain most of the explosive force of the blast. Use this item on any mechanical lock, gaining the indicated bonus to your thievery check instead of your normal check modifiers. On a successful check the lock is destroyed and open; a failed check imposes the indicated bonus as a negative on any future thievery checks.

WHITE PHOSPHORUS GRENADE

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Restricted

Time: 1 Hour

Key Skill: Demolitions

White phosphorus grenades use explosive charge to distribute burning phosphorus across the burst radius. The resulting explosion also creates a cloud of white smoke obscuring view.

White Phosphorus Grenade Level 5+ Uncommon

Looking similar to other grenades, this one burns with a ferocious flame.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Fire): Standard Action. Make an attack: Area burst 1 within 10 (creatures in burst); +4 vs. Reflex; on a hit, the attack deal 1D8 fire damage; on miss, deal half damage. The burst radius is also filled with smoke granting all inside concealment until the beginning of your next round.

Level 11: +9 vs. Reflex; 2D8 fire damage.

Level 17: +14 vs. Reflex; 3D8 fire damage.

Level 22: +19 vs. Reflex; 3D8 fire damage.

Level 27: +24 vs. Reflex; 4D8 fire damage.

Level 32: +29 vs. Reflex; 4D8 fire damage.

Modification: Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon's proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

Modification: Sticky (level +2). You create this item so that its contents stick to any surface or creature it comes in contact with. Any creature hit by the attack also takes ongoing 2 fire damage per die of damage done to the target.

**INFORMATION AGE ARMOR**

The following Armor are available at PL 5 and later

FLIGHT SUIT

Purchase Level: 15

Market Price: \$500

Category: Armor

Restriction: License

Time: 8 Hours

Key Skill: Mechanical

The flight worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit is skin tight to prevent the flow of blood from pooling in the legs during High "G" maneuvers.

Flight Suit

Level 15+ Common

This armor hugs your body leaving nothing to the imagination, but when your grounded in enemy territory you'll be happy you had it.

Level 15 \$500 Level 35 \$150,000

Level 25 \$9,000

Light Armor

Armor Bonus: +1 at level 15, +2 at level 25, and +3 at level 35

Check Penalty: 0

Speed: --

Property: This armor can be worn under other light armors. When worn underneath, this armor grants a +1 item bonus to AC. When used in this manner, gadgets added to this armor become unusable but upgrades are still taken into account.

Level 25: +2 AC

Level 35: +3 AC

Weight: 2 lbs.

SPACE SUIT

Purchase Level: 26

Market Price: \$12,000

Category: Armor

Restriction: License

Time: 12 Hours

Key Skill: Mechanical

A Standard Space suit used by most space organizations is a completely enclosed environment suit capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask. The Space suit is a poor combat armor, but allows for movement and action in space.

Space Suit

Level 26 Rare

This large and bulky suit is not very stylish but will keep you alive during explosive decompression.

Level 26 \$12,000

Heavy Armor

Armor Bonus: +7

Check Penalty: -10

Speed: -3

Properties

Breathable Air: 5 Hours

Enclosed: Negates extreme environmental conditions.

Resist 5 Fire, and 5 Cold

Gadget: HUD COM

Weight: 50 lbs.

Special: No other armor or helmets can be worn with a space suit.

INFORMATION AGE EQUIPMENT

The following equipment is available at PL 5 and later.

DISPLAY GLASSES

Purchase Level: 10 **Market Price:** \$120
Category: Equipment **Restriction:** None
Time: 4 Hours **Key Skill:** Electrical

A logical advancement of video display and VR technology, display glasses provide on-the-go monitors that can be hooked up wirelessly to everything from computer systems to televisions and other audio-video equipment. Each pair of display glasses looks like a darkened pair of sunglasses and features one or two earpieces that are inserted into the ear. The glasses are semitransparent and allow the wearer to see both the display and the users surroundings simultaneously.

Display Glasses Level 10 Common

These nifty set of glasses resemble rap around shades, and come sporting ear buds on the arms.

Level 10 \$120

Item Slot: Head

Property: +2 Item bonus to computer use checks.

Weight: 1 lbs.

DURACABLE

Purchase Level: 12 **Market Price:** \$200
Category: Equipment **Restriction:** None
Time: 4 Hours **Key Skill:** Mechanical

Strong as steal, flexible as rubber, and almost as light as normal rope, Duracable is made up of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 10 metric tons of weight and is 50ft long.

Duracable Level 12 Common

This grayish cable looks like steal but feels soft and light in your hands.

Level 12 \$200

Equipment

Property: -5 to any escape attempt when Duracable is used for binding.

Break DC: 40 or requires 25 damage to break a 5 foot section

Weight: 2 lbs.

GRAPPLER TAG

Purchase Level: 13 **Market Price:** \$275
Category: Equipment **Restriction:** None
Time: 6 Hours **Key Skill:** Mechanical

Often used in conjunction with duracable, the grappler tag is a small disc roughly six inches in diameter. When placed against a solid surface, the grappler tag attaches to that surface by magnetism or by an array of nearly microscopic metal barbs. A Grappler Tag can hold up to 1 metric ton of weight. A button on the top of the disc releases the grapplers tag's hold.

Grappler Tag Level 13 Common

This small disc, no larger than the palm of your hand can hold the weight of an entire car. The surface the tags attached to however may not.

Level 13 \$275

Equipment

Property: +2 bonus to climb checks.

Special: If thrown against an unarmored creature, the tags barbs deal 1D4 damage and the target is grabbed. No damage if the creature is armored. A check against a DC 10 is required to escape.

Weight: 1 lbs for Tag, 3 lbs for Launcher.

Modification: Launcher (level +2). The Grappler Tag comes with a one handed disc launcher that contains 1 tag attached to rope or cable and has a range of 15/30 squares. The launcher can hold up to 50 feet of rope or cable. Requires a ranged basic attack against AC 10 to hit a specific square.

HACKCARD

Purchase Level: 10 **Market Price:** \$120
Category: Equipment **Restriction:** Illegal
Time: 8 Hours **Key Skill:** Electrical

A marvel of computer technology, the hackcard is a disposable, one-use item designed to allow those who are not computer savvy to bypass technological and computer barriers or perform computer-related tasks. Each hackcard is an individual data-carrying card roughly the size of a credit card with several output types and a magnetic strip on one side. Each hackcard carries a single program designed for a single purpose; this may be to open doors, bypass security restrictions, crash a computer, or any other computer related tasks. Hackcards can be swiped in magnetic keycard readers, transmit on several wireless frequencies at about 1 foot, and physically connect to computers with several different connection types.

Hackcard Level 10+ Rare

This small unassuming card no bigger than a credit card has the power to instantly do anything a hacker can do.

Level 10 \$120

Level 16 \$650

Level 12 \$200

Level 18 \$1,200

Level 14 \$350

Level 20 \$2,000

Equipment

Power (Consumable): Standard Action. Use the Hackcard with a computer, or local security system and make a computer use check using a +6 skill bonus. This bonus replaces your own.

Level 12: +8

Level 14: +10

Level 16: +12

Level 18: +14

Level 20: +16

Special: When crafting a hack card you are required to be trained in computer use or know someone who is. You can only craft a hackcard with a skill bonus equal to or less than yours or the person with the skill.

Weight: NA



INFORMATION AGE CURATIVE ITEMS

The following curative items are available at PL 5 and later

ANTITOXIN

Purchase Level: 3 **Market Price:** \$12
Category: Curative **Restriction:** None
Time: 1 Hour **Key Skill:** Heal or Nature
 Antitoxin is contained in a small pill. Consuming the pill provides additional resistance against poison.

Antitoxin		Level 3+ Common	
<i>This large pill can help counter the effects of most poisons.</i>			
Level 3	\$12	Level 17	\$900
Level 10	\$120		

Curative Item

Power (Consumable): Minor action. Gain a +2 item bonus to saving throws against poisons. This effect lasts until the end of the encounter or for the next 5 minutes.
Level 10: Gain a +3 item bonus against poisons
Level 17: Gain a +5 item bonus against poisons.

Modification: Fast acting (level +5). You create this item so it reacts fast to neutralize poisons. While under the effect of this item you get to make saving throws against the poison at the beginning of your turn before the poison damage takes effect as well as at the end of your turn.

CLEAR SENSE POWDER

Purchase Level: 3 **Market Price:** \$12
Category: Curative **Restriction:** None
Time: 1 Hour **Key Skill:** Heal or Nature
 This white powder is usually kept in a small vial that can be placed under a subject's nose. When inhaled the powder can remove the blinded and or deafened condition.

Clear Sense Powder		Level 3+ Common	
<i>A fine white powder that can restore ones senses.</i>			
Level 3	\$12	Level 17	\$900
Level 10	\$120		

Curative Item

Power (Consumable): Minor action. You or an adjacent ally can make a saving throw against a blinded and or deafened condition that a save can end.
Level 10: Gain a +2 item bonus against the save.
Level 17: Gain a +4 item bonus against the save.

FIRST AID KIT

Purchase Level: 5 **Market Price:** \$30
Category: Curative **Restriction:** None
Time: 1 Hours **Key Skill:** Heal
 Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional.

First Aid Kit

Level 5+ Common

This small pouch contains everything needed for a quick patch up during battle.

Level 5	\$30	Level 25	\$9,000
Level 15	\$500	Level 35	\$150,000

Curative Item

Power (Consumable ♦ Healing): Minor action. Use this kit and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points or your surge value whichever's lower.
Level 15: 25 Hit points and make a save against one effect that a save can end.
Level 25: 50 Hit points and make a save against each effect that a save can end.
Level 35: Bring a Dead character to 0 hit points, so long as that character has not been dead longer than an encounter and has not taken more than their bloodied value in negative hit points.

Weight: 1 lbs.

HEALING GEL

Purchase Level: 3 **Market Price:** \$12
Category: Curative **Restriction:** None
Time: 1 Hour **Key Skill:** Heal or Nature
 This light blue gel grants the subject extra hit points when they spend a healing surge after a short rest.

Healing Gel

Level 3+ Common

Feels cold going on and tingles when it works.

Level 3	\$12	Level 18	\$1,200
Level 8	\$70	Level 23	\$5,000
Level 13	\$275	Level 28	\$20,000

Curative Item

Power (Consumable ♦ Sleep): Use during a short rest. The target of the Healing Gel regains an additional 2 hit points when he or she spends a healing surge during that short rest and during the next encounter. After an extended rest the effects of the Healing Gel are no longer effective.
Level 8: Regain an additional 4 hit points.
Level 13: Regain an additional 6 hit points.
Level 18: Regain an additional 8 hit points.
Level 23: Regain an additional 10 hit points.
Level 28: Regain an additional 12 hit points.

MEDICAL KIT

Purchase Level: 15 **Market Price:** \$500
Category: Curative **Restriction:** None
Time: 2 Hours **Key Skill:** Heal
 About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment.

Medical Kit

Level 15+ Uncommon

This box contains everything needed for extended care of the injured.

Level 23	\$5,000	Level 33	\$90,000
Level 28	\$20,000	Level 38	\$350,000

Curative Item

Power (Daily ♦ Healing): Standard Action. Use this kit and you or someone else gains hit points as if they had used a healing surge.

Level 25: Gain hit points as if two healing surges were used.

Level 30: Gain hit points as if three healing surges were used.

Level 35: Gain full hit points.

Special: This kit can be used 5 times before becoming useless but a character may only receive the benefit of a medical kit once per extended rest.

Weight: 10 lbs.

Surgery Kit

Purchase Level: 15 **Market Price:** \$500

Category: Curative **Restriction:** None

Time: 4 Hours **Key Skill:** Heal

Similar in size to the medical kit – the surgery kit contains everything one would need to perform basic field surgery on an individual. A surgery kit can only be used on one character at a time and only during a short rest.

Surgery Kit

Level 15 Uncommon

This box contains everything needed for extended care of the injured.

Level 15	\$500

Curative Item

Power (Daily ♦ Healing): Use this kit on a character while taking a short rest. While under the effect of a surgery kit the character regains additional hit points when using a healing surge equal to half their surge value.

Special: This kit can only be used on a character once a day and only one character per short rest. This kit can be used multiple times per day.

Weight: 10 lbs.

DRUGS

All drugs have big bonuses, but they also have debilitating side effects that only get worse with continued use. Unlike the real world however, these side effects are removed from the character after an extended rest has been taken. DM's should be aware that use of the drugs can make some players too powerful or even render them ineffective during an encounter.

It should be noted that all drugs are considered to be poison, and any creature that is immune to poison will not gain the benefits of the drug. Some creatures that can not make use of drugs would be undead and constructs.

INFORMATION AGE DRUGS

The following Drugs are available at PL 5 and later. Many of the drugs have side effects that inflict penalties. Similar penalties stack, even if the same drug is used again. Unless otherwise stated, all side effects end after an extended rest it taken.

PCP

Purchase Level: 10

Market Price: \$120

Category: Drug

Restriction: Illegal

Time: 1 hour

Key Skill: Heal or Nature

Phencyclidine comes in a powder or liquid form, and may be ingested, smoked, or snorted. Often called angle dust, PCP causes numbing in the extremities and body allowing that person to resist extreme amounts of pain. PCP also causes intense hallucinations in many people.

PCP

Level 10+ Rare

The world distorts and you feel your arms going numb. Its a good feeling.

Level 10	\$120	Level 22	\$3,500

Level 16	\$650

Drug

Power (Consumable): Minor Action. When consumed the recipient gains a Resist 2 all until the end of the encounter.

Level 16: Resist 5 all, and -1 to AC

Level 22: Resist 7 all, and -2 to AC

Side Effect: Character takes a -2 penalty to Will until an extended rest is taken. If PCP is not taken in the next encounter that character also gains a vulnerability to all damage equal to the previous resistance during that encounter.

SLEEP RIGHT PILL

Purchase Level: 10

Market Price: \$120

Category: Drug

Restriction: Illegal

Time: 1 hour

Key Skill: Heal or Nature

This small blue pill is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious.

Sleep Right Pill

Level 10+ Rare

This small unobtrusive pill can incapacitate a foe without ever harming it.

Level 10	\$120	Level 25	\$9,000

Level 15	\$500	Level 30	\$35,000

Level 20	\$2,000

Drug

Power (Consumable ♦ Sleep): Minor Action. You apply the sleep right pill to an adjacent food or drink. A creature that consumes that food or drink is subject to an attack after 1 minute: +12 vs. Fortitude; on a hit, that creature becomes unconscious for 1 hour or until it is subject to an attack or violent motion.

Level 15: +17 vs. Fortitude.

Level 20: +22 vs. Fortitude.

Level 26: +27 vs. Fortitude.

Level 30: +32 vs. Fortitude.

Side Effect: None



Modification: Fast Acting (level +5): This small pill dissolves faster and affects its target much faster. The target is unconscious after only 5 rounds instead of only 1 minute.

SPEED

Purchase Level: 10

Market Price: \$120

Category: Drug

Restriction: Illegal

Time: 1 hour

Key Skill: Heal or Nature

Amphetamine is a performance enhancer, often used by athletes. It comes in pill form and increases the users focus and reflexes. Withdrawal from this drug can lead to the exact opposite effects the user is looking for.

Speed

Level 10+ Rare

This small unobtrusive pill causes its user to react more quickly.

Level 10	\$120	Level 22	\$3,500

Level 16	\$650		

Drug

Power (Consumable): Minor Action. When consumed the recipient gains a +2 item bonus to speed and a +1 item bonus to reflex defense until the end of the encounter.

Level 16: As level 10, +1 item bonus to attack.

Level 22: As level 16, can jump as if from a running start.

Side Effect: Character takes a -1 penalty to AC until an extended rest is taken. If Speed is not used again in the next encounter the character takes a -2 penalty to speed and a -1 penalty to reflex during that encounter.

INFORMATION AGE OILS

The following oils are available at PL 5 and later

PARALYSIS OIL

Purchase Level: 3

Market Price: \$12

Category: Oil

License: None

Time: 1 Hour

Key Skill: Heal or Nature

This paralyzing oil is applied to a weapon to make your attack slow to your enemy's advances.

Paralysis oil

Level 3+

A weapon coated with this black oil has the power to slow the movement of a foe.

Level 3	\$12	Level 18	\$1,200

Level 8	\$70	Level 23	\$5,000

Level 13	\$275	Level 28	\$20,000

Oil

Power (Consumable): Standard Action. Apply paralysis oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, the target is slowed (save ends).

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +21 vs. Fortitude.

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

PROGRESS LEVEL 6 ADVANCED TECH

The Fusion Age is the first step to technology that seems to be beyond the reach of current scientific knowledge. Tech from this Progress Level is typically a stretch of the imagination, but could eventually be derived from current technology.

FUSION AGE WEAPONS

The following weapons are available at PL 6 and later. Many weapons at this PL and higher are energy weapons, and gadgets and upgrades can still be applied so long as it states Energy for the weapons to be modified. To apply a upgrade or gadget to a Laser Pistol for example, the modification would have to specify Handgun, and Energy for the type of weapon that can be modified.

CHAIN SWORD

Purchase Level: 18

Market Price: \$1200

Category: Weapon

Restriction: Military

Time: 6 Hours

Key Skill: Mechanical & Electrical

Three feet of tungsten steel with a molecule-thin razor chain of hardened synthetic crystals, the chain sword is a particularly lethal melee weapon. So brutal that many military forces are uncomfortable using them. The razor chain whirls chainsaw style, powered by a battery pack that keep the weapon running.

Chain Sword

Level 18 Uncommon

This sword hums and vibrates menacingly, promising painful death.

Level 18	\$1,200

Melee One-Handed Military Heavy Blade

⚔️ Chain sword (High Crit, Brutal 2) ♦️ At-Will

Attack (Characters Power): Melee

Hit: 2D8 Damage

Power (Special): Immediate Reaction. *Trigger:* You hit a target with a melee attack with this weapon. *Effect:* You deal an extra 5 points of untyped damage to the target of the attack. *Special:* This power uses 25% of an energy packs charge.

Crafting: When crafting this weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack.

Weight: 4 lbs.

COMPRESSION GUN

Purchase Level: 18

Market Price: \$1200

Category: Weapon

Restriction: License

Time: 6 Hours

Key Skill: Mechanical & Electrical

The compression gun releases a short-range concussive burst of sonic energy that can drop foes to the ground.

Compression Gun

Level 18 Common

Looking similar to a sawed off shotgun, the weapon is recharged by utilizing a pump action.

Level 18 \$1,200

Ranged Two-Handed Simple Longarm

✦Rifle (Singe Shot, Force) ♦ At-Will, Recharge

Attack: Dex vs. Reflex, Burst 3, Payload 1

Hit: Target is pushed 3 squares and is prone.

Recharge: A move action is required to recharge the attack.

Proficiency: +2

Weight: 4 lbs.

LASER RIFLE

Purchase Level: 19

Market Price: \$1,500

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical & Electrical

The laser rifle is the size of a standard firearm, with the same look and feel. The biggest difference is the fact that the laser rifle does not use ammunition, but energy. The laser rifle stores its energy in pack worn by the character and is connected to it by a cable.

Laser Rifle

Level 19 Common

This rifle hums with an internal energy, and when fired a beam of pure energy slices the air.

Level 19 \$1,500

Ranged Two-Handed Military Energy Longarm

⌚Rifle (Semi-Auto, Auto, Fire) ♦ At-Will

Attack (Characters Power): Range 40/80, Payload 20

Hit: 2D8 Fire Damage

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack

Weight: 8 lbs.

LASER PISTOL

Purchase Level: 17

Market Price: \$900

Category: Weapon

Restriction: License

Time: 6 Hours

Key Skill: Mechanical & Electrical

The laser pistol is the size of a standard firearm, with the same look and feel. The biggest difference is the fact that the laser pistol does not use ammunition, but energy. The laser pistol stores its energy in pack worn by the character and is connected to it by a cable.

Laser Pistol

Level 17 Common

This pistol hums with an internal energy, and when fired a beam of pure energy slices the air.

Level 17 \$900

Ranged One-Handed Military Energy Handgun

⌚Pistol (Semi-Auto, Fire) ♦ At-Will

Attack (Characters Power): Range 20/40, Payload 30

Hit: 2D6 Fire Damage

Crafting: When crafting this weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack

Weight: 3 lbs.

LASER SNIPER RIFLE

Purchase Level: 25

Market Price: \$9,000

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical & Electrical

The laser sniper rifle is the size of a standard firearm, with the same look and feel. The biggest difference is the fact that the laser sniper rifle does not use ammunition, but energy. The laser sniper rifle stores its energy in pack worn by the character and is connected to it by a cable.

Laser Sniper Rifle

Level 25 Common

This sniper rifle hums with an internal energy, and when fired a beam of pure energy slices the air.

Level 21 \$2,700

Ranged Two-Handed Military Energy Longarm

⌚Rifle (Singe Shot, Fire) ♦ At-Will

Attack (Characters Power): Range 60/120, Payload 10

Hit: 2D8 Fire Damage

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack

Weight: 14 lbs.

MINI-GRENADE LAUNCHER

Purchase Level: 20

Market Price: \$2,000

Category: Weapon

Restriction: Military

Time: 8 Hours

Key Skill: Mechanical

Though personal grenade launchers were commonly found in the information age, the mini-grenade launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses, while still as potent as its hand-held counterparts, is reduced in size to match the weapon.

Mini-Grenade Launcher

Level 20 Uncommon

This large bored handgun may look innocent enough but packs a big bang.

Level 20 \$2,000

Ranged One-Handed Military Heavy

✦Launcher (Single-Shot) ♦ At-Will, Load Minor

Attack (Grenade): Range 35/70, Payload 1

Hit: as per Grenade

Ammunition: When purchasing or crafting grenades for this weapon, increase the Purchase Level by +2. These grenades can only be used in the mini-grenade launcher. You add the proficiency bonus to any attack made with a grenade, but not the enhancement bonus if any.

Proficiency: +2

Ammo Type: Grenades

Weight: 4 lbs.

Modification: Payload (Level +2): The payload for this weapon increases to 4, and the order of the grenades does not matter when firing the weapon.

Modification: Attached (Level +0): The weapon can be attached to any two-handed ranged firearm so long as there is no other attached launcher.

MINI-ROCKET LAUNCHER

Purchase Level: 23 **Market Price:** \$5,000
Category: Weapon **Restriction:** Military
Time: 8 Hours **Key Skill:** Mechanical

Though shoulder-carried missile launchers were commonly found in the information age, the mini rocket launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses is reduced in size to match the weapon.

Mini-Rocket Launcher Level 23 Uncommon

This large bored handgun may look innocent enough but packs a bang.

Level 23 \$5,000

Ranged One-Handed Military Heavy

✱**Launcher** (Single-Shot) ♦ **At-Will, Load Minor**

Attack (Grenade): Range 75/150, Payload 1

Hit: as per Grenade

Ammunition: When purchasing or crafting rockets for this weapon, choose a grenade and increase the Purchase Level by +2. These grenades can only be used in the mini-rocket launcher. You add the proficiency bonus to any attack made with a grenade, but not the enhancement bonus if any.

Proficiency: +3

Ammo Type: Grenades

Weight: 5 lbs.

Modification: Payload (Level +2): The payload for this weapon increases to 4, and the order of the grenades does not matter when firing the weapon.

Modification: Attached (Level +0): The weapon can be attached to any two-handed ranged firearm so long as there is no other attached launcher.

TANGLER GUN

Purchase Level: 16 **Market Price:** \$650
Category: Weapon **Restriction:** License
Time: 4 Hours **Key Skill:** Mechanical

This nonlethal weapon fires condensed balls of an incredibly sticky compound that can render a target immobile. The Tangler gun fires pellets of an inert compound that, when broken, expand into a gelatinous substance that covers large portions of a target. This substance quickly hardens preventing the target from moving.

Tangler Gun Level 16 Common

This gun looks like a old fashion paint ball gun, but when people get hit they don't get colored they get stuck.

Level 16 \$650

Ranged One-Handed Simple Handgun

☺**Attack** (Semi-Auto) ♦ **At-Will**

Attack: Range 10/20, Dexterity vs. Reflex, Payload 20

Hit: Target is immobilized until end of your next round.

Ammunition: The ammunition has a purchase level of 8 and requires the mechanical skill and 1 hour to make a box of 20 rounds.

Crafting: When crafting the weapon it comes with a full payload.

Proficiency: +2

Ammo Type: Tangler gun balls

Weight: 4 lbs.



FUSION AGE VOLATILE ITEMS

The following weapons are available at PL 6 and later.

GRENADE, CONCUSSION

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hour **Key Skill:** Demolitions

A personal favorite of law enforcement organizations, the concussion grenade is used to incapacitate enemies without harming them.

Grenade, Concussion		Level 5+ Uncommon	
<i>This small, smooth grenade fits in the palm of your hand.</i>			
Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000
Grenade			

Grenade

Power (Consumable ♦ Force): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the target is stunned until the end of your next round; on a miss, the target is dazed until the start of your next round.

Level 11: +9 vs. Fortitude, Burst 1

Level 17: +14 vs. Fortitude, Burst 2

Level 23: +19 vs. Fortitude, Burst 2

Level 28: +24 vs. Fortitude, Burst 3

Level 33: +29 vs. Fortitude, Burst 3

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, EMP

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hours **Key Skill:** Demolitions

An EMP (Electro-Magnetic Pulse) grenade releases an electromagnetic pulse that instantly shorts out all electronic devices (including computers) within a specific radius. Affected devices remain nonfunctional until repaired (see Repair skill).

Grenade, EMP

Level 5+ Uncommon

This small orb causes the hair on your hand and arm to stand up on end while you hold it.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Lightning): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the non-organic target (Vehicle, Power Armor, computer, etc.) takes 2D6 Lightning damage and is nonfunctional until repaired.

Level 11: +9 vs. Fortitude, Burst 1, 4D6 Lightning Damage

Level 17: +14 vs. Fortitude, Burst 2, 4D6 Lightning Damage

Level 23: +19 vs. Fortitude, Burst 2, 6D6 Lightning Damage

Level 28: +24 vs. Fortitude, Burst 3, 6D6 Lightning Damage

Level 33: +29 vs. Fortitude, Burst 3, 8D6 Lightning Damage

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, INFERNO

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hours **Key Skill:** Demolitions

An Inferno grenade contains a chemical compound that combusts immediately upon contact with oxygen creating a pillar of flame.

Grenade, Inferno

Level 5+ Uncommon

This grooved, pare shaped red object is warm to the touch.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Fire): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the target takes 1D6 fire damage and ongoing 5 fire damage (save ends); on a miss, half damage and no ongoing.

Level 11: +9 vs. Reflex, Burst 2 1D6 Fire, ongoing 5 fire.

Level 17: +14 vs. Reflex, Burst 3 2D6 Fire, ongoing 10 fire.

Level 23: +19 vs. Reflex, Burst 3 3D6 Fire, ongoing 10 fire.

Level 28: +24 vs. Reflex, Burst 4 4D6 Fire, ongoing 15 fire.

Level 33: +29 vs. Reflex, Burst 4 5D6 Fire, ongoing 15 fire.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**GRENADE, MIDNIGHTER****Purchase Level:** 5**Market Price:** \$30**Category:** Volatile**Restriction:** Military**Time:** 2 Hours**Key Skill:** Demolitions

Midnighter grenades release light-absorbing particles into the air that creates a field of impenetrable darkness.

Grenade, Midnighter		Level 5+ Uncommon	

Looking like a regular grenade, you can hear a fluid with in.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Ranged 5/10, area burst 1 (creatures in burst); Effect: The grenade creates a zone of darkness, and any creature in the zone is blinded until they are out of it. The grenade lasts for 1 round after its use.

Level 11: Area burst 2

Level 17: Area burst 2, and lasts 2 rounds.

Level 23: Area burst 3, and lasts 2 rounds.

Level 28: Area burst 3, and lasts 3 rounds.

Level 33: Area burst 4, and lasts 3 rounds.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, SLEEP**Purchase Level:** 5**Market Price:** \$30**Category:** Volatile**Restriction:** Military**Time:** 2 Hours**Key Skill:** Demolitions

The sleep grenade carries a payload of sedative that when relieved can render almost anyone unconscious instantly.

Grenade, Sleep		Level 5+ Uncommon	

Looking like a regular grenade, you can hear a fluid with in.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Make an attack:

Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fort; on a hit, the target is Unconscious until the end of your next turn; Aftereffect, target is dazed (save ends).

Level 11: +9 vs. Fort

Level 17: +14 vs. Fort, Burst 2

Level 23: +19 vs. Fort, Burst 2

Level 28: +24 vs. Fort, Burst 3, Unconscious (save ends)

Level 33: +29 vs. Fort, Burst 3, Unconscious (save ends)

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, SUPERADHESIVE**Purchase Level:** 5**Market Price:** \$30**Category:** Volatile**Restriction:** Military**Time:** 2 Hours**Key Skill:** Demolitions

The superadhesive grenade releases a resin on contact that expands and hardens almost instantly in contact with air.

Grenade, Superadhesive		Level 5+ Uncommon	

Looking like a regular grenade, you can hear a fluid with in.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Make an attack:

Ranged 5/10, One creature; +4 vs. Reflex; on a hit, the target is restrained until the adhesive is removed. The adhesive has a Break DC of 10 and 10 hit points.

Level 11: +9 vs. Reflex, Break DC 13, 20 hit points.

Level 17: +14 vs. Reflex, Break DC 16, 30 hit points.

Level 23: +19 vs. Reflex, Break DC 19, 40 hit points.

Level 28: +24 vs. Reflex, Break DC 22, 50 hit points.

Level 33: +29 vs. Reflex, Break DC 25, 60 hit points.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, SUPERLUBE**Purchase Level:** 5**Market Price:** \$30**Category:** Volatile**Restriction:** Military**Time:** 2 Hours**Key Skill:** Demolitions

The superlube grenade releases virtually frictionless substance that coats the ground causing anyone to pass through to slip and fall.

Grenade, Superlube		Level 5+ Uncommon	

Looking like a regular grenade, you can hear a fluid with in.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Ranged 5/10, area burst 1; Effect: The grenade creates a zone of difficult terrain

until the end of the encounter. A creature can make a acrobatics check against a easy DC for their level to ignore the difficult terrain. A failed check means the creature is prone.

Level 11: Area burst 2

Level 17: Area burst 2, Medium DC

Level 23: Area burst 3, Medium DC

Level 28: Area burst 3, Hard DC

Level 33: Area burst 4, Hard DC

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, TANGLER

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 2 Hours **Key Skill:** Demolitions

A Tangler grenade releases a sticky liquid when used that instantly hardens into a rock like substance, trapping all within. The substance dissolves normally after 5 minutes leaving no residue.

Grenade, Tangler		Level 5+ Uncommon	
<i>Looking like a regular grenade, you can hear a fluid within.</i>			
Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable): Standard Action. Make an attack:
Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the target is immobilized (save ends); Aftereffect, target is slowed until the end of its next turn. On a miss, target is slowed until the end of its next turn.
Level 11: +9 vs. Reflex
Level 17: +14 vs. Reflex, Burst 2, -1 to save
Level 23: +19 vs. Reflex, Burst 2, -1 to save
Level 28: +24 vs. Reflex, Burst 3, -2 to save
Level 33: +29 vs. Reflex, Burst 3, -2 to save

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

FUSION AGE POWER ARMORS
The following armors are available at PL 6 and later.

Power armor is a powered mobile machine consisting primarily of an exoskeleton-like framework worn by a person and a power supply that supplies at least part of the activation energy for limb movement.

Power armors are designed to assist and protect the wearer. They may be designed, for example, to assist and protect soldiers and construction workers, or to aid the survival of people in other dangerous environments. Other possibilities include rescuer work, such as in collapsed buildings, in which the device might allow a rescue worker to lift heavy debris, while simultaneously protecting the worker from falling rubble.

Usable power armor technology can be found in societies of PL 6 or higher. Some rudimentary power armors may exist in PL 5 societies, but would be bulky and practically unusable in combat.

Level

Use of power armors in a campaign have to be considered very carefully. A character making use of a power armor can be considered at a higher level than they normally would be, and as such encounters should be made more difficult.

Powered armors, like vehicles have a level. This level changes depending on what upgrades and gadgets are added to it. When an encounter is finished and XP is being calculated, remove the power armors XP value for its level from the total XP earned, the same as if an NPC ally was assisting the PC group.

Any gadgets and upgrades added to a powered armor affect its level equivalent. Any gadget and upgrade added to a powered armor increase that powered armors level by an amount equal to the level increase of the gadget or upgrade added.

Temporary Hit Points

All power armors grant a character making use of it temporary hit points as noted in the description for the power armor. These temporary hit points represent the powered armors integrity, and are kept separate from temporary hit points gained from other sources. You could have 50 temporary hit points from the armor and 10 temporary hit points from another source. Regardless of what temporary hit points you have the armors temp hit points are deducted first.

These temporary hit points can only be recovered by making a repair check against a Medium DC for your level. This requires 5 minutes of time and recovers 25 temporary hit points each time the check is made. If the check is made against a Hard DC for your level the amount of temporary hit points recovered is doubled.

Equipment Slots

Some Powered Armor specific gadgets and upgrades require more space than normal due to their size and power consumption. These additions take up a number of slots on a powered armor. These powered armor specific gadgets and upgrades count towards the total number of additions that can

be attached to a powered armor, and sometimes count as both a gadget and upgrade at the same time.

Gadgets and upgrades for power armor can be applied so long as the “powered” keyword is noted. Same rules for standard armor apply to powered armor.

ie. “**Armor:** Medium, Heavy, Powered”

Special Properties

Powered armors provide special properties, usually in the form of stat bonus and resistances. Any stat bonus gained from a powered armor only gets applied to skill checks and ability checks, and for determining how much a character can carry.

Power Armor Types

Power Armor comes in three basic types; Light, Medium, and Heavy. Each type of power armor has its own unique benefits and drawbacks.

Power armors are treated the same as normal armor of similar type as far as how AC is determined. Light armor gains an AC bonus from either dexterity or intelligence, where as Medium and heavy power armor do not.

In cases where normal armor can be worn while within a power armor, the character gains no benefit from any equipment bonuses or gadgets and upgrades the normal armor may have while in use of the powered armor. The character is required to remove the power armor before the normal armor can be made use of.



LIGHT POWER ARMOR

Purchase Level: 30

Market Price: \$20,000

Category: Armor

Restriction: Restricted

Time: 40 Hours

Key Skill: Mechanical & Electrical

Requirement: Powered Armor Feat

Light Power Armor form fits to its users body providing no extra space for the character to wear anything while within the armor. At most a skin tight suit can be worn but anything thicker would chafe and cause extreme discomfort. The light power armor adds an extra foot to a characters height but does not increase the space they take up. The armor takes 1 full round to put on and remove.

Light Power Armor

Level 28 Rare

A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.

Level 28 \$20,000

Light Armor, Powered

Armor Bonus: +3

Check Penalty: -1

Speed: +1

Equipment Slots: 4

Special Properties

Resist Weapons: 2

State bonus: +1 Strength, +3 Dexterity

Carry/lift/drag: Twice the normal limit for medium creature.

Temporary Hit Points: 50

Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the 'Powered' key word. The helmet has a purchase level of 12 for gadgets and upgrades and cant be used with any other armor.

Level: 2

Weight: 100 lbs

MEDIUM POWER ARMOR

Purchase Level: 29

Market Price: \$27,500

Category: Armor

Restriction: Restricted

Time: 50 Hours

Key Skill: Mechanical & Electrical

Requirement: Powered Armor Feat

Medium Power Armor is slightly larger and more bulky than its light counterpart. It maintains a decent mobility while having increased armor and power. There is enough room within the armor for a character to wear fatigues or normal cloths, but not any additional armor. It requires 2 rounds to put on and remove this power armor.

Medium Power Armor Level 29 Rare

A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.

Level 29 \$27,500

Medium Armor, Powered

Armor Bonus: +5

Check Penalty: -2

Speed: --

Equipment Slots: 6

Special Properties

Resist Weapons: 4

State bonus: +2 Strength, +2 Dexterity

Carry/lift/drag: Twice the normal limit for medium creature.

Temporary Hit Points: 75

Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the 'Powered' key word. The helmet has a purchase level of 12 for gadgets and upgrades and cant be used with any other armor.

Level: 3

Weight: 300 lbs

HEAVY POWER ARMOR

Purchase Level: 30 **Market Price:** \$35,000

Category: Armor **Restriction:** Restricted

Time: 60 Hours **Key Skill:** Mechanical & Electrical

Requirement: Powered Armor Feat

Heavy power armor is much larger than its counterparts, increasing a characters size to around 8 to 10 feet tall making that character a large creature in every aspect. This increase in size gives the Heavy power armor unparalleled strength and armor giving it the nickname "The Walking Tank". Due to its size light armor can be worn while within, but can't be made use of. It requires 3 rounds to put on and take off this power armor.

Heavy Power Armor Level 30 Rare

A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.

Level 30 \$35,000

Heavy Armor, Powered

Armor Bonus: +8

Check Penalty: -3

Speed: -1

Equipment Slots: 8

Special Properties

Resist Weapons: 6

State bonus: +4 Strength

Carry/lift/drag: Twice the normal limit for large creature.

Size: Character is considered to be a large creature.

Temporary Hit Points: 100

Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the 'Powered' key word. The helmet has a purchase level of 12 for gadgets and upgrades and cant be used with any other armor.

Level: 4

Weight: 500 lbs

FUSION AGE EQUIPMENT

The following equipment is available at PL 6 and later.

AQUACONVERTER

Purchase Level: 13

Market Price: \$275

Category: Equipment

Restriction: None

Time: 6 Hours

Key Skill: Mechanical

Also known as "mechanical gills", the aquaconverter is a simple device that takes in water, separates its molecules into hydrogen and oxygen atoms, and then feeds the oxygen into a breather tube and the hydrogen into power-generating mechanisms.

Aquaconverter

Level 13 Common

Worn as a back-pack with a breather tube placed in the mouth, the aquaconverter is a limitless and self-powering way to breathe safely underwater.

Level 13 \$275

Equipment

Property: Can breathe underwater

Weight: 4 lbs

DISGUISE KIT, MORPHIC

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: Restricted

Time: 4 Hours

Key Skill: Mechanical

Most people forced to work undercover for extended periods rely on the morphic disguise kit. The kit features a pair of contact lenses that change color, a hair prosthetic that changes color, length, and texture, a paint-on LCD injector for instant tattoos that transform and a vocal encoder that is attached tot he throat to alter the users voice. Each component can be alter on command.

Disguise Kit, Morphic

Level 23 Common

This disguise kit contains a set of vary sophisticated tools to allow you to take on the appearance of many different individuals.

Level 23 \$5,000.00

Equipment

Power (At-Will ♦ Illusion): Minor action. Make a bluff check to disguise yourself and gain a +5 item bonus to that check. You are able to impersonate unique individuals.

Weight: 5lbs

DISPLAY CONTACTS

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 2 Hours

Key Skill: Electrical

Like the previous era's display glasses, display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye, and project a semitransparent image that appears to be roughly three feet from the user and comparable to a 52-inch monitor. This can be use to show the character any computer display its is linked to.

**Display Contacts****Level 20+ Common**

A screen flickers in your field of vision showing you a layout of the building your in, and the people currently near you.

Level 20	\$2,000	Level 24	\$6,500
Level 22	\$3,500	Level 26	\$12,000

Equipment

Property: Display contacts act like a HUD system and can have up to 2 HUD gadgets connected to them. All the standard rules for adding gadgets apply.

Level 22: 3 HUD gadgets

Level 24: 4 HUD gadgets

Level 26: 5 HUD gadgets

Special: Display contacts do not take up a slot on the characters head.

Weight: NA

FLASH-SEAL

Purchase Level: 12

Market Price: \$200

Category: Equipment

Restriction: None

Time: 1 Hours

Key Skill: Mechanical

Flash-seal looks like a block of metal roughly the size of a thin brick. It attaches to any door frame or portal and when activated, chemical compounds inside the devise burn fast and hot enough to melt the brick into a liquid form. The liquid metal freezes instantly welding the door or portal shut.

Flash-Seal**Level 12 Common**

A small thin brick of metal looks heavier than it actually is.

Level 12	\$200

Equipment

Power (Consumable): Minor action. The flash-Seal, seals a door or portal closed preventing it from being opened. Flash-Seal requires a strength check of 30 to break, and has 50 hit points.

Special: Flash-Seal may require a DC 30 to break, but the door may not. When breaking down the door, use the lowest break DC.

Weight: 5lbs

FUSION TORCH

Purchase Level: 15

Market Price: \$350

Category: Equipment

Restriction: None

Time: 2 Hours

Key Skill: Mechanical

The fusion torch produces a small, thin gout of flame that burns with such intensity that it creates temporary blobs of plasma all around it. The torch consists of a small fuel canister attached to the torch generator.

Fusion Torch**Level 15+ Common**

A small thin brick of metal looks heavier than it actually is.

Level 15	\$350	Level 25	\$9,000
Level 20	\$2,000	Level 30	\$35,000

Equipment

Power (At-will ♦ Fire): Standard action. Make a melee attack against an unattended object such as a wall or door. The torch deals 25 points of damage on each successful attack.

Level 20: 50 points of damage.

Level 25: 75 points of damage.

Level 30: 100 points of damage.

Special: If used as an improvised melee weapon, the torch deal 1D10 fire damage.

Weight: 2lbs

JET-PACK

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 6 Hours

Key Skill: Mechanical

A jet-pack consists of a backpack and fuel cells capable of producing short term flight.

Jet-pack**Level 23+ Uncommon**

A small thin brick of metal looks heavier than it actually is.

Level 23	\$5,000	Level 33	\$90,000
Level 28	\$20,000	Level 38	\$350,000

Equipment

Power (At-will): Move action. You fly 4 squares. You must end your movement on a solid surface or you will fall.

Level 20: Fly 6 squares.

Level 25: Fly 8 squares.

Level 30: Fly 10 squares.

Weight: 25lbs

NEURAL SCRAMBLER

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: Military

Time: 12 Hours

Key Skill: Electrical

The neural scrambler is a restraint devise used by many law enforcement agencies in the place of physical restraints such as handcuffs. The neural scrambler consists of a six-pronged device that, when placed on the head, interrupts brainwave activity.

Neural Scrambler Level 23+ Rare

This nasty looking devise, looks like a thing of torment out of a horror movie.

Level 23	\$5,000	Level 33	\$90,000
Level 28	\$20,000	Level 38	\$350,000

Item Slot: Head

Property: While wearing this item, the user with a Will defense of 20 or less is dominated at all times. While dominated the user can take only move actions, directed by a single individual that is in control of the neural scrambler. When the neural scrambler is removed from the users head, that user is no longer dominated and does not remember anything during the time the scrambler was being worn.

Power (At-will): Minor action. Melee 1; You take control of the neural scrambler and anyone currently wearing it. While in control of the neural scrambler you can issue commands in a close burst 10 to the wearer.

Level 28: Will defense of 25 or less

Level 33: Will defense of 30 or less

Level 38: Will defense of 40 or less

Special: This item can only be placed on the head of a willing or helpless creature.

Weight: NA

SENSOR, CHEMCOMP

Purchase Level: 20 **Market Price:** \$2000

Category: Equipment **Restriction:** None

Time: 6 Hours **Key Skill:** Electrical

The chemcomp sensor computer is a hand-held computer or computerized gauntlet designed to find individual comical compounds.

Sensor, Chemcomp Level 20+ Common

This hand-held devise shows a screen with the location of different chemicals found in the area.

Level 20	\$2,000	Level 25	\$9,000

Equipment

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate chemicals and compounds, such as explosives, drugs, etc, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Chemcomp sensor as a free action rather than a minor action.

Weight: 2lbs

SENSOR, GEOCOMP

Purchase Level: 20 **Market Price:** \$2000

Category: Equipment **Restriction:** None

Time: 6 Hours **Key Skill:** Electrical

The geocomp sensor computer is a hend-held computer or computerized gauntlet designed to find individual minerals and ores.

Sensor, Geocomp Level 20+ Common

This hand-held devise shows a screen with the location of different minerals found in the area.

Level 20	\$2,000	Level 25	\$9,000

Equipment

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate minerals and ores, such as steal, gold, silver, etc, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Geocomp sensor as a free action rather than a minor action.

Weight: 2lbs

SENSOR, MOTION

Purchase Level: 25

Market Price: \$9000

Category: Equipment

Restriction: None

Time: 8 Hours

Key Skill: Electrical

The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces.

Sensor, Motion Level 20+ Uncommon

This hand-held devise shows a screen with the location of different moving creatures and objects found in the area.

Level 25	\$9,000	Level 30	\$35,000

Equipment

Power (At-will): Minor action. You gain tremor sense out to a range of 10 squares until the beginning of your next turn.

This tremor sense can also detect flying objects and creatures.

Level 30: 20 squares.

Special: A character with a HUD system can use the motion sensor as a free action rather than a minor action.

Weight: 2lbs

UNIVERSAL COMMUNICATOR (UNICOM)

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 8 Hours

Key Skill: Electrical

The unicom is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicom has its own frequency and can send transmissions both directly to another individual unicom as well as to an entire group of unicoms.

**Universal Communicator (Unicom)****Level 20
Common**

This hand-held device shows a screen with the location of different minerals found in the area.

Level 20 \$2,000

Equipment

Property: The Unicom functions exactly as a smart phone from the Adventuring gear chapter and has the following additional features.

Property: Contains 2 additional languages (Chosen during creation) that allows you to understand and communicate in those languages while the unicom is on your person.

Power (At-will): Record a holographic snapshot of the area within a close blast 10 of the unicom. Up to 5 snapshots can be stored, and deleted at will. The snapshots can also be transfers to other storage devices for safe keeping.

Power (At-will – Illusion): Project a recorded holographic snapshot. This snapshot can not be interacted with but looks exactly as the original in every way. Perception checks can be made to notice additional clues or items within the snapshot, but have a -5 penalty to the check.

Special: A character with a HUD system can communicate using the Unicom without having to retrieve it, so long as it is in the characters possession.

Weight: NA

VIOLET RATIONS

Purchase Level: 2

Market Price: \$5

Category: Equipment

Restriction: None

Time: 10 minutes

Key Skill: Heal

The standard rations of fusion age militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the daily supply of nutrients and vitamins.

Violet Rations**Level 2 Common**

This hand-held device shows a screen with the location of different minerals found in the area.

Level 2 \$5

Equipment

Power (Consumable): Minor action. Gain the benefit of a full meal.

Weight: NA

WALLCRAWLER GEAR

Purchase Level: 26

Market Price: \$12,000

Category: Equipment

Restriction: None

Time: 6 Hours

Key Skill: Mechanical

This gear uses thousands of tiny micro threads that can grip to any surface giving anyone that uses it the ability to climb.

Wallcrawler Gear**Level 26 Common**

Looking like overly sized glove, this item has thousands of tiny hairs sticking out of the palms.

Level 26 \$12,000

Item Slot: Hands

Property: Gain a climb speed equal to your normal speed -2.

Weight: 1 lb

FUSION AGE CURATIVE ITEMS

The following curative items are available at PL 6 and later

CHEMICAL, ANTITOX

Purchase Level: 6

Market Price: \$40

Category: Curative

Restriction: None

Time: 1 Hours

Key Skill: Heal

Antitox is a special hypodermic injection that can be used to treat characters taking damage from poisons and drugs.

Chemical, Antitox**Level 6+ Common**

This sophisticated injection analyses the poison or drugs than produces a treatment

Level 6 \$40

Level 18 \$1,200

Level 12 \$200

Level 24 \$6,500

Curative

Power (Consumable): Minor action. Character immediately saves against any ongoing poison damage, and gains resist 5 poison until the end of their next turn

Level 12: Resist 10 poison

Level 18: Resist 15 poison

Level 24: Resist 20 poison

Special: A character under the side effects of a Drug can use this item to remove the effects of one drug of the items level or lower.

Weight: NA

CHEMICAL, NEUTRAD

Purchase Level: 6

Market Price: \$40

Category: Curative

Restriction: None

Time: 1 Hours

Key Skill: Heal or Nature

Neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. See Radiation Poisoning page # for details.

Chemical, Neutrad**Level 6+ Common**

This sophisticated injection analyses the radiation than produces a cure for it.

Level 6 \$40

Level 18 \$1,200

Level 12 \$200

Level 24 \$6,500

Curative

Power (Consumable): Minor action. Light radiation poisoning is neutralized from the character. Character gains a +1 item bonus to saves against Radiation poisoning for the encounter.

Level 12: Moderate Radiation poisoning

Level 18: Heavy Radiation Poisoning, +2 Saves

Level 24: Deadly Radiation poisoning, +4 Saves

Weight: NA

CHEMICAL, REVIVALL

Purchase Level: 10

Market Price: \$120

Category: Curative

Restriction: None

Time: 2 Hours

Key Skill: Heal or Nature

Revivall is a shot to the heart that helps restore a dying character to life.

Chemical, Revivall

Level 10+ Uncommon

This injection has a long hard needle capable of piercing tissue and bone.

Level 10	\$120	Level 12	\$3,500
Level 16	\$650	Level 28	\$20,000

Curative

Power (Consumable ♦ Healing): Minor action. Target: One dying character. Effect: The character is considered to have 0 hit points and can spend a healing surge. If the character was unconscious they are now conscious.

Level 12: +1D6 hit points

Level 18: +2D6 hit points

Level 24: +4D6 hit points

Special: A character may only receive the benefits of this item once per encounter.

Weight: NA

CHEMICAL, SPOREKILL

Purchase Level: 6

Market Price: \$40

Category: Curative

Restriction: None

Time: 1 Hours

Key Skill: Heal or Nature

Sporekill is a special hypodermic injection that can be used to remove the effects of diseases.

Chemical, Sporekill

Level 6+ Common

This sophisticated injection analyses the disease than produces a cure to the it.

Level 6	\$40	Level 18	\$1,200
Level 12	\$200	Level 24	\$6,500

Curative

Power (Consumable): Minor action. Any disease the character may have is removed as well as all the effects.

Level 12: +2 To save against Disease for the encounter

Level 18: +4 To save against Disease for the encounter

Level 24: +6 To save against Disease for the encounter

Weight: NA

MEDKIT, ADVANCED

Purchase Level: 18

Market Price: \$1200

Category: Curative

Restriction: None

Time: 2 Hours

Key Skill: Heal

The advanced medical kit functions similar to a standard first aid kit but has ongoing benefits that assist the beneficiary during an encounter.

Medkit, Advanced

Level 18+ Common

The white box, no bigger than the palm of your hand contains everything needed to save your life when your hurt.

Level 18	\$1,200	Level 26	\$12,000
Level 22	\$3,500	Level 30	\$35,000

Curative Item

Power (Consumable ♦ Healing): Minor action. Use this item and spend a healing surge. You regain hit points equal to your surge value, and regain additional 4 hit points each time you spend a healing surge until the end of the encounter.

Level 22: Regain additional 6 hit points

Level 26: Regain additional 8 hit points

Level 30: Regain additional 10 hit points

Weight: NA

MEDKIT, FAST-USE

Purchase Level: 20

Market Price: \$2000

Category: Curative

Restriction: None

Time: 8 Hours

Key Skill: Heal

The fast-use medkit has specialized computers and sensors to prepare exactly what is needed to restore a character to good health. A character need not have any medical knowledge to use the medical kit.

Medkit, Fast-Use

Level 20+ Rare

This medical device, about the size of a small brief case has many sensors and gadgets that give instant feedback as to a characters ailments.

Level 20	\$2,000	Level 32	\$65,000
Level 24	\$6,500	Level 36	\$200,000
Level 28	\$20,000	Level 40	\$650,000

Curative Item

Power (At-will ♦ Healing): Make a Heal check with a +10 bonus to the check rather than using your own skill bonus.

Power (Daily ♦ Healing): Minor action. Use this item on yourself or another creature. The beneficiary of this item gains hit points as if they had spent a healing surge. Also, any diseases and ongoing effects that cause the dazed, stunned, blinded or deafened condition of powers 5th level or lower are removed.

Level 24: +15 skill bonus, and powers 10th level or lower

Level 28: +20 skill bonus, 2 healing surges, and powers 15th level or lower

Level 32: +25 skill bonus, and powers 20th level or lower

Level 36: +30 skill bonus, 3 healing surges, and powers 25th level or lower

Level 40: +35 skill bonus, 4 healing surges, and powers 30th level or lower

Weight: 5lbs



FUSION AGE DRUGS

The following Drugs are available at PL 6 and later

CHEMICAL, BOOST

Purchase Level: 10 **Market Price:** \$120
Category: Drug **Restriction:** Illegal
Time: 8 Hours **Key Skill:** Heal or Nature

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Although the benefits are great, the side effects almost outweigh them. The chemical is very addictive and can alter the perceptions of a character so that they think they are immortal and can't be hurt. Additionally, repeated use of boost has debilitating effects on the body's immune and nervous systems.

Chemical, Boost

Level 10+ Rare

This hypodermic injector contains a red liquid that feels like fire when injected.

Level 10	\$120	Level 22	\$3,500
Level 16	\$650	Level 28	\$20,000

Drug

Power (Consumable): Minor action. Character gains a +4 bonus to strength for the purpose of carry weight and strength based skill and checks. The characters also gains a +2 power bonus to speed and +1 power bonus to all defenses. These bonuses last for the entire encounter or for 5 minutes.

Level 16: As above, Resist All 2

Level 22: +6 Strength, +3 Speed, +2 to all defenses

Level 28: As Level 22, Resist All 5

Side Effects: The character is dazed during the next encounter before an extended rest unless Boost is used again. Reduce each bonus by 1 each additional time the drug is used before an extended rest it taken. This can put values into the negatives. A resist value in the negatives becomes a vulnerability.

Weight: NA

CHEMICAL, PROLONG

Purchase Level: 10 **Market Price:** \$120
Category: Drug **Restriction:** Illegal
Time: 8 Hours **Key Skill:** Heal or Nature

Like many drugs, prolong is a military funded development that enables the subject to continue acting after reaching 0 hit points or below. The problem was that the drug inhibited the bodies natural healing abilities.

Chemical, Prolong

Level 10+ Rare

With this drug coursing through your veins, you feel immortal and invincible, like you can take on an army by yourself.

Level 10	\$120	Level 22	\$3,500
Level 16	\$650	Level 28	\$20,000

Drug

Power (Consumable): Minor action. Until the end of the encounter you do not fall unconscious when reduced to 0 hit points or fewer. You must still make death saving throws as normal. A failed save causes you to fall unconscious.

Level 16: +1 bonus to death saves.

Level 22: +2 bonus to death saves.

Level 28: +4 bonus to death saves.

Side Effects: Each use of this drug before an extended rest is taken causes the character to receive 5 hit points less from healing powers and abilities. This increases to 10 for paragon tier, and 15 for epic tier.

Weight: NA

CHEMICAL, REFRESH

Purchase Level: 20 **Market Price:** \$2000
Category: Drug **Restriction:** Illegal
Time: 8 Hours **Key Skill:** Heal or Nature

Begun as a military experiment, refresh quickly became a popular drug of choice for athletes and mercenaries. Refresh removes the characters exhaustion, causing them to feel as though they had a full night's sleep and a full meal. Unfortunately, as the military found out, prolonged use of the drug resulted in paranoia, schizophrenia, and eventually death.

Chemical, Refresh

Level 20+ Rare

This hypodermic injector contains a red liquid that feels like fire when injected.

Level 20	\$2,000	Level 33	\$90,000
Level 28	\$20,000		

Drug

Power (Consumable): When used during a short rest a character of heroic tier gains all the benefits of an extended rest without having taken one.

Level 28: Paragon Tier

Level 33: Epic Tier

Side Effects: Each time the drug is used more than once before a real extended rest is taken, the character takes a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks. The character also receives a -5 penalty to their will defense. If a character's will defense is reduced to 0 by taking this drug, they die.

Weight: NA

FUSION AGE GADGETS AND UPGRADES

The following Gadgets and Upgrades are available at PL 6 and later.

Powered armor specific gadgets and upgrades start to emerge at this progress level and later. These advancements are very powerful and as such take up additional room on a powered armor. Each powered armor has a number of Equipment Slots that can accept these powered armor specific gadgets and upgrades.

ALTERNANT FORM

Level Increase: +2 **Restriction:** None
Time: 24 Hours **Key Skill:** Mechanical & Electrical
Requirement: None

This gadget allows the powered armor to alternate between its armored form and another form such as a vehicle.

Alternate Form Level +2

A large motorcycle hurls down the street onto a ramp, launching it into the air. In midair the vehicle unhinges and forms around the driver forming a powered armor when it lands.

Lvl +2

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: Choose a vehicle for this powered armors alternant form. The vehicle must be the same size as the armor, and can have vehicle specific upgrades and gadgets added to it, but count toward the total the powered armor may have. The vehicle must be purchased separately.

Power (At-Will): Move action. *Effect:* You change between the powered armor form and alternant vehicle form. The alternant form has all the same properties and modes of transportation as the vehicle chosen, and can be operated normally.

AMMUNITION, BIO-AGENT

Level Increase: +2 **Restriction:** Military
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +2 Ammunition Enhancement or better.
Each round of Bio-agent ammunition contains a miniscule amount of a biological toxin that attacks a persons body, and can even degrade structural materials.

Bio-Agent Ammunition Level +2

Each round has a clear tip to them that contains a glowing green liquid.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Ammunition: Any

Quantity: 2 rounds

Property: This ammo deals 5 ongoing Acid damage (save ends).

Level +4: 10 ongoing acid damage (save ends).

Level +6: 15 ongoing acid damage (save ends).

Level +8: 20 ongoing acid damage (save ends).

Modification: Concentrated (Level +0): When crafting the ammunition you can reduce the ongoing damage by 5 in order to add a -2 to the save.

AMMUNITION, PULSE ROUND

Level Increase: +2 **Restriction:** License
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: +2 Ammunition Enhancement or better.
Pulse round ammunition changes out the gunpowder used in the ammo for a more powerful propellant. When fired, the new propellant converts the round to a plasma based projectile.

Ammunition, Pulse Round Level +2

Instead of a bullet a white hot pulse of plasma is emitted from the barrel of the gun.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Ammunition: Any

Quantity: 10 rounds

Property: This ammo deals +2 fire & lightning damage.

Level +4: This ammo deals +4 fire & lightning damage.

Level +6: This ammo deals +6 fire & lightning damage.

Level +8: This ammo deals +8 fire & lightning damage.

ARMORED

Level Increase: +2 **Restriction:** Restricted
Time: 60 minutes **Key Skill:** Mechanical & Electrical
Requirement: +1 Armor Enhancement or better
The powered armor is covered in heavy reinforced armor plating. The armor looks like a bulking walking tank moving across the field of battle.

Armored Level +3

A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: The powered armors Resist Weapons increases by 2.

Level +4: Resist weapons +4

Level +6: Resist weapons +6

Level +8: Resist weapons +8

Power (Encounter): Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You take half damage from the triggering attack.

Special: The armors weight is increased by 50%.

**ARMORFLEX**

Level Increase: +2 **Restriction:** None
Time: 60 minuets **Key Skill:** Mechanical
Requirement: +1 Armor Enhancement or better
Armorflex is a treatment applied to armor materials that reacts to variations in electrical current, rendering the armor either soft and pliable, or hard and ridged.

Armorflex**Level +2**

An ungainly armor sticks out over your shoulder, holding a flashlight while you perform your work.

Lvl +2

Gadget**Armor:** Medium, Heavy

Power (At-Will): Minor action. Effect: You reduce your armor bonus by 1 and reduce your check penalty by 1, or reduce your armor bonus by 2 and reduce your check penalty by 2. Reduce your armor bonus by 3 and you can reduce your check penalty by 2 and speed penalty by 1. As a free action you can revert your armor back to normal.

CLASS I SENSOR SYSTEM

Level Increase: +1 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical
Requirement: None

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain basic information about the targets in the area.

Class I Sensor System**Level +1**

Targets appear on your screen with their statistical data next to them.

Lvl +1

Gadget**Armor:** Any Powered**Equipment Slots:** 1

Power (At-Will): Minor action. Close burst 100. Effect: You gain a general knowledge of the surrounding terrain and the number and location of each non living mechanical target in the area of medium size and larger.

Power (At-will): Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory

CLASS II SENSOR SYSTEM

Level Increase: +2 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical
Requirement: None

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain good information about the targets in the area.

Class II Sensor System**Level +2**

Targets appear on your screen with their statistical data next to them.

Lvl +2

Gadget**Armor:** Any Powered**Equipment Slots:** 1

Power (At-Will): Minor action. Close burst 100. Effect: You gain a good knowledge of the surrounding terrain and the number and location of each living and non living target in the area of medium size and larger.

Power (At-will): Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;

- Targets size and Shape
- Mode of locomotion
- Current trajectory
- Number of living creatures in a vehicle
- Targets weapons and armor

Power (Encounter): Gain a +1 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.

CLASS III SENSOR SYSTEM

Level Increase: +3 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical

Requirement: None

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain good information about the targets in the area.

Class III Sensor System**Level +3**

Targets appear on your screen with their statistical data next to them.

Lvl +3

Gadget**Armor:** Any Powered**Equipment Slots:** 2**Properties:** Gain Darkvision

Power (At-Will): Minor action. Close burst 100. Effect: You gain a good knowledge of the surrounding terrain and the number and location of each living and non living target in the area of medium size and larger.

Power (At-will): Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;

- Targets size and Shape
- Mode of locomotion
- Current trajectory
- Number of living creatures in a vehicle
- Targets weapons and Armor

Power (Encounter): Gain a +2 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.

ENVIRONMENTALLY SEALED

Level Increase: +1 **Restriction:** None
Time: 60 minuets **Key Skill:** Mechanical
Requirement: None

The armor has been seal against adverse and hazardous conditions. The armor is fully sealed allowing a character to survive almost anywhere including the vacuum of space.

Increased Integrity Level +2

A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Upgrade

Armor: Medium, Heavy, Powered

Property: The armor contains 2 hours of air and can allow the user to survive in a vacuum and places with temperatures ranging from -200C to 400C. The air can be recharged during a short rest so long as fresh air is available.

Special: A helmet must worn for this property to be available.

FLIGHT SYSTEMS

Level Increase: +3 **Restriction:** None
Time: 60 minuets **Key Skill:** Mechanical & Electrical
Requirement: None

Your powered armor is equipped with a full range of flight systems allowing it to fly at great speeds, high above the ground.

Flight Systems Level +3

High overhead you see an object moving quickly across the sky.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: Outside of a combat encounter you have a fly speed 100 (Hover), 50mph.

Level +6: 400 (Hover), 200mph

Level +9: 800 (Hover), 400mph

Level +12: 1520 (Hover), 760, Mach 1

Property: Powered armor can hover a few feet across the ground allowing it to ignore difficult terrain and water features.

Power (At-Will): Move action. You fly your speed. You must end your turn on a solid surface or fall.

HUD SOFTWARE, VEHICLE LINK

Level Increase: +2 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical
Requirement: HUD system upgrade

This piece of software for the HUD system, the vehicle link allows the on board computer system of any vehicle to be displayed on the HUD.

HUD Software, Vehicle Link Level +2

Vehicle readouts display across your vision giving you an in-depth knowledge into the working of your vehicle.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade

Armor: Helmet, Powered

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

Level +4: +2 item bonus

Level +6: +4 item bonus

Level +8: +6 item bonus

INCREASED INTEGRITY

Level Increase: +2 **Restriction:** None
Time: 60 minuets **Key Skill:** Mechanical
Requirement: +1 Armor Enhancement or better

The structural integrity of the powered armor had been reinforced and upgraded with exotic alloys. This make the armor heavier, but also gives it added stopping power.

Increased Integrity Level +2

A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Upgrade

Armor: Any Powered

Equipment Slots: 1

Property: The powered armor gain an additional 25 temporary hit points.

Level +4: 50 temporary hit points

Level +6: 75 temporary hit points

Level +8: 100 temporary hit points

Special: The armors weight is increased by 50%.

INCREASED SIZE

Level Increase: +2 **Restriction:** None
Time: 12 Hours **Key Skill:** Mechanical & Electrical
Requirement: None

You increase the overall size of the powered armor giving it several benefits such as increased room for equipment, added strength, and just sheer overwhelming size.

Increased Size Level +2

A monstrous mechanical form stands before you.

Lvl +2

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 0

Property: The powered armor increases one size category, effectively allowing the user to become a creature of that size. The powered armor gains 2 additional equipment slots, +4 strength for the proposes of skill and ability checks, and carry weight, and the character can carry/lift/drag twice the normal amount for a creature of their size.

**INTERNAL BATTERY**

Level Increase: +1 **Restriction:** None
Time: 60 minuets **Key Skill:** Mechanical & Electrical
Requirement: None

The powered armor contains a battery capable of storing a great amount of electrical power. This power can be used to charge or power devices and weapons that require a power pack.

Internal Battery **Level +1**

The powered armor looks larger and greater then others of the same make.

Lvl +1 Lvl +4
 Lvl +2 Lvl +6

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 1

Property: You power armor counts as a power pack for determining ammo for energy weapons, and power for electrical devises.

Power (Encounter): Immediate Reaction. *Trigger:* You deal damage with a ranged attack with an energy weapon. *Effect:* You deal an additional 10 points of damage. Using this power uses double the normal amount of ammunition.
Level +4: Resist weapons +6, 15 points of damage.
Level +6: Resist weapons +8, 20 points of damage.
Level +8: Resist weapons +10, 25 points of damage.

Special: The Internal battery can have upgrades applied to it as if it were a standard power pack. Any upgrades added to the internal battery do not count towards the powered armor.

LASER BAYONET

Level Increase: +2 **Restriction:** License
Time: 60 minuets **Key Skill:** Mechanical
Requirement: None

Laser bayonets are not actually bayonets, but they serve the same general purpose. Mounted on ranged weapons, the laser bayonet give the character a melee weapon to strike with, even thou he is holding a ranged weapon.

Laser bayonet **Level +2**

When active a short point of a laser sticks out of the nose of the gun.

Lvl +2 Lvl +5
Upgrade

Weapon: Any handgun or longarm

Property: The weapon counts as a melee weapon and can be used to make melee attacks as normal. If used on a one-handed firearm, the bayonet is considered a light blade that deals 1D6 fire damage. If used on a two-handed firearm, the bayonet is considered a heavy blade that deals 1D10 fire damage.

Level +5: 2D6 fire damage, and 2D10 fire damage.

MISSILE STORM

Level Increase: +2 **Restriction:** Military
Time: 60 minuets **Key Skill:** Mechanical & Demolitions
Requirement: +1 Armor Enhancement or better

A pair of mini-missile batteries are placed on the armor, most often on the shoulders, legs or arms. With a single command you litter an area with hellish explosions, one after another.

Missile Storm **Level +2**

An army approaches and you find yourself out numbered ten-to-one. With a quick smile your target several areas and let fly with a barrage of missiles.

Lvl +2 Lvl +8
 Lvl +4 Lvl +10
 Lvl +6 Lvl +12

Gadget

Armor: Any Powered

Equipment Slots: 4

Power (Encounter ♦ Recharge): Standard action. Make 4 attacks: Area burst 1 within 40 (creatures in burst); Characters level + 2 vs. Reflex, deal 1D6 fire damage; on a miss, deal half damage.
Level +4: 2D6 fire damage.
Level +6: 3D6 fire damage.
Level +8: Make 6 attacks, 3D6 fire damage
Level +10: Make 6 attacks, 4D6 fire damage
Level +12: Make 8 attacks, 4D6 fire damage

Recharge: To recharge the missile storm power, more missiles must be purchased. The purchase DC for the missiles is the gadgets Level increase + 10. This power can only be recharged during a short rest.

Special: Each attack must have a different primary target.

OVERCHARGE

Level Increase: +5 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical
Requirement: None

This battery pack can sustain a charge greater then what it is normally capable of.

Overcharge **Level +5**

The battery pack looks slightly larger then normal, and has more weight.

Lvl +5

Upgrade

Ammunition: Power Pack, E-Clip, Fusion Cell

Property: If charged for an extra 1 hour, the power pack will have a 200% charge. This effectively doubles the ammunition for a energy weapon, and allow electronic gear to run longer.

POLARIZED

Level Increase: +5 **Restriction:** None
Time: 60 minuets **Key Skill:** Electrical
Requirement: None

The frequency of the energy stored within this battery pack has been modified to bypass the resistance of some armors.

Polarized

Level +5

A small readout on the batter pack shows the rotating energy signature.

Lvl +5 Lvl +15
Lvl +10 Lvl +20

Upgrade

Ammunition: Power Pack, E-Clip, Fusion Cell

Property: Any attack made with a weapon using this upgrade ignores 5 points of resistance.

Level +10: Ignore 10 points of resistance
Level +15: Ignore 15 points of resistance
Level +20: Ignore 20 points of resistance

POWERED MICRONIZATION

Level Increase: +3 **Restriction:** None

Time: 2 Hours **Key Skill:** Mechanical

Requirement: +1 Armor Enhancement or better

The onboard equipment of a powered armor has been micronized in order to allow for additional room for equipment.

Powered Micronization

Level +3

When active a short point of a laser sticks out of the nose of the gun.

Lvl +3

Upgrade

Armor: Any Powered

Equipment Slots: 0

Property: The number of equipment slots for the powered armor is doubled. The powered armor can also hold one additional Gadget and Upgrade above the normal amount.

PREHENSILE APPENDAGE

Level Increase: +4 **Restriction:** None

Time: 60 minuets **Key Skill:** Mechanical

Requirement: +1 Armor Enhancement or better

Useful for scientists, explorers, and others that have a need for an extra hand, the prehensile appendage gadget has many uses.

Prehensile Appendage

Level +4

An ungainly armor sticks out over your shoulder, holding a flashlight while you perform your work.

Lvl +4

Gadget

Armor: Light, Medium, Heavy, Powered

Power (At-Will): Free action. Once per round you can take a free minor action. This minor action may allow you to open or close doors, draw or stow a weapon, pick up, use or hold an item, or any other action that requires a minor action to perform.

Special: More than one appendage may be purchases for an armor, each allowing one free minor action to be taken per round.

SELF-REPAIRING

Level Increase: +3

Restriction: None

Time: 60 minuets

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

The self-Repair upgrade adds a small amount of structure to the armor. When this structure takes damage, it slowly regenerates itself.

Self-Repairing

Level +3

Scratch marks and dents slowly fade, than disappear from the exterior of the armor.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Upgrade

Armor: Medium, Heavy, Shield, Powered

Property: You start the encounter with 4 temporary hit points. At the beginning of each round you regain 2 temporary hit points to a maximum of 4.

Level +6: Start encounter with 6 temporary hit points and recover 3 per round.

Level +9: Start encounter with 8 temporary hit points and recover 4 per round.

Level +12: Start encounter with 10 temporary hit points and recover 5 per round.

SERVO BOOSTERS

Level Increase: +2

Restriction: None

Time: 60 minuets

Key Skill: Mechanical & Electrical

Requirement: +1 Armor Enhancement or better

The artificial muscle that give the powered armor its strength and locomotion is upgraded to allow for greater power distribution.

Servo Boosters

Level +2

The powered armor looks larger and greater then others of the same make.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: The powered armor gains an additional +4 item bonus to strength for the purposes of skill checks and ability checks, and for determining the load a character can carry.

Power (Encounter): Immediate Reaction. *Trigger:* You deal damage with a melee attack. *Effect:* You deal an additional 10 points of untyped damage.

Level +4: +6 bonus to strength, 15 points of damage.

Level +6: +8 bonus to strength , 20 points of damage.

Level +8: +10 bonus to strength, 25 points of damage.



SPEED BOOSTER

Level Increase: +3

Restriction: None

Time: 60 minutes

Key Skill: Mechanical & Electrical

Requirement: None

The speed booster allows the powered armor's legs to work more efficiently and with greater results.

Speed Booster

Level +3

You run across the ground with ease, passing moving vehicles with each step.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: You gain a +2 bonus to speed.

Property: Outside of a combat encounter you have a run speed of 60 (30mph).

Level +6: +3 Speed, 100 (50mph)

Level +9: +4 Speed, 200 (100mph)

Level +12: +6 Speed, 400 (200mph)

TWITCH FIBERS

Level Increase: +2

Restriction: None

Time: 60 minutes

Key Skill: Mechanical & Electrical

Requirement: +1 Armor Enhancement or better

The artificial muscles that make up the inner working of your powered armor are built with a special fiber that allows for greater mobility and quicker, surer movements.

Twitch Fibers

Level +2

This armor moves gracefully across the ground.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget & Upgrade

Armor: Any Powered

Equipment Slots: 2

Property: The powered armor gains an additional +4 item bonus to dexterity for the purposes of skill checks and ability checks, and also gains a +2 bonus to speed.

Power (Encounter): Immediate Reaction. *Trigger:* You take a move action to move, run, jump, swim, or climb. *Effect:* You move an additional 5 squares.

Level +4: +6 bonus to dexterity, 10 squares

Level +6: +8 bonus to dexterity, 15 squares

Level +8: +10 bonus to dexterity, 20 squares

PROGRESS LEVEL 7 ADVANCED TECH

The Gravity Age sees many of the most revolutionary changes to technology, particularly to technology used on the battlefield. Plasma weapons are finally made small enough to become practical for battlefield use, while power armors really start to shine. The advent of gravity-related technology brings some new forms of construction as well, incorporating new gravity-based technologies in practical ways.

GRAVITY AVE WEAPONS

The following weapons are available at PL 7 and later.

CONCUSSION RIFLE

Purchase Level: 22

Market Price: \$3500

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical & Electrical

The concussion rifle fires an artificial gravity pulse at the target with enough force to hurl it through the air.

Concussion Rifle

Level 22 Uncommon

The white box, no bigger than the palm of your hand contains everything needed to save your life when you're hurt.

Level 22 \$3,500

Ranged Two-Handed Military Energy Longarm

③Rifle (Semi-Auto, Force) ♦ At-Will

Attack (Characters Power): Range 20/40, Payload 6

Hit: 2D10 Force Damage

Effect: On hit, the target is pushed 1 square, or an additional 1 square if the power used already pushes the target.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

CONCUSSION ROD

Purchase Level: 18

Market Price: \$1200

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical & Electrical

Modeled after the medieval mace, this weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact.

Concussion Rod

Level 18 Uncommon

Looking quite medieval, the concussion rod arks with energy as it impacts its target.

Level 18 \$1,200

Melee One-Handed Military Mace

③Mace (High Crit) ♦ At-Will

Attack (Characters Power): Melee

Hit: 2D8 Force Damage

Effect: On hit, the target is pushed 1 square, or an additional 1 square if the power used already pushes the target.

Proficiency: +2

Weight: 2 lbs.

GAUSS RIFLE

Purchase Level: 25

Market Price: \$9,000

Category: Weapon

Restriction: Military

Time: 8 Hours

Key Skill: Mechanical & Electrical

Gauss rifles use magnetic energy to damage the target internally, making armor less effective. The Gauss rifle performs differently when used against organic and inorganic targets.

Gauss Rifle

Level 25 Uncommon

This large gun hums with magnetic energy.

Level 25 \$9,000

Ranged Two-Handed Military Energy Longarm

③Rifle (Semi-Auto, Auto, Thunder) ♦ At-Will

Attack (Characters Power): Range 25/50, Payload 20

Hit: 2D4 Thunder Damage against living creatures, and 2D12 thunder damage against constructs and vehicles. Does no damage against non living creatures.

Effect: Living Creatures targeted by an attack from this weapon are treated as having an AC 2 points lower than normal.

Effect: Constructs and vehicles targeted by an attack from this weapon do not gain any benefits from their damage resistance, if any.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

GRAV-GUN

Purchase Level: 25

Market Price: \$9,000

Category: Weapon

Restriction: License

Time: 8 Hours

Key Skill: Mechanical & Electrical

The grav-gun fires highly dense magnetized particles that stick to anything they hit. Once hit a creature or objects mass increases, causing them to become heavier and thus move slower.

Grav-Gun

Level 25 Uncommon

This large gun hums with magnetic energy.

Level 25 \$9,000

Ranged One-Handed Simple Energy Longarm

③Rifle (Single-shot) ♦ At-Will

Attack: One Creature, Dex vs. Fort, Range 10/20, Payload 5

Hit: The creatures speed is reduced by 1 until the end of the encounter. Cumulative hits with these weapons stack, but a creatures speed can never get lower than 2 squares.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

GRAVITY SNARE

Purchase Level: 20

Market Price: \$2000

Category: Weapon

Restriction: Restricted

Time: 8 Hours

Key Skill: Mechanical & Electrical

The Gravity snare resembles a laser rifle but with two metal prongs where the muzzle should be. When fired, the prongs generate a strip of luminescent white energy that leaps from the end of the rifle toward the target. When the trip of energy strikes a target, the energy bolt bends and creates a ring of gravity around the target.

Gravity Snare

Level 20 Common

Looking vary much like a laser rifle the effects are vary different.

Level 20 \$2,000

Ranged Two-Handed Simple Energy Longarm

③Rifle (Semi-Auto, Force) ♦ At-Will

Attack: One creature, Dexterity vs. Reflex, Range 10/20, Payload 5

Hit: The target is restrained and prone (save ends both)

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 5 lbs.

PLASMA RIFLE

Purchase Level: 22

Market Price: \$3500

Category: Weapon

Restriction: Military

Time: 8 Hours

Key Skill: Mechanical & Electrical

The plasma rifle electrically charges gasses produced within the weapon. These gases are discharged from the weapon to devastating effect.

Plasma Rifle

Level 22 Uncommon

This bulky longarm contains a chamber that collects and discharges the plasma.

Level 22 \$3,500

Ranged Two-Handed Military Energy Longarm

③Rifle (Semi-Auto, Auto, Fire and Lightning) ♦ At-Will

Attack (Characters Power): Range 20/40, Payload 24

Hit: 2D12 Fire and Lightning Damage

Effect: Targets hit takes ongoing 5 fire damage (save ends), or ongoing fire damage from a power used by this weapon increases by 5.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

PLASMA PISTOL

Purchase Level: 21

Market Price: \$2700

Category: Weapon

Restriction: Military

Time: 8 Hours

Key Skill: Mechanical & Electrical

The plasma pistol electrically charges gasses produced within the weapon. These gases are discharged from the weapon to devastating effect.

**Plasma Pistol**

Level 21 Uncommon

This bulky side arm contains a chamber that collects and discharges the plasma.

Level 21 \$2,700

Ranged One-Handed Military Energy Handgun

⑦**Pistol** (Semi-Auto, Fire and Lightning) ♦ **At-Will**

Attack (Characters Power): Range 15/30, Payload 12

Hit: 2D8 Fire and Lightning Damage

Effect: Targets hit takes ongoing 5 fire damage (save ends), or ongoing fire damage from a power used by this weapon increases by 5.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 3 lbs.

PLASMA SHOULDER CANNON

Purchase Level: 27 **Market Price:** \$15,000

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical & Electrical

This large and heavy weapon fires a vary powerful pulse of electrically charged ionized plasma that detonates in an area effect. The weapon is so large that it can only be used by powered armors.

Plasma Shoulder Cannon

Level 27 Rare

This large cannon sits mounted over the shoulder of a large powered armor.

Level 27 15,000

Ranged Military Energy Heavy Weapon

⑦**Cannon** (Single-Shot, Fire and Lightning) ♦ **At-Will**

Attack (Characters Power): Range 20/40, Payload 4

Hit: 3D10 Fire and Lightning Damage

Effect: Each creature within a burst 2 from the primary target takes 10 fire and lightning damage, and ongoing 5 fire damage (save ends).

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

Special: This weapon does not need to be held or used in the characters hands, allowing the hands to hold other objects. This weapon is always at the ready.

RAIL GUN

Purchase Level: 23 **Market Price:** \$3500

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical & Electrical

The rail gun uses gravity pulses, not magnets to propel a projectile at high velocities. This change has reduced the size of the rail gun to a point where a standard creature can use the weapon.

Rail Gun

Level 23 Uncommon

This gun is long and slender, giving it great accuracy when fired.

Level 23 \$5,000

Ranged Two-Handed Military Longarm

⑦**Rifle** (Semi-Auto, Auto, Force) ♦ **At-Will**

Attack (Characters Power): Range 50/100, Payload 200

Hit: 2D8 Force Damage

Effect: Targets hit takes ongoing 5 untyped damage (save ends), or an ongoing untyped damage from a power used with this weapon increases by 5.

Ammunition: The ammunition used by the rail gun can not be augmented in any way.

Crafting: When crafting the weapon it comes with a full payload

Proficiency: +3

Ammo Type: Tungsten shards (200), Purchase level 15 Common

Weight: 8 lbs.

Special: Each use of a power that has the Auto property uses an additional 5 rounds of ammunition.

RENDER RIFLE

Purchase Level: 27

Market Price: \$15,000

Category: Weapon

Restriction: Illegal

Time: 8 Hours

Key Skill: Mechanical & Electrical

The render rifle uses gravitic inducers to cycle rapidly back and forth between attraction and repulsion, literally tearing the target to pieces. The render rifles attack is vary painful and due to its inability to kill a target quickly, the render rifle is often seen as a form of torcher on the battle field.

Render Rifle

Level 27 Rare

This large gun hums with magnetic energy.

Level 27 \$15,000

Ranged Two-Handed Military Energy Longarm

⑦**Rifle** (Single-shot) ♦ **At-Will**

Attack: One Creature, Dex vs. Fort, Range 10/20, Payload 20

Hit: The creature takes 5 damage. Each time the target is hit by a render rifle, it takes an additional 5 damage, for a total of 10 damage on the second hit, 15 on the third, etc. Attacks from multiple render rifles stack.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

GRAVITY AGE VOLATILE ITEMS

The following volatile items are available at PL 7 and later.

GRENADE, DISSOLVER

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hour **Key Skill:** Demolitions

This grenade releases a cloud of gas that dissolves any organic matter that comes in contact with it. This gas stays suspended in the air for a short duration hampering any who wish to move through the area.

Grenade, Dissolver Level 5+ Uncommon

This small, smooth grenade fits in the palm of your hand.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Acid): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deals 1D10 acid damage and ongoing 5 acid damage (save ends). The burst creates a zone that lasts for 2 rounds.
Level 11: +9 vs. Reflex, 1D10 acid damage and ongoing 5 acid damage (save ends). Lasts for 3 rounds.
Level 17: +14 vs. Reflex, 2D10 acid damage and ongoing 5 acid damage (save ends). Lasts for 4 rounds.
Level 23: +19 vs. Reflex, 2D10 acid damage and ongoing 10 acid damage (save ends). Lasts for 5 rounds.
Level 28: +24 vs. Reflex, 3D10 acid damage and ongoing 10 acid damage (save ends). Lasts for 6 rounds.
Level 33: +29 vs. Reflex, 3D10 acid damage and ongoing 15 acid damage (save ends). Lasts for 7 rounds.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, GRAVITIC

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hour **Key Skill:** Demolitions

When this grenade detonates, it releases incredible gravitational forces, pinning unfortunate targets to the ground.

Grenade, Gravitic Level 5+ Uncommon

This small, smooth grenade fits in the palm of your hand.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Acid): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the attack deals 1D12 force damage and the target is prone and immobilized (save ends both).
Level 11: +9 vs. Fortitude, 2D12 force damage
Level 17: +14 vs. Fortitude, 2D12 force damage
Level 23: +19 vs. Fortitude, 3D12 force damage.
Level 28: +24 vs. Fortitude, 3D12 force damage.
Level 33: +29 vs. Fortitude, 4D12 force damage.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, STUN

Purchase Level: 5 **Market Price:** \$30
Category: Volatile **Restriction:** Military
Time: 1 Hour **Key Skill:** Demolitions

A stun grenade will deal no damage, but any creature that gets hit by one will find themselves dazed and confused.

Grenade, Stun Level 5+ Uncommon

This small, smooth grenade fits in the palm of your hand.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Force): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the target is stunned (save ends); on a miss, the target is stunned until the start of your next round.
Level 11: +9 vs. Fortitude, Burst 1
Level 17: +14 vs. Fortitude, Burst 2
Level 23: +19 vs. Fortitude, Burst 2
Level 28: +24 vs. Fortitude, Burst 3
Level 33: +29 vs. Fortitude, Burst 3

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.



GRAVITY AGE ARMOR

The following Armor are available at PL 7 and later. Many new suits of armor come with helmets. These helmets usually have properties above the norm, and can be purchased separately from the armor if the character wishes using the purchase level given for the helmet in its description.

GRAV SHIELD, LARGE

Purchase Level: 32 **Market Price:** \$65,000

Category: Armor **Restriction:** License

Time: 8 Hours **Key Skill:** Mechanical

The grav shield produces a constant repulsion field that blunts the force of incoming attacks

Grav Shield, Large Level 32 Rare

This armor fits snugly to the characters body, showing segmented plats all over the body.

Level 32 \$65,000

Large Shield

Shield Bonus: +0

Speed: --

Check Penalty: -2

Shield Properties

Resist 10 All

Weight: 15 lbs.

GRAV SHIELD, LIGHT

Purchase Level: 30 **Market Price:** \$35,000

Category: Armor **Restriction:** License

Time: 8 Hours **Key Skill:** Mechanical

The grav shield produces a constant repulsion field that blunts the force of incoming attacks

Grav Shield, Light Level 30 Rare

This armor fits snugly to the characters body, showing segmented plats all over the body.

Level 30 \$35,000

Small Shield

Shield Bonus: +0

Speed: --

Check Penalty: -1

Shield Properties

Resist 5 All

Weight: 5 lbs.

HEAVY COMBAT ARMOR

Purchase Level: 27 **Market Price:** \$15,000

Category: Armor **Restriction:** License

Time: 8 Hours **Key Skill:** Mechanical

Designed for heavy warfare and dangerous situations, Heavy combat armor covers the user head to toe in armor plating that restricts mobility for durability. Heavy combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.

Heavy Combat Armor

Level 27 Uncommon

This armor fits snugly to the characters body, showing segmented plats all over the body.

Level 27 \$15,000

Medium Armor

Armor Bonus: +9

Speed: -1

Check Penalty: -2

Armor Properties

Resist 6 weapons

Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.

Helmet Properties

HUD COM (Gadget)

Night Vision (Gadget)

Weight: 40 lbs.

LIGHT COMBAT ARMOR

Purchase Level: 25 **Market Price:** \$9,000

Category: Armor **Restriction:** License

Time: 8 Hours **Key Skill:** Mechanical

Designed for heavy warfare and dangerous situations, light combat armor covers the user head to toe in armor plating but is loose enough to allow for good mobility. Light combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.

Light Combat Armor

Level 25 Uncommon

This armor fits snugly to the characters body, showing segmented plats all over the body.

Level 25 \$9,000

Light Armor

Armor Bonus: +3

Speed: --

Check Penalty: --

Armor Properties

Resist 2 weapons

Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.

Helmet Properties

HUD COM (Gadget)

Night Vision (Gadget)

Weight: 15 lbs.

MEDIUM COMBAT ARMOR

Purchase Level: 26 **Market Price:** \$12,000

Category: Armor **Restriction:** License

Time: 8 Hours **Key Skill:** Mechanical

Designed for heavy warfare and dangerous situations, medium combat armor covers the user head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.

Medium Combat Armor Level 26 Uncommon

This armor fits snugly to the characters body, showing segmented plats all over the body.

Level 26 \$12,000

Medium Armor

Armor Bonus: +6

Speed: --

Check Penalty: -1

Armor Properties

Resist 4 weapons

Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.

Helmet Properties

HUD COM (Gadget)

Night Vision (Gadget)

Weight: 25 lbs.



GRAVITY AGE EQUIPMENT

The following equipment is available at PL 7 and later.

DEFLECTOR SHIELD

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 6 Hour

Key Skill: Electrical

The deflector shield is worn as a belt around a characters waist and provides protection against ranged attacks.

Deflector Shield

Level 23+ Uncommon

This unassuming belt holds enough gravitational power to distort attacks aimed at it.

Level 23 \$5,000

Level 29 \$27,500

Level 26 \$12,000

Level 32 \$65,000

Item Slot: Waist

Property: Gain a +1 bonus to AC and Reflex against ranged attacks further than 5 squares away.

Level 26: +2 bonus to AC and reflex

Level 29: +3 bonus to AC and reflex

Level 32: +3 bonus to AC and reflex

Weight: 5 lbs

E-CLIP

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 1 Hour

Key Skill: Electrical

The energy clip is an advanced, compact version of a power pack. Although not able to connect to multiple devises like the power pack, the e-clip is small enough to attach on to any single devise or weapon without taking up additional space on the characters body.

E-Clip

Level 20 Common

Looking similar to ammunition magazines for ballistic weapon, the e-clip fits nicely into energy weapons and devises.

Level 20 \$2,000

Equipment

Property: Works the exact same as a power pack, except that the E-clip can only power one single devise or weapon at a time, and take half the normal time to charge. A weapon using an E-clip can be reloaded with another E-clip in the same manner as a weapon using a box magazine.

Weight: .5 lbs

SENSOR, ARMACOMP

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 6 Hours

Key Skill: Electrical

The armacom sensor computer is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types.

**Sensor, Armacomp** Level 20 Common

This hand-held devise shows a screen with the location of different weapons found in the area.

Level 20 \$2,000 Level 25 \$9,000

Equipment

Property: Gain a +4 bonus to knowledge skills and repair skill checks with weapons.

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate weapons, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Armacomp sensor as a free action rather than a minor action.

Weight: 2lbs

SENSOR, ELECTRICOMP

Purchase Level: 20 **Market Price:** \$2000

Category: Equipment **Restriction:** None

Time: 6 Hours **Key Skill:** Electrical

The electricomp sensor computer is a hand-held computer or computerized gauntlet designed to detect and locate electronic devices of all types.

Sensor, Electricomp Level 20+ Common

This hand-held devise shows a screen with the location of different minerals found in the area.

Level 20 \$2,000 Level 25 \$9,000

Equipment

Property: Gain a +4 bonus to Electrical skill and repair skill checks with electrical devices.

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate electrical devices, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Electricomp sensor as a free action rather than a minor action.

Weight: 2lbs

SENSOR, MECHANICOMP

Purchase Level: 20 **Market Price:** \$2000

Category: Equipment **Restriction:** None

Time: 6 Hours **Key Skill:** Electrical

The mechanicmp sensor computer is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of mechanical devices. The mechanicmp can identify a vehicles current and maximum hit points and equipment layout.

Sensor, Mechanicmp Level 20 Common

This hand-held devise shows a screen with the location of different minerals found in the area.

Level 20 \$2,000

Equipment

Property: Gain a +5 bonus to mechanical skill and repair skill checks with mechanical devices. You also know the hit points of any mechanical devise in a close burst 10.

Weight: 2lbs

SENSOR, MEDICOMP

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 6 Hours

Key Skill: Electrical

The medicomp sensor computer is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of a creatures body.

Sensor, Medicomp Level 20 Common

This hand-held devise shows a screen with the conditions of living organisms in the area.

Level 20 \$2,000

Equipment

Property: Gain a +4 bonus to Heal skill checks.

Power (At-will): Minor action. You know the current hit points and effects afflicting one creature within a close burst 10. You can also make a heal check instead of the appropriate knowledge check to identify a creature.

Special: A character with a HUD system can use the Medicomp sensor as a free action rather than a minor action.

Weight: 2lbs

PIERCING VISOR

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 4 Hours

Key Skill: Electrical

The piercing visor allows a person to see through solid objects, such as walls, floors, crates, etc. The details aren't perfect but a general resemblance can be made out.

Piercing Visor Level 23 Uncommon

Once activated you see the world in a different light. Walls and objects become transparent, only their outline visible.

Level 23 \$5,000

Item Slot: Head

Power (At-Will): Minor action. *Effect:* Until the start of your next turn you can see through any solid object up to a foot thick that obscures your line of sight. Any perception check made to see details beyond the obstructions takes a -5 penalty. Creatures attempting to hide do not gain the benefit of any type of cover or concealment.

Weight: NA

POWER CESTUS

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 6 Hour

Key Skill: Electrical

Consisting of a two forearm-length metal gauntlets, the power cestus uses gravitonic capacitors to empower the blows dealt with a characters unarmed attacks.

Power Cestus

Level 20 Uncommon

These gauntlets shimmer with a hidden energy, unleashed on contact.

Level 20 \$2,000

Item Slot: Arms

Property: Increases a characters unarmed damage by 1 die. So a normal character would deal 2D4 damage rather than 1D4. All damage dealt using the power cestus is considered to be Force damage.

Weight: 5 lbs



GRAVITY AGE CURATIVE ITEMS

The following curative items are available at PL 7 and later.

AUTOLITTER

Purchase Level: 20

Market Price: \$2000

Category: Equipment

Restriction: None

Time: 8 Hours

Key Skill: Electrical

The autolitter is a combination stretcher and paramedic. Consisting of a collapsible stretcher held aloft by gravitic transducers, it incorporates several items to save a persons life.

Autolitter

Level 20+ Rare

Hovering above the ground this stretcher is well equipped to save lives.

Level 20 \$2,000

Level 25 \$9,000

Equipment

Property: The autolitter hovers 5 feet off the ground and can support a single creature that weighs of no more then 500lbs, allowing it to be pushed effortlessly. A creature using the autolitter is unconscious while in use of it.

Property: Any heal check made on a creature that is using the autolitter, automatically succeeds.

Power (At-will): No action. Trigger: A creature is in use of the autolitter. Effect: Once per round the creature regains 10 hit points, and one effect a save can end is removed.

Level 25: 20 Hit points.

Special: While hovering above the ground, the autolitter and any creature using it are considered to be weightless.

Weight: 250 lbs

CHEMICAL, BIOCORT

Purchase Level: 10

Market Price: \$120

Category: Curative

Restriction: None

Time: 1 Hour

Key Skill: Heal or Nature

Biocort is a unique chemical compound that enhances a creatures natural healing capabilities. Even a creature that has been grievously injured can be healed with biocort.

Chemical, Biocort

Level 10+ Uncommon

The liquid within the injection system glows with a greenish color, and causes the persons veins to glow briefly when used.

Level 10 \$120

Level 12 \$3,500

Level 16 \$650

Level 28 \$20,000

Curative

Power (Consumable ♦ Healing): Minor action. Target: One creature. Effect: Creature heals 10 hit points.

Level 12: 15 hit points

Level 18: 25 hit points

Level 24: 50 hit points

Weight: NA

CHEMICAL, ENERGIZE

Purchase Level: 10

Market Price: \$120

Category: Curative

Restriction: None

Time: 1 Hour

Key Skill: Heal or Nature

Energize makes the subjects heart and lungs temporarily more efficient, allowing the subject to last longer in a fight.

Chemical, Energize

Level 10+ Uncommon

The liquid within the injection system glows with a bluish color, and causes the persons veins to glow briefly when used.

Level 10	\$120	Level 12	\$3,500
Level 16	\$650	Level 28	\$20,000

Curative

Power (Consumable ♦ Healing): Minor action. *Target:* One creature. *Effect:* Creature receives 10 temporary hit points.
Level 12: 15 temporary hit points.
Level 18: 25 temporary hit points.
Level 24: 50 temporary hit points.

Weight: NA**CHEMICAL, WITHSTAND****Purchase Level:** 10 **Market Price:** \$120**Category:** Curative **Restriction:** Restricted**Time:** 1 Hour **Key Skill:** Heal or Nature

This potent pharmaceutical toughens the subjects flesh and bones, allowing the subject to withstand more damage than normal.

Chemical, Withstand

Level 10+ Uncommon

The liquid within the injection system glows with a reddish color, and causes the persons veins to glow briefly when used.

Level 10	\$120	Level 12	\$3,500
Level 16	\$650	Level 28	\$20,000

Curative

Power (Consumable): Minor action. *Target:* One creature.
Effect: Creature gains a Resist all 5 until the start of their next turn, or a +3 if they already have a Resist all.
Level 12: Resist all 10/+5
Level 18: Resist all 15/+10
Level 24: Resist all 20/+15

Weight: NA**GRAVITY AGE GADGETS & UPGRADES**

The following Gadgets and Upgrades are available at PL 7 and later.

AMMUNITION, PLASMA-COATED**Level Increase:** +2**Restriction:** Military**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +2 Ammunition Enhancement or better.

Consisting of an armor-piercing round that has been enveloped in superheated plasma, this type of ammunition is easily capable of piercing even the toughest armors.

Ammunition, Plasma-Coated

Level +2

The plasma coating burns through the armor as the bullet finds its mark.

Lvl +2	Lvl +6
Lvl +4	Lvl +8

Upgrade**Ammunition:** Any**Quantity:** 5 rounds

Property: This ammo ignores 2 points of untyped damage resistance and imposes a -1 penalty to the target AC until the start of your next turn.

Level +4: 4 points of untyped damage resistance, -1 AC*Level +6:* 8 points of untyped damage resistance, -2 AC*Level +8:* 12 points of untyped damage resistance, -2 AC**CHAMELEONIC SURFACE****Level Increase:** +2**Restriction:** Restricted**Time:** 60 minutes**Key Skill:** Mechanical**Requirement:** +1 Enhancement bonus or greater

The Chameleon Surface armor gadget allows any armor to remake its own image to better blend in with the background. Microsensors on the surface of the armor detect surrounding imagery and project it from the opposite side.

Chameleon Surface

Level +2

This armor blends seamlessly into the background.

Lvl +2	Lvl +6
Lvl +4	Lvl +8

Upgrade**Armor:** Any Armor

Power (Daily ♦ Illusion): Minor action. You gain concealment until the end of the encounter, and can make a stealth checks to hide so long as you have some form of cover or concealment.

Level +4: +2 bonus to stealth checks to hide*Level +6:* +4 bonus to stealth checks to hide*Level +8:* +6 bonus to stealth checks to hide**INTEGRATED AI****Level Increase:** +2**Restriction:** None**Time:** 60 minutes**Key Skill:** Electrical**Requirement:** None

Your helmet is equipped with an integrated artificial intelligence computer system. The AI's personality is dependent on the person who designed it and will assist its owner with skill related challenges.

Integrated AI

Level +2

A cold emotionless voice talks you through the act of disarming an explosive device, then calmly tells you its been an honor to work with you.

Lvl +5

Lvl +10

Upgrade

Armor: Helmet

Property: When crafting this upgrade choose a skill that does not require strength dexterity or constitution. When making checks with this skill you are treated as having the skill trained and gain a +2 bonus to that skill.

Level +10: Choose 2 skills and gain a +5 bonus to each skill.

OMNI-DIRECTIONAL LASERS

Level Increase: +2

Restriction: Military

Time: 60 minutes

Key Skill: Mechanical & Demolitions

Requirement: +1 Armor Enhancement or better

ODL's (Omni-Directional Lasers) are lenses that can fire a laser from any direction and strike a target anywhere within its range. Gravidic inducers cause the energy emitted by the lenses to bend and shift to allow for greater targeting.

Omni-Directional Lasers

Level +2

A series of lasers shoot out from behind the armor, only to bend themselves forward towards their target.

Lvl +2

Lvl +8

Lvl +4

Lvl +10

Lvl +6

Lvl +12

Gadget

Armor: Any Powered

Equipment Slots: 4

Power (Encounter): Standard action. Make 3 attacks: One creature per attack, Range 40; Character level +3 vs. Reflex, deal 2D8 fire damage, *Effect:* The attack ignores all forms of cover, but line of sight must still be maintained.

Level +4: Make 4 attacks

Level +6: Make 5 attacks, 3D8 fire damage.

Level +8: Make 6 attacks, 3D8 fire damage

Level +10: Make 7 attacks, 4D8 fire damage

Level +12: Make 8 attacks, 4D8 fire damage

SILENT SUIT

Level Increase: +2

Restriction: Restricted

Time: 60 minutes

Key Skill: Electrical

Requirement: +1 Enhancement bonus or greater

The Silent Suit generates a field of sonic energy that cancels sound produced within the field, reducing the noise produced from a person moving to almost nothing.

Silent Suit

Level +2

This small devise is embedded into a characters armor, and allows that character to move quietly.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade

Armor: Any Armor

Property: A character using this armor gains a +2 bonus to stealth checks to move silently.

Level +4: +4 bonus to stealth checks

Level +6: +6 bonus to stealth checks

Level +8: +8 bonus to stealth checks

SOUND SUPPRESSOR

Level Increase: +2

Restriction: Restricted

Time: 60 minutes

Key Skill: Electrical

Requirement: +1 Enhancement bonus or greater

The sound suppressor generates a field of sonic energy that cancels sound produced within the field, reducing a weapons firing noise to a mere whine of sonic discharge.

Sound Suppressor

Level +2

A small device attached to your weapon negates most sounds produced from it.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade

Armor: Any weapon

Property: The perception check to notice the weapon being used is a DC 10.

Level +4: DC 15

Level +6: DC 20

Level +8: DC 25

Note: The perception check to notice a normal weapon being used is +0, modified by distance.



PROGRESS LEVEL 8 ADVANCED TECH

The Energy Age is the most advanced technological age most civilizations achieve (That is not to say that no civilization every advances beyond the Energy Age). The energy age sees the miniaturization of most power production systems, allowing for more powerful personal weapons and travel to distant stars. Almost anything that can be imagined can be accomplished with technology, including feats that might be considered magic by earlier civilizations.

Energy Age Weapons

The following weapons are available at PL 8 and later.

BEAM SWORD (LIGHT-SABER)

Purchase Level: 20 **Market Price:** \$2000
Category: Weapon **Restriction:** Restricted
Time: 8 Hours **Key Skill:** Mechanical & Electrical
The beam sword is the energy age's most potent melee weapon. A small metal handle generates a solid beam of plasma contained by a gravity-induced force field.

Beam Sword (Light-Saber) Level 20 Uncommon

This green bolt of energy causes matter to ripple where it hits.

Level 20 \$2,000

Melee One-Handed Military Energy Heavy Blade

③**Sword** (Heavy Crit, Brutal 2, Fire & Lightning) ♦ **At-Will**

Attack: (Characters Power)

Hit: 2D10 Fire and Lightning Damage.

Effect: Attack ignores 20 points of resistance.

Proficiency: +3

Weight: 1 lbs.

Modification: Weapon (Level +1): The beam sword is made into a Two-Handed weapon, increasing the damage to 2D12 fire and Lightning, and its proficiency becomes +2.

Modification: Weapon (Level +0): Change the weapon type from a Heavy blade to another melee type such as Axe, Light-Blade, Hammer, etc.

Modification: Weapon (Level +1): The beam sword gain the Reach 1 property.

CRYONIC RIFLE

Purchase Level: 22 **Market Price:** \$3500
Category: Weapon **Restriction:** Restricted
Time: 8 Hours **Key Skill:** Mechanical & Electrical
The cryonic rifle uses an inverted energy beam to draw energy away from the target. This effect of drawing away energy reduces the temperature of the target area vastly. The weapon is also capable of forming a feedback loop and recover the lost energy to recharge its power source.

Cryonic Rifle

Level 22 Uncommon

The white beam of energy produced by these weapon leave frost on anything they hit.

Level 22 \$3,500

Ranged Two-Handed Military Energy Longarm

③**Rifle** (Semi-Auto, Cold) ♦ **At-Will**

Attack (Characters Power): Range 20/40, Payload 12

Hit: 2D10 Cold Damage

Power (Encounter): Immediate Reaction. *Trigger:* You hit a target with an attack. *Effect:* You recharge your power pack or equivalent by 50%, allowing you to increase your payload by 6 shots up to its maximum.

Property: If an attack using this weapon reduces a living enemy to 0 hit points, that enemy is petrified until the end of the encounter instead of being killed, at which point the enemy is rendered unconscious with 1 hit point.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

DISINTEGRATOR

Purchase Level: 22 **Market Price:** \$3500

Category: Weapon

Restriction: Illegal

Time: 8 Hours

Key Skill: Mechanical & Electrical

The disintegrator fires micro-singularities that obliterate a targets molecular structure on impact. This causes the structure of the creature or object to become destabilized, and if enough damage is sustained the creature or object will be reduced to a pile of ash.

Disintegrator

Level 22 Uncommon

Enemies killed with this weapon can be cleaned up with a vacuum cleaner.

Level 22 \$3,500

Ranged Two-Handed Military Energy Longarm

③**Rifle** (Semi-Auto, Auto, Necrotic) ♦ **At-Will**

Attack (Characters Power): Range 20/40, Payload 24

Hit: 2D8 Necrotic Damage

Power (Encounter): Immediate Reaction. *Trigger:* You hit a target with an attack. *Effect:* Each time you hit the target before you miss, you deal an additional +2 points of necrotic damage which stacks each time the target is hit with this weapon. If you fail to hit the target in the following round the power ends.

Property: If a power using this weapon reduces a living enemy to 0 hit points, that enemy is disintegrated leaving nothing behind but its carried items.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

DISRUPTOR RIFLE

Purchase Level: 20 **Market Price:** \$2000
Category: Weapon **Restriction:** Restricted
Time: 8 Hours **Key Skill:** Mechanical & Electrical
Disruptor technology weakens the weak elemental forces that hold the atoms together. A creature or object hit by a disruptor becomes momentarily weakened, allowing it to be more easily damaged.

Disruptor Rifle Level 20 Uncommon

This green bolt of energy causes matter to ripple where it hits.
Level 20 \$2,000

Ranged One-Handed Military Energy Longarm

⑦ **Rifle** (Semi-Auto, Force) ♦ **At-Will**
Attack (Characters Power): Range 20/40, Payload 12
Hit: 2D6 Necrotic Damage, and target gains vulnerability 5 all until the end of your next turn. Vulnerabilities from multiple disruptor hits do not stack.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack, 15 lbs.

Weight: 4 lbs.

DISRUPTOR PISTOL

Purchase Level: 20 **Market Price:** \$2000
Category: Weapon **Restriction:** Restricted
Time: 8 Hours **Key Skill:** Mechanical & Electrical
Disruptor technology weakens the weak elemental forces that hold the atoms together. A creature or object hit by a disruptor becomes momentarily weakened, allowing it to be more easily damaged.

Disruptor Pistol Level 20 Uncommon

This green bolt of energy causes matter to ripple where it hits.
Level 20 \$2,000

Ranged One-Handed Military Energy Handgun

⑦ **Pistol** (Semi-Auto, Force) ♦ **At-Will**
Attack (Characters Power): Range 20/40, Payload 12
Hit: 2D4 Necrotic Damage, and target gains vulnerability 5 all until the end of your next turn. Vulnerabilities from multiple disruptor hits do not stack.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +3

Ammo Type: Energy Pack, 15 lbs.

Weight: 4 lbs.

LIGHTNING GUN

Purchase Level: 22 **Market Price:** \$3500
Category: Weapon **Restriction:** Restricted
Time: 8 Hours **Key Skill:** Mechanical & Electrical
This bulky firearm fires crackling bolts of lightning capable of sweeping large areas quickly.

Lightning Gun Level 22 Uncommon

The white beam of energy produced by these weapon leave frost on anything they hit.

Level 22 \$3,500

Ranged Two-Handed Military Energy Longarm

⑦ **Rifle** (Semi-Auto, Lightning) ♦ **At-Will**
Attack (Characters Power): Range 20/40, Payload 12
Hit: 2D8 Lightning Damage

Power (At-Will): Immediate Reaction. *Trigger:* You hit a target with an attack. *Effect:* Once per round you can make a free basic attack against one creature within 5 squares of the primary target.

Property: If you critical while using this weapon you can use this weapons at-will power against 3 creatures.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack (1), 15 lbs.

Weight: 8 lbs.

PULSE RIFLE

Purchase Level: 25 **Market Price:** \$9000
Category: Weapon **Restriction:** Military
Time: 8 Hours **Key Skill:** Mechanical & Electrical
The pulse rifle is a fully automatic laser assault rifle capable of firing a rapid barrage of laser rounds. The main difference between this weapon and other laser weapons, is that the laser beam is out of phase slightly giving it great penetrating power.

Pulse Rifle Level 25 Uncommon

Burst of high intensity laser energy burst forth from this rifle.
Level 25 \$9,000

Ranged Two-Handed Military Energy Longarm

⑦ **Rifle** (Semi-Auto, Auto, Fire) ♦ **At-Will**
Attack (Characters Power): Range 25/50, Payload 50
Hit: 2D8 Fire Damage. Make a free Special attack against primary target.

Special Attack: Primary Stat vs. Reflex.

Special Hit: 1D8 + Primary stat force damage, and the damage dealt by this attack ignores all damage resistance. Increase to 2D8 + Primary stat force damage at 21st level.

Special: The special attack does not gain any other bonuses to damage except your primary stat modifier.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack, 15 lbs.

Weight: 8 lbs.

SONIC PULSER

Purchase Level: 25 **Market Price:** \$9000
Category: Weapon **Restriction:** Military
Time: 8 Hours **Key Skill:** Mechanical & Electrical
The Sonic pulser fires a blast of destructive sound at a target. This noise is so intense that it can damage structural materials, and rip flesh apart.

**Sonic Pulser****Level 25 Uncommon**

Considering the effect of the weapon, it is actually very quiet for everyone but the person getting hit.

Level 25 \$9,000

Ranged Two-Handed Military Energy Longarm

③**Rifle** (Semi-Auto, Thunder) ♦ **At-Will**

Attack (Characters Power): Range 15/30, Payload 15

Hit: 2D8 Thunder Damage, and the target is deafened until the end of your next round.

Property: A missed attack while hidden does not cause you to become seen.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack, 15 lbs.

Weight: 8 lbs.

THROWBACK RIFLE

Purchase Level: 25

Market Price: \$9000

Category: Weapon

Restriction: Military

Time: 8 Hours

Key Skill: Mechanical & Electrical

Useful for crowd control situations, the throwback rifle uses gravitic induction to produce a high-intensity repulsion blast. The targets struck take no damage, but are hurled bodily away from the blast. A body hitting a wall or object while being thrown can still take damage from the impact.

Throwback Rifle**Level 25 Uncommon**

Burst of high intensity laser energy burst forth from this rifle.

Level 25 \$9,000

Ranged Two-Handed Military Energy Longarm

③**Rifle** (Single-Shot, Force) ♦ **At-Will**

Attack: Dex vs. Fort, Range 15/30, Payload 10

Hit: Target is pushed 10 squares and is prone, and each creature in a burst 1 of the target is pushed 2 squares.

Effect: A creature that is stopped before the end of their force movement by a wall or other blocking terrain, takes 5 damage per square not moved.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2

Ammo Type: Energy Pack, 15 lbs.

Weight: 8 lbs.

ENERGY AGE VOLATILE ITEMS

The following volatile items are available at PL 8 and later.

GRENADE, CRYONIC

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Military

Time: 1 Hour

Key Skill: Demolitions

A cryonic grenade freezes everything it hits, halting creatures in their tracks. Some unlucky creatures are even encased in ice, in a state of suspended animation.

Grenade, Cryonic**Level 5 Uncommon**

This grenade radiates a coldness around it.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Cold): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deals 1D10 cold damage to each target in burst, and causes them to become immobilized (save ends). On a successful save, the target then becomes slowed until the end of their next turn.

Level 11: +9 vs. Reflex, 1D10 cold damage, burst 2.

Level 17: +14 vs. Reflex, 2D10 cold damage, burst 2.

Level 23: +19 vs. Reflex, 2D10 cold damage, burst 3.

Level 28: +24 vs. Reflex, 3D10 cold damage, burst 3.

Level 33: +29 vs. Reflex, 3D10 cold damage, burst 4.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

GRENADE, SINGULARITY

Purchase Level: 5

Market Price: \$30

Category: Volatile

Restriction: Military

Time: 1 Hour

Key Skill: Demolitions

A singularity grenade generates a gravity field so powerful that it bends space into a miniature black hole. The black hole instantly devours all light and matter before collapsing and vanishing, taking anything in its vicinity with it.

Grenade, Singularity

Level 5 Uncommon

This small, smooth grenade fits in the palm of your hand.

Level 5	\$30	Level 23	\$5,000
Level 11	\$150	Level 28	\$20,000
Level 17	\$900	Level 33	\$90,000

Grenade

Power (Consumable ♦ Necrotic): Standard Action. Make an attack: Ranged 5/10, area burst 3 (creatures in burst); +4 vs. Reflex; on a hit, the target is pulled 1 square toward the origin square. Each target that occupies the origin square takes 1D10 necrotic damage and is removed from play. The target is returned 1 round later on their turn in the origin square. If the square is occupied, move target to an unoccupied adjacent square.

Level 11: +9 vs. Reflex, 2D10 necrotic damage, returned 2 round later.

Level 17: +14 vs. Reflex, burst 4 and pulled 2 squares, 2D10 necrotic damage, returned 3 round later.

Level 23: +19 vs. Reflex, burst 4 and pulled 2 squares, 3D10 necrotic damage, returned 4 round later.

Level 28: +24 vs. Reflex, burst 5 and pulled 3 squares, 3D10 necrotic damage, returned 5 round later.

Level 33: +29 vs. Reflex, burst 5 and pulled 3 squares, 4D10 necrotic damage, returned 6 round later.

Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item's range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

ENERGY AGE EQUIPMENT

The following equipment is available at PL 8 and later.

ENERGY SHIELD

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 1 Hour

Key Skill: Electrical

An energy shield is a potent defense mechanism that protects the users from dangerous energy.

Energy Shield

Level 23 Uncommon

This belt causes a slight shimmering effect around the person wearing it.

Level 23	\$5,000	Level 29	\$27,500

Level 26	\$12,000	Level 32	\$65,000

Item Slot: Waist

Power (At-Will): Minor action. Choose one energy type; Cold, Fire, Lightning, Thunder. Until you use this power again you gain a resist 5 against the energy type.

Level 26: Resist 10

Level 29: Resist 15

Level 32: Resist 20

Weight: 5 lbs.

FORCE FIELD, PERSONAL

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 1 Hour

Key Skill: Electrical

The most reliable and powerful personal defense mechanism in the energy age, the personal force field projects a defensive bubble around a single creature, absorbing damage and protecting the creature from harm.

Force Field, Personal

Level 23 Uncommon

This belt causes a shimmering effect in the area around the creature that is being attacked.

Level 23	\$5,000	Level 29	\$27,500

Level 26	\$12,000	Level 32	\$65,000

Item Slot: Waist

Power (Daily): Minor action. You gain 25 temporary hit points that last until the end of the encounter or until depleted. These temporary hit points are recorded separately from temporary hit points gained from other sources. Any damaged sustained is deducted from the temporary hit points provided by this item first.

Level 26: 50 temporary hit points

Level 29: 75 temporary hit points

Level 32: 100 temporary hit points

Weight: 5 lbs.

HOLOGRAM PLAYER

Purchase Level: 23

Market Price: \$5000

Category: Equipment

Restriction: None

Time: 1 Hour

Key Skill: Mechanical

A hologram player is a small disc with several small light projectors arranged around its outer edge. When activated, the device projects a three-dimensional image in full color, and in the same size as the original image.

**Hologram Player**

Level 23 Common

This belt causes a slight shimmering effect around the person wearing it.

Level 23 \$5,000

Equipment

Power (At-Will): Minor action. Play a 3D recording from any digital storage devise. Perception and Intuition checks can be made against the 3D recording as if the character was actually as the location the recording was taken.

Property: Can be used with a Unicom or similar to receive three-dimensional communications in real-time.

Weight: 5 lbs.

HOLOGRAM RECORDER**Purchase Level:** 23**Market Price:** \$5000**Category:** Equipment**Restriction:** None**Time:** 1 Hour**Key Skill:** Mechanical

A hologram recorder is a cylindrical object no larger than a pen, with a transparent cap on one end. The device can make a three-dimensional recording of anything.

Hologram Recorder

Level 23 Common

This belt causes a slight shimmering effect around the person wearing it.

Level 23 \$5,000

Equipment

Power (At-Will): Minor action. Record an specific creature or object, or an entire area within a close burst 10 of the hologram recorder. A total of 3 hours of recording can fit on a single hologram recorder. The recordings can be removed at anytime.

Property: Can be used with a Unicom or similar to send three-dimensional communications in real-time.

Weight: 5 lbs.

HOLOGUISE**Purchase Level:** 23**Market Price:** \$5000**Category:** Equipment**Restriction:** None**Time:** 1 Hour**Key Skill:** Mechanical

The hologuise is a combination hologram projector and digital imaging computer system that is worn like a headband over the forehead. When activated, the hologuise projects a three-dimensional image over the persons entire body making the person look completely different.

Hologuise

Level 23 Uncommon

This headband has a single shiny triangle in its center and is placed so that it is on the forehead of the person wearing it.

Level 23 \$5,000

Item Slot: Head

Power (At-Will): Minor action. Make a bluff check to disguise yourself with a +5 to the check. The disguise can alter the the entire body, clothing and weapons the character is wearing. The disguise can mimic specific creatures.

Property: If used with a hologram recorder that has captured an image of a specific creature, the bonus increases to +10 rather then a +5.

Weight: 1 lbs.

MATTER SHIELD**Purchase Level:** 23**Market Price:** \$5000**Category:** Equipment**Restriction:** None**Time:** 1 Hour**Key Skill:** Electrical

Designed to protect people from physical attacks with melee and ranged weapons.

Matter Shield

Level 23 Uncommon

This belt causes a slight shimmering effect around the person wearing it.

Level 23 \$5,000

Level 29 \$27,500

Level 26 \$12,000

Level 32 \$65,000

Item Slot: Waist

Property: While worn, the creature gains a Resist weapons 5 against all melee and ranged weapons that are not energy based.

Level 26: Resist 10

Level 29: Resist 15

Level 32: Resist 20

Weight: 5 lbs.

NEURAL COMPUTER LINK**Purchase Level:** 23**Market Price:** \$5000**Category:** Equipment**Restriction:** None**Time:** 1 Hour**Key Skill:** Electrical

The most advanced form of computer interface in the energy age, the neural computer link creates a direct connection between the users brain and a computer system.

Neural Computer Link

Level 23 Common

This belt causes a slight shimmering effect around the person wearing it.

Level 23 \$5,000

Item Slot: Head

Property: The creature using this item can make computer use checks without the need of a personal computer if required. The creature still requires a physical connection to an electronic devise to perform the computer use checks.

Special: The creatures brain takes the place of a computer, able to view pictures, video, and data in real time. Data can also be downloaded to the brain for later use. Downloaded data can not be accessed without a connection to a physical computer.

Weight: 1 lbs.

Modification: Wireless (Level +2): The Neural computer link can connect to any wireless electronic device within a close burst 10, allowing the user to make computer use checks at a distance.

GADGETS AND UPGRADES

The Gadget and upgrade chapter describes a way to customize weapons and armor to more appropriately fit a given Campaign or character. Since each campaign will likely use very different items based on its unique setting, the gadget system allows total freedom in designing specific models of equipment from the generic base items found throughout this book.

Purchase Level	Level Cost(\$)	Purchase Level	Level Cost(\$)
1	2	41	900,000
2	5	42	1,200,000
3	12	43	1,500,000
4	20	44	2,000,000
5	30	45	2,750,000
6	40	46	3,500,000
7	55	47	5,000,000
8	70	48	6,500,000
9	90	49	9,000,000
10	120	50	12,000,000
11	150	51	15,000,000
12	200	52	20,000,000
13	275	53	27,500,000
14	350	54	35,000,000
15	500	55	50,000,000
16	650	56	65,000,000
17	900	57	90,000,000
18	1,200	58	120,000,000
19	1,500	59	150,000,000
20	2,000	60	200,000,000
21	2,700	61	275,000,000
22	3,500	62	350,000,000
23	5,000	63	500,000,000
24	6,500	64	650,000,000
25	9,000	65	900,000,000
26	12,000	66	1,200,000,000
27	15,000	67	1,500,000,000
28	20,000	68	2,000,000,000
29	27,500	69	2,750,000,000
30	35,000	70	3,500,000,000
31	50,000	71	5,000,000,000
32	65,000	72	6,500,000,000
33	90,000	73	9,000,000,000
34	120,000	74	12,000,000,000
35	150,000	75	15,000,000,000
36	200,000	76	20,000,000,000
37	275,000	77	27,500,000,000
38	350,000	78	35,000,000,000
39	500,000	79	50,000,000,000
40	650,000	80	65,000,000,000

Each Gadget and Upgrade has several areas that must be looked at before it can be added to a specific item. The **level increase** area describes the increase to the base items purchase level. Most gadgets and upgrades have several levels of power that further increase the items purchase level. The **time** area is how long it takes to apply the gadget or upgrade to the item. The **requirement** area lets you know of anything that the item must have before the improvement can be made. A majority of requirements call for enhancements bonuses. The **Restriction** section tells what type of Restriction the weapon requires in order to own. The licenses don't stack when applying the improvements. The most restrictive Restriction is what the weapon requires. If you had a gun that required a simple Restriction to own than applied a upgrade that required a military Restriction then you must purchase a military Restriction to legally own the weapon. The **key skill** section lists the skills required to be trained to apply the improvement yourself. If more than one skill is noted than you need only be trained in one.

Improving an item is a simple matter of selecting a base weapon or armor, then applying the appropriate gadget or upgrade to that item. All the item costs in this game have a corresponding purchase level as noted in the left column. The purchase level is very important when improving items as every upgrade and gadget added to the base item increases its purchase level. The difference between the beginning purchase level's cost and the new cost is what needs to be paid to improve the item.

Normally improved items are not found on the open market as they are usually custom made or of extremely high quality. Usually if a character wants an improved item they will have to either pay someone to build it or build it themselves.

Should the character wish to have someone else build the item for them they first must find someone with the skills capable of building that item. A streetwise check with a base DC of 10 + the total level of modification done to the item is required to find a person capable of building the item (The level of modification is all the gadget and upgrade level adjustments added together.).

If the character is trained in the appropriate skills, than they can build and apply the gadgets and upgrades themselves. To apply the improvement themselves characters must succeed on the appropriate skill check against a DC equal to half the purchase level of the item + the total level of modification done to the item wanting to be built. An individual check is required for each upgrade and gadget added to the base item, increasing the level of modification for each new upgrade and gadget wanting to be added next

ARMOR UPGRADES

The upgrades found below apply to light, medium, and heavy armor, as well as to shields and helmets. Many upgrades require that there be a certain level of “Armor Enhancement” before the upgrade can be applied. The number of upgrades that can be added to a specific piece of armor can be no greater than 1 + half of the armor's enhancement bonus. Helmets and shields may only have 1 upgrade each.

ARMOR ENHANCEMENT

Level Increase: +1 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: None

This armor has been augmented with a Kevlar weave, carbon nano-tube impregnation, reinforced ceramic plating, etc. in order to add enhanced protection.

Armor Enhancement Level +1

Layer upon layer of advanced polymers give way to bullet resistant but flexible armor.

Lvl +1 Lvl +9
 Lvl +3 Lvl +12
 Lvl +6 Lvl +15

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: This upgrade grants a bonus +1 AC to the armor being modified.

Level +3: +2 AC Bonus

Level +6: +3 AC Bonus

Level +9: +4 AC Bonus

Level +12: +5 AC Bonus

Level +15: +6 AC Bonus

Special: This does not count toward the total number of upgrades an armor can have.

ADVANCED SENSORY OPTICS

Level Increase: +10 **Restriction:** None
Time: 15 Minutes **Key Skill:** Electrical
Requirement: None

Also called having eyes in the back of your head. This upgrade is applied to a helmet and will warn you of surprise attacks.

Advanced Sensory Optics Level +10

Several sensors are placed in the helmet that record movement and warns its owner of impending attack.

Lvl +10

Upgrade

Armor: Helmet, Powered

Property: You cannot be surprised.

MASTERWORK ARMOR

Masterwork armor grants a higher armor bonus than non-masterwork armor and is always state of the art. The Armor Bonus is added to the base AC of the soon to be masterwork armor. The type and enhancement bonus of the armor determines if it can be masterwork, as detailed in the table below. The cost of masterwork armor is included in the cost of the armor, but increases the DC for finding or building the armor by an amount equal to its enhancement bonus.

LIGHT ARMOR

Masterwork Material	Armor Bonus	Enhancement Bonus	Total Bonus	Special
Metal Weave	+0	+2	+2	+1 Will
Carbon Webbing	+0	+3	+3	+2 Will
Nano-Fiber	+1	+4	+5	+1 Will
Molecular Threading	+1	+5	+6	+2 Will
Poly Fiber Thread	+2	+6	+8	+1 Will

MEDIUM ARMOR

Masterwork Material	Armor Bonus	Enhancement Bonus	Total Bonus	Special
	+1	+2	+3	--
	+2	+3	+5	+1 Ref
	+2	+4	+6	+2 Ref
	+3	+5	+8	+1 Ref
	+3	+6	+9	+2 Ref

HEAVY ARMOR

Masterwork Material	Armor Bonus	Enhancement Bonus	Total Bonus	Special
Carbon Plating	+2	+2	+4	--
Titanium Plating	+2	+3	+5	+1 Fort
Tungsten Carbide Plating	+3	+4	+7	+2 Fort
Nano-Carbon plating	+4	+5	+9	+1 Fort
Memory Metal Carbide Plating	+5	+6	+11	+2 Fort

AGILE ARMOR

Level Increase: +4 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: +2 Armor Enhancement or better

The armor's flexibility allows its wearer much greater freedom of movement.

Agile Armor Level +4

Every part of the armor is well crafted and fit perfectly allowing for maximum agility.

Lvl +4 Lvl +10

Lvl +7 Lvl +14

Upgrade

Armor: Light, Powered

Property: While you are not bloodied, you gain an item bonus to AC equal to your dexterity modifier up to a maximum of +1.

Level +7: Maximum of +2

Level +10: Maximum of +3

Level +14: Maximum of +4

ATS – COUNTER STRIKE

Level Increase: +2 **Restriction:** Licensed

Time: 60 Minutes **Key Skill:** Electrical

Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting tactical data to its user based on the attacks by enemies allowing its user to make a counter attack.

ATS – Counter Strike Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: The first enemy that hits you during an encounter takes ongoing 2 damage (save ends).

Level +4: 5 Ongoing damage (save ends)

Level +6: 10 Ongoing damage (save ends)

Level +8: 15 Ongoing damage (save ends)

ATS - DEFENSE

Level Increase: +2 **Restriction:** Licensed

Time: 60 Minutes **Key Skill:** Electrical

Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting defensive tactical data to its user based on the action taken during the fight.

ATS – Defense Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: When you use a power that grants an ally a bonus to any defense, you gain an equal bonus to a maximum of +1 of the same type to the same defense. This bonus lasts until the power's effects ends or until the end of your next turn.

Level +4: +2

Level +6: +3

Level +8: +4

ATS – GAMBIT PROGRAMMING

Level Increase: +2 **Restriction:** Licensed

Time: 60 Minutes **Key Skill:** Electrical

Requirement: +3 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of showing the holes in an enemies defense as he hits you.

ATS – Counter Strike Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless visor that can be worn freely, or by attuning the ATS to a pre-existing HUD system

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Medium, Heavy, Powered

Property: When an enemy scores a critical hit against you, you can score a critical hit on a roll of 19-20 on your next attack against that enemy before the end of your next turn.

Level +4: Critical of 18-20

Level +6: Critical of 17-20

Level +8: Critical of 16-20

ATS – LEARNED ATTACK

Level Increase: +2 **Restriction:** Licensed

Time: 60 Minutes **Key Skill:** Electrical

Requirement: +2 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting tactical data to its user based on the attacks made against the enemy.

ATS – Learned Attack Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: When you hit a target, you gain a +1 item bonus to AC against attacks from that target until the end of your next turn.

Level +4: +2 Item bonus to AC

Level +6: +3 Item bonus to AC

Level +8: Bonus lasts until attacked by that target, or the end of the encounter.

ATS – OFFENCE

Level Increase: +2 **Restriction:** Licensed

Time: 60 Minutes **Key Skill:** Electrical

Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting offensive tactical data to its user based on the action taken during the fight.

ATS – Offence **Level +2**

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: When you use a power that grants an ally a bonus to any attack, you gain an equal bonus to a maximum of +1 of the same type to the same type of attack. This bonus lasts until the power's effects ends or until the end of your next turn.

Level +4: +2

Level +6: +3

Level +8: +4

AUTO-MED – HEALERS AID

Level Increase: +3 **Restriction:** None

Time: 30 Minutes **Key Skill:** Mechanical or electrical

Requirement: +1 Armor Enhancement or better

The Healers aid model of Auto-med assists its user when they heal their companions.

Auto-Med – Healers Aid **Level +3**

The Auto-Med is built into the armor and will react automatically when its user requires it.

Lvl +3 Lvl +9

Lvl +6

Upgrade

Armor: Medium, Heavy, Powered

Property: When you use a healing power or item while adjacent to your target they receive 2 additional hit points.

Level +4: 5 additional hit points

Level +6: 10 additional hit points.

AUTO-MED – SUSTAIN

Level Increase: +2 **Restriction:** None

Time: 30 Minutes **Key Skill:** Mechanical or electrical

Requirement: +2 Armor Enhancement or better

The Auto-Med, Sustain model allows the character to remain alive longer when dying. The Auto-Med will inject adrenaline and induce electric shock to the heart to perform its function.

Auto-Med – Sustain **Level +2**

The Auto-Med is built into the armor and will react automatically to its user's condition.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Medium, Heavy, Powered

Property: While you're dying, you don't die until you fail four death saving throws.

Level +4: +1 bonus to Death saves.

Level +6: +2 bonus to Death saves.

Level +8: +3 bonus to Death saves.

AQUATIC ARMOR

Level Increase: +4

Restriction: None

Time: 60 Minutes

Key Skill: Mechanical

Requirement: Must have a helmet.

This armor is built to resist aquatic environments. It keeps the water out and supplies its user with air for a short time by use of a CO2 scrubber.

Aquate Armor **Level +4**

This armor is completely sealed using a carbon compound for the joints and seams of the armor.

Lvl +4

Lvl +10

Lvl +7

Upgrade

Armor: Heavy, Powered

Property: While within an aquatic environment the character gains a +2 bonus to athletics checks to swim. As well the character may stay submerged under water for 5 minutes before suffocating.

Level +7: +4 bonus to swim, & 10 minutes of air.

Level +10: +6 bonus to swim, & 15 minutes of air.

Special: The type of helmet does not matter so long as the character is wearing it, otherwise the properties do not take effect.

COLD RESISTANT

Level Increase: +2

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

This armor has been created with special materials that resist cold effects.

Shock Resistant **Level +2**

This armor is well padded and insulated to better absorb and displace damage taken by cold effects.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: This upgrade grants the character using it the ability to make saves against ongoing Cold damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.

Level +4: +1 vs. ongoing Cold damage.

Level +6: +2 vs. ongoing Cold damage.

Level +8: +4 vs. ongoing Cold damage.

COLD PROOF

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: Cold Resistant

This armor has been given a layer of insulation that is able to resist great amounts of cold damage by absorbing and deflecting it around the body.

Cold Proof**Level +3**

Due to the extra insulation the armor possesses it is somewhat bulkier than the average armor of its make.

Lvl +3

Lvl +7

Lvl +5

Lvl +9

Upgrade**Armor:** Medium, Heavy, Powered**Property:** This upgrade grants the character using it a Resist 2 against Cold and cold effects.*Level +5: Resist 5 Cold**Level +7: Resist 10 Cold**Level +9: Resist 15 Cold***CORROSIVE PROOF****Level Increase:** +3**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** Shock Resistant

This armor has been given a layer of a rubberized compound that surrounds the armor protecting it from acidic damage.

Corrosive Proof**Level +3**

The layer of rubberized compound around the armor gives it a dull black look.

Lvl +3

Lvl +7

Lvl +5

Lvl +9

Upgrade**Armor:** Medium, Heavy, Powered**Property:** This upgrade grants the character using it a Resist 2 against Acid and Acid effects.*Level 5: Resist 5 Acid**Level +7: Resist 10 Acid**Level +9: Resist 15 Acid***CORROSIVE RESISTANT****Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Armor Enhancement or better

This armor has been created with special materials that resist corrosive substances such as acids.

Corrosive Resistant**Level +2**

This armor is dull and rubbery from the materials used in its creation. It may not look nice, but you won't have to worry about acid lingering on you.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Light, Medium, Heavy, Powered**Property:** This upgrade grants the character using it the ability to make saves against ongoing Acid damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.*Level +4: +1 vs. ongoing Acid damage.**Level +6: +2 vs. ongoing Acid damage.**Level +8: +4 vs. ongoing Acid damage.***CUSHIONING****Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Armor Enhancement or better

This armor has an impact absorbing layer of insulation built into the armor that protects the wearer against strong forces.

Cushioning**Level +2**

The layer of impact absorbing material makes the armor look bulky and larger than normal.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Medium, Heavy, Powered**Property:** This upgrade grants the character using it a Resist 2 against Force and Force effects.*Level 4: Resist 5 Force**Level +6: Resist 10 Force**Level +8: Resist 15 Force***DESERT SUIT****Level Increase:** +4**Restriction:** None**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** None

This armor upgrade allows the wearer to function normally during hot and dry conditions, such as being in a desert. The wearer can function normally in temperatures as hot as 80F.

Desert Suit**Level +4**

The armor is thickly insulated with a material that prevents the transfer of external heat. It also contains a web of tubing that circulates a temperature controlled liquid around the body keeping it cool.

Lvl +4

Lvl +8

Lvl +6

Lvl +10

Upgrade**Armor:** Light, Medium, Heavy, Powered**Property:** While wearing this armor the character is granted a Resist 2 Fire and a +4 bonus to endurance checks made for Hot conditions.*Level +6: +6 Endurance**Level +8: +8 Endurance**Level +10: +10 Endurance***Special:** While in a desert environment the character receives a +2 Item bonus to stealth checks.**DARKFORGED ARMOR****Level Increase:** +3**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

This armor is designed to prevent an enemy from properly seeing any possible holes in its defense at the beginning of combat.

Darkforged Armor Level +3

The armor is unusually dark in color to better conceal obvious holes in its protection.

Lvl +3 Lvl +7

Lvl +5 Lvl +9

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: Gain a +1 item bonus to AC against the first attack made against you in each encounter.

Level +5: +2 Item bonus to AC

Level +7: +2 Item bonus to AC, & First 2 attacks

Level +9: +3 Item bonus to AC, & First 2 attacks

Enhanced Mobility

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better, or shield

This armor has been fine tuned and well adjusted to your specific body. It fits so well you are no longer encumbered by wearing it.

Enhanced Mobility Level +3

The armor looks sleeker and better fitted. There is no loose space or tight spots.

Lvl +3 Lvl +6

Upgrade

Armor: Medium, Heavy, Powered, Shield

Property: This upgrade reduced the armor check penalty from the armor by 1.

Level +6: Penalty reduced by 2

EXOSKELETON

Level Increase: +2

Restriction: Licensed

Time: 2 Hrs

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

This armor is supported by an external skeletal structure that assists in strenuous activity such as lifting and carrying for long distances.

Exoskeleton Level +2

This external skeletal structure appears to be motorized joints and cables on the outside of the armor.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Armor: Heavy

Property: Your strength score increases by 5 for the purpose of carrying capacity.

Level +4: Increase strength by 10 for carrying capacity.

Level +6: Increase strength by 15 for carrying capacity.

Level +8: Increase strength by 20 for carrying capacity.

EXOSKELETON – ARMORED

Level Increase: +5

Restriction: Licensed

Time: 2 Hrs

Key Skill: Mechanical

Requirement: Exoskeleton

The armor is capable of holding much heavier armor plating allowing for greater resistance to damage.

Exoskeleton – Armored Level +5

The armor makes the user look much larger than they really are. Large plates cover the entire body turning the armor into a walking tank.

Lvl +5 Lvl +11

Lvl +8 Lvl +14

Upgrade

Armor: Heavy

Property: You gain a Resist 2 against all damage. This does not stack with any other resistance currently on the armor.

Level +8: Resist 4 All

Level +11: Resist 6 All

Level +14: Resist 10 All

EXOSKELETON – ENHANCED MOVEMENT

Level Increase: +5

Restriction: Licensed

Time: 2 Hrs

Key Skill: Mechanical

Requirement: Exoskeleton

This enhancement allows the user to use the exoskeletons power to move faster and further than ever before.

Exoskeleton – Enhanced Movement Level +5

The exoskeleton becomes more streamlined and is formed to the armor much more realistically and naturally.

Lvl +5 Lvl +11

Lvl +8 Lvl +14

Upgrade

Armor: Heavy

Property: Your base speed increases by +1

Level +8: +5 Athletics for the purpose of jumping.

Level +11: Your run speed increases by +2.

Level +14: When you shift you may shift one additional square.

EXOSKELETON – HEAVY WEAPONS

Level Increase: +5

Restriction: Licensed

Time: 2 Hrs

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

The armor's vast strength allows its user to utilize heavy weapon accurately, and with deadly precision.

Exoskeleton – Heavy Weapons Level +5

Nothing scares the shit out of an enemy than a big guy in heavy armor sporting a machine gun.

Lvl +5 Lvl +10

Upgrade

Armor: Heavy

Property: You can use Heavy weapon as if you were trained in their use.

Level +10: You are able to use the M2HB machine gun while standing and walking without penalty.

FIRE RESISTANT

Level Increase: +2

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

This armor has been treated with special chemicals that make it less likely to burn or support a flame.

Fire Resistant**Level +2**

This armor has a certain dullness to it from its chemical treatments.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Light, Medium, Heavy, Powered

Property: This upgrade grants the character using it the ability to make saves against ongoing fire damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.

Level +4: +1 vs. ongoing fire damage.

Level +6: +2 vs. ongoing fire damage.

Level +8: +4 vs. ongoing fire damage.

FIRE PROOF**Level Increase:** +3**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** Fire Resistant

This armor has been given a layer of insulation that is able to resist great amounts of heat by absorbing and distributing it.

Fire Proof**Level +3**

Due to the extra insulation the armor possesses it is somewhat bulkier than the average armor of its make.

Lvl +3

Lvl +7

Lvl +5

Lvl +9

Upgrade**Armor:** Medium, Heavy, Powered

Property: This upgrade grants the character using it a Resist 2 against fire and fire effects.

Level +5: Resist 5 Fire

Level +7: Resist 10 Fire

Level +9: Resist 15 Fire

FORTIFIED ARMOR**Level Increase:** +2**Restriction:** Licensed**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

This armor has extra plating and is more resilient to attacks than other armors of its type.

Fortified Armor**Level +2**

The armor is much bulkier than normal, and has extra plating that can absorb damage from massive attacks.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Varies

Property: Whenever a critical hit is scored against you, roll 1D20. On a result of 18-20, the critical becomes a normal hit. This can be placed on any armor.

Level +4: 17-20, can be placed on medium or heavy armors

Level +6: 16-20, can be placed on heavy armors.

Level +8: 15-20, can only be placed on Powered armors.

JOINT LOCKING**Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Armor Enhancement or better

The joints on the armor are designed to lock into place in order to keep a person restrained in your grasp.

Joint Locking**Level +2**

The joints on the armor are much larger and stronger than another armor of the same type.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Medium, Heavy, Powered

Property: While grappling with an opponent you impose a -2 penalty to your opponents escape check.

Level +4: -3 penalty

Level +6: -5 penalty

Level +8: -6 penalty

LOCKING PLATES**Level Increase:** +2**Restriction:** None**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** +1 Armor Enhancement or better

The plating on the armor locks into place during a charge in order to add extra protection.

Locking Plates**Level +2**

This armor is slightly bulkier with segmented overlapping plates.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Medium, Heavy

Property: When you charge, you gain a +1 bonus to AC until the end of your next turn.

Level +4: +2 bonus

Level +6: +3 bonus

Level +8: +4 bonus

NANO-CARBON WEAVE**Level Increase:** +5**Restriction:** Restricted**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** Must have a base AC of 0

This armor upgrade allows the ability to armor normal civilian clothing such as a business suits, dresses, Jeans & T-shirts, etc, by adding a Nano-Carbon weave interlaced with the standard fabric.

Nano-Carbon Weave **Level +2**

This upgrade does not change the appearance of the original clothing it upgrades. The armor is virtually indistinguishable from a set of clothing of the same type.

Lvl +5 Lvl +15
Lvl +10 Lvl +20

Upgrade

Armor: Light

Property: While wearing this armor the character is granted a +1 Armor bonus to AC as if wearing a suit of light armor.

Level +10: +2 AC

Level +15: +3 AC

Level +20: +4 AC

REINFORCING ARMOR

Level Increase: +10 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical

Requirement: +2 Armor Enhancement or better
This armor will reinforce its self when attack in order to grant superior protection.

Reinforcing Armor **Level +10**

The plates on the armor are capable of moving around in order to better protects it user.

Lvl +5 Lvl +10

Upgrade

Armor: Medium, Heavy, Powered

Properties: If you take damage from a melee attack, you gain a +1 item bonus to all defenses until the start of your next turn.

Level +10: +2 item bonus to all defenses.

REACTIVE PLATING

Level Increase: +4 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical

Requirement: +2 Armor Enhancement or better
The armor has been built using a material that automatically hardens when an external force is applied to it, granting a greater level of protection.

Reactive Plating **Level +4**

The reactive plating gives the armor a textured look as if built with small interconnected individual plates.

Lvl +4 Lvl +10
Lvl +7 Lvl +14

Upgrade

Armor: Heavy

Property: This upgrade grants the character using it a Resist 2 against weapons.

Level +7: Resist 5 Weapons

Level +10: Resist 7 Weapons

Level +14: Resist 10 Weapons

RESILIENT ARMOR

Level Increase: +2 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Mechanical

Requirement: +1 Armor Enhancement or better
This armor has been granted greater resilience and as such is capable of absorbing a certain amount of damage before it wearer gets injured.

Resilient Armor **Level +2**

The armor has extra padding and plating that deflects a certain amount of damage away from the wearer.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy

Property: You gain 5 temporary hit points after each rest while in the armor. If you remove the armor, you lose these temporary hit points. Temporary hit points from other sources can stack with these.

Level +4: 10 Temporary Hit points

Level +6: 15 Temporary Hit points

Level +8: 20 Temporary Hit points

SKILLFUL ARMOR

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical

Requirement: None
This armor has been stocked with everything a person needs to perform a certain skill.

Skillful Armor **Level +2**

Whether it's a built in computer, an assortment of tools, or just designed to perform a skill better, this armor has it.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: Choose one skill and gain a +1 item bonus to that skill when wearing this armor.

Level +4: +2 item bonus

Level +6: +3 item bonus

Level +8: +5 item bonus

Special: This upgrade can be taken multiple times but for different skills.

SHOCK RESISTANT

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical

Requirement: +1 Armor Enhancement or better
This armor has been created with special materials that resist electrical shocks.

Shock Resistant**Level +2**

This armor has a certain shine to it as evidence of its modification.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Light, Medium, Heavy, Powered

Property: This upgrade grants the character using it the ability to make saves against ongoing Lightning damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.

Level +4: +1 vs. ongoing lightning damage.

Level +6: +2 vs. ongoing lightning damage.

Level +8: +4 vs. ongoing lightning damage.

SHOCK PROOF**Level Increase:** +3**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** Shock Resistant

This armor has been given a layer of insulation that is able to resist great amounts of electrical shock by deflecting it around the body.

Shock Proof**Level +3**

Due to the extra insulation the armor possesses it is somewhat bulkier than the average armor of its make.

Lvl +3

Lvl +7

Lvl +5

Lvl +9

Upgrade**Armor:** Medium, Heavy, Powered

Property: This upgrade grants the character using it a Resist 2 against lightning and lightning effects.

Level +5: Resist 5 Lightning

Level +7: Resist 10 Lightning

Level +9: Resist 15 Lightning

SLICK ARMOR**Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Armor Enhancement or better

This armor is built in such a way as to make it easier to escape from a grapple and prevent from being grappled in the first place.

Slick Armor**Level +2**

The armor is kept incredibly smooth and has no unnecessary protrusions that may allow anyone to get a hold of it during a grapple.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Medium, Heavy, Powered

Property: You gain a +2 bonus to checks to escape a grab.

Level +4: +3 bonus

Level +6: +5 bonus

Level +8: +6 bonus

SPIKED JACKET**Level Increase:** +2**Restriction:** None**Time:** 15 Minutes**Key Skill:** Mechanical**Requirement:** None

The armor is outfitted with several sharp spikes that cause damage to anyone attempting to grab you.

Spiked Jacket**Level +2**

Several sharp spikes protrude from the shoulders arms and chest offering pain to any that get too close.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Light, Medium, Heavy, Powered

Property: When grabbed in combat your opponent takes ongoing 2 damage until you are released.

Level +4: Ongoing 4 damage

Level +6: Ongoing 6 damage

Level +8: Ongoing 8 damage

STEALTHY ARMOR**Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** None

All extra sounds and flashy colors have been removed from this armor making all but impossible to see and hear.

Stealthy Armor**Level +2**

Layer upon layer of advanced polymers give way to bullet resistant but flexible armor.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Medium, Heavy, Powered

Property: This upgrade grants the character using it the ability to make Stealth checks without the check penalty associated with the armor.

Level +4: +1 bonus to Stealth

Level +6: +2 bonus to Stealth

Level +8: +4 bonus to Stealth

SURVIVAL SUIT**Level Increase:** +2**Restriction:** None**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** None

This armor upgrade allows the wearer stay alive in almost any harsh condition. Although not as good as specialized gear this is the upgrade you want if you travel several environments.

Survival Suit**Level +2**

This armor is thicker and more rugged than the standard armor of its type. It has several advantages built in to handle almost any environment.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Armor:** Light, Medium, Heavy, Powered**Property:** While wearing this armor the character is granted a +2 bonus to endurance checks made for any condition.*Level +4: +4 Endurance**Level +6: +6 Endurance**Level +8: +8 Endurance***SYSTEM HUD****Level Increase:** +6**Restriction:** None**Time:** 60 Minutes**Key Skill:** Electrical**Requirement:** None

The Heads up Display (HUD) is incorporated into a helmet the user wears and imparts specific tactical information. Different upgrades and gadgets can be added to the HUD system to increase its effectiveness.

System HUD**Level +6**

While wearing the HUD the character will see an overlaid computer display before their eyes. By using vocal commands the user can control the functions of a HUD.

Lvl +6

Lvl +14

Lvl +10

Lvl +18

Upgrade**Armor:** Helmet, Powered

Property: While wearing the HUD the user gains a +2 item bonus to perception checks and the penalty for hitting targets further then the first range increment is reduced by 1. As well one other HUD gadget can be Linked to the HUD system.

*Level +10: +2 item bonus to perception, 2 HUD gadgets.**Level +14: +3 item bonus to perception, 3 HUD gadgets.**Level +18: +5 item bonus to perception, 4 HUD gadgets.*

Special: When non-weapon equipment is linked to the HUD system it can be used as a free action instead of a minor action.

Note: HUD Gadgets must be purchased separately, and does not count against the maximum powers an object may have.

WINTERIZED GEAR**Level Increase:** +4**Restriction:** None**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** None

This armor upgrade allows the wearer to function normally during cold conditions, such as winter. It can protect in temperatures down to -100F.

Winterized Gear**Level +4**

The armor is thickly insulated with a material that prevents the loss of heat. As well there is a built in heating element within the armor that requires no external power source.

Lvl +4

Lvl +8

Lvl +6

Lvl +10

Upgrade**Armor:** Light, Medium, Heavy, Powered

Property: While wearing this armor the character is granted a Resist 2 Cold and a +4 bonus to endurance checks made for cold conditions.

*Level +6: +6 Endurance**Level +8: +8 Endurance**Level +10: +10 Endurance*

Special: While in a winter environment the character receives a +2 Item bonus to stealth checks.

ARMOR GADGETS

Armor gadgets are usually separate pieces of equipment that are added to a suit of armor. These gadgets usually add powers and abilities that the character can make use of during, and out of combat. The number of gadgets that can be added to a specific piece of armor can be no greater than 1 + half of the armors enhancement bonus. Helmets and shields may only have one Gadget each.

ADAPTIVE ARMOR

Level Increase: +3 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: +2 Armor Enhancement or better
 Adaptive armor will react to a certain stimuli and slightly change itself in order to provide better protection.

Adaptive Armor Level +3

This gadget overlays a web of sensors over the armor connected by wiring giving armor a textured look.

Lvl +3 Lvl +9
 Lvl +6 Lvl +14

Gadget

Armor: Light, Medium, Heavy, Powered
Power (Encounter): Immediate Interrupt. *Trigger:* You take acid, cold, fire, or lightning damage. *Effect:* You gain resist 5 to the triggering damage type until the end of the encounter.
Level +6: Resist 10
Level +9: Resist 15
Level +14: Resist 20

ATS – ADVANCED TARGETING

Level Increase: +4 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Electrical
Requirement: +3 Armor Enhancement or better
 This ATS is capable of calculating the characteristics of a specific weapon once it's used against you, and provide feedback to better reduce the damage from this weapon.

ATS – Quick Reaction Level +4

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +4

Gadget

Armor: Light, Medium, Heavy, Powered
Power (Daily): Immediate Reaction. *Trigger:* A melee or ranged attack misses you. *Effect:* The weapon used to attack you deals only half damage against you (save ends).

ATS – IMPROVE DEFENSE

Level Increase: +3 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Electrical
Requirement: ATS – Defense Upgrade
 This is a upgrade to the current ATS – Defense property that allows its user to resist damage from a specific target by calculating the angle of incoming attacks.

ATS – Improved Defense Level +3

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +9
 Lvl +6 Lvl +12

Gadget

Armor: Light, Medium, Heavy, Powered
Power (Daily): Minor Action. Until the end of the encounter you gain Resist 2 All against one target chosen when power activated.
Level +6: Resist 4 All
Level +9: Resist 6 All
Level +12: Resist 10 All

ATS – RETRIBUTION

Level Increase: +3 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Electrical
Requirement: +2 Armor Enhancement or better
 When an enemy attacks you it lets down its guard allowing the ATS to calculate weaknesses in its defense.

ATS – Retribution Level +3

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +7
 Lvl +5 Lvl +9

Gadget

Armor: Light, Medium, Heavy, Powered
Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you with a melee, ranged or closes attack. *Effect:* Until the end of the encounter, you gain a +2 power bonus to damage rolls against the triggering enemy.
Level +5: +4 Power bonus
Level +7: +6 Power bonus
Level +9: +8 Power bonus

ATS – TABULATOR

Level Increase: +3 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Electrical
Requirement: +2 Armor Enhancement or better
 This Advanced Tactical System is capable of calculating the percentage chance of strike a target allowing its user to get a better hit in.

ATS – Tabulator**Level +3**

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +7

Lvl +5 Lvl +9

Gadget**Armor:** Light, Medium, Heavy, Powered**Power (Daily):** Free Action. *Trigger:* You make an attack and do not like the result. *Effect:* You reroll the attack and use either result.

Level +5: +1 Bonus to hit with reroll.

Level +7: +2 Bonus to hit with reroll.

Level +9: +4 Bonus to hit with reroll.

ATS – QUICK REACTION**Level Increase:** +3 **Restriction:** Licensed**Time:** 60 Minutes **Key Skill:** Electrical**Requirement:** +1 Armor Enhancement or better

The quick reaction ATS allows the user to react quicker to a missed threat allowing them to get out of the way.

ATS – Quick Reaction**Level +3**

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +9

Lvl +6 Lvl +12

Gadget**Armor:** Light, Medium, Heavy, Powered**Power (Encounter):** Immediate Reaction. *Trigger:* An enemy misses you with a melee or ranged attack. *Effect:* You shift 1 square.

Level +6: Shift 2 squares

Level +9: Shift 3 squares

Level +12: Shift 4 squares.

AUTO-MED – ADV. SUSTAIN**Level Increase:** +3 **Restriction:** None**Time:** 30 Minutes **Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

Similar to the standard Sustain model, Advanced Sustain will grant a character using it a greater chance to stave off death rather than just prolonging it.

Auto-Med – Sudden Recovery**Level +3**

The Auto-Med is built into the armor and will react automatically to its user's condition.

Lvl +3 Lvl +7

Lvl +5 Lvl +10

Gadget**Armor:** Medium, Heavy, Powered**Power (Daily ♦ Healing):** No Action. *Trigger:* You roll a death saving throw and dislike the result. *Effect:* Roll again and receive a +2 bonus. Use this result even if its lower.

Level +5: +4 Bonus to death save

Level +7: +6 Bonus to death save

Level +10: +10 Bonus to death save

AUTO-MED – HEAL**Level Increase:** +3**Time:** 30 Minutes**Restriction:** None**Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

This Auto-Med will do its best to keep you alive so you can concentrate on more important things, like who shot you.

Auto-Med – Heal**Level +3**

The Auto-Med is built into the armor and will react automatically to its user's condition.

Lvl +3 Lvl +7

Lvl +5 Lvl +9

Gadget**Armor:** Medium, Heavy, Powered**Power (Daily ♦ Healing):** Free Action. Regain hit points as if you had spent a healing surge.

Level +5: +1D6 HP

Level +7: +1D6 HP, make a one save.

Level +9: +2D6 HP, make a one save.

AUTO-MED – SUDDEN RECOVERY**Level Increase:** +2**Time:** 30 Minutes**Restriction:** None**Key Skill:** Mechanical or Electrical**Requirement:** +1 Armor Enhancement or better

This version of Auto-Med contains several designer drugs linked to a automatic injection system that reacts to its user taking consistent damage.

Auto-Med – Sudden Recovery**Level +2**

Large packs are bound to the arms and legs of the armor containing the drugs necessary for increased health.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Gadget**Armor:** Medium, Heavy**Power (Daily ♦ Healing):** Minor Action. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of ongoing damage to a max of 2, until the end of the encounter.

Level +4: Max of 4

Level +6: Max of 6

Level +8: Max of 10

BURST ARMOR**Level Increase:** +3**Time:** 60 Minutes**Restriction:** Licensed**Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

This gadget releases a highly combustible gas cloud around its user causing all creatures nearby to take damage.

Burst Armor**Level +3**

Several canisters of a combustible substance sit around a the belt of the armor.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Gadget**Armor:** Heavy, Powered**Power (Daily ♦ Fire):** Minor Action. Close Burst 1: 1D6 Fire damage to all creatures except character.

Level +6: 2D6 Fire damage

Level +9: 2D6 Fire damage, Target takes ongoing 5 fire damage (save ends)

Level +12: 3D6 Fire damage, Target takes ongoing 5 fire damage (save ends)

CHAMELEON ARMOR**Level Increase:** +3**Restriction:** Restricted**Time:** 60 Minutes**Key Skill:** Electrical or Mechanical**Requirement:** +1 Armor Enhancement or better.

The armor will adjust its plating color and texture to match its background

Chameleon Armor**Level +3**

This textured armor is composed of many small photoreceptive dices all over the armor that change color to suit it owner.

Lvl +3

Lvl +6

Gadget**Armor:** Light, Medium, Heavy, Powered**Power (Daily):** Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.

Level +6: Concealment lasts until the end of encounter.

DAZZLING LIGHT**Level Increase:** +2**Restriction:** Licensed**Time:** 30 Minutes**Key Skill:** Mechanical or Electrical**Requirement:** +1 Armor Enhancement or better.

When surrounded by enemies the user of this armor can activate strong strobe lights built into the armor partially blinding his foes.

Dazzling Light**Level +2**

Large lenses are place around the armor and emit a strong flash of laser light that will leave enemies that are too close seeing spots instead of the character.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget**Armor:** Light, Medium, Heavy, Powered**Power (Daily):** Minor action. Each enemy adjacent to you takes a -1 penalty to attack rolls (save ends).

Level +4: -2 Penalty

Level +6: -3 Penalty

Level +8: -5 Penalty

DIAMOND SPRAY COATING**Level Increase:** +3**Restriction:** None**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** +3 Armor Enhancement or better

The spray itself does nothing but when an electrical current is applied to it, its carbon atoms come together forming a extremely hard surface.

Diamond Spray Coating**Level +3**

When viewed at certain angles the armor almost seems to glitter.

Lvl +3

Lvl +6

Gadget**Armor:** Light, Medium, Heavy, Powered**Power (Daily):** Immediate Reaction. *Trigger:* You are hit with a non critical melee or ranged attack. *Effect:* You take half damage.

Level +6: You take no damage, or half damage from a critical hit.

FORMIDABLE ARMOR**Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +3 Armor Enhancement or better

When required this armor can constricted itself become an impenetrable shell of defense.

Adaptive Armor**Level +2**

The interlocking place on this armor give it an angled look.

Lvl +2

Lvl +4

Gadget**Armor:** Heavy, Powered**Power (Daily):** Immediate Interrupt. *Trigger:* An attack hits you and doesn't score a critical hit. *Effect:* The triggering attack deals the minimum damage possible.

Level +4: Half minimum damage.

FROST ARMOR**Level Increase:** +3**Restriction:** Licensed**Time:** 60 Minutes**Key Skill:** Mechanical**Requirement:** +2 Armor Enhancement or better

This gadget releases a super cooled gas cloud around its user causing all creatures nearby to take damage.

Frost Armor**Level +3**

Several canisters of a super cooled substance sit around a the belt of the armor,

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Gadget**Armor:** Heavy, Powered**Power (Daily ♦ Cold):** Minor Action. Close Burst 1: 1D6 cold damage to all creatures except character.

Level +6: 2D6 Cold damage

Level +9: 2D6 Cold damage, Target is slowed (save ends)

Level +12: 3D6 Cold damage, Target is slowed (save ends)

HARDENING ARMOR

Level Increase: +3 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: +3 Armor Enhancement or better
 This armor is treated with a specially alloy that hardens with repeated strikes against it.

Hardening Armor Level +3

This alloy has a grainy texture to it but as it hardens it gets smother and smother.

Lvl +3 Lvl +9
 Lvl +6 Lvl +14

Gadget

Armor: Medium, Heavy, Powered
Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You gain a +1 power bonus to AC until the end of the encounter. Whenever an enemy hits you, the bonus increases by +1 to a maximum power bonus of +2.
Level +6: Maximum power bonus of +3
Level +9: Maximum power bonus of +4
Level +14: Maximum power bonus of +5

HUD COM (HUD)

Level Increase: +3 **Restriction:** None
Time: 60 Minutes **Key Skill:** Electrical
Requirement: HUD system upgrade
 The HUD COM allows you to communicate with others on the same radio frequency.

HUD COM (HUD) Level +3

If set up the visor will show you who is talking with you and on what frequency.

Lvl +3 Lvl +9
 Lvl +6 Lvl +12

Gadget

Armor: Helmet, Powered
Power (At-Will): Free Action. You can communicate normally with people using the same radio frequency at a range of 1 mile. Others not using a radio will have a -5 to their perception checks to hear you speak.

ILLUMINATED

Level Increase: +1 **Restriction:** None
Time: 15 Minutes **Key Skill:** Mechanical
Requirement: None
 Lights have been placed on the armor and can be used to provide illumination much like a flashlight.

Illuminated Level +1

Two LED lights are place either on the shoulders, belt, or Helmet of the armor and provide decent lighting. Different colors and pulsing effects can also be added.

Lvl +1 Lvl +3
 Lvl +2 Lvl +4

Gadget

Armor: Light, Medium, Heavy, Helmet, Powered
Power (At-Will): Minor Action. The armor shines light like a flashlight out to a range of 10 squares. You can end the illumination as a free action.
Level +2: 15 Squares.
Level +3: 20 Squares.
Level +4: 30 Squares.

Special: The light can be changed out for Ultraviolet for no additional cost and can only be seen with night vision goggles.
Note: Night vision still requires some light to be useful. In an environment devoid of all light night vision does not work.

INTEGRATED EQUIPMENT SYSTEM

Level Increase: +3 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: None

A particular piece of non-weapon equipment is incorporated into the base armor and can be used in and out of combat freeing up the characters hands. This equipment does not give the character extra actions, but allows him to have additional equipment available to him as needed.

Intergraded Equipment System Level +3

From a built in GPS to an entire computer system being integrated into the armor, almost any can be added and used.

Lvl +3

Gadget

Armor: Light, Medium, Heavy, Helmet, Powered
Power (At-Will): Minor Action. You use the integrated piece of equipment. Once integrated the equipment cannot be Separated from the armor.

Special: The weapon cannot weigh more than the armor itself, and is up to the DM's discretion.

Special: The integrated equipment can be linked to an existing HUD system, and used as a free action.

Note: This gadget can be taken more than once.

INTEGRATED WEAPON SYSTEM

Level Increase: +5 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: +2 Armor Enhancement or better, and the weapon to be intergraded.

A particular weapon is intergraded into the base armor and can be used during combat freeing up the characters hands. These weapons do not give the character extra attacks, but allows him to have additional weapons available to him as needed.

Intergraded Weapon System

Level +5

From pop out wrist blades to a shoulder mounted grenade launcher, almost any weapon can be intergraded into a armor.

Lvl +5

Gadget

Armor: Light, Medium, Heavy, Powered

Power (At-Will): Free Action. *Trigger:* You use an attack power. *Effect:* Instead of using a hand held weapon you use your intergraded weapon assuming it meets the powers requirements. The intergraded weapon can count as a second weapon for the purpose of two weapon powers. Once mounted the weapon cannot be removed.

Special: The weapon cannot weigh more than the armor itself, and is up to the DM's discretion.

Special: The weapon can be upgraded separately from the armor.

Note: This gadget can be taken more than once.

INDUCTIVE AMOR

Level Increase: +3

Restriction: None

Time: 60 Minutes

Key Skill: Electrical

Requirement: +2 Armor Enhancement or better

Inductive Armor will send electrical singles to the users mussels which will temporary allow the user to move with the grace and speed of cat.

Inductive Armor

Level +3

Not seen on the outside, but inside are electrodes laid against the skin of the mussels.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Gadget

Armor: Light, Medium, Powered

Power (Daily) Move action. You shift 4 squares.

Level +6: Shift 6 squares

Level +9: Shift 8 squares

Level +12: Shift 10 squares

JET PACK

Level Increase: +3

Restriction: Licensed

Time: 60 Minutes

Key Skill: Mechanical

Requirement: +3 Armor Enhancement or better

Advances in technology have allowed a small jet pack to be placed on the back of the armor, and provides limited flight.

Jet Pack

Level +3

Several small jets protrude from a casing on the back of the armor about the size of a backpack.

Lvl +3

Lvl +7

Lvl +5

Lvl +9

Gadget

Armor: Heavy, Powered

Power (Daily): Move Action. You fly your speed. You must begin and end this move on a solid surface.

Level +4: Speed +2

Level +6: Speed +4

Level +12: Speed +6

JUMP PISTONS

Level Increase: +2

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

Jump pistons give the character the ability to jump much further than they would be able to normally.

Jump Pistons

Level +2

These pistons are attached to the legs of the armor and when activated launch the character into the air.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget

Armor: Medium, Heavy, Powered

Power (At-Will): Free Action. *Trigger:* You make a

Athletics check to jump. *Effect:* You jump as if you had a running start. Your jump can exceed your movement.

Level +6: Clear an additional 1 square for long and high jump

Level +9: Clear an additional 2 squares for long and high jump

Level +12: Clear an additional 4 squares for long and high jump

MAGNETIC GRAPPLER

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: None

This Grappler is used to grab a creature or object and bring it to you. This device used a compressed gas cartage that has to be replaced after every use.

Magnetic Grappler

Level +3

Usually placed on the arm or shoulder of the armor it appears to be a small mounted gun with a magnetic tether.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget

Armor: Medium, Heavy, Powered

Power (Daily): Minor Action. You pull one medium or

smaller creature or object within 5 squares of you 3 squares. If you pull it into a square adjacent to you, it is also immobilized (save ends).

Level +4: One creature or object within 10 squares

Level +6: One creature or object within 10 squares, and pull it 8.

Level +8: One creature or object within 15 squares, and pull it 12.

MOTION TRACKER (HUD)

Level Increase: +3

Restriction: None

Time: 60 Minutes

Key Skill: Electrical

Requirement: HUD system upgrade

This gadget gives its user a readout of any movement in the area around him. The problem is the user must remain still for the motion tracker to work.

Motion Tracker (HUD) Level +3

A display similar to radar appears on the visor of the HUD. Any movement is shown on this display although the user might not know what it is.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Helmet, Powered

Power (At-Will): Minor Action. You gain Tremorsense in a burst 5 around you except that you can also perceive creatures in flight. When using the motion tracker you are immobilized until the start of your next turn.

Level +6: Burst 10
Level +9: Burst 15
Level +12: Burst 20

NEGATING ARMOR

Level Increase: +3 **Restriction:** Licensed

Time: 30 Minutes **Key Skill:** Mechanical

Requirement: +3 Armor Enhancement or better

This armor has built into it a greater chance to deflect damage away from it.

Negating Armor Level +3

The armor has small metal plates built into it that allow for the deflection and possible negation of damage.

Lvl +3

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily): Immediate Interrupt. *Trigger:* An attack misses you and deals half damage. *Effect:* You take no damage.

NIGHT VISION (HUD)

Level Increase: +3 **Restriction:** None

Time: 60 Minutes **Key Skill:** Electrical

Requirement: HUD system upgrade

Night vision allows the user to see in near darkness almost as good a day. Night vision still requires some ambient light such as stars, partial moon light, etc, to work. Inferred light is invisible to normal sight but can be easily seen with night vision.

Night Vision (HUD) Level +3

The display on the visor switches to black and white showing a dull lightless world.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Helmet, Powered

Power (At-Will): Minor Action. You gain Darkvision to a burst 10.

Level +6: Burst 20
Level +9: Burst 30
Level +12: Unlimited

PISTON BOOT SPIKES

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: None

These spikes shoot into the ground anchoring you into place preventing unwanted movement.

Piston Boot Spikes Level +3

The spike is mounted on the boot of the armor and is around a foot in length traveling up the length of the calf.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Heavy, Powered

Power (Daily): Immediate Reaction. *Trigger:* You are subject to a push pull or slide. *Effect:* The push, pull, or slide ends. Also any enemies performing a bull rush or charge attack take 1D6 damage.

Level +4: 2D6 damage
Level +6: 4D6 damage
Level +12: 6D6 damage

PISTON SPIKED JACKET

Level Increase: +3

Restriction: Licensed

Time: 30 Minutes

Key Skill: Mechanical

Requirement: Spiked Jacket

Each spike on the armor has a small air piston built into them causing the spikes to shoot out hurting anyone holding on to you.

Shock Therapy Level +3

Each spike is slightly larger and has a pneumatic tube running to it from a compressor on the back.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily): Standard Action. *Trigger:* You are grabbed. *Effect:* You escape the grab and the enemy that was grabbing you takes 1D6 damage.

Level +4: 2D6 damage
Level +6: 4D6 damage
Level +12: 6D6 damage

POLARIZING LENS

Level Increase: +5

Restriction: None

Time: 60 Minutes

Key Skill: Electrical

Requirement: None

A polarizing lens is built into a helmet and will prevent the user from being blinded by bright light.

Polarizing Lens

Level +5

The visor reacts to bright light by instantly becoming opaque, preventing any light from getting through.

Lvl +5

Gadget

Armor: Helmet, Powered

Power (Daily): Immediate Reaction. *Trigger:* You are hit by an effect that causes blindness. *Effect:* You are not inflicted with the blinding effect.

QUICK ARMOR

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +2 Armor Enhancement or better

This gadget powers several servos on the leg joints that temporarily increase the users speed.

Quick Armor

Level +3

Servos are placed on the leg joints and provide extra power to the users stride.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget

Armor: Heavy

Power (Encounter): Minor Action. Gain a +2 power bonus to speed until the end of your next turn.

Level +4: +3

Level +6: +4

Level +8: +6

REACTIVE HEALING

Level Increase: +3

Restriction: None

Time: 60 Minutes

Key Skill: Mechanical

Requirement: +3 Armor Enhancement or better

This armor will reacts to a certain attack, and then immediately negating that attack at the same time as healing the character.

Reactive Healing

Level +3

Several canisters of a combustible substance sit around a the belt of the armor,

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget

Armor: Medium, Heavy, Powered

Power (Daily ♦ Healing): Immediate Interrupt. *Trigger:* You are hit with an attack that deals Acid, Cold, Fire, Lightning, or Thunder damage (Choose one energy type at creation).

Effect: You take no damage of the chosen type, and can spend a healing surge.

Level +6: +1D6 HP

Level +9: +2D6 HP

Level +12: +3D6 HP

Special: This gadget can be taken more than once but for a different energy type.

REFLEXIVE ARMOR

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Mechanical

Requirement: +2 Armor Enhancement or better

The Joints and spacing between the armored pieces have been treated with a special material that becomes flexible when a current is applied to it increasing its user's reflexive response.

Reflexive Armor

Level +3

The flexible insert allows the armored pieces and joints to move on the character like a set of cloths.

Lvl +3

Lvl +10

Gadget

Armor: Heavy, Powered

Power (Daily): Immediate Interrupt. *Trigger:* An attack targets your reflex defense. *Effect:* Until the end of your next turn, you can resist attacks against reflex with your AC instead.

Level +10: Until the end of the encounter.

SHOCK THERAPY

Level Increase: +3

Restriction: None

Time: 30 Minutes

Key Skill: Electrical

Requirement: +1 Armor Enhancement or better

Electrodes are placed at strategic locations over the body and apply a shock to it user when a certain effect afflicts him.

Shock Therapy

Level +3

These electrodes are place under the armor and lay against the skin of its user.

Lvl +3

Lvl +7

Lvl +5

Lvl +10

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily): Immediate Reaction. *Trigger:* An effect dazes, immobilizes, slows, or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, that effect ends.

Level +5: +2 to save.

Level +7: +5 to save.

Level +10: Automatically saves.

SHOCKING ARMOR

Level Increase: +3

Restriction: Licensed

Time: 60 Minutes

Key Skill: Electrical

Requirement: +2 Armor Enhancement or better

When this gadget is activated any enemy that hits you is going to regret it.

**Shocking Armor** Level +3

The armor is covered in a webbing of insulated wire that will apply an electric shock to anyone breaking the insulation.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily ♦ Lightning): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes 2 lightning.

Level +6: 4 Lightning damage

Level +9: 6 Lightning damage

Level +12: 8 Lightning damage

SOUND DAMPENING

Level Increase: +5 **Restriction:** None
Time: 60 Minutes **Key Skill:** Electrical

Requirement: None

This gadget automatically dampens any volume of noise capable of causing damage to your ears and causing deafness.

Sound Dampening Level +5

Ear muffs are built into the helmet that help eliminate the sound by emitting an opposing frequency of sound.

Lvl +5

Gadget

Armor: Helmet, Powered

Power (Daily): Immediate Reaction. *Trigger:* You are hit by an effect that causes Deafness. *Effect:* You are not inflicted with the Deafness effect.

STATIC CHARGE

Level Increase: +3 **Restriction:** Licensed
Time: 60 Minutes **Key Skill:** Electrical

Requirement: +2 Armor Enhancement or better

When this gadget is activated the first enemy that hits you is going to regret it.

Shocking Armor Level +3

The armor is covered in a webbing of insulated wire that will apply an electric shock to anyone breaking the insulation.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily ♦ Lightning): Minor Action. The next person to hit you with a melee attack takes ongoing 5 lightning damage (save ends).

Level +6: Ongoing 10 lightning damage (save ends)

Level +9: Ongoing 15 lightning damage (save ends)

Level +12: Ongoing 20 lightning damage (save ends)

TELESCOPIC (HUD)

Level Increase: +3 **Restriction:** None
Time: 60 Minutes **Key Skill:** Electrical

Requirement: HUD system upgrade

The telescopic HUD gadget allows it user to see things at range without using binoculars.

Telescopic (HUD) Level +3

The display on your visor zooms to the area of interest.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Helmet, Powered

Power (Encounter): Minor Action. Until the end of your next turn you ignore all ranged penalties for combat and visual perception checks.

Level +6: +1 Power bonus to attack and perception.

Level +9: +2 Power bonus to attack and perception.

Level +12: +4 Power bonus to attack and perception.

VERSATILE ARMOR

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical

Requirement: +1 Armor Enhancement or better

This armor loosens up at the users command granting a greater range of versatility at the expense of defense.

Versatile Armor Level +3

When this gadget is in use the armor seems to loosely fit the character like a set of cloths.

Lvl +3

Gadget

Armor: Medium, Heavy

Power (At-Will): Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by this armor.

This persists until you use a minor action to return the armor to normal.

WEAPON UPGRADES

The upgrades found below apply to melee and ranged weapons. Many upgrades require that there be a certain level of “Weapon Enhancement” before the upgrade can be applied. Some upgrades come with extra critical damage and effects. The damages do not stack and the highest is instead used while all effects do stack. The damage ‘types’ stack and will all apply when a critical is made. For example if a weapon had a +2 enhancement (+2D6) and a Hot Shot Barrel (+2D8 fire) with Rail Barrel (+2D8 force), the final critical damage amount would be +2D8 Fire & Force. The number of upgrades that can be added to a specific weapon can be no greater than 1 + half of the weapons enhancement bonus.

WEAPON ENHANCEMENT

Level Increase: +1 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: None

The weapon has been enhanced with a superior firing chamber for ranged weapons or is laser edged for bladed weapons. Regardless of the way it was done the weapon is vastly superior to all others.

Weapon Enhancement Level +1

Just by looking at this weapon you can tell that it is better than the rest.

Lvl +1	Lvl +9
Lvl +3	Lvl +12
Lvl +6	Lvl +15

Upgrade

Weapon: Any
Critical: +1D6 damage per bonus of Enhancement.
Property: This upgrade grants a bonus +1 to attack and damage.
Level +3: +2 Attack and Damage
Level +6: +3 Attack and Damage
Level +9: +4 Attack and Damage
Level +12: +5 Attack and Damage
Level +15: +6 Attack and Damage

Special: This does not count toward the total number of upgrades a weapon can have.

ALTERNATE AMMO

Level Increase: +4 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
The weapon is capable of firing two different types of ammunition

Alternate Ammo Level +4

This weapon have been crafted to support two different sized in ammo.

Lvl +4

Upgrade

Weapon: Handgun, Longarm, Heavy
Critical: None
Property: The weapon can fire one other ammunition type, but that second ammunition type can be no more or less than one die size in damage. The alternate ammunition uses its own damage when used. See ammunition table for die sizes.

ASSASSIN’S WEAPON

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +2 Weapon Enhancement or better.
This weapon has been engineered to inflict the maximum amount of damage possible.

Assassin’s Weapon Level +3

This weapon has the look, feel and sound of a truly deadly weapon.

Lvl +3	Lvl +9
Lvl +6	Lvl +12

Upgrade

Weapon: Handgun, Longarm, All Melee, Energy
Critical: Ongoing 5 damage (Save ends).
Level +6: Ongoing 10 damage (Save ends).
Level +9: Ongoing 15 damage (Save ends).
Level +12: Ongoing 20 damage (Save ends).
Property: Critical threat increases to 19-20.

AUTO-FIRE MODULE

Level Increase: +4 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: Semi-automatic weapon
This module turns a standard semi-automatic weapon into an automatic weapon.

Rail Barrel Level +4

This module augments the firing chamber to add the necessary additions for auto-fire capability.

Lvl +4

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The weapon gains the auto-fire property and can now make automatic attacks.

CERAMIC CASTING

Level Increase: +4 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
There is no metal in this gun and as such can pass through metal detectors unhindered.

Ceramic Casting**Level +4**

This weapon is very light and makes no mechanical metal sounds when it is fired.

Lvl +4

Upgrade**Weapon:** Handgun, Longarm, Heavy, Energy**Critical:** None**Property:** This weapon can pass through metal detectors and gains a +1 power bonus to attack.**CHARGED BARREL****Level Increase:** +3**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +2 Weapon Enhancement or better.

The ammunition is super charged with electricity when fired in order to inflict lightning damage to its target.

Charged Barrel**Level +3**

When fired a humming sound can be heard as the bullet is supercharged as it passes through the barrel of the gun.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Upgrade**Weapon:** Handgun, Longarm, Heavy, Energy**Critical:** +1D6 Lightning damage per bonus of Enhancement, and target is Dazed (Save ends).**Property:** This weapon deals an extra +1 Lightning damage to your target.

Level +6: +2 Lightning Damage

Level +9: +4 Lightning Damage

Level +12: +6 Lightning Damage

CONCEALABLE**Level Increase:** +4**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Weapon Enhancement or better.

The weapon is hidden within a standard everyday item, and can be used at anytime unhindered.

Concealable**Level +4**

Some weapons can be installed (and operated from) inside other items; for example, guns that fit into briefcases, grenades disguised as cosmetic products, and so forth.

Lvl +4

Upgrade**Weapon:** All.**Critical:** None

Property: The weapon is concealed within another item such as a briefcase, and receive a -2 penalty to attack when used. Passive perception checks to determine whether the item is a weapon fail unless it is examined in close detail or is used to make an attack.

Note: The item the weapon is hiding in must be purchased separately and does not function exactly as the item was intended for. The item must also be big enough to hold the weapon. If the weight of the two items is similar than it shouldn't be a problem, otherwise its DM's call.

DUELISTS SHOT**Level Increase:** +2**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Weapon Enhancement or better.

This weapon has been designed to inflict extra pain on its victim messing up future attack they may make.

Duelist Shot**Level +2**

When this weapon is used its extra recoil is quite noticeable, and the sound its target makes is music.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Weapon:** Handgun, Longarm, Heavy, Energy**Critical:** None.

Property: When you hit an enemy with this weapon, that enemy takes a -1 penalty to ranged and area attack rolls until the end of your next turn.

Level +4: -2 Penalty

Level +6: -3 Penalty

Level +8: -4 Penalty

DOUBLE LOAD WEAPON**Level Increase:** +4**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** +1 Weapon Enhancement or better.

The Double load upgrade doesn't offer more space for ammunition but allows its user to select between two different types of ammo the weapon can use.

Double Load Weapon**Level +4**

The weapon has an extra button near the thumb that toggles between the two different ammos.

Lvl +4

Upgrade**Weapon:** Handgun, Longarm, Heavy**Critical:** None

Property: As a minor action you can choose between two types of ammunition. This is best used for ammunition with different upgrades.

Note: This weapon cannot use different size ammo unless the Alternate Ammo property is also on the weapon.

EXTENDED CLIP**Level Increase:** +4**Restriction:** None**Time:** 30 Minutes**Key Skill:** Mechanical**Requirement:** Semi-automatic weapon

The amount of ammo that can be stored in this weapon has doubled.

Extended Clip**Level +4**

The extra ammo is usually achieved by increasing the size of the clip or box, or by adding a snail drum to the weapon.

Lvl +4

Upgrade**Weapon:** Handgun, Longarm, Heavy**Critical:** None

Property: The amount of ammunition this weapon can hold is doubled.

EXTENDED RANGE

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
The gun is designed to propel the round further than normal by augmenting the firing chamber and barrel.

Extended Range Level +2

The barrel of this gun looks longer than another gun of the same make.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The range of this gun is increased by +5 squares.
 Level +6: +10 squares
 Level +9: +15 squares
 Level +12: +30 squares

HEAVY HIT WEAPON

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
This weapon has been modified to hit harder than most other weapons of its kind.

Heavy Hit Weapon Level +2

Just by holding this weapon you can feel the weight of the weapon focused more towards the tip for maximum impact.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Weapon: All Melee
Critical: +1D10 damage per bonus of enhancement, and target is knocked prone.
Property: When you charge an enemy and hit with a melee basic attack using this weapon, the attack deal 1[W] extra damage.
 Level +4: +2 Power Bonus Damage
 Level +6: +4 Power Bonus Damage
 Level +8: +6 Power Bonus Damage

HOT SHOT BARREL

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
The ammunition is superheated when fired in order to inflict fire damage to its target.

Hot Shot Barrel Level +2

When fired goutts of flame come out of the barrel of the gun as the bullet is superheated.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: +1D6 Fire damage per bonus of Enhancement, and target takes ongoing 5 fire damage (Save ends).
Property: This weapon deals an extra +1 Fire damage to your target.
 Level +4: +2 Fire Damage
 Level +6: +4 Fire Damage
 Level +8: +6 Fire Damage
Note: Cannot be used with Sub Zero Barrel or Cryo-Jet Ammunition.

IMPROVED SIGHTS

Level Increase: +4 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
The sights for this weapon have been calibrated perfectly increasing the chance to hit creatures at distances.

Improved Sights Level +4

Looking down the sights of this weapon offers a clear view of your target.

Lvl +4

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The penalty for attacking targets after the first range increment is decreased by 1.

MONO-BLADE

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +3 Weapon Enhancement or better.
This bladed weapon is sharpened down to its monomolecular level allowing it to easily part the molecules of materials it comes in contact with. It can part the metal armor of a tank as easily as human flesh.

Mono-Blade Level +2

The edge of this weapon is so fine that even under a microscope it still looks a sharp as a razor.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Upgrade

Weapon: Light blade, Heavy blade, Axe, Spear, Polearm
Critical: +1D8 damage per bonus of enhancement, or if the target has a 'Resist all' resistance 1D12 per bonus.
Property: Weapon ignores 5 point of untyped damage resistance
 Level +4: 10 points of untyped damage resistance
 Level +6: 15 points of untyped damage resistance
 Level +8: 20 points of untyped damage resistance

PENETRATING BARREL

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +2 Weapon Enhancement or better.
 Bullets fired from this gun have a much greater spin allowing them to penetrate deeper into armored targets.

Penetrating Barrel **Level +3**

The sound these rounds give off is like a shrill shriek as it slices through the air.

Lvl +3 Lvl +9
 Lvl +6 Lvl +12

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: This weapon ignores 4 points of untyped damage resistance.
Level +6: 6 Points of untyped damage resistance.
Level +9: 8 Points of untyped damage resistance.
Level +12: 10 Points of untyped damage resistance.

RAIL BARREL

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +2 Weapon Enhancement or better.
 The bullet of your gun passes through a magnetic coil in the barrel of your gun getting its velocity vastly increased.

Rail Barrel **Level +3**

The Barrel of your gun is slightly longer than normal and has a magnetic coil built into it.

Lvl +3 Lvl +9
 Lvl +6 Lvl +12

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: +1D8 Force damage per bonus of Enhancement, and target is pushed 2 squares and prone.
Property: This weapon deals an extra +1 Force damage to your target.
Level +6: +2 Force Damage
Level +9: +4 Force Damage
Level +12: +6 Force Damage

SILENCED WEAPON

Level Increase: +4 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
 Almost every part of this weapon has been made to function as quietly as possible.

Silenced Weapon **Level +4**

The barrel of this gun is longer due to the silencer on the end of it.

Lvl +4

Upgrade

Weapon: Handgun, Longarm, Energy
Critical: None
Property: While hidden, you remain hidden after missing with an attack. If you are further then 20 squares away from the enemy you can reroll a stealth check to remain hidden after a successful attack as a free action. You take a -5 penalty to this check.

SUB ZERO BARREL

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.
 The ammunition is flash frozen when used in order to inflict cold damage to its target.

Sub Zero Barrel **Level +2**

When fired frost forms on the barrel of the gun as the bullet is super cooled.

Lvl +2 Lvl +6
 Lvl +4 Lvl +8

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: +1D6 cold damage per bonus of Enhancement, and target is slowed (Save ends).
Property: This weapon deals an extra +1 cold damage to your target.
Level +4: +2 Cold Damage
Level +6: +4 Cold Damage
Level +8: +6 Cold Damage

Note: Cannot be used with Hot Shot Barrel or incendiary Ammunition.

WEAPON UPLINK

Level Increase: +4 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better
 This weapon links directly to an existing HUD system and can provide a video feed from your weapon.

Weapon Uplink **Level +4**

On the display in your HUD you can see where your gun is pointing at all times. The gun also has a camera built into it so you can see around corners without exposing yourself.

Lvl +4

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: You can fire from an adjacent square as if you were occupying it. This is best used when behind a corner when you do not have line effect in your current square.
Note: This only works while using a HUD System.

WEAPON GADGETS

Weapon gadgets are usually separate pieces of equipment that are added to a weapon. These gadgets usually add powers and abilities that the character can make use of. The number of gadgets that can be added to a specific weapon can be no greater than 1 + half of the weapons enhancement bonus.

AUTO-LOADER MODULE

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: None.

This is actually a separate device located on the body of it user. It is usually placed on the arm or the waist to easily load the weapon. The weapon has to be specially modified to make use of this module.

Autoloader Module Level +3

With a quick brush of the thumb and flick of the wrist the old spent clip falls from the gun and a new one from up the sleeve replaces it.

Lvl +3 Lvl +6

Gadget

Weapon: Handgun, Longarm, Heavy
Critical: None.

Power (Encounter): Free Action. Trigger: You run out of ammo with your current weapon. Effect: You reload your weapon as a free action as long as you have sufficient clips to do so.

Level +3: This can be done 2 times per encounter.

CHARGER

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.

This weapon uses electro-induction technology to propel a single round with extreme force. The problem is it can take time to charge the round.

Charger Level +2

Like a capacitor the weapon charges up with an audible whine promising painful death to all in sight.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Gadget

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None.

Power (Encounter): Standard Action. Use a power that targets only one enemy. You deal +1D4 force damage to that enemy. You can choose not to make the attack that round and wait for the next round. For every round that you do not attack you deal an extra +1D4 force damage on the next round. You can delay the attack for a maximum of 2 rounds.

Level +4: Maximum of 3 rounds

Level +6: +1D6 force damage for a max of 3 rounds.

Level +8: +2D6 force damage for a max of 3 rounds.

INTEGRATED EQUIPMENT SYSTEM

Level Increase: +3 **Restriction:** None
Time: 60 Minutes **Key Skill:** Mechanical
Requirement: None

A particular piece of non-weapon equipment is incorporated into the base weapon and can be used in and out of combat freeing up the characters hands. This equipment does not give the character extra actions, but allows him to have additional equipment available to him as needed.

Intergrated Equipment System Level +3

From a built in GPS to an entire computer system being integrated into the armor, almost any can be added and used.

Lvl +3

Gadget

Weapon: Handgun, Longarm, Heavy

Critical: None

Power (At-Will): Minor Action. You use the integrated piece of equipment. Once integrated the equipment cannot be Separated from the weapon.

Special: The equipment cannot weigh more than the weapon itself, and is up to the DM's discretion.

Special: The integrated equipment can be linked to an existing HUD system, and used as a free action.

Note: This gadget can be taken more than once.

HANDLE BLADE

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.

This weapon has a pop-out blade built into its handle or butt. With a flick of a button the blade pops out ready to use and returns just as easily.

Handle Blade Level +2

The blade in this weapon can have many shapes and sizes but can also fit in the handle or butt of a firearm.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Gadget

Weapon: Handgun, Longarm, Heavy, Energy

Critical: +1D8 damage per bonus of enhancement.

Power (At-will): Make a melee attack using a melee attack power you posses. The blade deals 1D6 damage.

Level +4: Deals 1D8 damage

Level +6: Deals 1D10 damage

Level +8: Deals 2D6 damage

VIBRO-BLADE

Level Increase: +2 **Restriction:** None
Time: 30 Minutes **Key Skill:** Mechanical
Requirement: +1 Weapon Enhancement or better.

This bladed weapon vibrates at an extremely high frequency allowing it to easily part the molecules of materials it comes in contact with. It can part the metal armor of a tank as easily as human flesh.

Vibro-Blade**Level +2**

The blade of this weapon almost blurs as it vibrates and always gives off a slight humming sound.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Gadget

Weapon: Light blade, Heavy blade, Axe, Spear, Polearm

Critical: Target takes ongoing 5 per bonus of enhancement.

Power (Encounter): Free Action. Trigger: An attack power is used. Effect: Weapon ignores all untyped damage resistance until the end of your next turn.

Level +4: Deal 5 points of extra damage

Level +6: Deal 10 points of extra damage

Level +8: Deal 15 points of extra damage

AMMUNITION UPGRADES

Ammunition Type	Quantity Sold	Damage	Purchase Level
5.56mm	20	2D8	4
7.62mm	20	2D8	4
.444 Caliber	20	2D10	6
.50 Caliber	20	2D12	6
9mm	50	2D6	5
10mm	50	2D6	5
.22 Caliber	50	2D4	4
.32 Caliber	50	2D4	5
.38 Special	50	2D6	5
.357 Caliber	50	2D6	5
.44 Caliber	50	2D8	5
.45 Caliber	50	2D6	5
10-Gauge Buckshot	10	2D10	5
12-Gauge Buckshot	10	2D8	4

Upgraded ammunition can be activated and fired from ranged weapons to achieve exceptional results. The upgraded ammunition must be loaded before you can activate and fire it (spending whatever action is necessary to do so), and is used up when fired. When used with powers that target multiple enemies, the number of enemies that can be hit with the upgraded ammunition cannot exceed the number of upgraded rounds left. When used in attacks that expend extra ammunition during the attack (Automatic Fire), any standard ammunition in the clip is expended first.

When fired from an enhanced weapon, the weapons critical bonus and the properties and powers from both the weapon and ammunition still apply.

All properties have a quantity of rounds they produce, and you take the lowest result when stacking properties on ammunition. Ammunition may only have two properties on them - Ammunition Enhancement and one other.

Some weapons at higher progress levels no longer use individual pieces of ammunitions but power packs or similar. The ammunition used for energy weapons can not accept the upgrades listed below, and have their own specific upgrades listed in the gadgets and upgrades section of the progress level the items can be found in.

AMMUNITION ENHANCEMENT

Level Increase: +1 **Restriction:** None
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: None

These rounds are built with superior materials with higher grade propellant in order to deal the most damage, and penetrate the best armor.

Ammunition Enhancement Level +1

These bullets are handmade and usually have distinct looks that reflect its maker.

Lvl +1	Lvl +12
Lvl +4	Lvl +16
Lvl +8	Lvl +20

Upgrade

Ammunition: Any

Quantity: 10 rounds

Property: This upgrade grants a bonus +1 to attack and damage.

Level +4: +2 Attack and Damage

Level +8: +3 Attack and Damage

Level +12: +4 Attack and Damage

Level +16: +5 Attack and Damage

Level +20: +6 Attack and Damage

Special: When using enhanced ammunition with an enhanced weapon you use the highest enhancement from the two. If you used +2 9mm rounds in a +3 Tech-9 than the Tech-9's enhancement will override the ammunition.

AMMUNITION, AET

Level Increase: +2 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: +1 Ammunition Enhancement or better.

Accelerated Energy Transfer rounds are designed to better penetrate armor and are built using some sort of lightweight material with high velocity propellant.

Ammunition, AET Level +2

These rounds are very distinct and tend to have odd shapes to better facilitate penetration.

Lvl +2	Lvl +6
Lvl +4	Lvl +8

Upgrade

Ammunition: All

Quantity: 10 rounds

Property: This ammo ignores 1 point of untyped damage resistance and stacks with other damage resistance of it type.

Level +4: 2 Points of untyped damage resistance.

Level +6: 4 Points of untyped damage resistance.

Level +8: 6 Points of untyped damage resistance.

AMMUNITION, ARMOR PIERCING

Level Increase: +2 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: +2 Ammunition Enhancement or better.

Armor Piercing rounds are usually made with a very hard substance such as steel or tungsten, and are coated with Teflon or other lubricant which helps pass through resistant material.

Ammunition, Armor Piercing Level +2

These rounds look similar to other rounds of their caliber except that when they hit a target the bullet does not deform.

Lvl +2	Lvl +6
Lvl +4	Lvl +8

Upgrade

Ammunition: All

Quantity: 5 rounds

Property: This ammo deals a +2 Item bonus to damage

Level +4: +4 Item bonus to damage

Level +6: +6 Item bonus to damage

Level +8: +8 Item bonus to damage

Special: If used against an unarmored target you do not deal the bonus damage. Constructs and vehicles are considered to be armored.

AMMUNITION, BENDING

Level Increase: +5 **Restriction:** None
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: None

These rounds have a very distinct shape to them that allows them to curve in midflight.

Ammunition, Bending Level 5

These rounds almost don't look like they should be used due to their awkward shape.

Lvl +5

Upgrade

Ammunition: All but 10 & 12-Gauge

Quantity: 5 rounds

Property: While you have line of effect to a square adjacent to an enemy, you can attack that enemy as if they just had cover.

AMMUNITION, CASELESS

Level Increase: +3 **Restriction:** None
Time: 30 Minutes **Key Skill:** Demolitions

Requirement: None

These rounds have no casing to speak of; instead the bullets are housed in the propellant.

Ammunition, Caseless

Level +2

This doesn't change the properties of the bullet but will not leave any casing behind for the cops.

Lvl +2

Upgrade**Ammunition:** Any**Quantity:** 10 rounds**Property:** No casings from the depleted ammo are left lying around.**Special:** This property does not count towards the maximum number of properties the ammunition can have.**AMMUNITION, COLD-LOADED****Level Increase:** +5**Restriction:** None**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +1 Ammunition Enhancement or better.

These are subsonic rounds as they do not exceed the speed of sound due to the reduced propellant used in its making.

Ammunition, Cold-Loaded

Level +5

When these rounds are fired they make very little noise except for the mechanical working of the gun.

Lvl +5

Upgrade**Ammunition:** 5.56,,7.62, .444, 9mm, 10mm, .22, .32, .44, .45**Quantity:** 10 rounds**Property:** Any perception DC's to hear this gun being fired receives a +5 to that DC. Any attack with this round also takes a -2 penalty to damage per die.**AMMUNITION, CRYO-JET****Level Increase:** +2**Restriction:** Restricted**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +2 Ammunition Enhancement or better.

Cryo-Jet rounds use super cooled frozen liquid for the projectile of the bullet.

Ammunition, Cryo-Jet

Level +2

These rounds are too cold to touch with an unprotected hand and when used they return to a liquid or vaporous form leaving no evidence behind.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Ammunition:** Any**Quantity:** 5 rounds**Property:** This ammo deal +1D6 extra cold damage to its target.

Level +4: +2D6 cold damage

Level +6: +3D6 cold damage

Level +8: +4D6 cold damage

AMMUNITION, CS FERRET**Level Increase:** +2**Restriction:** Restricted**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +2 Ammunition Enhancement or better.

This ammunition is designed to act like tear gas grenades when they hit a target.

Ammunition, CS Ferret

Level +2

These rounds have a liquid canister in them that breaks on contact with an enemy. The liquid vaporized quickly incapacitating your enemy.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Ammunition:** 10-Gauge, 12-Gauge**Quantity:** 2 rounds**Property:** This ammo deal one die size less damage, but the target is blinded and dazed (Save ends both).

Level +4: -1 to save

Level +6: -2 to save

Level +8: -3 to save

AMMUNITION, DYNAMO**Level Increase:** +2**Restriction:** Restricted**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +2 Ammunition Enhancement or better.

Dynamo rounds have a charge in them that is released when they strike a target.

Ammunition, Dynamo

Level +2

Dynamo rounds have a high tech look to them and often have a small LED light to indicate its charge.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Ammunition:** Any**Quantity:** 5 rounds**Property:** This ammo deal +1D6 extra Lightning damage to its target.

Level +4: +2D6 Lightning damage

Level +6: +3D6 Lightning damage

Level +8: +4D6 Lightning damage

AMMUNITION, HI-EXPLOSIVE**Level Increase:** +2**Restriction:** Military**Time:** 30 Minutes**Key Skill:** Demolitions**Requirement:** +2 Ammunition Enhancement or better.

HI-Explosive rounds have an explosive substance packed at the nose of the round that explodes on contact.

Ammunition, HI-Explosive

Level +2

Normally these rounds look the same as another of its type, but usually have a marking to designate them as explosive.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Upgrade**Ammunition:** Any**Quantity:** 5 rounds**Property:** This ammo deal +1D6 extra force damage to its target.

Level +4: +2D6 force damage

Level +6: +3D6 force damage

Level +8: +4D6 force damage

AMMUNITION, HOLLOW POINT

Level Increase: +2 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +1 Ammunition Enhancement or better.
Hollow points have a hollow nose, or a nose filled with a soft substance that deforms on contact to increase damage.

Ammunition, Hollow Point Level +2

These rounds look similar to other rounds of their caliber except that when they hit a target the bullet deforms.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade

Ammunition: All
Quantity: 5 rounds
Property: This ammo deals a +1 Item bonus to damage
 Level +4: +2 Item bonus to damage
 Level +6: +3 Item bonus to damage
 Level +8: +4 Item bonus to damage

AMMUNITION, INCENDIARY

Level Increase: +2 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +2 Ammunition Enhancement or better.
Incendiary rounds have a flammable substance packed at the nose of the round that burns on contact.

Ammunition, Incendiary Level +2

Normally these rounds look the same as another of its type, but usually have a marking to designate them as flammable.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade

Ammunition: Any
Quantity: 5 rounds
Property: This ammo deal +1D6 extra fire damage to its target.
 Level +4: +2D6 fire damage
 Level +6: +3D6 fire damage
 Level +8: +4D6 fire damage

AMMUNITION, PENETRATOR SLUG

Level Increase: +5 **Restriction:** None
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +2 Ammunition Enhancement or better.
This slug ammunition is designed for shotguns and substantially increase the damage of the weapon at the cost of range.

Ammunition, Penetrator Slug Level +5

Shotgun slug ammo doesn't look any different than normal but weigh much more.

Lvl +5

Upgrade

Ammunition: 10-Guage, 12-Guage
Quantity: 5 rounds
Property: The damage the weapon does is increased by 1 die size but the attack receives a -4 penalty.
Special: The slug also ignores 5 points of untyped damage resistance.

AMMUNITION, RAM-JET

Level Increase: +10 **Restriction:** Restricted
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +3 Ammunition Enhancement or better.
Ram-Jet rounds are high tech ammunition that actually accelerates after being fired dealing damage not only to its intended target but also to targets behind it.

Ammunition, Ram-Jet Level +10

Ram-Jet rounds have microscopic engines that use the air passing by to give it power.

Lvl +15 Lvl +20

Upgrade

Ammunition: All but 10 & 12-Guage
Quantity: 1 round
Property: This ammo deals +1 die extra damage and travels 10 squares further. If another enemy is within 3 squares of your primary target but still in line of effect to your attack, you can make a ranged basic attack against that enemy using the same bullet as it passes through your first target. No properties from weapon or ammunition take effect on this secondary target.
 Level +20: 2 secondary targets within 6 squares.

AMMUNITION, TRACER

Level Increase: +5 **Restriction:** None
Time: 30 Minutes **Key Skill:** Demolitions
Requirement: +1 Ammunition Enhancement or better.
These rounds create a trail behind them that make it easier to correct you aim after the first round is fired.

Ammunition, Tracer Level +5

Sure the tracer rounds make it easier to target your enemy but it also makes it easier for your enemy to find you.

Lvl +5

Upgrade

Ammunition: All
Quantity: 10 rounds
Property: Gain a +1 bonus to hit a specific target after each missed attack on that target to a maximum of +5. This bonus resets after a successful hit on that target.



A Fast hero stands on the roof of a speeding car, using his two guns to blast at a fleeing van full of drugs. A Strong hero jumps onto a moving tank and rips the hatch off its hinges to get at the enemies within. A smart hero sets a Jet on a collision course toward an enemy headquarters, jumping out at the last second as it crashes into the base.

The Modern campaign setting is built around fast-moving, dynamic combat, and adding vehicles to the mix will take combat to a whole new level. Whether surfing on the hood of fast moving cars, chasing down a speeding criminal, or having a dog fight hundreds of feet above a towering city, vehicles can serve as the centerpiece for any number of dynamic confrontations.

This section provides the rules for managing vehicles in your game. Vehicles function much like mounts, in that a character takes control of a vehicle, uses it to move, and can take advantage of its special features. Most vehicles carry more passengers and cargo than a mount, but their lack of maneuverability creates unique challenges on the battlefield.

UNDER THE HOOD

Vehicles have statistics, some of which are similar to a creature's and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master's Guide* apply to them unless otherwise noted.

Level: The starting level determines the vehicles base hit points, defenses and stats. For each level that is increased above its starting value also increases all of its base scores. The starting level for a vehicle is initially determined by a vehicles size and can be increase by the character crafting it or upgraded later on.

Size: Vehicles have a size just like creatures, which determines how many squares it takes up on the board.

XP: Like a creature, vehicles have a level that determines how difficult an enemy it is during combat, and characters gain experience for defeating it as normal.

Should a character make use of a vehicle during a combat encounter, and the DM feels that the vehicle made a difference during that encounter; the vehicle will be treated as an NPC ally for the purposes of XP distribution. This means that the vehicles XP value for its level will be deducted from the total XP gained for completing the encounter. It is entirely possible for character to receive no XP for an encounter if the vehicle or vehicles they are using are too powerful for the enemies being faced.

When a vehicle is used as a stand-alone monster during an encounter its total XP value when defeated is equal to the vehicles XP plus the XP for each crew member required for the vehicles normal operation. Unless otherwise stated the crew are all minions of equal level to the vehicle.

Hit Points: A vehicle's hit points indicate the amount of punishment it can take. A vehicle reduced to 0 hit points or fewer becomes non-functional, and creatures on board the vehicle cannot make use of the vehicle or its functions. While non-functional the vehicle is considered out-of-control, and will respond accordingly.

Should the vehicle be reduced to its bloodied value in negative hit points, it is destroyed and cannot be repaired. All creatures on board that vehicle are treated as if the vehicle had crashed (see crashing and ramming). The vehicle's wreckage occupies its space, making it difficult terrain.

Some Enclosed vehicles have to be destroyed before the characters within can be damaged, such as a tank, while others such as a car with windows provide any character within an AC bonus to defense (Usually from cover).

When a vehicle is bloodied all operate checks made with the vehicle incur a -5 penalty. This penalty remains with the vehicle until the vehicle is fixed using the repair skill.

Unlike creatures, vehicles do not regain HP at the end of an extended rest, nor do they ever gain healing surges. For a vehicle to regain HP it has to be repaired. See the Repair skill.

Space: Unlike creatures, which can move around within a space and squeeze into smaller spaces, vehicles occupy all the space within its dimensions. As a result, vehicles cannot squeeze. For example, a Van takes up a full 2 squares by 3 squares, meaning it can't fit through a narrow ally that is only 1 square wide.

Vehicles are not limited to the standard square fighting spaces. Some vehicles may occupy a 2x2 square fighting space while others may occupy a 3x5 square fighting space, as fits the type of vehicle.

Defenses: Like all objects, vehicles have an Armor Class, a Fortitude defense, and a Reflex defense. They do not have a Will defense as they are unthinking machines, and any attack targeting the willpower defense automatically misses and has no effect.

Of the vehicles three defenses one of these values is the vehicles Level +16, the other two are the vehicles Level +12, determined during the vehicles' creation. Fortitude and Reflex scores are also modified depending on the vehicles Constitution and Dexterity stats as normal.

Speed: A vehicle's speed (given in squares) determines how far it travels when a driver or pilot uses a move action. A driver or pilot who uses two move actions can move a vehicle twice its speed.

Some vehicles have varying speeds depending on the situation they are driving in, such as a combat speed and overland speed. A vehicle can always move as fast as their maximum speed, however if it moves faster then what is recommended for the situations it is in, all crew for the vehicle take penalties until the end of the vehicles next turn. The crew take a -2 penalty to skill checks and attacks when the recommended speed is exceeded and an additional -2 each time the recommended speed is doubled. These penalties remain in effect until the vehicle make a move action at its recommended speed.

Below are some common recommend speed types and their descriptions.

Ally Speed: The speed a vehicle can move without penalty while in an ally or confined area.

City Speed: The speed a vehicle can move without penalty while in a town or city with mild traffic.

Highway Speed: The maximum speed a vehicle can move without restriction.

Upstream: The speed a vehicle can move against a flowing current without penalty.

Open water: The maximum speed a vehicle can move without restriction on open water.

Combat speed: The speed a vehicle can move in combat without taking penalties.

Overland: The maximum speed a vehicle can fly without restriction.

Space: This is the speed the vehicle can move while in space combat. Each square moved in space equals 500 feet rather than 5 feet. See the section for vehicles in space for more information.

Certain terrain conditions impose penalties on the recommended speeds used by vehicles. These penalties reduce the recommended speed causing the drivers or pilots to move slower or risk accumulating penalties for moving too fast. The conditions don't stack. If more than one exists then use the worst one.

Heavy Traffic: Recommended speed reduced by $\frac{1}{2}$.

Rush-hour: Recommended speed reduced by $\frac{3}{4}$

Congested: Recommended speed reduced by $\frac{1}{4}$

Muddy: Recommended speed reduced by $\frac{1}{2}$.

Heavy Rain: Recommended speed reduced by $\frac{1}{4}$

Windy: Recommended speed reduced by $\frac{1}{2}$.

Load: A vehicle's load is expressed as the number of Medium creatures (both crew and passengers) that can ride within it, plus the amount of cargo it carries (in pounds or tons). In general, one large creature is equivalent to four Medium creatures, a huge creature equals nine Medium creatures, and a gargantuan creature equals sixteen Medium creatures. These comparisons assume that the vehicle has basically one horizontal surface upon which these creatures can stand. For covered vehicles or vehicles with multiple decks or levels, the number and size of creatures that can fit inside may vary. Regardless, a creature's size cannot exceed the available space in the vehicle.

Crew: Most vehicles only require a single person to operate it, however some larger vehicles may require multiple crew in order to operate the vehicle fully. Vehicles will have one or more crew requirements listed in this section. If the vehicle has been created from scratch it will be up to the crafter and DM to determine what crew is required for normal operation.

Driver or Pilot: This entry describes the roles and duties of the character controlling the movement of the vehicle. This character uses their move actions to move the vehicle. Some drivers or pilots may also have special attacks or actions they can take while piloting the vehicle.

Co-Pilot: The co-pilots job is to take over for the primary pilot should they become unable to operate the vehicle, or to provide aid when the primary pilot makes checks. The co-pilot may also have access to special attacks or actions they can take during an encounter.

Captain: The captain is the leader of the crew and usually provides organization to the vehicles actions. When a captain is present on a vehicle, the vehicle and its crew act during the captains turn rather than their own. The captain determines at the beginning of his turn the order in which his crew act.

Tactical: Crew that man tactical stations operate the vehicle mounted and onboard weapon systems. Each weapon that is attached to a vehicle comes with its own tactical station that is either right at the weapon or can be placed elsewhere on the vehicle. Each tactical station must be crewed for that weapon to work.

Linked weapons and batteries of weapons only require one tactical station to crew even thou they are composed of multiple weapons.

Engineering: Crew that man engineering stations can utilize special powers the vehicle may have. Not all special powers may require an engineering station.

Out of Control: If a driver or pilot loses control of a vehicle, this entry describes what happens. So long as the vehicle is not reduced to 0 hit points or fewer the driver or pilot can make a Operate check against a medium DC for the characters level as a move action to regain control of the vehicle. This can only be done trained.

Special Features: If a vehicle has any attacks or special features, they are noted at the bottom of its statistics block.

Initiative: Vehicles never roll for initiative unless used as stand-alone monsters. The vehicles crew roll their initiative, and the vehicle acts during the crews individual initiative rounds. The only time this is not true is when a captain is present on the vehicle, and all crew members perform their actions during the captains initiative round.

If you need to know when an out-of-control vehicle acts (for example, to determine when a driverless car moves across the battle grid), the vehicle has an initiative check result of 1 lower than the last creature in the initiative order. If the encounter involves multiple out-of-control vehicles, the vehicles act in order of which has been out of control longest, with the most recently out-of-control vehicle acting last.

Stats: All vehicles gain and use the Strength, Constitution, and Dexterity stats. Wisdom, Intelligence and Charisma are not applicable as all vehicles are mindless machines

The strength value is mostly determined by a vehicles size and is increased by the use of upgrades. Of the other stat values, one is the vehicles Level +13 and the other is the vehicles level +16, determined during the vehicles creation.

The **strength** stat determines how much a vehicle can carry, lift, and drag when using manipulators. Strength does not determine the Load of a vehicle. Vehicles follow the same rules as creatures when it comes to carrying, lifting, dragging equipment, except that when a vehicle is slowed it moves half of its base speed.

The **Constitution** of a vehicle gets added to the hit points the vehicle has and determines any additional bonuses it may get to its fortitude defense.

The **Dexterity** of a vehicle represents how mobile the vehicle is and determines any additional bonuses it may get to its reflex defense.

TRAVEL

Most of the time, you use a vehicle's per-day and per hour speed. If the PCs travel from one city to another by Jet, the Jets speed determines the length of their journey. However, if fighters ambush the Jet en route, it becomes important to keep track of how fast the Jet moves in relation to the fighters.

VEHICLE SPEEDS AND DISTANCE

Speed	Per Hour	Per 10-hour Day	Per 24-Hour Day
2 Squares	1 mile	10 miles	24 miles
4 Squares	2 miles	20 miles	48 miles
6 Squares	3 miles	30 miles	72 miles
8 Squares	4 miles	40 miles	96 miles
10 Squares	5 miles	50 miles	120 miles
20 Squares	10 miles	100 miles	240 miles
40 Squares	20 miles	200 miles	480 miles
60 Squares	30 miles	300 miles	720 miles
80 Squares	40 miles	400 miles	960 miles
100 Squares	50 miles	500 miles	1200 miles
200 Squares	100 miles	1000 miles	2400 miles
400 Squares	200 miles	2000 miles	4800 miles
600 Squares	300 miles	3000 miles	7200 miles
800 Squares	400 miles	4000 miles	9600 miles
1000 Squares	500 miles	5000 miles	12000 miles
1520 Squares*	760 miles	7600 miles	18240 miles

*Mach Speed

A vehicle needs a driver or a pilot—a character or creature that spends actions to control the vehicle. This character must meet the conditions described under the vehicle's driver or pilot entry. A vehicle with no controller goes out of control, typically continuing on its course and crashing into the first obstacle it encounters or else grinding to a halt. Only one character can control a vehicle during a round, though any number of characters can attempt to take control until one is successful. A character can yield control of a vehicle to another character as a free action, but the character assuming control of the vehicle (a free action) can take no other action with the vehicle during that turn. If a character does not move into the driver or pilot position and assume control when control is yielded to him or her, then the vehicle might go out of control. If no character has taken control of the vehicle by the end of the yielder's next turn, then the vehicle acts at the end of the initiative order according to its out-of-control rules. A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures occupying it. Creatures moving within a vehicle still provoke opportunity attacks from other creatures in the same vehicle, as normal.

NPC VEHICLES

If the DM is using a vehicle as the target for the encounter it acts just like any other monster in the field. When the vehicle needs to make a Operate skill check it gains half of its level as a bonus to that check and is considered trained in the skill. The vehicles featured in this chapter can be used as-is for monsters and enemies and are assumed to have enough crew to operate them properly.

Some NPC's are designed specifically as crew for vehicles and come with bonuses and powers that only apply while within a vehicle. If specific NPC's are used to crew the vehicle, their XP value would be added to the vehicles when it is defeated.

CONDITIONS

Vehicles can be attacked with powers just like other objects or creatures. Some conditions (such as being knocked prone) have special rules when applied to a vehicle. Any conditions from the *Player's Handbook* excluded from this section will have no effect on a vehicle. If an effect allows a saving throw to end a condition, the driver or pilot will make one at the end of their turn. A driver or pilot can also use a move action to allow a vehicle to make an additional saving throw during their turn. An out of control vehicle automatically fails any saving throw.

Dazed: A driver or pilot of a dazed vehicle can take only one action per round.

Grabbed: A vehicle that is grabbed is immobilized. To end the grab the pilot/driver must succeed at an escape attempt using the operate skill rather than the acrobatics or athletics skills.

Immobilized: An immobilized vehicle cannot move except by a pull, a push, or a slide effect.

Prone: A vehicle subject to an effect that would knock it prone instead takes 1d10 damage and is slowed (see below) until the end of the next round.

Restrained: A vehicle that is restrained is immobilized and cannot be forced to move by a pull, a push, or a slide effect.

Slowed: A slowed vehicle moves at half of its speed.

Stunned: A stunned vehicles crew can take no actions with the vehicle.

OUT OF CONTROL

Creatures can move, change direction, and come to a stop whenever they choose. Vehicles don't have that luxury. When a vehicle starts moving, it requires effort to keep it moving and on course. Otherwise, it goes out of control.

A driver or pilot must use specific actions to steer, move, or stop a vehicle if he or she doesn't want the vehicle to go out of control. In any round in which no character is piloting or driving a vehicle, that vehicle acts according to the "Out of Control" section of its statistics block. Some out-of-control vehicles—most commonly those pulled by creatures—come to a stop automatically. Some vehicles, such as cars, continue to move ahead until they collide with something. Other vehicles—especially aircraft—can crash quickly.

A driver or pilot can regain control of a vehicle, so long as it still has hit points, by making an Operate check against a medium DC for their level.

CRASHING AND RAMMING

Though most vehicles are meant for long-distance transportation, some are designed for combat. If a vehicle tries to move into a space occupied by an object, a creature, or another vehicle, it crashes. The vehicle, any creatures pulling it and whatever it hits take 1d6 damage per square the vehicle moved during its previous move action. For speeds in excess of 10 squares assume that every 10 squares of movement deals 30 damage plus an additional 1D6 per square moved. Needless to say a car moving at 60 squares (30 miles per hour) will deal 180 damage to anything it hits, including itself.

Creatures within a vehicle take no damage unless the vehicle is destroyed. Creatures on a destroyed vehicle are knocked prone and slide a number of squares equal to a quarter of their vehicles last move action. For every square the creature slides they take 1D6 Damage. Certain vehicle upgrades can reduce the damage dealt to the characters when the vehicle is destroyed.

Vehicles involved in a crash immediately go out-of-control and can take no more damage than the target of the crash has for hit points. A vehicle initiating a crash comes to a complete stop if the target of their crash has not been destroyed.

In order to ram into a creature with a vehicle the driver or pilot must succeed on a Operate check against the creatures reflex defense.

ATTACKS

A vehicle can make as many attacks as it has weapons during a round, so long as it has enough crew to operate them. A vehicle with three weapon systems and only two crew can only make two attacks per round. Some weapons may require additional crew to operate.

Making attacks while within a vehicle, and targeting enemies outside that vehicle with a characters powers is possible so long as there is line of sight. Most vehicle will note weather there is line of sight or not, and if not it will be up to the DM's choice. Just remember if you have line of sight to the enemy, the enemy has line of sight to you as well. Some powers may not work to their full extent such as shifting at the end of an attack when sitting in a car seat.

TURNING AND HEADING

Creatures on a battle grid can change direction at any point during movement. The rules do not make a distinction between a creature's front, back, and sides because it is assumed that a creature can turn around in its space. However, you cannot simply turn a speeding vehicle in the opposite direction, and thus vehicle combat is more complicated.

Every vehicle has a heading—the direction in which it currently moves. To track a vehicle's heading, place a coin or similar marker along the front edge of the vehicle's space on the battle grid. When a vehicle moves, use the small marker to count off squares in the direction the vehicle is moving. Then move the larger vehicle counter or miniature to catch up.

STANDARD VEHICLES ACTIONS

The actions below are performed by the vehicle controller and do not require operate checks to complete.

DRIVE

Vehicles are designed to move in one direction only. You direct a vehicle forward, pushing it ahead. However, vehicles typically lack the maneuverability of a walking creature, and turning them can be slow and difficult.

Drive

- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance up to its recommended speed.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.

TURN

You turn a vehicle to speed around corners, avoid obstacles, or make a sudden change in its current heading.

Turn

- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance equal to half its recommended speed or less.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Heading Marker:** At any point during the vehicles movement, move its heading marker from its current position to either side of the vehicle (90-degree turn). Reorient the vehicles counter or miniature accordingly at the end of the move.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.

STOP

When a vehicle is moving, it takes effort to stop it.

Stop

- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle forward a number of squares equal to the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.
- ◆ **Direction:** The vehicles heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.

STUNTS

Stunts are maneuvers that require a operate check to perform successfully. Unsuccessful stunts often result in the vehicle going out of control.

AVOID HAZARD

Vehicle combat rarely occurs on a perfectly flat, featureless plain. Rocks, trees, buildings, people, vehicles, wreckage, and other obstacles can get in the way. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Operate check to avoid the hazard and continue moving.

On a failed check, the vehicle hits the obstacle dealing damage to the vehicle and the object hit.

Avoid Hazard

- ◆ **Action:** Immediate Interrupt when attacked with an object or minor action to avoid road hazards
- ◆ **Immediate Interrupt:** An object gets thrown or launched at you. The operate DC for this is against the targets attack value.
- ◆ **Minor:** Made during a vehicles movement to avoid road hazards.
 - Small object:** Operate check Easy DC
 - Medium object:** Operate check Medium DC
 - Large object:** Operate check Hard DC
 - Huge or bigger:** Cannot avoid and continue moving.
- ◆ **Failure:** Collide with object and take damage as stated in the Crashing and Ramming section.
- ◆ **Special:** Taking this action imposes a -2 on any attack roll made from the vehicle until the start of your next turn.

BOOTLEG TURN

By making a bootleg turn, a driver or pilot can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Bootleg Turn

- ◆ **DC:** Medium Operate DC for characters level
- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance equal to half its recommended speed, and the vehicle comes to a complete stop.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Heading Marker:** At any point during the vehicles movement, move its heading marker from its current position to the back of the vehicle (180-degree turn). Reorient the vehicles counter or miniature accordingly at the end of the move.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
- ◆ **Failure:** The vehicle is stopped at 90-degrees from its original position.

DASH

With a dash stunt, a driver can increase the vehicles speed by 25% for that move action.

Bootleg Turn

- ◆ **DC:** Hard Operate DC for characters level
- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance up to its recommended speed plus and extra 25%.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
Success: The crew receive no penalties for having the vehicle move faster then the recommended speed.
- ◆ **Failure:** The vehicle increases in speed but the crew receive penalties as normal.

HARD STOP

With a hard brake stunt, a driver can stop the vehicle in half the distance it takes normally.

Hard Stop

- ◆ **DC:** Easy Operate DC for characters level
- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle forward a number of squares equal to half the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.
- ◆ **Direction:** The vehicles heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
- ◆ **Success:** The crew receive no penalties for having the vehicle move faster then the recommended speed.
- ◆ **Failure:** The vehicle continues to act as if stopping normally.

HARD TURN

A hard turn allows a vehicle to make a turn in a short distance without losing speed.

Hard Turn

- ◆ **DC:** Hard Operate DC for characters level
- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance equal to its recommended speed.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Heading Marker:** At any point during the vehicles movement, move its heading marker from its current position to either side of the vehicle (90-degree turn). Reorient the vehicles counter or miniature accordingly at the end of the move.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
- ◆ **Failure:** The vehicle is stopped at 90-degrees from its original position.

SIDESWIPE

A driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

Sideswipe

- ◆ **DC:** Hard Operate DC for characters level
- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle into an occupied square.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- ◆ **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
- ◆ **Success:** You collide with the target dealing standard ramming damage to the target, and it goes out of control. Your vehicle takes half damage and remains in control.
- ◆ **Failure:** You collide with the target dealing standard ramming damage to you and the target, and you go out of control.

TRANSPORTATION

Vehicles are laid out in a very similar format to the Advanced Items presented in this chapter, and can be built in the same fashion as an advanced item. See the chapter Advanced Technology for details on crafting, and how to read the crafting table for each vehicle. In order to craft a vehicle, the character requires the Inventor feat and appropriate trained skills.

Vehicles can become very large, and as such may actually be too large for a single person to craft alone, or even in their private garage. It is always up to the DM's discretion as to what vehicle a character can craft. Multiple groups of people in a large facility may be required to build the largest of vehicles.

All vehicles require a license of one sort or another. The cost for the license is not just for the license itself, but also for the vehicle registration and incurrence fees.

CIVILIAN VEHICLES

The civilian vehicles described here are common vehicles that can be found practically anywhere. These vehicles are not meant for combat and have few, if any special abilities.

ECONOMY CAR (PL 5)

Purchase Level: 22 **Market Price:** \$3500
Category: Vehicle **Restriction:** License
Time: 42 Hours **Key Skill:** Mechanical

It's not shiny, and more often than not, it's not even new. The economy car is the vehicle most people start out with early in their career. It's cheap, if not exactly dependable, but will get you from point A to Point B.

Economy Car		Level 1 Vehicle
Large Natural Construct		XP 100
HP 100 Steel; Bloodied 50		Initiative +0
AC 16, Fortitude 14, Reflex 17, Will --		Perception +0
Speed (Wheels) Ally 10, City 100, Highway 200		
Immune charm, disease, fear		
CREW		
Driver		
The driver controls all actions of the vehicle.		
TRAITS		
Enclosed		
While within the vehicle you have cover against all attacks.		
Str 10 (+0)	Dex 17 (+3)	Wis 0 (+0)
Con 14 (+2)	Int 0 (+0)	Cha 0 (+0)
Alignment none		Languages none
Load 5 medium creatures, 500 lbs of cargo space		

ECONOMY TRUCK (PL 5)

Purchase Level: 25 **Market Price:** \$9000
Category: Vehicle **Restriction:** License
Time: 44 Hours **Key Skill:** Mechanical

This dented and rusty beater truck is cheap but still useful. The economy truck is the first truck people start out with. It's cheap, it's dependable, and will haul most things you will need on an outing.

Economy Truck		Level 2 Vehicle
Large Natural Construct		XP 200
HP 125 Steel; Bloodied 62		Initiative +0
AC 17, Fortitude 19, Reflex 15, Will --		Perception +0
Speed Ally 10, City 100, Highway 200		
Immune charm, disease, fear		
CREW		
Driver		
The driver controls all actions of the vehicle.		
TRAITS		
Enclosed		
While within the vehicle you have cover against all attacks.		
Str 25 (+8)	Dex 15 (+3)	Wis 0 (+0)
Con 18 (+5)	Int 0 (+0)	Cha 0 (+0)
Alignment none		Languages none
Load 2 medium creatures, 2000 lbs of cargo space		

MOTORBIKE (PL 5)

Purchase Level: 19 **Market Price:** \$1500
Category: Vehicle **Restriction:** License
Time: 10 Hours **Key Skill:** Mechanical

The motorbike is highly manoeuvrable and very fast, capable of sporting one or two riders.

Motorbike		Level 1 Vehicle
Medium Natural Construct		XP 100
HP 100 Steel; Bloodied 50		Initiative +0
AC 16, Fortitude 14, Reflex 17, Will --		Perception +0
Speed (Wheels) Ally 15, City 150, Highway 300		
Immune charm, disease, fear		
CREW		
Driver		
The driver controls all actions of the vehicle.		
TRAITS		
Manoeuvrable		
The driver gains a +5 item bonus to operate checks with this vehicle.		
Str 10 (+5)	Dex 17 (+3)	Wis 0 (+0)
Con 14 (+2)	Int 0 (+0)	Cha 0 (+0)
Alignment none		Languages none
Load 2 medium creatures, 100lbs		



HOVER BIKE (PL 5)

Purchase Level: 23 **Market Price:** \$5000
Category: Vehicle **Restriction:** License
Time: 12 Hours **Key Skill:** Mechanical
 This bike floats across the ground on a cushion of air.

Hover Bike		Level 1 Vehicle	
Medium Natural Construct		XP 100	
HP 100 Steel; Bloodied 50		Initiative +0	
AC 16, Fortitude 14, Reflex 17, Will --		Perception +0	
Speed (Forced Air) Fly speed 20 (Hover), 50 feet off ground.			
Immune charm, decease, fear			
CREW			
Driver			
The driver controls all actions of the vehicle.			
TRAITS			
Manoeuvrable			
The driver gains a +5 item bonus to operate checks with this vehicle.			
Str 10 (+5)		Dex 17 (+3)	
Con 14 (+2)		Int 0 (+0)	
		Wis 0 (+0)	
		Cha 0 (+0)	
Alignment none		Languages none	
Load 2 medium creatures, 100lbs			

SMALL PLANE (PL 5)

Purchase Level: 34 **Market Price:** \$120,000
Category: Vehicle **Restriction:** License
Time: 100 Hours **Key Skill:** Mechanical
 A small plane owned by many flying enthusiast, and small business owners.

Small Plane		Level 2 Vehicle	
Huge Natural Construct		XP 100	
HP 125 Steel; Bloodied 62		Initiative +0	
AC 17, Fortitude 15, Reflex 18, Will --		Perception +0	
Speed (Propeller - Air) Combat Fly speed 100, Overland Fly speed of 200			
Immune charm, decease, fear			
CREW			
Driver			
The driver controls all actions of the vehicle.			
TRAITS			
Enclosed			
While occupying a square within the vehicles space, a creature gains superior cover from all attacks outside that space.			
Movement			
The vehicle must move half of its combat speed every round or it will go out of control.			
Combat Speed			
Any attacks made after a vehicle moves faster then its combat speed incur a -5 penalty to that attack until the end of its next round.			
Runway			
This vehicle needs to move half of its combat speed before flight or landing can be achieved.			
Str 10 (+5)		Dex 18 (+5)	
Con 15 (+3)		Int 0 (+0)	
		Wis 0 (+0)	
		Cha 0 (+0)	
Alignment none		Languages none	
Load 10 medium creatures, 2000 lbs cargo space			

TANK (PL 5)

Purchase Level: 47 **Market Price:** \$5,000,000
Category: Vehicle **Restriction:** Military
Time: 450 Hours **Key Skill:** Mechanical
 One of the most destructive vehicle on the ground.

Tank		Level 10 Vehicle	
Gargantuan Natural Construct		XP 100	
HP 400 Steel Alloy; Bloodied 200		Initiative +0	
AC 26, Fortitude 27, Reflex 26, Will --		Perception +0	
Speed 50			
Immune charm, decease, fear			
Resist 5 All, except for heavy weapons			
CREW			
Driver			
One driver controls all movement of the vehicle.			
Tactical			
Two crew required to fire and reload primary weapon.			
Engineer			
One crew required for Reactive armor to function.			
TRAITS			
Sealed			
Creatures occupying squares within a vehicle space or out side the vehicle space do not have line of effect with one another.			
Movement			
The vehicle can make a 360 turn as a move action while stopped.			
STANDARD ACTIONS			
100mm Rifled Tank Gun (Slow Fire, AP) ♦ At-will			
Attack: Range 200/400, Dex vs. AC. Payload: 1			
Hit: 10D8 damage			
TRIGGERED ACTIONS			
Reactive Armor ♦ Daily			
Trigger: Your vehicle is hit by an attack that deals damage.			
Effect (Immediate Reaction): The damage of the triggering attack is reduced by 20.			
Str 20 (+10)		Dex 18 (+9)	
Con 21 (+10)		Int 0 (+0)	
		Wis 0 (+0)	
		Cha 0 (+0)	
Alignment none		Languages none	
Load 4 medium creatures, 5000lbs carry weight			
Weight: 16 Tons			

MECHANICS SHOP

One of the most recognizable staples of a modern or science fiction genre, vehicles play an important role in any modern role-playing game. This chapter provides players and DM's everything they need to create and customize vehicles for their adventures and campaigns. This section includes rules for creating entirely new vehicles, straight out of science fiction, as well as expanded options for vehicle enhancement and modification.

DESIGNING NEW VEHICLES

Though one of the simplest ways to create unique vehicles is to simply customize a base vehicle, sometimes you might need to create a new type of vehicle for a campaign.

The first step is to come up with a concept for the vehicle. If one of the base vehicles already fills that role, customizing it might work better than creating a whole new vehicle. However, if a new vehicle type is called for, simply determine the PL of the vehicle and keep in mind the role and function of the vehicle before starting. The following instructions will walk you through the vehicle creation process.

1. Select vehicle type and size
2. Choose the level of the vehicle
3. Determine max occupants and load
4. Determine vehicle superstructure
5. Select form of Locomotion
6. Select Manipulators, if any
7. Select vehicle armor, if any
8. Select vehicle equipment
9. Select vehicle traits

VEHICLE TYPE AND SIZE

Determining a vehicle's type is the first and most important step in the creation process. A vehicle's type (followed by its size) determines almost every major aspect of its statistics and potential for types of equipment. The vehicle creator should determine the vehicle's type and size first, based on the role that the vehicle will fill. For suggestions on assigning a vehicle type and size to the new design, compare the concept to existing vehicles and determine based on existing designs.

Ground Vehicles: These types of vehicles remain on the ground and consist of two or more wheels, treads, or other form of ground-based locomotion. These types of vehicles include motorcycles, cars, trucks, tanks, etc.

Aeronautical Vehicles: These types of vehicles usually start on the ground but remain in the air. They usually have wings, propellers or other device to keep them aloft. These types of vehicles usually include airplanes, helicopters, blimps, etc.

Nautical Vehicles: These types of vehicles remain in or under the water. They have engines they propel them through or under the water. These types of vehicles usually include boats, sea ships, and submarines.

A vehicle's size determines its starting level, which in turn determines its hit points, stats and defenses. The size of a vehicle also determines its base strength, maximum number of occupants, load, and much more.

There are four sizes of vehicles; Medium, Large, Huge, and Gargantuan. Medium size vehicles are usually smaller motorcycles or quads, large vehicles are cars and trucks, huge vehicles are usually cargo trucks while gargantuan vehicles can be Planes, Large boats, etc.

Although a vehicle's size stops at Gargantuan, it is by no means as big as they get. A gargantuan vehicle just starts by taking up a 4x4 square section, but can be increased to any size that is required. For each 4x4 increase to size increase the starting level by 1, the base purchase level by 2 and doubles its current max occupants.

Some types of vehicles have multiple levels to them such as a Double Decker bus, Jumbo Jet, and many large sea ships. A vehicle can have any number of levels to it, within reason. A large vehicle with 4 levels may be a tad top-heavy to function properly. A DM's discretion is always advised. When adding an additional level to a vehicle increase its starting level by 1, its base purchase level by 2 and its max occupants by double its current value.

The crafting time of a vehicle depends heavily on its size. For every square a vehicle takes up in 3 dimensions (LxWxH), takes 10 hours to craft. This is the base crafting time which is modified by the vehicle's superstructure, locomotion, manipulators and armor. Whether or not the crafter takes their time or has additional people assisting him is calculated afterward to give the final crafting time.

On the table below lists the size of the vehicles and their starting values.

Vehicle Size	Starting Level	Base Strength	Max Occupants	Purchase Level
Medium(1x1)	1	5	2	15
Large(2x2)	1	10	5	20
Huge(3x3)	2	15	15	30
Gargantuan(4x4)	4	20	30	35
+4x4 squares	+1	+5	x2	+2

STARTING LEVEL

The starting level determines the vehicle's base hit points, defenses and stats. The starting level is only increased by changing the vehicle's size. After the starting level has been established a character can add levels to it to make the vehicle final level.

For each level increase above its starting value, increases the starting purchase level by +1, giving the Base purchase level. The time needed to increase a vehicle level by +1 is 5% of the vehicle's base crafting time for each level added.

If a character wishes to increase the level of a vehicle after creation, they must make another craft check against the new DC and pay the difference in price between the old purchase level and new purchase level. Whenever a character increases the level of a vehicle, they are essentially upgrading the vehicle with newer better materials and equipment.

MAX OCCUPANTS AND LOAD

The maximum number of occupants a vehicle can have is noted on the table. It is possible to have more occupants than the number of squares a vehicle takes up, it just gets a little crowded. The number of occupants a vehicle has never goes against the vehicles carrying capacity.

The load the vehicle can carry is determined by its size and later modified by any equipment it may have. A vehicle has a maximum load equal to 250 lbs per square it takes up in 3 dimensions (LxWxH). This by no means has to be the vehicles normal load. When crafting the vehicle choose a load that fits the vehicle but is no more than its maximum value. A medium vehicle would have a max load of 250lbs while a gargantuan vehicle (4x4x4) would have a max load of 16000lbs.

VEHICLE SUPERSTRUCTURE

A Vehicles superstructure - its exoskeleton, interior braces, and other structural parts - can be made from any sufficiently advanced metal alloy. A vehicles may have only one superstructure which cannot be changed once built.

Most vehicles are made of steel and various steel alloys, but in some cases different materials are required which can change how much damage a vehicle can take and how much it costs. A vehicles superstructure also determines a vehicles minimum weight.

The base crafting time is also modified depending on what material is used for the superstructure. This modifier increases or decreases the final crafting time of the vehicle before any other modifiers are applied.

Although not as important in most situations as other details, a vehicles weight may be required to determine if the vehicle can be picked up or carried. The vehicles weight is determined by adding up the number of squares it takes up in 3 dimensions (LxWxH), and multiplying that value by its weight per square.

The purchase level modifier of the superstructure is added to the base purchase level of vehicle and becomes the new base purchase level that all other additions use to determine cost and Crafting DC's.

1st Crafting Check: The first crafting check is made at this point, using the Base Purchase Level.

ALUMINUM (PL 5)

Purchase Level: -1 **License:** None
Time: - 10% **Key Skill:** Mechanical

Requirement: Vehicle

Although more expensive than steel, aluminum is lighter in weight and quicker to fabricate than steel.

Aluminum Level -1

This shiny metal is light weight, but not as durable as other metals.

Lvl -1

Superstructure

Vehicle: Medium, Large, Huge

Properties: Vehicles that use Aluminum for their superstructure have 75 hit points at level one plus 15 hit points for every level gained.

Weight: 250 lbs per square of space the vehicle it takes up.

Special: The cost it takes to repair this vehicle is reduced by

25%.

CARBON FIBER (PL 5)

Purchase Level: +2 **License:** None
Time: + 10% **Key Skill:** Mechanical

Requirement: Vehicle

Carbon fiber is light weight, and pound for pound is stronger than steel due to its multiple layers of carbon sheets.

Carbon Fiber Level +2

Black, and shiny once polished, carbon fiber is strong and durable.

Lvl +2

Superstructure

Vehicle: Medium, Large, Huge

Properties: Vehicles that use Carbon Fiber for their superstructure have 125 hit points at level one plus 30 hit points for every level gained.

Weight: 200 lbs per square of space the vehicle it takes up.

HI-GRADE STEEL ALLOYS (PL 5)

Purchase Level: +1 **License:** None
Time: NA **Key Skill:** Mechanical

Requirement: Vehicle

This steel has been highly refined, removing most impurities making the metal highly durable.

HI-Grade Steel Alloys Level +1

This steel alloy has a shiny finish and has a noticeable rippling effect in its look.

Lvl +1

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Steel alloys for their superstructure have 130 hit points at level one plus 30 hit points for every level gained.

Properties: This vehicle gains a Resist 5 Weapons, except for Heavy Weapons. The resistance increases to Resist 10 at paragon tier levels, and Resist 15 at epic tier levels.

Weight: 500 lbs per square of space the vehicle it takes up.

METAL FOAM (PL 5)

Purchase Level: +4 **License:** None
Time: -10% **Key Skill:** Mechanical

Requirement: Vehicle

Metal foam is a product of combining a foaming agent, powdered titanium hydride, to molten aluminum then letting it cool, creating a very strong and very light construction material.

Metal Foam Level +4

This material is highly porous and still maintains the durability of a metallic structure.

Lvl +4

Superstructure

Vehicle: Large, Huge, Gargantuan

Properties: Vehicles that use metal foam for their superstructure have 140 hit points at level one plus 40 hit points for every level gained.

Weight: 100 lbs per square of space the vehicle it takes up.

Special: This vehicle can float on water.

PLASTIC COMPOSITES (PL 5)

Purchase Level: -2 **License:** None
Time: -25% **Key Skill:** Mechanical

Requirement: Vehicle

A vehicle made up Plastic Composite materials is light weight, easy to build and cheap to repair. Unfortunately plastic is not very resistant to damage and is unable to support great loads.

Plastic Composites Level -2

Hard, molded plastic composites make up the majority of the vehicle.

Lvl -2

Superstructure

Vehicle: Medium, Large

Properties: Vehicles that use plastic for their superstructure have 50 hit points at level one plus 10 hit points for every level gained.

Weight: 150 lbs per square of space the vehicle it takes up.

Special: The cost it takes to repair this vehicle is reduced by 50%.

STEEL (PL 5)

Purchase Level: +0 **License:** None
Time: NA **Key Skill:** Mechanical

Requirement: Vehicle

Steel is the most common metallic building component for vehicles of all sizes. Its relatively cheap while being durable enough to use for almost all applications.

Steel Level +0

This dull metal is not much to look at, but is easy to acquire and composes the basic structure of most vehicles.

Lvl +0

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Steel for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.

Weight: 500 lbs per square of space the vehicle it takes up.

TITANIUM (PL 5)

Purchase Level: +4 **License:** None
Time: +25% **Key Skill:** Mechanical

Requirement: Vehicle

A vehicle composed of a Titanium structure is harder and lighter than even most high grade steel alloys, but is also far more expensive.

Titanium Level +4

This shiny metal, is hard and durable. Capable of taking much punishment.

Lvl +4

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Titanium for their superstructure have 150 hit points at level one plus 50 hit points for every level gained.

Properties: This vehicle gains a Resist 10 Weapons, except for Heavy Weapons. The resistance increases to Resist 15 at paragon tier levels, and Resist 20 at epic tier levels.

Weight: 250 lbs per square of space the vehicle it takes up.

DURALLOY (PL 6)

Purchase Level: +0 **License:** None
Time: NA **Key Skill:** Mechanical

Requirement: Vehicle

Duralloy is harder, heavier, and more durable than other metals of the previous age. It is also the most common alloy used for vehicles meant for deep space.

Duralloy Level +0

This dull metal is not much to look at, but is easy to acquire and composes the basic structure of most space vehicles.

Lvl +0

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use duralloy for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.

Properties: This vehicle gains a Resist 5 Weapons, except for Heavy Weapons. The resistance increases to Resist 10 at paragon tier levels, and Resist 15 at epic tier levels.

Weight: 750 lbs per square of space the vehicle it takes up.

VANADIUM (PL 6)

Purchase Level: +5 **License:** None
Time: -25% **Key Skill:** Mechanical

Requirement: Vehicle

Vanadium alloy can absorb an appraisable amount of damage and due to its atomic structure, can be easily molded under the right conditions.

Vanadium Level +5

Vanadium is capable of being molded into odd and different shapes making it great of artistic designs.

Lvl +5

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Vanadium for their superstructure have 150 hit points at level one plus 50 hit points for every level gained.

Properties: This vehicle gains a Resist 10 Weapons, except for Heavy Weapons. The resistance increases to Resist 15 at paragon tier levels, and Resist 20 at epic tier levels.

Weight: 600 lbs per square of space the vehicle it takes up.

**NEOVULLCANIUM (PL 7)**

Purchase Level: +0 **License:** None
Time: NA **Key Skill:** Mechanical

Requirement: Vehicle

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Neovulcanium replaces duralloy as the most common alloy used in vehicles.

Neovulcanium **Level +0**

Depending on the way the light strikes the metal, neovulcanium's color changes ever so slightly.

Lvl +0

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.

Properties: This vehicle gains a Resist 5 Weapons, except for Heavy Weapons. The resistance increases to Resist 10 at paragon tier levels, and Resist 15 at epic tier levels. Also the resistance increases by +10 against fire damage.

Weight: 500 lbs per square of space the vehicle it takes up.

NEUTRONITE (PL 7)

Purchase Level: +5 **License:** None
Time: +50% **Key Skill:** Mechanical

Requirement: Vehicle

Neutronite is a tough steel alloy into which a weave of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing approximately five times more than a similar volume of lead.

Neutronite **Level +5**

Depending on the way the light strikes the metal, neovulcanium's color changes ever so slightly.

Lvl +5

Superstructure

Vehicle: Large, Huge, Gargantuan

Properties: Vehicles that use neutronite for their superstructure have 200 hit points at level one plus 100 hit points for every level gained.

Properties: This vehicle gains a Resist 15 Weapons, except for heavy weapons. The resistance increases to Resist 20 at paragon tier levels, and Resist 25 at epic tier levels.

Weight: 5000 lbs per square of space the vehicle it takes up.

Special: A vehicle made of this material can not float on water or fly within an atmosphere. Ground vehicle will have their maximum speed reduced by 50%.

CRYSTONIUM (PL 8)

Purchase Level: +4 **License:** None
Time: -50% **Key Skill:** Mechanical

Requirement: Vehicle

Not actually a metal or even an alloy. Crystonium is a crystal formation that is grown into the desired shape. Crystonium is not the most durable material, but it automatically re-grows lost or damaged sections of itself.

Crystonium **Level +4**

This metal has a stark crystalline structure to it.

Lvl +4

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.

Properties: This vehicle gains a Regeneration 10. The regeneration increases to 20 at paragon tier levels, and 30 at epic tier levels.

Weight: 250 lbs per square of space the vehicle it takes up.

MAGATANIUM (PL 8)

Purchase Level: +0 **License:** None
Time: NA **Key Skill:** Mechanical

Requirement: Vehicle

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable.

Magatanium **Level +0**

This metal has a stark crystalline structure to it.

Lvl +0

Superstructure

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.

Special: This vehicle gains a Resist 15 Weapons, except for Heavy Weapons. The resistance increases to Resist 20 at paragon tier levels, and Resist 25 at epic tier levels.

Weight: 500 lbs per square of space the vehicle it takes up.

VEHICLE LOCOMOTION

How a vehicle moves is determined by its means of locomotion. Most vehicles have only one means of locomotion, each of which comes with its own advantages and disadvantages. If a vehicle has more than one mode of locomotion only one can be made used of at a time, and takes a Move Action to switch between them. A different or additional form of locomotion can be added later, after the creation of the vehicle so long as the time and money are put into it.

When adding a new form of locomotion to a vehicle or simply changing one out for a different type, you need to figure out the cost of the locomotion and the time it takes to place it on the vehicle. The cost of the locomotion will be the difference between the cost of the vehicle at its Starting Level and the cost of the vehicle after adding the purchase level increase to the vehicles starting purchase level. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase is only used to determine the financial cost of the locomotion which is added to the cost of the base vehicle at the end of construction. This cost is the difference between the starting purchase level and modified starting purchase level. For example the starting purchase level of a Large vehicle is 20 (\$2000) and a locomotion that has a purchase level modifier of +4 is added to it, than the cost of the locomotion will be \$4500 (\$6,500-\$2,000).

2nd Crafting Check: A second crafting check needs to be made for each form of locomotion added. The DC will use the modified Starting Purchase Level.

SAILS (PL 4)

Purchase Level: +1 **License:** None
Time: +10% **Key Skill:** Mechanical
Requirement: Vehicle

This vehicle has large fabric sails that use the power of the wind to push it. Unfortunately the vehicle is at the mercy of the wind for its movement.

Sails Level +1

A large canvas sheet holds the wind pulling the vehicle with it.

Lvl +1 Lvl +4
 Lvl +2 Lvl +6

Locomotion

Vehicle: Large, Huge, Gargantuan

Property: The vehicle gains a Upstream Swim speed of 5, and an Open water swim speed of 10

Level +2: Upstream 10, Open water 20

Level +4: Upstream 20, Open water 40

Level +6: Upstream 30, Open water 60

Wind Powered: This vehicle requires wind in order to move. If there is no wind then the vehicle does not move.

FORCED AIR (PL 5)

Purchase Level: +3 **License:** None
Time: +20% **Key Skill:** Mechanical
Requirement: Vehicle

The vehicle takes in air through a vent and forces it out beneath itself, allowing it to hover. It handles poorly and is slow to move, but can transverse most hindering terrain.

Forced Air Level +3

On a pillow of air the vehicle floats across the ground or through the sky. The only thing that distracts from this serene movement is the very loud noise that comes with it.

Lvl +3 Lvl +9
 Lvl +6 Lvl +12

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a Fly speed of 6 (Hover), but only a foot above the ground.

Level +6: Fly speed 12 (Hover), 10 feet off ground.

Level +9: Fly speed 20 (Hover), 50 feet off ground.

Level +12: Fly speed 50 (Hover), Within Atmosphere.

Stable: Ignores Difficult Ground terrain.

JET (PL 5)

Purchase Level: +4 **License:** None
Time: +25% **Key Skill:** Mechanical
Requirement: Vehicle

A Vehicle equipped with Jet Turbines that allow for extreme speeds and movement.

Jet Level +4

The scream of this Jet engine is the sound of power and speed.

Lvl +4 Lvl +16
 Lvl +8 Lvl +20
 Lvl +12 Lvl +24

Locomotion

Vehicle: Large, Huge, Gargantuan

Property: The vehicle gains a Combat Fly speed of 150, and an Overland Fly speed of 300

Level +8: Combat 300, Overland 600

Level +12: Combat 600, Overland 1520 (Mach 1)

Level +16: Combat 1500, Overland 3040 (Mach 2)

Level +20: Combat 1500, Overland 4560 (Mach 3)

Level +24: Combat 1500, Overland 6080 (Mach 4)

Combat Speed: Any attacks made after a vehicle moves faster then its combat speed incur a -5 penalty to that attack until the end of its next round.

Movement: The vehicle must move half of its combat speed every round or it will go out of control.

Runway: This vehicle needs to move half of its combat speed before flight or landing can be achieved.

PROPELLER - AIR (PL 5)

Purchase Level: +2 **License:** None
Time: +10% **Key Skill:** Mechanical
Requirement: Vehicle

A Vehicle equipped with a propeller can fly through the air but cannot travel on land except for take offs and landings. This vehicle cannot hover and has to move at least half of its speed or risk falling.

Propeller - Air **Level +2**

The vehicle is equipped with one or more propellers which aid in flight.

Lvl +2 Lvl +8
Lvl +4 Lvl +16

Locomotion

Vehicle: Large, Huge, Gargantuan

Property: The vehicle gains a Combat Fly speed of 50, and an Overland Fly speed of 100

Level +4: Combat 100, Overland 200

Level +8: Combat 200, Overland 400

Level +16: Combat 300, Overland 600

Combat Speed: Any attacks made after a vehicle moves faster than its combat speed incur a -5 penalty to that attack until the end of its next round.

Movement: The vehicle must move half of its combat speed every round or it will go out of control.

Runway: This vehicle needs to move half of its combat speed before flight or landing can be achieved.

PROPELLER - WATER (PL 5)

Purchase Level: +2 **License:** None

Time: +10% **Key Skill:** Mechanical

Requirement: Vehicle

A Vehicle equipped with this propeller can move on water but not under. To allow the vehicle to travel under the water will incur extra costs.

Propeller - Water **Level +2**

The vehicle is equipped with one or more propellers which aid in moving through water.

Lvl +2 Lvl +8
Lvl +4 Lvl +16

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a Upstream Swim speed of 30, and an Open water swim speed of 60

Level +4: Upstream 60, Open Water 120

Level +8: Upstream 120, Open Water 240

Level +16: Upstream 240, Open Water 480

ROTOR (PL 5)

Purchase Level: +2 **License:** None

Time: +10% **Key Skill:** Mechanical

Requirement: Vehicle

This vehicle is equipped with one or more Rotors which give it aerial lift.

Rotor **Level +2**

Using a rotor blade this vehicle is capable of flight without a runway, and within dense areas such as cities.

Lvl +2 Lvl +8
Lvl +4 Lvl +16

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: This vehicle gains a Fly speed of 60 (Hover)

Level +4: Fly Speed of 120 (Hover)

Level +8: Fly Speed of 240 (Hover)

Level +16: Fly Speed of 480 (Hover)

Movement: This vehicle can move its full recommended speed while initiating a turn, rather than half of its speed. The vehicle can also make a 360 turn as a move action while stopped.

TREADS (PL 5)

Purchase Level: +3

License: None

Time: +20%

Key Skill: Mechanical

Requirement: Vehicle

This vehicle is equipped with treads that allow it to roll along most terrain without significant difficulties.

Treads **Level +3**

These tank treads give the vehicle a low to the ground look.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: This vehicle gains a Speed of 50, and +10 to strength when dragging or pushing objects.

Level +6: Speed of 100, +20 strength

Level +9: Speed of 150, +30 Strength

Level +12: Speed of 200, +40 Strength

Movement: The vehicle can also make a 360 turn as a move action while stopped.

WHEELS (PL 5)

Purchase Level: +2

License: None

Time: +5%

Key Skill: Mechanical

Requirement: Vehicle

This vehicle is equipped two or more wheels which give it great control and speed while on level ground.

Wheels **Level +1**

Standard wheels that move vehicles have.

Lvl +2 Lvl +8
Lvl +4 Lvl +16

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: This vehicle gains an Ally Speed of 10, a City speed of 100 and a Highway speed of 200.

Level +4: Ally 15, City 150, Highway 300

Level +8: Ally 20, City 200, Highway 400

Level +16: Ally 30, City 300, Highway 600

CASTERS (PL 6)

Purchase Level: +2 **License:** None
Time: +20% **Key Skill:** Mechanical

Requirement: Vehicle

The vehicle move about on spherical wheels, or casters. These are more efficient then wheels and enable the vehicle to change direction easily.

Casters Level +2

Vehicle looks like it is rolling on ball bearings, enabling it to change directions without turning.

Lvl +2 Lvl +8
Lvl +4 Lvl +16

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: This vehicle gains a Ally Speed of 50, a City speed of 100 and a Highway speed of 200.

Level +4: Ally 75, City 150, Highway 300

Level +8: Ally 100, City 200, Highway 400

Level +16: Ally 150, City 300, Highway 600

Movement: This vehicle can move its full recommended speed while initiating a turn, rather then half of its speed. The vehicle can also make a 360 turn as a move action while stopped.

LEGGED (PL 6)

Purchase Level: +4 **License:** None
Time: +25% **Key Skill:** Mechanical

Requirement: Vehicle

A vehicle equipped with three or more legs which provide support and accuracy when moving through difficult terrain.

Legged Level +4

This vehicle sprouting two or more legs moves across the ground like some monstrous creature.

Lvl +4 Lvl +12
Lvl +8 Lvl +16

Locomotion

Vehicle: Large, Huge, Gargantuan

Property: This vehicle gains a speed of 6 and is considered trained in Acrobatics and Athletics skills. The vehicle gains ½ its level as a bonus to these skills, +1 for each for each leg above 2

Level +8: Speed of 12

Level +12: Speed of 24

Level +16: Speed of 48

FUSION TORCH (PL 6)

Purchase Level: +5 **License:** None
Time: +25% **Key Skill:** Mechanical

Requirement: Vehicle

A vehicle equipped with a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of super-heated plasma. The fusion torch will not work within an atmosphere.

Fusion Torch Level +5

In the depths of space this vehicle looks like a torch, with a large flaming tail.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Locomotion

Vehicle: Huge, Gargantuan

Property: The vehicle gains a space speed of 6 while in combat. Outside of combat the vehicle has a speed of 0.1 AU per hour.

Level +4: Speed of 8, 0.2 AU

Level +6: Speed of 10, 0.3 AU

Level +8: Speed of 12, 0.4 AU

ION DRIVE (PL 6)

Purchase Level: +2 **License:** None
Time: +10% **Key Skill:** Mechanical

Requirement: Vehicle

The ion drive generates power to break down molecules to create ions, then expels them by means of a magnetic impeller. Its combat speed is not as fast as the fusion torch, but it has a greater speed over a longer distance. This engine can be used within an atmosphere using its space based speeds.

Ion Drive Level +2

Silent and graceful, the vehicle travels the starts without flame or noise.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a space speed of 5 while in combat. Outside of combat the vehicle has a speed of 0.2 AU per hour.

Level +4: Speed of 6, 0.4 AU

Level +6: Speed of 7, 0.6 AU

Level +8: Speed of 8, 0.8 AU

SOLAR SAILS (PL 6)

Purchase Level: +1 **License:** None
Time: +5% **Key Skill:** Mechanical

Requirement: Vehicle

Solar sails are immense but extremely fragile foil structures only a few microns thick. Light pressure from a nearby star provides the motive force necessary for acceleration.

Solar Sails **Level +1**

Like in the days of old, you soar with your sails unfurled catching the solar wind.

Lvl +1 Lvl +3

Lvl +2 Lvl +4

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a space speed of 2 while in and out of combat.

Level +2: Speed of 4

Level +3: Speed of 6

Level +4: Speed of 8

Property: The solar sails can be used with other forms of locomotion in space in order to increase the combat speed. When used with other form of locomotion, add half the solar sails speed to the combat speed of the vehicle.

INDUCTION ENGINE (PL 7)

Purchase Level: +5 **License:** None

Time: +20% **Key Skill:** Mechanical

Requirement: Vehicle

The best engine available at this or any previous progress level, the induction engine uses artificial gravity to provide incredible thrust and maneuverability. Its ideal for atmospheric, orbital, or deep-space work.

Induction Engine **Level +5**

Like in the days of old, you soar with your sails unfurled catching the solar wind.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: While in space the vehicle gains a space speed of 8 while in combat. Outside combat the vehicle has a speed of 0.5 AU per hour.

Level +4: Speed of 10, 0.6 AU

Level +6: Speed of 12, 0.7 AU

Level +8: Speed of 14, 0.8 AU

Property: While within an atmosphere the vehicle gains a Fly speed 400 (hover) while in and out of combat.

Level +4: Speed of 800

Level +6: Speed of 1520 (Mach 1)

Level +8: Speed of 3040 (Mach 2)

PARTICLE IMPULSE ENGINE (PL 7)

Purchase Level: +2 **License:** None

Time: +10% **Key Skill:** Mechanical

Requirement: Vehicle

The particle impulse engine is the next evolutionary step of the ion engine. It uses magnetic fields to produce a constant stream of high-energy particles, as well as to provide vectored thrust. This engine can be used within an atmosphere using its space based speeds.

Particle Impulse Engine **Level +2**

Silent and graceful, the vehicle travels the starts without flame or noise.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Locomotion

Vehicle: Huge, Gargantuan

Property: The vehicle gains a space speed of 7 while in combat. Outside of combat the vehicle has a speed of 1 AU per hour.

Level +4: Speed of 8, 1.2 AU

Level +6: Speed of 9, 1.4 AU

Level +8: Speed of 10, 1.6 AU

GRAVITIC REDIRECTOR (PL 8)

Purchase Level: +5 **License:** None

Time: +20% **Key Skill:** Mechanical

Requirement: Vehicle

A refinement of the induction engine, the gravitic redirector creates a gravitic singularity - essentially, a sub-microscopic black hole - in the vicinity of the ship, producing a constant pull on the ship. By changing the location of the singularity relative to the ship, the pilot can change the direction of the ships travel. The gravitic redirector does not function in an atmosphere as the induction engine did.

Gravitic Redirector **Level +5**

Light seems to distort in the direction of the ship as it moves through space.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Locomotion

Vehicle: Huge, Gargantuan

Property: The vehicle gains a space speed of 10 while in combat. Outside of combat the vehicle has a speed of 1.0 AU per hour.

Level +4: Speed of 12, 1.2 AU

Level +6: Speed of 14, 1.4 AU

Level +8: Speed of 16, 1.6 AU

INERTIAL FLUX ENGINE (PL 8)

Purchase Level: +2 **License:** None

Time: +10% **Key Skill:** Mechanical

Requirement: Vehicle

By precisely controlling the quantum energy level of every atom on the ship simultaneously, the inertial flux engine assumes the inertial states necessary to produce motion in any direction. In effect, by operating the controls, the pilot chooses from instant to instant what vector the ships atoms will possess, and the inertial flux engine alters them simultaneously - along with everything else aboard, including crew and passengers. This form of locomotion will not work within an atmosphere.

Inertial Flux Engine Level +2

Silent and graceful, the vehicle travels the starts without flame or noise.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a space speed of 8 while in combat. Outside of combat the vehicle has a speed of 2.0 AU per hour.

Level +4: Speed of 9, 2.5 AU

Level +6: Speed of 10, 3.0 AU

Level +8: Speed of 11, 4.0 AU

MANIPULATORS

Some vehicles such as tow trucks, cranes and other machinery have manipulators that assist in moving or holding objects. These manipulators can grant bonuses to a vehicles strength modifier for certain tasks. Not all vehicles require manipulators.

The number of manipulators a vehicle can have is determined by its size. The larger a vehicle is the more manipulators it can have.

When adding a new manipulator to a vehicle or simply changing one out for a different type, you need to figure out the cost of the manipulator and the time it takes to place it on the vehicle. The cost of the manipulator will be the difference between the cost of the vehicle before adding the manipulator and the cost of the vehicle after adding the manipulator. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase of the manipulators is used only to determine the financial cost of the specific manipulator, which is then added to the final cost of the vehicle. See the locomotion section for a more detailed description and example.

3rd Crafting Check (optional): A third crafting check needs to be made for each manipulator added. The DC will use the modified Starting Purchase Level.

Vehicle Size	Manipulators
Medium	0
Large	2
Huge	4
Gargantuan	8
Every extra 4x4 Squares added to size	+2

BLADE (PL 5)

Purchase Level: +3

License: None

Time: +5%

Key Skill: Mechanical

Requirement: Vehicle

This manipulator is capable of pushing great loads of debris with ease.

Blade	Level +3
This device is usually found on the front of a vehicle and consist of large metal plates to push debris and objects away.	
Lvl +3	Lvl +9
Lvl +6	Lvl +12

Manipulator

Vehicle: Large, Huge, Gargantuan

Property: The vehicle adds +5 to its strength for the purposes of Pushing objects with this Specific manipulator.

Level +6: +10 Strength

Level +9: +20 Strength

Level +12: +40 Strength

**CRANE (PL 5)****Purchase Level:** +3**License:** None**Time:** +5%**Key Skill:** Mechanical**Requirement:** Vehicle

This manipulator can be placed on the back of a truck or can basically become the vehicle itself. A crane has great lifting capabilities, but is capable of nothing else.

Crane**Level +3**

This tall and far reaching device uses a grapple on a metal cord in order to lift its loads.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Manipulator**Vehicle:** Large, Huge, Gargantuan**Property:** The vehicle adds +10 to its strength for the purposes of lifting objects with this Specific manipulator.**Level +6:** +20 Strength**Level +9:** +40 Strength**Level +12:** +80 Strength**HITCH (PL 5)****Purchase Level:** +3**License:** None**Time:** +5%**Key Skill:** Mechanical**Requirement:** Vehicle

This manipulator is capable of pulling a great amount of weight.

Hitch**Level +3**

This device is usually found on the back end of a vehicle and consisting of a metal ball or hook to tow objects behind it.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Manipulator**Vehicle:** Large, Huge, Gargantuan**Property:** The vehicle adds +15 to its strength for the purposes of pulling objects with this Specific manipulator.**Level +6:** +25 Strength**Level +9:** +35 Strength**Level +12:** +45 Strength**MOUNT (PL 5)****Purchase Level:** +2**License:** None**Time:** +5%**Key Skill:** Mechanical**Requirement:** Vehicle

This manipulator is only useful when it has an item equipped on it such as a light, or a weapon. An item equipped to a mount can move in 360 degrees and can be control from within the vehicle.

Mount**Level +2**

A cannon sits atop a mount and is capable of attacking anything around it.

Lvl +2

Manipulator**Vehicle:** Medium, Large, Huge, Gargantuan**Power (At-will):** Standard Action. Use the item equipped to the mount.**Special:** Mounts do not count towards the maximum number of Manipulators a vehicle can have.**Note:** The Purchase level increase is added to the attached items purchase level not the vehicle, but the Time increases is added to the vehicle total creation time.**SHOVEL (PL 5)****Purchase Level:** +3**License:** None**Time:** +5%**Key Skill:** Mechanical**Requirement:** Vehicle

This manipulator is used to dig holes and move debris from one area to another.

Shovel**Level +3**

Looking like a huge bucked this manipulator can move great amounts of debris

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Manipulator**Vehicle:** Large, Huge, Gargantuan**Property:** As a move action this manipulator can move 1 square of debris from one square within its reach to another. This manipulators adds +1 to the vehicle normal reach for its size.**Level +6:** 2 squares, Reach +2**Level +9:** 4 Squares, reach +4**Level +12:** 8 Squares, Reach +6

GRAPPLER (PL 6)

Purchase Level: +3

License: None

Time: +5%

Key Skill: Mechanical

Requirement: Vehicle

A restraining device is fired from the vehicle, connected by a tether. The restraining device attaches itself to another vehicle allowing it to be grappled.

Grappler

Level +3

You fire a grapple at a speeding vehicle allowing you so slow it down and control its movements.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Manipulator

Vehicle: Medium, Large, Huge, Gargantuan

Power (Encounter): Minor Action. Make an attack: Range 10; Dex +4 vs. Reflex; on a hit you initiate a Grab with another vehicle or object that is no larger than yourself. Once grabbed the target can continue to take move actions but only at a speed equal to your last move action. This lasts until you end the grab, the target escapes, or you move no distance on your last move action. Once the targets speed is 0, once per round as a minor action it can be pulled towards you 10 squares.

Level +6: +9 vs. Reflex, 20 squares

Level +9: +19 vs. Reflex, 30 squares

Level +12: +29 vs. Reflex, 40 squares

TRACTOR BEAM (PL 7)

Purchase Level: +3

License: None

Time: +5%

Key Skill: Mechanical

Requirement: Vehicle

You fire a polarized beam of energy that causes the target it hits to slow down and be drawn towards the beams source.

Tractor Beam

Level +3

You fire a grapple at a speeding vehicle allowing you so slow it down and control its movements.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Manipulator

Vehicle: Medium, Large, Huge, Gargantuan

Power (At-will): Minor Action. Make an attack: Range 10; Dex +4 vs. Reflex; on a hit the vehicle is slowed (save ends). First failed save: Target is immobilized (save ends), and each round it remains immobilized the target is pulled towards you 10 squares.

Level +6: +9 vs. Reflex, Range 20 squares

Level +9: +19 vs. Reflex, Range 30 squares

Level +12: +29 vs. Reflex, Range 40 squares

ROBOTIC ARM (PL 6)

Purchase Level: +4

License: None

Time: See skill

Key Skill: Mechanical

Requirement: Vehicle

This manipulator is capable of a various range of movements similar to that of a human arm. It is also capable of holding and carrying items such as weapons.

Robotic Arm

Level +4

The huge, twin armed machine holds a sword in one arm, and a cannon in the other. Its movement is humanoid but its attack is monstrous.

Lvl +4

Manipulator

Vehicle: Large, Huge, Gargantuan

Property: Can manipulate items and objects similar to a humanoid creature of the vehicles size, as well as having similar reach. The vehicle can also make use of Acrobatics and Athletics skills like a creature of its level and is considered trained in their use.

Special: In order for an item to be used by the arm it must be specially modified which increases the items Purchase Level by 2 for large, 4 for huge, and 6 for Gargantuan.

Note: So long as all other requirements are met, a vehicle with at least 2 robotic arms can use the drivers or pilots class attack powers.



VEHICLE ARMOR

Armor can be welded or otherwise fixed securely to a vehicles superstructure, providing temporary hit points and other advantages to the vehicle. Unless otherwise stated a vehicle can have only one armor equipped at a time.

Armor adds an extra layer of defense that must be removed before the vehicles superstructure can be damaged. Temporary hit points are always removed first before the actual vehicles hit points. Unlike temporary hit points as they apply to creatures, vehicles retain the temporary hit points from armor until they are depleted. At which point any further damage is done directly to the vehicle superstructure.

Even when reduced to 0 temporary hit points, vehicle armor is not destroyed allowing it to be repaired later. However all properties, bonuses and effects granted by the armor are removed until the armor has been repaired.

The benefit to using armor is that it can be repaired cheaper and quicker than it would take to repair the actual vehicles superstructure. It only takes half the normal time to repair armor and only costs half as much.

When repairing armor on a vehicle or simply changing it to a different style, you need to figure out the cost of the armor and the time it takes to place it on the vehicle. The cost of the armor will be the difference between the cost of the unarmored vehicle and the cost of the armored vehicle. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase of the armors is used only to determine the financial cost of the specific armor, which is then added to the final cost of the vehicle. See the locomotion section for a more detailed description and example.

4th Crafting Check (optional): A forth crafting check needs to be made for any armor added. The DC will use the modified Starting Purchase Level.

AEROGEL COATING (PL 5)

Purchase Level: +1 **License:** None
Time: +5% **Key Skill:** Mechanical
Requirement: Vehicle

Aerogel is a honey comb structure composed of 99% free space, making is slightly transparent and light weight. It also has great insulating properties, but does not protect against physical attacks.

Aerogel Coating Level +1

Slightly bluish, this coating may look solid but it is in fact composed of mostly empty space.

Lvl +1

Armor

Vehicle: Medium, Large, Huge, Gargantuan
Properties: This vehicle gains a resist 20 against Fire and Cold damage.
Weight: +1 lbs per square of space the vehicle it takes up.

ALUMINUM PLATING (PL 5)

Purchase Level: +1 **License:** Vehicle
Time: +5% **Key Skill:** Mechanical
Requirement: None

Aluminum armor plating is light weight and deforms to absorb the energy from impacts. Unfortunately it is not as durable as other armors.

Aluminum Plating Level +1

Smooth and shinny, this armor is great for those wanting style over durability.

Lvl +1

Armor

Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Aluminum armor plating receive 15 temporary hit points at level one plus an additional 15 temporary hit points for every level the vehicle gains.
Property: This vehicle gains a resist 5 against all weapon damage.
Weight: +50 lbs per square of space the vehicle it takes up. .

BULLET PROOF GLASS (PL 5)

Purchase Level: +1 **License:** None
Time: +5% **Key Skill:** Mechanical
Requirement: Vehicle

Bullet Proof glass provides people in vehicles with windows greater protection against attacks.

Bullet Proof Glass +1

This glass has been highly tempered and layered with other materials such as plastics, in order to provide greater protection.

Lvl +1

Armor

Vehicle: Medium, Large, Huge, Gargantuan
Properties: A creature that would normally have cover within a vehicle, now has superior cover.
Weight: NA
Special: This vehicle armor can be taken with other vehicle armors.

CERAMIC PLATING (PL 5)

Purchase Level: +1 **License:** None
Time: +5% **Key Skill:** Mechanical
Requirement: Vehicle

Ceramic armor plating is light weight, easy to replace, and is able to displace a lot of energy caused by attacks. Unfortunately in order to displace this energy the ceramic plating is often broken.

Ceramic Plating**Level +1**

The dull gray plating has a rough texture and is surprisingly light for its size.

Lvl +1

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Ceramic armor plating receive 10 temporary hit points at level one plus an additional 15 temporary hit points for every level the vehicle gains.

Weight: +25 lbs per square of space the vehicle it takes up.

Special: Repairing this armor costs only a fifth of the normal value for repairing items.

STEEL PLATING (PL 5)

Purchase Level: +2

License: None

Time: +10%

Key Skill: Mechanical

Requirement: Vehicle

Steel is the most common component for armors. Its relatively cheap while being durable enough to fend off most attacks.

Steel Plating**Level +2**

This dull metal add quite a significant amount of weight to the vehicle its protecting.

Lvl +2

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use steel armor plating receive 25 temporary hit points at level one plus an additional 25 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a resist 10 against all Weapon damage.

Weight: +100 lbs per square of space the vehicle it takes up.

TITANIUM PLATING (PL 5)

Purchase Level: +3

License: None

Time: +20%

Key Skill: Mechanical

Requirement: Vehicle

Titanium armor plating is able to absorb and resist even the greatest of attacks. Its lighter than steel, but costs much more than most armors.

Titanium Plating**Level +3**

This metallic alloy, polished to a shine has a greater durability than steel, but is also far more costly.

Lvl +3

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Titanium armor plating receive 40 temporary hit points at level one plus an additional 40 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a resist 20 against all Weapon damage.

Weight: +75 lbs per square of space the vehicle it takes up.

POLYMERIC PLATING(PL 6)

Purchase Level: +3

License: None

Time: +20%

Key Skill: Mechanical

Requirement: Vehicle

Polymeric armor is made up of advanced polymers that bestow durability and protection against elemental threats.

Polymeric Plating**Level +3**

This armor has a slight sheen to it and is thinner and lighter than other armors of its kind.

Lvl +3

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Polymeric armor receive 20 temporary hit points at level one plus an additional 20 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a resist 10 against all Weapon damage, and resist 10 fire and cold damage.

Weight: +50 lbs per square of space the vehicle it takes up.

VANADIUM PLATING (PL 6)

Purchase Level: +2

License: None

Time: +10%

Key Skill: Mechanical

Requirement: Vehicle

Vanadium is formed into interlocking plates that can absorb a respectable amount of damage, and are also easy to replace and repair.

Vanadium Plating**Level +2**

Vanadium is a dark metallic alloy that under certain conditions can be easily formed and molded.

Lvl +2

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use vanadium armor plating receive 25 temporary hit points at level one plus an additional 25 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a resist 10 against all Weapon damage.

Weight: +100 lbs per square of space the vehicle it takes up.

Special: Repairing this armor takes only half the normal time.

DEFLECTIVE PLATING (PL 7)

Purchase Level: +3

License: None

Time: +20%

Key Skill: Mechanical

Requirement: Vehicle

Deflective armor plating is composed of a flexible polymer especially good at neutralizing energy based damage but less effective against ballistic attacks.

Deflective Plating **Level +3**

This shiny, light and flexible armor stands out in the morning sun, and is easy to spot even at night.

Lvl +3

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Deflective armor plating receive 10 temporary hit points at level one plus an additional 10 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a resist 40 against all Energy based attacks.

Weight: +75 lbs per square of space the vehicle it takes up.

AMORPHOUS METAL PLATING (PL 8)

Purchase Level: +4 **License:** None

Time: +20% **Key Skill:** Mechanical

Requirement: Vehicle

Amorphous armor plating consists of a thick layer of gel-like fluid sandwiched in a neutronite structure. Amorphous metal is a "smart" armor, as it has the ability to repair its self.

Amorphous Metal Plating **Level +4**

This shiny silver armor almost flows over the vehicles structure, giving the vehicle a streamlined appearance.

Lvl +4

Armor

Vehicle: Medium, Large, Huge, Gargantuan

Properties: Vehicles that use Amorphous armor plating receive 20 temporary hit points at level one plus an additional 20 temporary hit points for every level the vehicle gains.

Properties: This vehicle gains a Regeneration 20, and during a short rest the vehicle regains all of its lost temporary hit points even if reduced to 0 temporary hit points.

Weight: +75 lbs per square of space the vehicle it takes up.

VEHICLE EQUIPMENT

Vehicle equipment falls into several categories; Defense Systems, Passive Systems, and Weapon Systems. To build and install equipment onto a vehicle, a character needs to succeed on a craft check using the appropriate skill (See crafting Advanced items). A separate check is required for each piece of equipment being installed onto the vehicle.

A vehicles size determines how many pieces of equipment it is capable of supporting. Each vehicle size has a number of slots available to be used for equipment. A piece of equipment may take up more than one slot.

Vehicle Size	Equipment Slots
Medium	2
Large	5
Huge	10
Gargantuan	15
Every extra 1x1 Squares added to size	+1

5th Crafting Check (optional): A crafting check needs to be made for each piece of equipment added. The DC will use the Purchase Level of the equipment wanting to be added.

DEFENCE SYSTEMS

Armor does an admirable job of preventing damage to a vehicles superstructure and occupants, but its really only the last line of defence. Since as long as vehicle have been around they have been outfitted with all sorts of devices that help prevent damage to the vehicle and its crew, as well as providing a wide range of other benefits.

Any defence system that has a usable power, comes with a Engineering station that can be operated by the pilot or co-pilot or a separate engineering crew member (determined when crafting the system). Any number of defence systems can be linked to a single engineering station or spread among many different stations. The more engineering stations their are means the more crew members that can be used to operate the defences.

Defence systems can be purchased or crafted in much the same way as other advanced items. However some defence systems may have purchases levels and crafting times that depend heavily on the size of the vehicle they are being placed into. For that reason some defence systems will have a purchase level difference and time increase, calculated exactly as the locomotion, manipulators and armor.

ANTI-ACCIDENT SYSTEM (PL 5)

Purchase Level: +1

Market Price: --

Category: Equipment

Restriction: None

Time: 5%

Key Skill: Mechanical

The anti-accident system uses airbags, fire-retardant foam, no-skid brakes, gyroscopic stabilizers, and other safety features to improve a persons chances of surviving or averting accidents.

Anti-Accident System Level +1 Common

As you see the wall approach you, you feel secure in the fact that your vehicle will protect you. Its still going to hurt thou.

Lvl +1

Defense System

Vehicle: Medium, Large, Huge, Gargantuan

Power (Special): No action: Trigger: The vehicle is destroyed and its crew take damage. Effect: The vehicles crew remain in the space occupied by the vehicle and only take 1 points of damage per square they would have normally slid.

Special: This defense system will only work once then needs to be bought again.

Slots: 1

AUTOPILOT SYSTEM (PL 5)

Purchase Level: +1 **Market Price:** --

Category: Equipment **Restriction:** None

Time: 5% **Key Skill:** Electrical

The autopilot system “kicks in” whenever the pilot or driver is unable to operate the vehicle. The autopilot system is not vary adaptive and is no substitute for the real thing.

Autopilot System Level +1 Common

With a flick of a button the vehicle continues on it directed heading.

Lvl +1

Defense System

Vehicle: Medium, Large, Huge, Gargantuan

Power (At-will): Minor action: Effect: The vehicle gains training in the operate skill and can make the Drive, Turn, and Stop actions without a driver or pilot. The vehicle can not perform any other operate actions. This lasts until another minor action is used to turn the autopilot off.

Slots: 1

CHAFF LAUNCHER (PL 5)

Purchase Level: 26 **Market Price:** \$12000

Category: Equipment **Restriction:** Restricted

Time: 18 Hours **Key Skill:** Mechanical

Chaff consists of a cloud of millions of tiny metal strips or particles which interferes with vehicle mounted weapons.

Chaff Launcher Level 26 Uncommon

Millions of tiny glittering pieces of metal float in an area may look pretty but can really mess with a vehicles targeting.

Lvl 26 \$12,000 Lvl 33 \$90,000

Lvl 30 \$35,000 Lvl 36 \$200,000

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Daily): Standard action: Effect: The chaff creates a Burst 1 Zone centered on the vehicle. Anything within the zone gains superior concealment from vehicle mounted weapons. Also, any target of a vehicle mounted weapon that has the zone cut through the line of sight also gains superior concealment. The Zone ends at the end of your next turn.

Level 30: Burst 2

Level 33: Burst 4

Level 36: Burst 6

Slots: 3

COLLISION CONTROL SYSTEM (PL 5)

Purchase Level: +2

Market Price: --

Category: Equipment

Restriction: None

Time: +10%

Key Skill: Mechanical

The vehicle is equipped with systems and dampeners that reduce the damage the vehicle takes from ramming or crashing.

Collision Control System Level +2 Uncommon

The vehicles body distorts slightly to absorb the damage from collisions.

Lvl +2

Lvl +4

Defense System

Vehicle: Large, Huge, Gargantuan

Property: The vehicle only takes half the normal damage from crashing and ramming.

Level +4: Quarter the normal damage.

Slots: 4

DAMAGE CONTROL SYSTEM (PL 5)

Purchase Level: +2

Market Price: --

Category: Equipment

Restriction: None

Time: +10%

Key Skill: Mechanical

A vehicle equipped with a damage control system can perform damage control during combat.

Damage Control System Level +2 Uncommon

An engineer redirects power from undamaged systems in order to stabilize the damaged ones.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Encounter): Move action: Effect: The vehicle regains its surge value in hit points.

Level +4: +20 hit points

Level +6: +40 hit points

Level +8: +60 hit points

Slots: 4

ESCAPE POD (PL 5)

Purchase Level: +1

Market Price: --

Category: Equipment

Restriction: None

Time: +5%

Key Skill: Mechanical

When all is lost and your vehicle is going to be destroyed, sometimes its best to have an escape plan.

Escape Pod **Level +1 Common**

Alarms are going off, red lights flashing, and the ground is fast approaching. With a push of a button you jettison out of your vehicle, landing safely on the ground.

Lvl +1

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Special): Minor action. Effect: You and up to 3 other creatures in adjacent squares to you are move 10 squares from the edge of the vehicles space. If you are above the ground you fall safely to the ground at a rate of 10 squares per round.

Huge Vehicle: You and up to 9 creatures.

Gargantuan Vehicle: You and up to 14 creatures.

+4x4 Increase in size: +15 creatures.

Slots: 2

REACTIVE ARMOR (PL 5)

Purchase Level: +2 **Market Price:** --

Category: Equipment **Restriction:** Restricted

Time: +5% **Key Skill:** Mechanical

Reactive armor works by ejecting parts of itself toward an incoming attack, reducing the power of that attack.

Reactive Armor **Level +2 Uncommon**

A plate of steam shoots out from the vehicle intercepting an enemy attack before it hits.

Lvl +2 Lvl +6

Lvl +4 Lvl +8

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Daily): Immediate Reaction. Trigger: Your vehicle is hit by an attack that deals damage. Effect: The damage of the triggering attack is reduced by 20.

Level +4: Reduce damage by 40

Level +6: Reduce damage by 60

Level +8: Reduce damage by 80

Slots: 3

SENSOR JAMMER (PL 5)

Purchase Level: 26 **Market Price:** \$12000

Category: Equipment **Restriction:** Restricted

Time: 12 Hours **Key Skill:** Electrical

A sensor jammer interferes with radar and enemy sensors scans.

Sensor Jammer **Level 26 Uncommon**

An enemy looking at its targeting screen will see nothing but static.

Lvl 26 \$12,000 Lvl 33 \$90,000

Lvl 30 \$35,000 Lvl 36 \$200,000

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Encounter): Minor action. Effect: The vehicle gains a +2 to all defenses against attacks from vehicles until the end of your next turn.

Level 30: +3

Level 33: +4

Level 36: +5

Slots: 2

STEALTH DESIGN (PL 5)

Purchase Level: +1

Market Price: --

Category: Equipment

Restriction: Restricted

Time: +5%

Key Skill: Mechanical

The vehicle is designed to operate as quietly and stealthfully as possible. By utilizing electronic countermeasures, specially designed silent engines, and skin that repels radar and the like, the vehicle can operate without a sound.

Stealth Design **Level +1 Uncommon**

Your vehicle moves through the city like a shadow in the dark.

Lvl +1

Lvl +3

Lvl +2

Lvl +4

Defense System

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains training in the stealth skill and adds its dexterity modifier and half its level to it as normal.

Level +2: +2 Bonus to Stealth checks.

Level +3: +4 Bonus to Stealth checks.

Level +4: +6 Bonus to Stealth checks.

Slots: 2

DECOY DRONE (PL 6)

Purchase Level: 31

Market Price: \$50000

Category: Equipment

Restriction: None

Time: 8 Hours

Key Skill: Mechanical

The decoy drone creates a shadow of your vehicle in another space in order to draw away attacks.

Decoy Drone **Level 31 Uncommon**

Your enemy will see two vehicles on his tactical display and will have to choose which one is you.

Lvl 31 \$50,000

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Daily): Minor action: You launch the drone to a location within 20 squares of the vehicle. The drone creates an image of your vehicle that is destroyed if it takes any damage. The image can be moved your vehicles speed as a move action, and no line of sight to the image is necessary. The image lasts until the end of the encounter or until destroyed.

Slots: 3

MAGNETIC FIELD (PL 6)

Purchase Level: +2

Market Price: --

Category: Equipment

Restriction: Restricted

Time: +10%

Key Skill: Electrical

The magnetic field is the first primitive energy shield. It uses vast amounts of power to surround the vehicle with magnetic force. It works great at repelling physical attacks but is ineffective against energy based weapons.

Magnetic Field Level +2 Uncommon

A field of visible energy covers the skin of the vehicle, absorbing damage.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Defense System

Vehicle: Huge, Gargantuan

Power (Daily): Move action: Effect: The vehicle gains 25 temporary hit points that are kept separate from other temporary hit points. Damage is deducted from these temporary hit points first. Weapons with the energy keyword ignore these temporary hit points.

Level +4: 50 temporary hit points

Level +6: 75 temporary hit points

Level +8: 100 temporary hit points

Slots: 4

POINT DEFENSE SYSTEM (PL 6)

Purchase Level: +2 **Market Price:** --

Category: Equipment **Restriction:** Military

Time: +10% **Key Skill:** Mechanical

The point defense system serves two functions: It targets incoming missiles, and it attacks nearby enemy vehicles.

Point Defense System Level +2 Uncommon

A multitude of small weapons have been placed all over the vehicle attacking anything that gets too close.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Defense System

Vehicle: Huge, Gargantuan

Power (Encounter): Immediate Reaction: Trigger: An enemy makes an attack using a Missile. Effect: The enemy makes two attack rolls and uses the lowest result.

Power (At-Will): Standard Action. Make an attack: Close burst 1 (enemies in burst); Dex vs. AC.

Hit: 1D10 damage.

Level +4: Close burst 2

Level +6: Close burst 2, 2D10 damage

Level +8: Close burst 3, 2D10 damage

Slots: 4

RADIATION SHIELDING (PL 6)

Purchase Level: +1 **Market Price:** --

Category: Equipment **Restriction:** Military

Time: +10% **Key Skill:** Electrical

Radiating shielding protects a vehicles crew and passengers against harmful radiation.

Radiation Shielding Level +2 Uncommon

An invisible layer of protection causes radiation to be directed away from the vehicle.

Lvl +1 Lvl +3
Lvl +2 Lvl +4

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Encounter): Move action: Effect: Every creature occupying a space within the vehicle gains Resist 5 poison against effects from outside the vehicle. This effect lasts until the end of the encounter.

Level +2: Resist 10

Level +3: Resist 15

Level +4: Resist 20

Slots: 3

STEALTH SCREEN (PL 6)

Purchase Level: 33 **Market Price:** \$90000

Category: Equipment **Restriction:** Restricted

Time: 12 Hours **Key Skill:** Electrical

An improved version of the sensor jammer, the stealth screen is a sophisticated electromagnetic transceiver capable of canceling out a variety of detection methods used by sensors.

Stealth Screen Level 33 Uncommon

An enemy looking at its targeting screen will see nothing but an empty void.

Lvl 33 \$90,000

Defense System

Vehicle: Large, Huge, Gargantuan

Power (Daily): Minor action: Effect: The vehicle gains Concealment until the end of the encounter.

Property: Vehicle gains a +2 to stealth checks if capable of using the skill.

Slots: 3

ACTIVE SHIELDING (PL 7)

Purchase Level: +2 **Market Price:** --

Category: Equipment **Restriction:** Restricted

Time: +15% **Key Skill:** Electrical

Active shielding is a primitive form of shielding that only covers certain portions of a ship at any given time. An engineer or other crew member is required to position the shielding in order to intercept attacks.

Active Shielding Level +2 Uncommon

A field of visible energy covers the skin of the vehicle, absorbing damage.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Defense System

Vehicle: Huge, Gargantuan

Power (At-will): Immediate Reaction. Trigger: An enemy hits you with a ranged attack. Effect: Make a computer use check. If the result is greater than the triggering attack, reduce the damage of the attack by 10.

Level +4: 20

Level +6: 30

Level +8: 40

Slots: 4

DISPLACER (PL 7)**Purchase Level:** 35**Market Price:** \$150000**Category:** Equipment**Restriction:** Restricted**Time:** 20 Hours**Key Skill:** Electrical

The vehicle is in a constant state of flux causing it to randomly move short distances, making it hard to hit.

Displacer**Level 35 Uncommon**

An enemy looking at its targeting screen will see nothing but an empty void.

Lvl 35 \$150,000

Defense System**Vehicle:** Huge, Gargantuan

Power (Daily): Minor action: Effect: The vehicle gains Total Concealment until the end of the encounter.

Property: Vehicle gains a +2 to stealth checks if capable of using the skill.

Slots: 3**PARTICLE FIELD (PL 7)****Purchase Level:** +2**Market Price:** --**Category:** Equipment**Restriction:** Restricted**Time:** +10%**Key Skill:** Electrical

The particle field generator creates a protective field around the ship that displaces the energy from energy based weapon systems.

Particle Field**Level +2 Uncommon**

A field of visible energy covers the skin of the vehicle, absorbing energy based damage.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Defense System**Vehicle:** Huge, Gargantuan

Power (Daily): Move action: Effect: The vehicle gains 25 temporary hit points that are kept separate from other temporary hit points. Damage is deducted from these temporary hit points first. Weapons without the energy keyword ignore these temporary hit points.

Level +4: 50 temporary hit points*Level +6:* 75 temporary hit points*Level +8:* 100 temporary hit points**Slots:** 4**REPAIR DRONES (PL 7)****Purchase Level:** +3**Market Price:** --**Category:** Equipment**Restriction:** None**Time:** +15%**Key Skill:** Mechanical

Repair drones are small spiderlike robots that rapidly deploy to damaged sections of a vehicle and conducted repairs.

Repair Drones**Level +3 Uncommon**

A field of visible energy covers the skin of the vehicle, absorbing energy based damage.

Lvl +3

Lvl +9

Lvl +6

Lvl +12

Defense System**Vehicle:** Huge, Gargantuan

Power (Daily): Move action: Effect: Until the end of the encounter so long as the vehicle is below its bloodied value, it gains regeneration 5.

Level +4: Regeneration 10*Level +6:* Regeneration 15*Level +8:* Regeneration 20**Slots:** 5**CLOAKING SYSTEM (PL 8)****Purchase Level:** 35**Market Price:** \$150000**Category:** Equipment**Restriction:** Restricted**Time:** 12 Hours**Key Skill:** Electrical

An improved version of the Stealth screen, the cloaking system erases all traces of the vehicle in all spectrums, making it completely invisible.

Cloaking System**Level 35 Uncommon**

Enemies move within feet of your vehicle and never even know it was there.

Lvl 35

\$150,000

Defense System**Vehicle:** Large, Huge, Gargantuan

Power (Encounter): Minor action: Effect: The vehicle gains Invisibility until the end of the encounter or until it makes an attack.

Property: Vehicle gains a +2 to stealth checks if capable of using the skill.

Slots: 3**PHASE FIELD (PL 8)****Purchase Level:** 41**Market Price:** \$900000**Category:** Equipment**Restriction:** Restricted**Time:** 24 Hours**Key Skill:** Electrical

The phase field shifts the vehicle between dimensions, allowing it to pass through solid matter and receive less damage from attacks.

Phase Field**Level 41 Uncommon**

Your vehicle turn ghostly and passes right through a building you were unable to avoid.

Lvl 41

\$900,000

Defense System**Vehicle:** Large, Huge, Gargantuan

Power (Daily): Standard action: Effect: The vehicle becomes intangible and gains phasing until the end of your next round. While this power is in effect the vehicle is slowed.

Sustain: Move action.**Slots:** 3

SOLID DEFENSE FIELD (PL 8)

Purchase Level: +3 **Market Price:** --
Category: Equipment **Restriction:** Restricted
Time: +15% **Key Skill:** Electrical
Combining the efforts of both magnetic fields and particle fields into the same generator, the solid defense field repels all kinds of attacks.

Solid Defense Field	Level +3 Uncommon
A field of visible energy encircles the vehicle providing protection from all attacks.	

Lvl +3	Lvl +9
Lvl +6	Lvl +12

Defense System
Vehicle: Huge, Gargantuan
Power (Encounter): Move action: Effect: The vehicle gains 25 temporary hit points that are kept separate from other temporary hit points. Damage is deducted from these temporary hit points first.
Level +4: 50 temporary hit points
Level +6: 75 temporary hit points
Level +8: 100 temporary hit points
Slots: 5

PASSIVE SYSTEMS

Passive systems are composed of anything that provides a static bonus or property, as well as any other miscellaneous piece of equipment that doesn't fit anywhere else. These miscellaneous pieces of equipment may not even provide any relevant bonuses, and just simply add to the vehicles look or function.

Any Passive system that has a usable power, comes with a Engineering station that can be operated by the pilot or co-pilot or a separate engineering crew member (determined when crafting the system). Any number of passive systems can be linked to a single engineering station or spread among many different stations. The more engineering stations their are means the more crew members that can be used to operate the systems.

Passive systems can be purchased or crafted in much the same way as other advanced items. However some passive systems may have purchases levels and crafting times that depend heavily on the size of the vehicle they are being placed into. For that reason some defence systems will have a purchase level difference and time increase, calculated exactly as the locomotion, manipulators and armor.

ADVANCED TARGETING SYSTEM (PL 5)

Purchase Level: +1 **Market Price:** --
Category: Equipment **Restriction:** Restricted
Time: +5% **Key Skill:** Electrical
The advanced targeting system provides each weapon system installed on the vehicle enhanced targeting capabilities.

Advanced Targeting System	Level +1 Uncommon
Your target screen shows your enemy, and its exact location, making it easy to target.	

Lvl +1	Lvl +9
Lvl +2	Lvl +12
Lvl +6	Lvl +15

Passive System
Vehicle: Medium, Large, Huge, Gargantuan
Property: All vehicle mounted weapon systems gain a +1 enhancement bonus to attack.
Level +3: +2
Level +6: +3
Level +9: +4
Level +12: +5
Level +15: +6
Slots: 1

AIR RECLAMATION SYSTEM (PL 5)

Purchase Level: +1 **Market Price:** --
Category: Equipment **Restriction:** None
Time: +5% **Key Skill:** Mechanical

The air reclamation system purifies a vehicles air, allowing it to last longer. This system works best when applied with an environmentally sealed vehicle.

Air Reclamation System Level +1 Uncommon

Air is recycled several times allowing people within the vehicle to survive hazardous environments.

Lvl +1

Passive System

Vehicle: Large, Huge, Gargantuan

Power (Daily): Minor action. The vehicle enters a save haven mode, protecting all crew occupying a square within the vehicle from a hazardous environment until the end of the encounter or 5 minutes.

Property: If the vehicle is also Environmentally Sealed, the duration of the air supply increases by 10 times.

Slots: 1

CARGO SPACE (PL 5)

Purchase Level: +1 **Market Price:** --
Category: Equipment **Restriction:** None
Time: 10% **Key Skill:** Mechanical

The vehicle has its passenger space converted into cargo space, thus increasing the amount of cargo the vehicle can hold.

Cargo Space Level +1 Common

The vehicle is full of large open areas used extensively to hold cargo and supplies.

Lvl +1

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Reduce the vehicles maximum occupants by half, and double its Carry weight.

Special: If this system is taken during the initial creation of the vehicle, the Purchase level cost and time increase can be ignored.

Slots: --

CLASS I SENSOR ARRAY (PL 5)

Purchase Level: 21 **Market Price:** \$2700
Category: Equipment **Restriction:** None
Time: 8 hours **Key Skill:** Electrical

This array includes radar, HI-definition video, and infrared sensor units.

Class I Sensor Array Level 21 Uncommon

Your target screen shows your enemy, and its exact location, making it easy to target.

Lvl 21 \$2,700

Passive System

Vehicle: Large, Huge, Gargantuan

Property: All crew occupying a space within the vehicle gain a +1 bonus to initiative checks.

Power (At-Will): Minor action. Close burst 100. Effect: Make a perception check. You gain a general knowledge of the surrounding area and the number and location of each non living mechanical target in the area of medium size and larger.

Power (At-will): Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory

Slots: 1

COLLISION DETECTION (PL 5)

Purchase Level: 23 **Market Price:** \$5000
Category: Equipment **Restriction:** None
Time: 10 hours **Key Skill:** Electrical

Collision detection provides warnings when objects approach the vehicle, giving the pilot or driver the time to react.

Collision Detection Level 23 Uncommon

A screen lights up warning of a possible collision, and indicates the direction its coming from.

Lvl 23 \$5,000

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Drivers or pilots gain a +5 bonus to operate checks to "Avoid Hazards", and only require beating an easy DC of their level to regain control of the vehicle.

Slots: 1

COMMAND CENTER (PL 5)

Purchase Level: +1 **Market Price:** --
Category: Equipment **Restriction:** None
Time: +5% **Key Skill:** Mechanical

The command center or bridge of a vehicle houses all the essential functions of the vehicle, allowing for easy access and fast response.

Command Center Level +1 Uncommon

The captain stands in the center of the command center, issuing commands.

Lvl +1

Lvl +4

Lvl +2

Passive System

Vehicle: Gargantuan

Property: While a captain is present on a vehicle, they may grant one crew member per round an additional minor action that must be used during that round.

Level +2: 1 minor action, and 1 move action.

Level +4: 1 minor action, 1 move action, and 1 Standard action.

Note: The additional action can be granted to a single crew member or split among different crew members.

Slots: 3

Environmentally Sealed (PL 5)

Purchase Level: +2

Market Price: --

Category: Equipment

Restriction: None

Time: +10%

Key Skill: Mechanical

The vehicle has been designed to keep the atmosphere inside the vehicle and outside, separate. The vehicle also contains an air supply capable of supplying fresh air for all within the vehicle.

Environmentally Sealed Level +2 Common

Whether it be under the ocean or in outer space, the vehicle will protect the crew from all harmful external effects.

Lvl +2

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Environmental effects such as temperature, gas, weather, etc, do not impact negatively on any crew occupying the vehicles space. Also, the vehicle contains enough air for each crew member for 24 hours. 1 hour in a fresh air environment will fully resupply the air for another 24 hours.

Slots: 2. For every +1 increase to the slots required, increases the duration of the air by 24 hours.

Fire-Linked Weapon Systems (PL 5)

Purchase Level: +2

Market Price: --

Category: Equipment

Restriction: None

Time: --

Key Skill: Electrical

Fire-linked weapons are all identical weapons that point and fire in the exact same direction. The effect create the illusion of a singular weapon that deals greater damage then either weapon alone.

Fire-Linked Weapon Systems Level +2 Uncommon

An array of machine guns all rotate at the same time, firing at a single target.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Choose two identical weapon systems. These two weapon systems are now considered a single weapon system when making attacks. The damage dealt from the new weapon system is the weapons base damage plus 1/4 of its maximum value.

Level +4: 4 identical weapon systems, + 1/2 of its maximum value

Level +6: 8 identical weapon systems, + 3/4 of its maximum value

Level +8: 16 identical weapon systems, +100% of its maximum value

Special: The purchase level modifier is applied only to each weapon added to the link, not the vehicle. This modified purchase level become the new purchase level for each weapon which must be paid. If the weapons are already on the vehicle, only the difference in cost needs to be paid.

Slots: 1

Hanger Bay (PL 5)

Purchase Level: 15

Market Price: \$500

Category: Equipment

Restriction: None

Time: 5 hours

Key Skill: Mechanical

The vehicle converts its cargo space into areas that can hold and deploy other vehicles.

Hanger Bay Level 15 Common

A naval carrier cruises the oceans, containing within it an entire fleet of bombers.

Lvl 15

\$500

Lvl 30

\$35,000

Lvl 20

\$2,000

Lvl +2

--

Lvl 25

\$9,000

Lvl +10

--

Passive System

Vehicle: Large, Huge, Gargantuan

Property: Choose a vehicle size that the hanger bay will hold, and remove 500lbs per square the hanger bay takes up in 3 dimensions (LxWxH) from the vehicles carrying capacity. A vehicle can only hold another vehicle that is smaller than its self.

Power (At-will): Move action. Deploy a vehicle in the hanger by to a location adjacent to the primary vehicle. Also as a move action, place an adjacent vehicle of the appropriate size into an empty hanger bay.

Level 15: One medium sized vehicle.

Level 20: One large sized vehicle, +5 hours crafting time.

Level 25: One Huge sized vehicle, +10 hours crafting time.

Level 30: One gargantuan sized vehicle, +15 hours crafting time.

Level +2: Every +4x4 increase to size, +5 hours crafting time.

Level +10: Used to hold a space ship, +10 hours crafting time.

Slots: 1

**ONBOARD COMPUTER SYSTEM (PL 5)**

Purchase Level: +1 **Market Price:** --
Category: Equipment **Restriction:** None
Time: +5% **Key Skill:** Electrical

The vehicle contains an onboard computer system that allows for its crew to long into and utilize exterior networks and systems.

Onboard Computer System Level +1 Uncommon

Computer terminals have been place throughout the vehicle granting its crew access to the internet and other networks.

Lvl +1

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Crew occupying the vehicles space can make computer use checks as if they had a personal computer with them.

Slots: 1

RADIO TRANSCEIVER (PL 5)

Purchase Level: 21 **Market Price:** \$2700
Category: Equipment **Restriction:** None
Time: 4 hours **Key Skill:** Electrical

The radio transceiver can transmit on multiple frequencies, and can handle up to ten simultaneous conversations at once.

Radio Transceiver Level 21 Common

The radio transceiver allows for communication with allies, in order to call for reinforcements.

Lvl 21 \$2,700

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Up to 10 crew member occupying a space within the vehicle can communicate with anyone else on the current planet using a similar devise.

Slots: 1

WEAPON BATTERIES (PL 5)

Purchase Level: +2 **Market Price:** --
Category: Equipment **Restriction:** None
Time: -- **Key Skill:** Electrical

A weapon battery consists of a cluster of identical weapons that fire as a single weapon. Unlike linked weapon, batteries don't increase the damage dealt, but instead increase the area being attacked.

Weapon Batteries Level +2 Uncommon

An array of machine guns all rotate at the same time, firing at a single target.

Lvl +2

Lvl +6

Lvl +4

Lvl +8

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Choose two identical weapon systems. These two weapon systems are now considered a single weapon system when making attacks. The weapon deals normal damage, but has its burst increased by +1. If the weapon normally does not have a burst effect, then it gains burst 1.

Level +4: 4 identical weapon systems, Burst +2, or Burst 2

Level +6: 8 identical weapon systems, Burst +3, or Burst 3

Level +8: 16 identical weapon systems, Burst +4, or Burst 4

Special: The purchase level modifier is applied only to each weapon added to the link, not the vehicle. This modified purchase level become the new purchase level for each weapon which must be paid. If the weapons are already on the vehicle, only the difference in cost needs to be paid.

Slots: 1

ADVANCED CONSTRUCTION (PL 6)

Purchase Level: +2 **Market Price:** --
Category: Equipment **Restriction:** None
Time: +10% **Key Skill:** Mechanical

Using advanced construction techniques and miniaturization of primary systems, more equipment can be fitted into a vehicle.

Advanced Construction Level +2 Uncommon

Far more systems can be fitted into a smaller space. We truly live in a fantastic era.

Lvl +2

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gain additional slots that can be used to install equipment. A medium sized vehicle gain 1 extra slot, Large gains 2, Huge gains 3, and gargantuan gains 4.

Note: Advanced construction can be taken more then once.

Slots: --

CLASS II SENSOR ARRAY (PL 6)

Purchase Level: 27 **Market Price:** \$15000
Category: Equipment **Restriction:** None
Time: 8 hours **Key Skill:** Electrical

As an upgrade to the Class I Sensor array, this model also includes electromagnetic sensors, and ladar detection units.

Class II Sensor Array Level 27 Uncommon

Your target screen shows your enemy, and its exact location, making it easy to target.

Lvl 27 \$15,000

Passive System

Vehicle: Large, Huge, Gargantuan

Property: All crew occupying a space within the vehicle gain a +2 bonus to initiative checks.

Power (At-Will): Minor action. Close burst 500. Effect: Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

Power (At-will): Move action. Close burst 500. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5 or PL 6 Defense, passive, or weapons systems
- Composition of planets atmosphere

Slots: 1

LASER TRANSCIVER (PL 6)

Purchase Level: 23 **Market Price:** \$5000

Category: Equipment **Restriction:** None

Time: 4 hours **Key Skill:** Electrical

This system uses beams of coherent light to transmit messages at the speed of light, making communication with a solar system possible.

Laser Transceiver Level 23 Common

The problem with being so far away from home is the lack of communication with family and friends.

Lvl 23 \$5,000

Passive System

Vehicle: Medium, Large, Huge, Gargantuan

Property: Up to 10 crew member occupying a space within the vehicle can communicate with anyone else in the solar system.

Slots: 1

CLASS III SENSOR ARRAY (PL 7)

Purchase Level: 33 **Market Price:** \$90000

Category: Equipment **Restriction:** None

Time: 8 hours **Key Skill:** Electrical

As an upgrade to the Class II Sensor array, this model also includes spectroanalyzers, and mass detectors.

Class III Sensor Array Level 33 Uncommon

Your target screen shows your enemy, and its exact location, making it easy to target.

Lvl 33 \$90,000

Passive System

Vehicle: Large, Huge, Gargantuan

Property: All crew occupying a space within the vehicle gain a +3 bonus to initiative checks.

Power (At-Will): Minor action. Close burst 1000. Effect:

Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

Power (At-will): Move action. Close burst 1000. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5, 6, and 7 Defense, passive, or weapons systems
- Composition of planets atmosphere
- Number and location of any creatures on a vehicle.
- Planets prevailing meteorological conditions.

Slots: 1

MASS TRANSCIVER (PL 7)

Purchase Level: 25 **Market Price:** \$5000

Category: Equipment **Restriction:** None

Time: 4 hours **Key Skill:** Electrical

Utilizing the quantum fluctuations within a set of paired particles make extreme distance communication possible.

Mass Transceiver Level 25 Common

The problem with being so far away from home is the lack of communication with family and friends.

Lvl 25 \$9,000

Passive System

Vehicle: Large, Huge, Gargantuan

Property: Up to 10 crew member occupying a space within the vehicle can communicate with anyone else within 5 light years distance.

Slots: 1

CLASS IV SENSOR ARRAY (PL 8)

Purchase Level: 33 **Market Price:** \$90000

Category: Equipment **Restriction:** None

Time: 8 hours **Key Skill:** Electrical

As an upgrade to the Class II Sensor array, this model also includes multiphase radar.

**Class III Sensor Array** **Level 33 Uncommon**

Your target screen shows your enemy, and its exact location, making it easy to target.

Lvl 33 \$90,000

Passive System

Vehicle: Large, Huge, Gargantuan

Property: All crew occupying a space within the vehicle gain a +4 bonus to initiative checks.

Power (At-Will): Minor action. Close burst 1000. Effect:

Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

Power (At-will): Move action. Close burst 1000. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5, 6, 7, and 8 Defense, passive, or weapons systems
- Composition of planets atmosphere
- Number, location and detailed description of any creatures on a vehicle or planet.
- Planets prevailing meteorological conditions.

Slots: 1

DRIVE TRANSCIVER (PL 8)

Purchase Level: 28 **Market Price:** \$20000

Category: Equipment **Restriction:** None

Time: 4 hours **Key Skill:** Electrical

Utilizing the quantum fluctuations within a multiple sets of paired particles make extreme distance communication possible.

Drive Transceiver **Level 28 Common**

The problem with being so far away from home is the lack of communication with family and friends.

Lvl 28 \$20,000

Passive System

Vehicle: Large, Huge, Gargantuan

Property: Up to 10 crew member occupying a space within the vehicle can communicate with anyone else within 50 light years distance.

Slots: 1

WEAPON SYSTEMS

These weapons are mounted to the vehicle and are operated by the driver/pilot or dedicated Tactical Crew member. A character or NPC is capable of operating only one weapon system at a time regardless of how many are on the vehicle. There are two exceptions to this rule; Linked Weapons and Weapon Batteries, both can be found under Passive Systems.

Unless the power specifies differently, vehicle mounted weapons cannot be used with a characters attack powers and are always considered basic attacks. Once a weapon system has been used by a character or NPC it can not be used by another character or NPC until the beginning of the next round. This prevents one weapon system from being used by 5 different characters.

When placed on a vehicle, a weapon system will point in only one direction forcing it to fire in a straight line, or one of the forward diagonal adjacent squares (45 degree angle). When a weapon system is used with a Mount (See manipulators) it gains the ability to attack anything it has line of sight to.

Each weapon that is attached to a vehicle comes with its own tactical station, which is usually at the weapon itself or a remote device elsewhere on the vehicle. The tactical station can be operated either by the pilot or co-pilot, or by a separate tactical crew member (determined when crafting the weapon). Any number of Weapon systems can be linked to a single tactical station or spread among many different stations. The more tactical stations there are means the more crew members that can be used to operate the weapons.

There are several new weapon properties that only apply to vehicle mounted weapon listed below;

Armor Piercing (AP): Armor piercing rounds ignore the resistance a creature or vehicle has against that weapon.

Wall: Weapon attacks everything the wall occupies. If the target is big enough to occupy more than one square in the wall it can be attacked multiple times.

Volley: The weapon is capable of attacking more than one square during its attack phase. All attacks must be within 10 squares of one another. This attack cannot target the same square more than once, but targets can take damage from more than one attack if they are within a burst effect or take up more than one square. The payload for this weapon is the number of volley attacks it can make.

Slow Fire (SF): Weapon requires a standard action to reload. This can be done by another person not operating the vehicle.

Indirect Fire (IF): The weapon is capable of reaching distant targets. The weapon has a third range increment that has a -4 penalty imposed on it. At this distance the target is best stationary, or the attack could miss. For each 1000 square out the target is, requires one full round to hit the target. So a target 1000 squares out would get hit at the beginning of the attackers next turn. If the target moves away from the target square and burst area, the attack misses.

Guided: A weapon with the guided property takes no negatives for range and will redirect its self to hit a target that has moved away. This negates the miss chance imposed by the indirect fire property, but still requires 1 one full round to hit the target for every 1000 squares moved.

Ammunition

Most of the weapons noted in this section use one form of ammunition or another in order to make the attacks. Much of the ammunition can be purchased normally, but in situations where the DM determines that the ammunition can not be bought it can be crafted. The Demolitions DC will be 10 + the Purchase level of the ammo, and the time to craft it will be 1/5 the time to craft the weapon, minimum of 1 hour.

Machine Guns & Miniguns

Machine guns and miniguns are designed to fire off as many rounds of ammunitions as possible, covering a large area in a hail of destruction. These weapons can be found mounted on any type of vehicle.

7.62 MACHINE GUN (PL 5)

Purchase Level: 21 **Market Price:** \$2700
Category: Weapon **Restriction:** Military
Time: 5 Hours **Key Skill:** Mechanical

The 7.62 Machine gun is a belt fed, gas operated medium machine gun. It is also called the 'General Purpose Machine Gun' as it is used extensively by many vehicles.

7.62 Machine Gun Level 21 Uncommon

Lvl 21 \$2,700
Ranged Heavy Weapon
Vehicle: Medium, Large, Huge, Gargantuan
Power (Auto) ♦ At-will (Standard Action)
Attack: Range 50/100, Burst 1, Dex vs. AC. Payload: Linked
Hit: 2D10 damage
Slots: 1
Ammunition (7.62): Purchase level 7 (\$55) per link.

7.62 MINIGUN (PL 5)

Purchase Level: 23 **Market Price:** \$5000
Category: Weapon **Restriction:** Military
Time: 6 Hours **Key Skill:** Mechanical

The minigun is a multi-barreled machine gun with a high rate of fire, employing a gatling-style rotating barrels with an external power source.

7.62 Minigun Level 23 Uncommon

Lvl 23 \$5,000
Ranged Heavy Weapon
Vehicle: Large, Huge, Gargantuan
Power (Auto) ♦ At-will (Standard Action)
Attack: Range 50/100, Burst 2, Dex vs. AC. Payload: Linked
Hit: 2D10 damage
Slots: 2
Ammunition (7.62): Purchase level 7 (\$55) per link.

12.7 MACHINE GUN (PL 5)

Purchase Level: 25 **Market Price:** \$9000
Category: Weapon **Restriction:** Military
Time: 5 Hours **Key Skill:** Mechanical

The 12.7 Machine gun is a belt fed, gas operated medium machine gun.

12.7 Machine Gun Level 25 Uncommon

Lvl 25 \$9,000
Ranged Heavy Weapon
Vehicle: Medium, Large, Huge, Gargantuan
Power (Auto) ♦ At-will (Standard Action)
Attack: Range 60/120, Burst 1, Dex vs. AC. Payload: Linked
Hit: 2D12 damage
Slots: 1
Ammunition (12.7mm): Purchase level 10 (\$120) per link.

12.7 MINIGUN (PL 5)

Purchase Level: 26 **Market Price:** \$12000
Category: Weapon **Restriction:** Military
Time: 6 Hours **Key Skill:** Mechanical
The minigun is a multi-barreled machine gun with a high rate of fire, employing a gatling-style rotating barrels with an external power source.

12.7 Minigun Level 26 Uncommon

Lvl 26 \$12,000
Ranged Heavy Weapon
Vehicle: Large, Huge, Gargantuan
Power (Auto) ♦ At-will (Standard Action)
Attack: Range 60/120, Burst 2, Dex vs. AC. Payload: Linked
Hit: 2D12 damage
Slots: 2
Ammunition (12.7mm): Purchase level 10 (\$120) per link.

14.5 MACHINE GUN (PL 5)

Purchase Level: 27 **Market Price:** \$15000
Category: Weapon **Restriction:** Military
Time: 6 Hours **Key Skill:** Mechanical
The 14.5 Machine gun is a belt fed, gas operated Heavy machine gun and anti-material rifle.

14.5 Machine Gun Level 27 Uncommon

Lvl 27 \$15,000
Ranged Heavy Weapon
Vehicle: Medium, Large, Huge, Gargantuan
Power (Auto) ♦ At-will (Standard Action)
Attack: Range 60/120, Burst 2, Dex vs. AC. Payload: Linked
Hit: 4D6 damage
Slots: 1
Ammunition (14.5mm): Purchase level 12 (\$200) per link.

AUTO-LASER (PL 6)

Purchase Level: 28 **Market Price:** \$20000
Category: Weapon **Restriction:** Military
Time: 8 Hours **Key Skill:** Mechanical
The simplest beam weapon, the auto-laser is often used on any type of vehicle. Its small, compact and often found in groups of other auto-lasers.

Auto-Laser**Level 28 Uncommon**

Lvl 28 \$20,000

Ranged Heavy Energy Weapon**Vehicle:** Medium, Large, Huge, Gargantuan**Power (Auto) ♦ At-will (Standard Action)**

Attack: Range 200/400, Burst 1, Dex vs. Ref. Payload: NA

Hit: 2D12 Fire damage

Slots: 2**Recharge:** Payload recharges after each shot and never runs out.**PARTICLE BEAM REPEATER (PL 7)****Purchase Level:** 32 **Market Price:** \$65000**Category:** Weapon **Restriction:** Military**Time:** 8 Hours **Key Skill:** Mechanical

This weapon fires off rapid beams of high energy streams of protons and neutrons at almost the speed of light, destabilizing the molecular structure of the object it hits.

Particle Beam Repeater**Level 32 Uncommon**

Lvl 32 \$65,000

Ranged Heavy Energy Weapon**Vehicle:** Medium, Large, Huge, Gargantuan**Power (Auto, AP, Lightning) ♦ At-will (Standard Action)**

Attack: Range 200/400, Burst 1, Dex vs. Fortitude. Payload: NA

Hit: 2D12 lightning damage and the creature or vehicle gains vulnerability 5 weapons until the end of your next turn.

Slots: 2**Recharge:** Payload recharges after each shot and never runs out.**QUANTUM AUTO-MASER (PL 8)****Purchase Level:** 35 **Market Price:** \$150000**Category:** Weapon **Restriction:** Military**Time:** 15 Hours **Key Skill:** Mechanical

Using quantum fluctuations, this weapon produces high energy maser compressions that can re-angle in midflight, directing the shots to the intended targets.

Quantum Auto-Maser**Level 35 Uncommon**

Lvl 35 \$150,000

Ranged Heavy Energy Weapon**Vehicle:** Medium, Large, Huge, Gargantuan**Power (Auto, Force) ♦ At-will (Standard Action)**

Attack: Range 200/400, Burst 1, Dex vs. Ref. Payload: NA

Hit: 4D12 force damage. Effect: This attack ignores all cover and concealment.

Slots: 2**Recharge:** Payload recharges after each shot and never runs out.**Automatic Cannon & Grenade Launchers**

Auto cannons and grenade launchers are similar to machine guns in the way they fire off ammunition, but they differ in the size of their ammo. Auto cannon ammunition is much larger than the regular rounds fired by machine guns, and the grenade launcher ammo explodes on contact with its target.

These weapons can be found on any type of vehicle.

20MM AUTO-CANNON (PL 5)**Purchase Level:** 30**Market Price:** \$35000**Category:** Weapon**Restriction:** Military**Time:** 8 Hours**Key Skill:** Mechanical

An auto-cannon is a rapid-fire projectile weapon firing a shell as apposed to a bullet fired by a machine gun.

20mm Auto-Cannon**Level 30 Uncommon**

Lvl 30 \$35,000

Ranged Heavy Weapon**Vehicle:** Large, Huge, Gargantuan**Power (Auto, Wall) ♦ At-will (Standard Action)**

Attack: Range 60/120, Wall 3, Dex vs. AC. Payload: Linked

Hit: 4D6 damage

Slots: 2**Ammunition (20mm):** Purchase level 13 (\$275) per link.**20MM GATLING GUN (PL 5)****Purchase Level:** 27**Market Price:** \$15000**Category:** Weapon**Restriction:** Military**Time:** 8 Hours**Key Skill:** Mechanical

A gatling gun is a rapid fire, multi-barreled auto-cannon capable of extremely high rates of fire.

20mm Gatling Gun**Level 27 Uncommon**

Lvl 27 \$15,000

Ranged Heavy Weapon**Vehicle:** Large, Huge, Gargantuan**Power (Auto, AP) ♦ At-will (Standard Action)**

Attack: Range 75/150, Burst 2, Dex vs. AC. Payload: Linked

Hit: 3D10 damage

Slots: 2**Ammunition (20mm):** Purchase level 13 (\$275) per link.**TWIN 23MM AUTO-CANNONS (PL 5)****Purchase Level:** 33**Market Price:** \$90000**Category:** Weapon**Restriction:** Military**Time:** 12 Hours**Key Skill:** Mechanical

Two 23mm auto-cannons are mounted together, usually in the back of a truck.

Twin 23mm Auto-Cannons Level 33 Uncommon

Lvl 33 \$90,000

Ranged Heavy Weapon

Vehicle: Huge, Gargantuan

Power (Auto, Wall) ♦ **At-will (Standard Action)**

Attack: Range 75/150, Wall 2, Dex vs. AC. Payload: Linked Hit: 3D10 damage

Properties: Roll two attacks and use the best result.

Slots: 3

Ammunition (23mm): Purchase level 15 (\$500) per link.

Note: Uses double the normal ammo for each attack.

25MM CHAIN GUN (PL 5)

Purchase Level: 28 **Market Price:** \$20000

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical

The chain gun is a highly reliable externally powered, chain driven machine gun or auto-cannon.

25mm Chain Gun Level 28 Uncommon

Lvl 28 \$20,000

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Auto, AP) ♦ **At-will (Standard Action)**

Attack: Range 120/240, Burst 1, Dex vs. AC. Payload: Linked Hit: 4D12 damage

Slots: 2

Ammunition (25mm): Purchase level 16 (\$650) per link.

30MM GATLING GUN (PL 5)

Purchase Level: 29 **Market Price:** \$27500

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical

The Gatling Gun is similar to the Chain gun except that it is usually of a larger design.

30mm Gatling Gun Level 29 Uncommon

Lvl 29 \$27,500

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Auto) ♦ **At-will (Standard Action)**

Attack: Range 125/250, Burst 2, Dex vs. AC. Payload: Linked Hit: 5D10 damage

Slots: 2

Ammunition (30mm): Purchase level 17 (\$900) per link.

40MM AUTOMATIC GRENADE

LAUNCHER (PL 5)

Purchase Level: 28 **Market Price:** \$20000

Category: Weapon **Restriction:** Military

Time: 8 Hours **Key Skill:** Mechanical

The automatic grenade launcher launches grenades in volleys that strike their targets at the same time.

40mm Automatic Grenade Launcher Level 28 Uncommon

Lvl 28 \$20,000

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Single-Shot, Volley) ♦ **At-will (Standard Action)**

Attack: Range 60/120; Burst 1, Volley 4, Dex vs. Ref.

Payload: 1

Hit: 4D6 damage

Slots: 2

Ammunition (40mm): Purchase level 6 (\$40) per Volley.

Special: The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.

51MM REPEATING ROCKET

LAUNCHER (PL 5)

Purchase Level: 31 **Market Price:** \$50000

Category: Weapon **Restriction:** Military

Time: 10 Hours **Key Skill:** Mechanical

Usually kept in a multi-barreled launcher, these rockets get launched at the same time and spread out over a large area for maximum destruction.

51mm Repeating Rocket Launcher Level 31 Uncommon

Lvl 31 \$50,000

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Single-Shot, Volley) ♦ **At-will (Standard Action)**

Attack: Range 240/480, Burst 2, Volley 6, Dex vs. Ref

Payload: 1

Hit: 5D6 damage

Slots: 2

Ammunition (50mm): Purchase level 14 (\$350) per Volley.

Special: The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.

GAUSS GUN (PL 6)

Purchase Level: 35 **Market Price:** \$150000

Category: Weapon **Restriction:** Military

Time: 25 Hours **Key Skill:** Mechanical

The gauss gun is an electromagnetic accelerator that fires thousands of tiny ball bearing at an extremely high velocity.

Gauss Gun**Level 35 Uncommon**

Lvl 35 \$150,000

Ranged Heavy Weapon**Vehicle:** Huge, Gargantuan**Power** (Auto) ♦ **At-will (Standard Action)**

Attack: Range 200/400, Burst 1, Dex vs. Ref. Payload: 4000

Hit: 8D12 damage

Slots: 4**Ammunition (Shard):** Purchase level 15 (\$500) per 1000 rounds.**Note:** Each use of the weapon use 100 rounds plus the number of targets hit.**NEUTRON GUN (PL 6)****Purchase Level:** 31**Market Price:** \$50000**Category:** Weapon**Restriction:** Military**Time:** 25 Hours**Key Skill:** Mechanical

This weapon directs an intense blast of neutron radiations at the target. This weapon is devastating when used on other vehicles.

Neutron Gun**Level 31 Uncommon**

Lvl 31 \$50,000

Ranged Heavy Energy Weapon**Vehicle:** Large, Huge, Gargantuan**Power** (Single-Shot, AP, Necrotic) ♦ **At-will (Standard Action)**

Attack: Range 250/500, Dex vs. Fortitude. Payload: 1

Hit: 6D8 Necrotic damage, Effect: All damage from this attack is directed to the vehicles superstructure, ignoring vehicle armor.

Slots: 4**Recharge:** Payload recharges at end of next round.**ANTIMATTER GUN (PL 7)****Purchase Level:** 32**Market Price:** \$65000**Category:** Weapon**Restriction:** Military**Time:** 20 Hours**Key Skill:** Mechanical

Using the same basic technology as the rail cannon, the antimatter gun ejects a piece of antimatter enclosed in a magnetic shell. The impact alone is extremely destructive. Following the initial impact damage, the "splatter" of antimatter from the disintegrating shell creates a cluster-bomb effect around the point of impact.

Antimatter Gun**Level 32 Uncommon**

Lvl 32 \$65,000

Ranged Heavy Energy Weapon**Vehicle:** Large, Huge, Gargantuan**Power** (Single-Shot, Volley, Force) ♦ **At-will (Standard Action)**

Attack: Range 250/500; Burst 2, Volley 3, Dex vs. Ref.

Payload: 1

Hit: 4D12 Force damage

Slots: 2**Ammunition (Shell):** Purchase level 20 (\$2000) per Volley.**Special:** The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.**MASS AUTO-CANNON (PL 7)****Purchase Level:** 32**Market Price:** \$65000**Category:** Weapon**Restriction:** Military**Time:** 20 Hours**Key Skill:** Mechanical

Mass cannon uses gravitic technology to charge a small bit of matter with incredible gravitational energy, then hurl it at a target. The gravitational charge causes the matter to slam into the target like a wrecking ball.

Mass Auto-Cannon**Level 32 Uncommon**

Lvl 32 \$65,000

Ranged Heavy Weapon**Vehicle:** Large, Huge, Gargantuan**Power** (Auto, AP, Wall) ♦ **At-will (Standard Action)**

Attack: Range 120/240; Wall 3, Dex vs. Ref. Payload: Linked

Hit: 3D12 damage

Slots: 3**Ammunition (Matter):** Purchase level 20 (\$2000) per Link.**PLASMA AUTO-CANNON (PL 7)****Purchase Level:** 33**Market Price:** \$90000**Category:** Weapon**Restriction:** Military**Time:** 20 Hours**Key Skill:** Mechanical

Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma towards the target at a high rate of speed.

Plasma Auto-Cannon**Level 33 Uncommon**

Lvl 33 \$90,000

Ranged Heavy Energy Weapon**Vehicle:** Huge, Gargantuan**Power** (Auto, Fire, Lightning) ♦ **At-will (Standard Action)**

Attack: Range 120/240; Burst 1, Dex vs. Ref. Payload: Linked

Hit: 4D12 damage

Slots: 3**Ammunition (Chemicals):** Purchase level 20 (\$2000) per link.

MASER AUTO-CANNON (PL 8)

Purchase Level: 34 **Market Price:** \$120000
Category: Weapon **Restriction:** Military
Time: 20 Hours **Key Skill:** Mechanical
The maser auto-cannon fires a continuous stream of maser compressions that can be directed over a large area.

Plasma Auto-Cannon Level 34 Uncommon

Lvl 34 \$120,000
Ranged Heavy Energy Weapon
Vehicle: Huge, Gargantuan
Power (Single-shot, Wall 4, Force) ♦ **At-will (Standard Action)**
Attack: Range 120/240; Wall 4, Dex vs. Ref. Payload: 1
Hit: 5D10 Force damage
Slots: 4
Recharge: Payload recharges at end of next round.

Cannons

Tank Guns or cannons are often symbolized by their characteristically long barrel and large bore size. They often only fire off one shot before requiring reloading. These weapon are often found only on ground and nautical vehicles.

73MM LOW PRESSURE ROCKET CANNON (PL 5)

Purchase Level: 24 **Market Price:** \$6500
Category: Weapon **Restriction:** Military
Time: 12 Hours **Key Skill:** Mechanical
This is a older large caliber gun found on tanks, as well as field pieces.

73mm Low Pressure Rocket Cannon Level 24 Uncommon

Lvl 24 \$6,500
Ranged Heavy Weapon
Vehicle: Large, Huge, Gargantuan
Power (Single-Shot) ♦ **At-will (Standard Action)**
Attack: Range 120/240, Burst 2, Dex vs. Ref. Payload: 3
Hit: 8D6 damage
Slots: 3
Ammunition (73mm): Purchase level 12 (\$200) per round.

100MM RIFLED TANK GUN (PL 5)

Purchase Level: 31 **Market Price:** \$50000
Category: Weapon **Restriction:** Military
Time: 15 Hours **Key Skill:** Mechanical
This is a older large caliber gun found on tanks, as well as field pieces.

100mm Rifled Tank Gun Level 31 Uncommon

Lvl 31 \$50,000
Ranged Heavy Weapon
Vehicle: Huge, Gargantuan
Power (Slow Fire, AP) ♦ **At-will (Standard Action)**
Attack: Range 200/400, Dex vs. AC. Payload: 1
Hit: 10D8 damage
Slots: 4
Ammunition (100mm): Purchase level 14 (\$350) per round.

105MM RIFLED TANK GUN (PL 5)

Purchase Level: 32 **Market Price:** \$65000
Category: Weapon **Restriction:** Military
Time: 15 Hours **Key Skill:** Mechanical
This was the standard US and western tank main gun for almost 30 years.

105mm Rifled Tank Gun Level 32 Uncommon

Lvl 32 \$65,000
Ranged Heavy Weapon
Vehicle: Huge, Gargantuan
Power (Slow Fire) ♦ **At-will (Standard Action)**
Range 150/300, Burst 5, Dex vs. Ref. Payload: 1
Hit: 10D6 damage
Slots: 4
Ammunition (105mm): Purchase level 14 (\$350) per round.

120MM RIFLED TANK GUN (PL 5)

Purchase Level: 33 **Market Price:** \$90000
Category: Weapon **Restriction:** Military
Time: 18 Hours **Key Skill:** Mechanical
The standard main gun used in most western tanks.

120mm Rifled Tank Gun Level 33 Uncommon

Lvl 33 \$90,000
Ranged Heavy Weapon
Vehicle: Huge, Gargantuan
Power (Slow Fire, AP) ♦ **At-will (Standard Action)**
Attack: Range 150/300, Burst 3, Dex vs. Ref. Payload: 1
Hit: 10D10 damage
Slots: 4
Ammunition (120mm): Purchase level 15 (\$500) per round.

125MM SMOOTHBORE TANK GUN (PL 5)

Purchase Level: 33 **Market Price:** \$90000
Category: Weapon **Restriction:** Military
Time: 18 Hours **Key Skill:** Mechanical
This smoothbore tank gun is used to fire at targets at great range with accuracy.

125mm Smoothbore Tank Gun Level 33 Uncommon

Lvl 33 \$90,000

Ranged Heavy Weapon

Vehicle: Huge, Gargantuan

Power (Slow Fire, AP) ♦ **At-will (Standard Action)**

Attack: Range 500/1000, Dex vs. Ref. Payload: 1

Hit: 10D10 damage

Slots: 4

Ammunition (125mm): Purchase level 15 (\$500) per round.

FUSION BEAM (PL 6)

Purchase Level: 33 **Market Price:** \$90000

Category: Weapon **Restriction:** Military

Time: 20 Hours **Key Skill:** Mechanical

The fusion beam initiates a fusion reaction and then directs the blast at the indicated target. The fusion beam is a powerful weapon but takes time to recharge.

Fusion Beam Level 33 Uncommon

Lvl 33 \$90,000

Ranged Heavy Energy Weapon

Vehicle: Huge, Gargantuan

Power (Single-Shot) ♦ **At-will (Standard Action)**

Attack: Range 150/300, Dex vs. Ref. Payload: 1

Hit: 10D8 Fire damage

Slots: 4

Recharge: Payload recharges at end of next round.

HEAVY LASER CANNON (PL 6)

Purchase Level: 31 **Market Price:** \$50000

Category: Weapon **Restriction:** Military

Time: 18 Hours **Key Skill:** Mechanical

The heavy laser cannon fires a concentrated beam of energy at its target. This weapon is not as powerful as the fusion beam, but can fire at a greater rate of speed.

Heavy Laser Cannon Level 31 Uncommon

Lvl 31 \$50,000

Ranged Heavy Energy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Single-Shot) ♦ **At-will (Standard Action)**

Attack: Range 200/400, Dex vs. Ref. Payload: 1

Hit: 8D8 Fire damage

Slots: 3

Recharge: Payload recharges at beginning of next round.

NEUTRON CANNON (PL 6)

Purchase Level: 35 **Market Price:** \$150000

Category: Weapon **Restriction:** Military

Time: 25 Hours **Key Skill:** Mechanical

This is a scaled up version of the neutron gun and is capable of far greater damage. This weapon ignores a vehicles armor dealing damage directly to the vehicle.

Neutron Cannon Level 35 Uncommon

Lvl 35 \$150,000

Ranged Heavy Energy Weapon

Vehicle: Gargantuan

Power (Single-Shot, AP) ♦ **At-will (Standard Action)**

Attack: Range 250/500, Dex vs. Fortitude. Payload: 1

Hit: 10D8 Necrotic damage, Effect: All damage from this attack is directed to the vehicles superstructure, ignoring vehicle armor.

Slots: 6

Recharge: Payload recharges at end of next round.

HEAVY PLASMA CANNON (PL 7)

Purchase Level: 33 **Market Price:** \$90000

Category: Weapon **Restriction:** Military

Time: 20 Hours **Key Skill:** Mechanical

Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma towards the target at a high rate of speed.

Heavy Plasma Cannon Level 33 Uncommon

Lvl 33 \$90,000

Ranged Heavy Energy Weapon

Vehicle: Huge, Gargantuan

Power (Semi-Auto, Lightning) ♦ **At-will (Standard Action)**

Attack: Range 250/500; Burst 3, Dex vs. Ref. Payload: 3

Hit: 8D12 damage

Slots: 3

Ammunition (Chemicals): Purchase level 15 (\$500) per round.

PARTICLE BEAM CANNON (PL 7)

Purchase Level: 35 **Market Price:** \$150000

Category: Weapon **Restriction:** Military

Time: 25 Hours **Key Skill:** Mechanical

This is a scaled up version of the particle beam repeater that fires a single beam of highly charged particles.

Particle Beam Cannon Level 35 Uncommon

Lvl 35 \$150,000

Ranged Heavy Energy Weapon

Vehicle: Gargantuan

Power (Single-Shot, AP, Lightning) ♦ **At-will (Standard Action)**

Attack: Range 250/500, Dex vs. Fortitude. Payload: 1

Hit: 10D8 Lightning damage, and the creature or vehicle gains vulnerability 10 weapons until the end of your next turn.

Slots: 6

Recharge: Payload recharges at end of next round.

EMP CANNON (PL 8)

Purchase Level: 36 **Market Price:** \$200000
Category: Weapon **Restriction:** Military
Time: 25 Hours **Key Skill:** Mechanical

The EMP cannon induces an electromagnetic pulse effect similar to that of a nuclear explosion. This makes the EMP cannon especially effective against electronic equipment.

Particle Beam Cannon Level 36 Uncommon

Lvl 36 \$200,000

Ranged Heavy Energy Weapon

Vehicle: Huge, Gargantuan

Power (Single-Shot, Lightning) ♦ **At-will (Standard Action)**

Attack: Range 100/200, Burst 3, Dex vs. Fortitude. Payload: 1
Hit: 3D10 lightning damage to creatures or 6D10 lightning damage to vehicles and constructs. Effect: The target is stunned (Save ends).

Slots: 6

Recharge: Payload recharges at end of next round.

Artillery Pieces

Similar to tank guns and cannons, artillery pieces are design to attack targets that are many miles away. These target may not even be visible to the attacker due to their distance. No line of sight is required when using the artillery pieces. These weapons are usually only found on ground and nautical vehicles.

57MM DUAL PURPOSE (PL 5)

Purchase Level: 22 **Market Price:** \$3500
Category: Weapon **Restriction:** Military
Time: 6 Hours **Key Skill:** Mechanical

This dual purpose artillery piece is designed to be used against not only ground forces but also aircraft.

57mm Dual Purpose Level 22 Uncommon

Lvl 22 \$3,500

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan

Power (Auto, IF) ♦ **At-will (Standard Action)**

Attack: Range 180/360/7200, Burst 1, Dex vs. Ref. Payload: Linked

Hit: 6D6 damage

Slots: 3

Ammunition (57mm): Purchase level 20 (\$2000) per link.

60MM MORTAR (PL 5)

Purchase Level: 22 **Market Price:** \$3500
Category: Weapon **Restriction:** Military
Time: 6 Hours **Key Skill:** Mechanical

This mortar is usually mounted on armored vehicles.

60mm Mortar Level 22 Uncommon

Lvl 22 \$3,500

Ranged Heavy Weapon

Vehicle: Medium, Large, Huge, Gargantuan

Power (Single-Shot, SF, IF) ♦ **At-will (Standard Action)**

Attack: Range 50/100/2000, Burst 2, Dex vs. Ref. Payload: 1
Hit: 2D10 damage

Slots: 2

Ammunition (60mm): Purchase level 10 (\$120) per round.

76MM DUAL PURPOSE GUN (PL 5)

Purchase Level: 28 **Market Price:** \$20000
Category: Weapon **Restriction:** Military
Time: 10 Hours **Key Skill:** Mechanical

This single barreled rapid fire artillery piece is designed to be used against not only ground forces but also aircraft.

76mm Dual Purpose Gun Level 28 Uncommon

Lvl 28 \$20,000

Ranged Heavy Weapon

Vehicle: Huge, Gargantuan

Power (Auto, IF) ♦ **At-will (Standard Action)**

Attack: Range 210/420/8400, Burst 3, Dex vs. Ref. Payload: Linked

Hit: 7D6 damage

Slots: 4

Ammunition (76mm): Purchase level 22 (\$3500) per link.

100MM DUAL PURPOSE GUN (PL 5)

Purchase Level: 30 **Market Price:** \$35000
Category: Weapon **Restriction:** Military
Time: 12 Hours **Key Skill:** Mechanical

This long single barreled rapid fire artillery piece is designed to be used against not only ground forces but also aircraft.

100mm Dual Purpose Gun Level 30 Uncommon

Lvl 30 \$35,000

Ranged Heavy Weapon

Vehicle: Huge, Gargantuan

Power (Auto, IF) ♦ **At-will (Standard Action)**

Attack: Range 300/600/12000, Burst 3, Dex vs. Ref. Payload: Linked

Hit: 8D6 damage

Slots: 4

Ammunition (100mm): Purchase level 25 (\$9000) per link.

RAIL CANNON (PL 6)

Purchase Level: 30 **Market Price:** \$35000
Category: Weapon **Restriction:** Military
Time: 12 Hours **Key Skill:** Mechanical

Rail Cannons use a series of electromagnets to propel projectiles down a magnetic track. The projectiles do not contain an explosive charge, but are still vary devastating.

Rail Cannon**Level 30 Uncommon**

Lvl 30 \$35,000

Ranged Heavy Weapon**Vehicle:** Gargantuan**Power** (Semi-Auto, IF, AP) ♦ **At-will (Standard Action)**

Attack: Range 200/400/8000, Dex vs. Ref. Payload: 10

Hit: 6D12 damage

Slots: 4**Ammunition (Shard):** Purchase level 10 (\$120) per round.**HEAVY MASS CANNON (PL 7)****Purchase Level:** 36**Market Price:** \$200000**Category:** Weapon**Restriction:** Military**Time:** 30 Hours**Key Skill:** Mechanical

This mass cannon uses gravitic technology to charge a vary large piece of matter with incredible gravitational energy, then hurl it at a target. The gravitational charge causes the matter to slam into the target like a wrecking ball.

Heavy Mass Cannon**Level 36 Uncommon**

Lvl 36 \$200,000

Ranged Heavy Weapon**Vehicle:** Gargantuan**Power** (Single-Shot, IF) ♦ **At-will (Standard Action)**

Attack: Range 300/600/12000; Dex vs. Ref. Payload: 1

Hit: 12D12 damage

Slots: 5**Ammunition (Matter):** Purchase level 20 (\$2000) per round.**NEUTRONIUM DRIVER (PL 8)****Purchase Level:** 36**Market Price:** \$200000**Category:** Weapon**Restriction:** Military**Time:** 30 Hours**Key Skill:** Mechanical

This version of the rail gun is configured to fire a projectile of false neutronium - a slug the size of a base ball, but with a temporary mass of thousands of tons when fired. Due to the temporary mass of the neutronium, only the largest of vehicles can use the weapon.

Heavy Mass Cannon**Level 36 Uncommon**

Lvl 36 \$200,000

Ranged Heavy Weapon**Vehicle:** Gargantuan**Power** (Single-Shot, IF) ♦ **At-will (Standard Action)**

Attack: Range 300/600/12000; Dex vs. Ref. Payload: 1

Hit: 20D12 damage

Slots: 8**Ammunition (Neutronium):** Purchase level 20 (\$2000) per round.**Missiles**

Missiles are designed to deal damage on a massive scale. These weapons are large and powerful, capable of destroying entire city blocks. Many of the missiles are designed to guide themselves to their target, which could be miles away.

Unlike other weapon systems, Missiles have a weight associated with their ammunition. For most other weapon systems weight has little or no bearing, but some missiles can range from 10 lbs to well over 1000 lbs. The vehicles load must be able to accommodate the missiles weight in order to be used.

These weapons can be found on any type of vehicle.

AT-16 SCALLION (PL 5)**Purchase Level:** 22**Market Price:** \$3500**Category:** Weapon**Restriction:** Military**Time:** 15 Hours**Key Skill:** Mechanical

These direct-fire guided weapons are designed to destroy tanks and other armored vehicles.

AT-16 Warhead**Level 22 Uncommon**

Lvl 22 \$3,500

Ranged Heavy Weapon**Vehicle:** Large, Huge, Gargantuan**Power** (AP, Guided) ♦ **At-will (Standard Action)**

Attack: Range 900/1800/36000, Dex vs. Ref. Payload: 1

Hit: 9D10 damage

Slots: 2**Ammunition (Missile):** Purchase level 21 (\$2700) per missile.

Weight: 100lbs

AGM-114L HELLFIRE 2 (PL 5)**Purchase Level:** 29**Market Price:** \$27500**Category:** Weapon**Restriction:** Military**Time:** 20 Hours**Key Skill:** Mechanical

A vary effective aircraft launched missile, but can often be found on any type of vehicle.

AGM-114L Hellfire 2**Level 29 Uncommon**

Lvl 29 \$27,500

Ranged Heavy Weapon**Vehicle:** Large, Huge, Gargantuan**Power** (AP, Guided) ♦ **At-will (Standard Action)**

Attack: Range 1200/2400/48000, Burst 2, Dex vs. Ref.

Payload: 1

Hit: 12D10 damage

Slots: 2**Ammunition (Missile):** Purchase level 28 (\$20,000) per missile.

Weight: 100lbs

AIM-9M SIDEWINDER (PL 5)

Purchase Level: 27 **Market Price:** \$15000
Category: Weapon **Restriction:** Military
Time: 22 Hours **Key Skill:** Mechanical
This is a typical infrared homing missile, often attached to aircraft and used to destroy other aircraft.

AIM-9M Sidewinder Level 27 Uncommon

Lvl 27 \$15,000

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan
Power (AP, Guided) ♦ **At-will (Standard Action)**
Attack: Range 6400/12800/256000, Burst 2, Dex vs. Ref.
Payload: 1
Hit: 8D10 damage
Slots: 2
Ammunition (Missile): Purchase level 26 (\$12,000) per missile.
Weight: 188lbs

AGM-65 F/G MAVERICK (PL 5)

Purchase Level: 32 **Market Price:** \$65000
Category: Weapon **Restriction:** Military
Time: 30 Hours **Key Skill:** Mechanical
A multi-purpose imaging infrared guidance missile with a delay-fuse warhead. It is used against a variety of armored targets.

AGM-65 F/G Maverick Level 32 Uncommon

Lvl 32 \$65,000

Ranged Heavy Weapon

Vehicle: Huge, Gargantuan
Power (AP, Guided) ♦ **At-will (Standard Action)**
Attack: Range 3960/7920/158400, Burst 3, Dex vs. Ref.
Payload: 1
Hit: 14D10 damage
Slots: 5
Ammunition (Missile): Purchase level 31 (\$50,000) per missile.
Weight: 670lbs

SS-N-22 SUNBURN (PL 5)

Purchase Level: 34 **Market Price:** \$120000
Category: Weapon **Restriction:** Military
Time: 50 Hours **Key Skill:** Mechanical
Supersonic anti-ship missile with inertial guidance and terminal active radar homing.

SS-N-22 Sunburn Level 34 Rare

Lvl 34 \$120,000

Ranged Heavy Weapon

Vehicle: Gargantuan
Power (AP, Guided) ♦ **At-will (Standard Action)**
Attack: Range 19800/39600/792000, Burst 5, Dex vs. Ref.
Payload: 1
Hit: 17D10 damage
Slots: 6
Ammunition (Missile): Purchase level 33 (\$90,000) per missile.
Weight: 8,700lbs

CHE MISSILE (PL 6)

Purchase Level: 32 **Market Price:** \$65000
Category: Weapon **Restriction:** Military
Time: 30 Hours **Key Skill:** Mechanical
The CHE (conventional high-explosive) warhead can destroy a small vessel, but is less effective against larger warships.

CHE Missile Level 32 Uncommon

Lvl 32 \$65,000

Ranged Heavy Weapon

Vehicle: Large, Huge, Gargantuan
Power (AP, Guided, Volley) ♦ **At-will (Standard Action)**
Attack: Range 900/1800/36000, Burst 1, Volley 3, Dex vs. Ref.
Payload: 1
Hit: 4D12 damage
Slots: 4
Ammunition (Missile): Purchase level 31 (\$50,000) per Volley.
Weight: 1,500lbs

MASS REACTION MISSILE (PL 7)

Purchase Level: 32 **Market Price:** \$65000
Category: Weapon **Restriction:** Military
Time: 30 Hours **Key Skill:** Mechanical
This warhead uses a dark matter reaction to unleash a powerful wave of energy. The warhead isn't as damaging as others but has an unparallel blast radius.

Mass Reaction Missile Level 32 Uncommon

Lvl 32 \$65,000

Ranged Heavy Energy Weapon

Vehicle: Large, Huge, Gargantuan
Power (Guided, Force) ♦ **At-will (Standard Action)**
Attack: Range 900/1800/36000, Burst 6, Dex vs. Ref.
Payload: 1
Hit: 5D12 force damage
Slots: 4
Ammunition (Missile): Purchase level 31 (\$50,000) per Volley.
Weight: 1,000lbs

PLASMA MISSILE (PL 7)**Purchase Level:** 34 **Market Price:** \$120000**Category:** Weapon **Restriction:** Military**Time:** 30 Hours **Key Skill:** Mechanical

The plasma warhead is one of the most destructive devices ever constructed. It creates a burst of white-hot plasma that can blast a hole in almost any armor.

Mass Reaction Missile Level 34 Uncommon

Lvl 34 \$120,000

Ranged Heavy Energy Weapon**Vehicle:** Huge, Gargantuan**Power** (AP, Guided, Fire, Lightning) ♦ **At-will (Standard Action)**

Attack: Range 900/1800/36000, Dex vs. Ref. Payload: 1
Hit: 15D12 fire and lightning damage, and criticals on an 18-20.

Slots: 4**Ammunition (Missile):** Purchase level 33 (\$90,000) per missile.

Weight: 1,000lbs

SINGULARITY MISSILE (PL 8)**Purchase Level:** 42 **Market Price:** \$1200000**Category:** Weapon **Restriction:** Military**Time:** 30 Hours **Key Skill:** Mechanical

The singularity warhead creates a black hole that sucks in the target, temporary removing them from reality.

Singularity Missile Level 42 Uncommon

Lvl 42 \$1,200,000

Ranged Heavy Energy Weapon**Vehicle:** Gargantuan**Power** (Guided, Force, Necrotic) ♦ **At-will (Standard Action)**

Attack: Range 900/1800/36000, Burst 3, Dex vs. Ref.
Payload: 1

Hit: 10D12 Necrotic damage, and the target is removed from play until the end of your next turn. At the end of your next turn when the target returns to its original square, it takes an additional 10D12 force damage.

Ammunition (Missile): Purchase level 41 (\$900,000) per missile.

Weight: 2,500lbs

VEHICLE TRAITS

A vehicles traits are the little things added to a vehicle during its construction that has no monetary value, but can still affects the vehicle and its crew during combat. These traits add depth to a vehicle, and through bonuses, portray what the vehicle is capable of.

These traits can be as simple as saying that the vehicle is covered, granting all crew within it cover, or that it is stable, allowing it to ignore difficult terrain. The number of traits a vehicle can have it not set. A vehicle can have as many traits as is required to reach the specific concept for the vehicle.

Traits do not increase the purchase level of the vehicle or its crafting DC.

TRAIT**Covered**

While occupying a square within the vehicles space, a creature gains cover from all attacks outside that space.

TRAIT**Enclosed**

While occupying a square within the vehicles space, a creature gains superior cover from all attacks outside that space.

TRAIT**Sealed**

Creatures occupying squares within a vehicle space or out side the vehicle space do not have line of effect with one another.

TRAIT**Stable**

The Vehicle can ignore difficult terrain while moving.

TRAIT**Manoeuvrable**

The driver gains a +5 item bonus to operate checks with this vehicle.

TRAIT**Responsive**

The driver or pilot within the vehicle gain a +2 item bonus to initiative checks.

TRAIT**Amphibious**

The vehicle can operate normally under water.

TRAIT**Tough**

The vehicle gains a +10 bonus to its strength score.

SPACE SHIPS

Space faring vessels are as much a part of science fiction as exotic aliens, bug-eyed monsters, and laser guns. Starships transport your heroes into strange new worlds, and carry them into fantastic battles in interstellar space. The starship is part high-tech war chariot, part home away from home.

Rules for vehicle combat and vehicle creation and customization are already given in the vehicles chapter. This section will talk about a few changes when using Space ships in combat, and customizing or creating space ships from scratch.

Space Combat

The rules for vehicle combat have already been given, and have not changed for space combat. Like vehicle scale combat, space combat unfolds on a square grid, with each space ship occupying one or more squares on that grid. As with vehicle scale combat, space combat plays out in rounds, with each character within that space ship playing out their actions during that round.

The primary difference between vehicle scale combat and space combat is that each square in space measures 500 feet along a side, instead of 5 feet. Every vehicle mounted weapon, defense, or passive system that uses squares as a range for their effects will follow this scale, even if it was originally meant for a planetary vehicle.

Travel

At PL 6 and greater, Locomotions capable of space travel are available. These forms of locomotion grant the vehicle a Space speed which is given as a combat speed, and speed outside of combat.

The combat speed is given in squares, which are 500 feet on a side instead of 5 feet. This is the speed the space ship can move during a move action in combat.

The speed outside of combat is given in AU (astronomical unit), which is the distance between the earth and the sun. This is the speed the ship can travel per hour, outside of combat. An AU of 1 would allow a ship to travel at 93 million miles per hour. Even at this speed it would still take 30 years to reach Alpha Centauri, 4.2 light years away.

AU Per hr	Travel Time From Earth				
	Sun	Venus	Mars	Saturn	Pluto
.1	10 hrs	7 hrs	15 hrs	70 hrs	380 hrs
.5	2 hrs	1.4 hrs	3 hrs	14 hrs	76 hrs
1.0	1 hr	0.7 hrs	1.5 hrs	7 hrs	38 hrs
1.5	0.7 hrs	0.5 hrs	1 hr	4.5 hrs	25 hrs
2.0	0.5 hrs	0.3 hrs	0.7 hrs	3.5 hrs	19 hrs

Creation and Customization

The rules for creating and customizing space ships utilize the same rules and procedures found earlier in this chapter for creating any other type of vehicle. However, due to the size and scope of space ships a few changes were made for added ease and realism. These changes are noted below.

Space ship Size

The size of the space ship is the most important step in the creations process. The size of the ship determines almost every major starting value the ship has including it starting level, hit points, defenses, and maximum crew.

The purchase levels for space ships are vary high, making it difficult, if not impossible for a single character to purchase or craft. The time table for crafting even a small space ship can be on the scale of years, even for a large crew of workers, and the cost can easily be in the millions if not billions.

Vehicle Size	Starting Level	Base Strength	Max Occupants	Purchase Level
Tiny	1	--	200	42
Small	2	--	500	47
Medium	4	--	2000	50
Large	6	--	8000	55
Huge	8	--	18000	60
Gargantuan	10	--	32000	65
+ 1x1	+1	--	+5000	+1

Tiny Spaceships are usually short range fighters, or shuttles and can be up to 150 feet long. It occupies a 150-foot-by-150-foot fighting space, and up to 9 tiny starships can occupy a single 500-foot square.

A tiny space ship counts as a medium vehicle for the purposes of its superstructure, locomotion, manipulators, armor, and equipment.

Small Spaceships are usually long-range fighters, or bombers and can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to 4 tiny starships can occupy a single 500-foot square.

A tiny space ship counts as a medium vehicle for the purposes of its superstructure, locomotion, manipulators, armor, and equipment.

Medium Spaceships are usually escorts or small freighters for cargo or civilian transport and can be up to 251-500 feet long. It occupies a 500-foot-by-500-foot fighting space, and occupies a single 500-foot square (1x1).

Large Spaceships are usually Heavy Destroyers, and military frigates and can be up to 501-1,000 feet long. It occupies a 1000-foot-by-1000-foot fighting space, and occupies 4 500-foot squares (2x2).

Huge Spaceships are usually bulk freighters, and Warships and can be up to 1,001-1,500 feet long. It occupies a 1500-foot-by-1500-foot fighting space, and occupies 9 500-foot squares (3x3).

Gargantuan Spaceships make up some of the largest known ships in existence such as giant Battleships, Fleet Carriers, and Heavy Transports. These monsters can be up to 1,501-2,000 feet or longer. It occupies a 2000-foot-by-2000-foot fighting space, and occupies 16 500-foot squares (4x4).

Larger fighting spaces are possible for space ship greater than 2,000 feet in size. For every 500 feet greater in size the space ship is, increase its fighting space by-500 feet (1x1). So a dreadnought that is 3,000 feet long would occupy a 3000-foot-by-3000-foot fighting space, and would occupy 36 500-foot squares (6x6).

A space ships design can be anything that can fit into its fighting space. Even thou a large spaceship has a 1000-foot-by-1000-foot fighting space it may only be 1000 feet long, 500 feet at its widest, and only 200 feet tall. Just because it has a large fighting space doesn't mean it has to fill it up completely.

Most space ships have multiple levels to them and unlike the vehicle creation systems, additional levels don't need to be added into the cost of the ship. A starship can have as many levels as is reasonable for its fighting space. This does not increase its level, cost, or the maximum number of passengers it can have.

Strength

Unlike vehicles, starships have no strength value. Due to the properties of space a strength stat would serve no purpose. The only factor that comes into play is determining how much mass a starship can push or pull. A space ship can push or pull another object up to 4 times the mass of the space ship, but is slowed while doing so.

Space Ship Load

The space ships load or its carrying capacity depends on how many squares the ship takes up in 2 dimensions (LxW). The space ships load is 250 tons per square it takes up on the board. Tiny space ships have a load of 25 tons, while small space ships have a load of 75 tons. This is simply the space ships maximum load and does not need to be its actual load.

Space Ship Weight

While in space a space ships weight has vary little value. If it become required to know a ships weight then the ships superstructures weight is in tons instead of pound, and that value is multiplied by 100. So a space ship using a steel superstructure would instead weight 50,000 tons instead of 500lbs per square it takes up in 2 dimensions (LxW).

Tiny space ships would weigh the superstructures weight in tons, while a small space ship would to the same but with a multiplier of 10. A space ships weight is not set in stone and should reflect the vision of the ship. Choose a weight that fits the ship and its size.

THE GARAGE

So now that we know how to craft a vehicle, all that's left is to actually build one using the guidelines provided. The following example will take you through building a tank from the ground up, and will note every crafting check, price and time modifiers. If you have difficulty following along, review the Crafting Advanced Items chapter for details, such as adding +10 to the purchase levels to get the crafting DC.

Getting Started

First things first, we select the type and size of the vehicle. The vehicle type is the least important and only serves to fuel the design of the overall vehicle. The size of the vehicle is the most important as everything that comes after is based on the size in some way.

So to build a tank we decide that the vehicle will be a Gargantuan Ground vehicle. This gives us the following stats;

Vehicle Size	Starting Level	Base Strength	Max Occupants	Purchase Level
Gargantuan(4x4)	4	20	30	35

This tank will be a single level vehicle, and we'll give it the dimensions of 4x4x2 (LxWxH).

Crafting DC: 45 (35 + 10)
Crafting Time: 320 hours (32 square area x 10 hours)
Starting Purchase level: 35

Selecting the level

Since the vehicle is a tank, we decide that it needs to be at a higher level, giving it more hit points and defenses. A good level for a tank is 10, requiring a level increase of +6. This gives us a Base Purchase level of 41. The starting purchase level remains the same, and will be used to determine the cost of all other modifications except for the superstructure.

Crafting DC: 51 (45 + 6)
Crafting Time: 320 hrs
Base Purchase level: 41 (35 + 6)

Determining crew and Load

A tanks is not meant to have a large crew, so it is determined that the max occupancy of the tank will be a crew of 4, rather than the maximum of 30.

The maximum load of the tank would normally be 16000lbs for a vehicle of its size, but its decided that its load will only be 5000lbs as its only a tank.

Selecting the vehicle Superstructure

Being a Tank, the vehicle needs a tougher superstructure than normal. Hi-grade steel alloys makes good sense for the tanks superstructure. The Steel alloy gives the tank 400 hit points but also increases the Base purchases level by +1, making it a total of 42.

The first crafting check is performed at this point. The crafting DC will be a 52 mechanical check, and take 320 hours to complete.

Crafting DC: 52 (41 + 10 + 1)
Crafting Time: 320 hrs
Final Purchase level: 42 (41 + 1)
Cost: \$1,200,000

How It Moves

The next step, so long as the superstructure has been built properly is to select the locomotion for the tank. Since it is a tank, we choose to add Treads to the vehicle. The treads have a purchase level modifier of +3 and a time modifier of +20%

At this point you make a crafting check for the form of locomotion added, which in this case is the treads.

Crafting DC: 48 (35 + 10 + 3)
Crafting Time: 64 hours (20% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 38 (35 + 3)
Cost: \$200,000 (\$350,000 - \$150,000)

Can It Move Something

At this point you can add any manipulators to the vehicle you want, but being a tank we decide that no manipulators are required for this vehicle.

How To Protect It

All tanks need armor, and this tank is no exception. We decide that standard Steep plating will be more than enough for this tank. The Steel plating as a purchase level modifier of +2 and a time modifier of +10%.

At this point you make a crafting check for the armor being added to the tank.

Crafting DC: 47 (35 + 10 + 2)
Crafting Time: 32 hours (10% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 37 (35 + 2)
Cost: \$125,000 (\$275,000 - \$150,000)

Adding Equipment

For Defense, we're giving the tank Reactive Armor. It has a purchase level increase of +2 and a time increase of +5%.

Crafting DC: 47 (35 + 10 + 2)
Crafting Time: 16 hours (5% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 37 (35 + 2)
Cost: \$125,000 (\$275,000 - \$150,000)

For a Passive system, we're giving the tanks a Radio Transceiver. It has a purchases level of 21 and takes 4 hours to build.

Crafting DC: 31 (21 + 10)
Crafting Time: 4 hours
Purchase level: 21
Cost: \$2,700



For a weapon, we're giving the tank a 100mm rifled tank gun. It has a purchase level of 31 and takes 15 hours to make.

Crafting DC: 41 (31 + 10)

Crafting Time: 15 hours

Purchase level: 31

Cost: \$50,000

Finish It Up

So once we have finally decided on the final design of the tank we need to make a total of 6 crafting checks.

1. Structure - DC 52 mechanical
2. Locomotion - DC 48 mechanical
3. Armor - DC 47 mechanical
4. Defense System - DC 47 mechanical
5. Passive System - DC 31 electrical
6. Weapon System - DC 41 Mechanical

The final Cost comes to \$1,702,700 and will take a total of 451 hours to craft.

Once the Defenses and stats have been place in the area of the crafters choosing, the final product should look like this, the crafting time and market price have been rounded up for ease;

Adding to a finished Vehicle

So the vehicle has already been made and you want to add too it, creating a modified vehicle. You want to increase the level of the tank by 5.

Adding levels

So being a level 10 gargantuan tank means that it already has 6 levels added to it, and by looking at its hit points you can see its superstructure is made of Steel Alloy. All this give the vehicle a Final purchase level of 42. Adding an extra 5 levels increases that purchase level to 47, and requires a crafting check of 57 mechanical in order to complete. The cost will be the difference in price between level 10 purchase level and level 15 purchase level, which is \$3,800,000.

The crafting time is 5% for each level increased. So a 5 level increase become 25% of the base crafting time of the vehicle. So 25% of 320 hours would be 80 hours to add 5 levels to the tank.

Adding Other Modifications

Adding additional modifications works the same way as adding the original modifications. Just use the starting Purchase level and add the purchase level increase of the modification added to get the new Crafting DC. The price will be the difference in cost between the starting purchase level and modified purchases level.

TANK (PL 5)

Purchase Level: 47

Category: Vehicle

Time: 450 Hours

One of the most destructive vehicle on the ground.

Market Price: \$5,000,000

Restriction: Military

Key Skill: Mechanical

Tank		Level 10 Vehicle	
Gargantuan Natural Construct		XP 100	
HP 400 Steel Alloy; Bloodied 200		Initiative +0	
AC 26, Fortitude 27, Reflex 26, Will --		Perception +0	
Speed 50			
Immune charm, decease, fear			
Resist 5 All, except for heavy weapons			
CREW			
Driver			
One driver controls all movement of the vehicle.			
Tactical			
Two crew required to fire and reload primary weapon.			
Engineer			
One crew required for Reactive armor to function.			
TRAITS			
Sealed			
Creatures occupying squares within a vehicle space or out side the vehicle space do not have line of effect with one another.			
Movement			
The vehicle can make a 360 turn as a move action while stopped.			
STANDARD ACTIONS			
100mm Rifled Tank Gun (Slow Fire, AP) ♦ At-will			
Attack: Range 200/400, Dex vs. AC. Payload: 1			
Hit: 10D8 damage			
TRIGGERED ACTIONS			
Reactive Armor ♦ Daily			
Trigger: Your vehicle is hit by an attack that deals damage.			
Effect (Immediate Reaction): The damage of the triggering attack is reduced by 20.			
Str 20 (+10)	Dex 18 (+9)	Wis 0 (+0)	
Con 21 (+10)	Int 0 (+0)	Cha 0 (+0)	
Alignment none		Languages none	
Load 4 medium creatures, 5000lbs carry weight			
Weight: 16 Tons			

CHARACTER NAME						LEVEL		PRIMARY CLASS		HYBRID CLASS		CROSS CLASS		PARAGON PATH		XP													
RACE		SIZE		AGE		GENDER		HEIGHT		WEIGHT		EYES		HAIR		SKIN		ALIGNMENT											
INITIATIVE								DEFENSES								MOVEMENT													
SCORE		DEX		1/2 LVL		MISC		AC		ARMOR		CLASS		FEAT		ENCH		SCORE (SQUARES)		BASE		ARMOR		ITEM		MISC			
		INITIATIVE								10+1/2 Lvl										SPEED									
CONDITIONAL MODIFIERS								CONDITIONAL MODIFIERS								SPECIAL MOVEMENT													
ABILITY SCORES								Armor Type: Shield Type:								SENSES													
SCORE		ABILITY		BONUS		BASE		MOD		CHECK		FORT		ABILITY		CLASS		FEAT		ENCH		SCORE		PASSIVE SENCE		BASE		SKILL	
		STR												10+1/2 Lvl										PASSIVE INSIGHT		10+			
		CON																						PASSIVE PERCEPTION		10+			
		DEX												REF		ABILITY		CLASS		FEAT		ENCH		SPECIAL SENSE					
		INT												10+1/2 Lvl															
		WIS												WILL		ABILITY		CLASS		FEAT		ENCH							
		CHA												10+1/2 Lvl															
HIT POINTS								ACTION POINTS								ATTACK WORKSPACE													
MAX HP		Bloodied		SURGE VALUE		SURGES/DAY		REMAINING		MILESTONES		AP		ATK		ABILITY		CLASS		PROF		FEAT		ENCH					
								ACTION POINTS																					
0		1/2		1/4		SURGE USED		ADDITIONAL AFFECT FOR SPENDING ACTION POINTS								DAMAGE WORKSPACE													
TOUGHNESS FEAT																DAMAGE		ABILITY		FEAT		ENCH		MISC					
HIT POINTS LEFT																+													
TEMP HP AQIRED																ABILITY													
TEMP HIT POINTS LEFT																DAMAGE		ABILITY		FEAT		ENCH		MISC					
SECOND WIND 1/ENCOUNTER				USED												+													
DEATH SAVING THROWS																ABILITY													
SAVING THROW MODS																BASIC ATTACKS													
RESISTANCES																ATK VS DEF		WEAPON OR POWER		DAMAGE									
CURRENT CONDITIONS																													
SKILLS								CLASS/PATH/DESTINY FEATURES								FEATS													
BONUS		SKILL NAME		MOD		TRAINED		MISC																					
		ACROBATICS		DEX																									
		ARCANA		INT																									
		ATHLETICS		STR																									
		BLUFF		CHA																									
		COMPUTER USE		INT																									
		DEMOLITIONS		INT																									
		DIPLOMACY		CHA																									
		DUNGEONEERING		WIS																									
		ELECTRICAL		INT																									
		ENDURANCE		CON																									
		FORGERY		INT																									
		HEAL		WIS																									
		HISTORY		INT																									
		INSIGHT		WIS																									
		INTIMIDATE		CHA																									
		MECHANICAL		INT																									
		NATURE		WIS																									
		OPERATE		DEX																									
		PRECEPTION		WIS																									
		RELIGION		INT																									
		REPAIR		INT																									
		STEALTH		DEX																									
		STREETWISE		CHA																									
		STRUCTURAL		INT																									
		THIEVERY		DEX														</											

MAGIC ITEMS

[illegible]

RITUALS

[illegible][illegible]

COMPANIONS/ALLIES/HENCHMEN/ANIMAL COMPANIONS

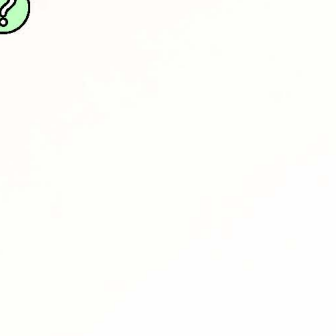
[illegible]

CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality _____

Character Sketch

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Contacts/Friends

Enemies	

Quote(s) _____

Will _____

Will _____

BACKGROUND & NOTES

[illegible]