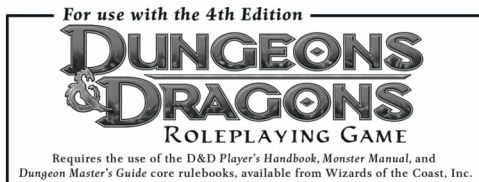


# BIOHAZARD



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**Publisher:** Dias Ex Machina, Goodman Games

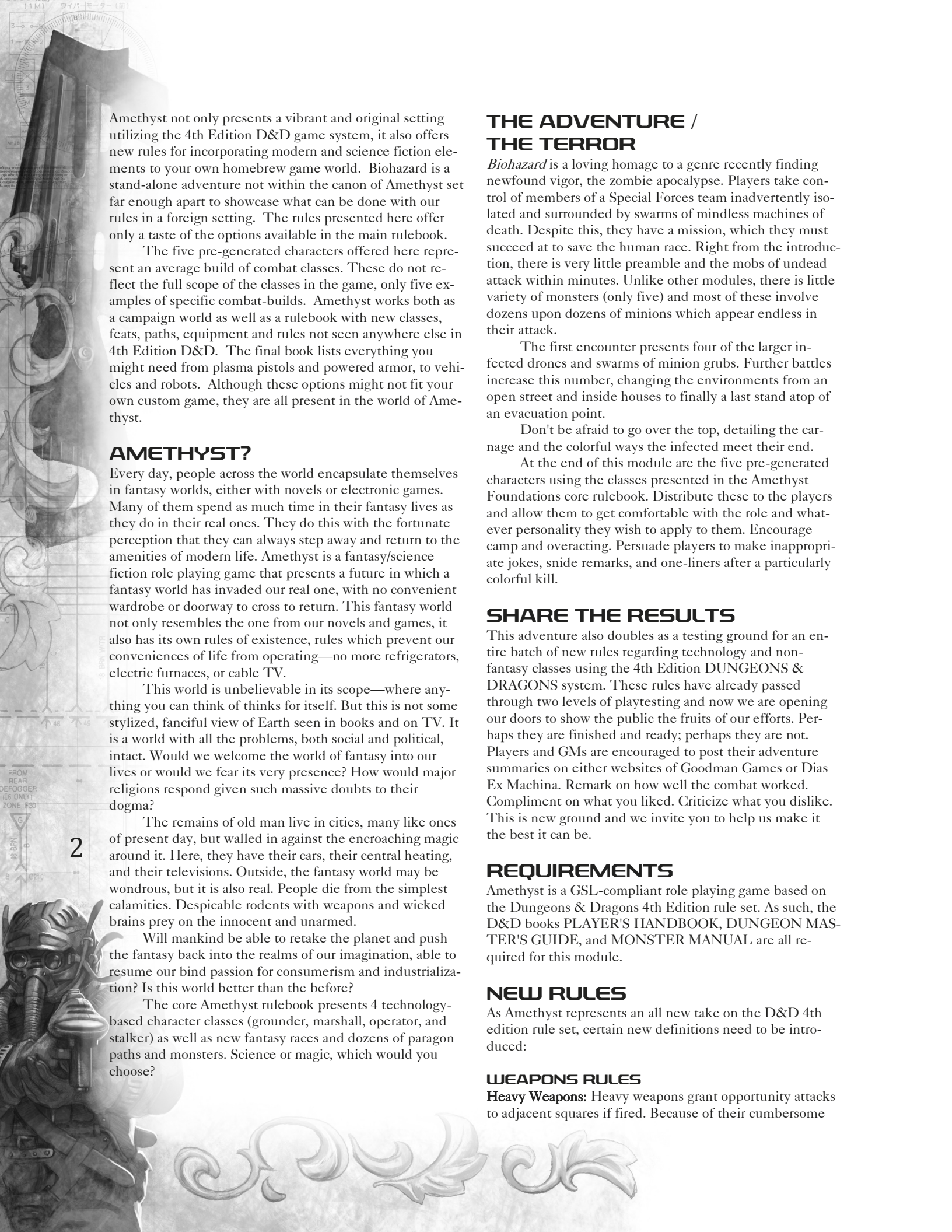
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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.







Amethyst not only presents a vibrant and original setting utilizing the 4th Edition D&D game system, it also offers new rules for incorporating modern and science fiction elements to your own homebrew game world. *Biohazard* is a stand-alone adventure not within the canon of Amethyst set far enough apart to showcase what can be done with our rules in a foreign setting. The rules presented here offer only a taste of the options available in the main rulebook.

The five pre-generated characters offered here represent an average build of combat classes. These do not reflect the full scope of the classes in the game, only five examples of specific combat-builds. Amethyst works both as a campaign world as well as a rulebook with new classes, feats, paths, equipment and rules not seen anywhere else in 4th Edition D&D. The final book lists everything you might need from plasma pistols and powered armor, to vehicles and robots. Although these options might not fit your own custom game, they are all present in the world of Amethyst.

## AMETHYST?

Every day, people across the world encapsulate themselves in fantasy worlds, either with novels or electronic games. Many of them spend as much time in their fantasy lives as they do in their real ones. They do this with the fortunate perception that they can always step away and return to the amenities of modern life. Amethyst is a fantasy/science fiction role playing game that presents a future in which a fantasy world has invaded our real one, with no convenient wardrobe or doorway to cross to return. This fantasy world not only resembles the one from our novels and games, it also has its own rules of existence, rules which prevent our conveniences of life from operating—no more refrigerators, electric furnaces, or cable TV.

This world is unbelievable in its scope—where anything you can think of thinks for itself. But this is not some stylized, fanciful view of Earth seen in books and on TV. It is a world with all the problems, both social and political, intact. Would we welcome the world of fantasy into our lives or would we fear its very presence? How would major religions respond given such massive doubts to their dogma?

The remains of old man live in cities, many like ones of present day, but walled in against the encroaching magic around it. Here, they have their cars, their central heating, and their televisions. Outside, the fantasy world may be wondrous, but it is also real. People die from the simplest calamities. Despicable rodents with weapons and wicked brains prey on the innocent and unarmed.

Will mankind be able to retake the planet and push the fantasy back into the realms of our imagination, able to resume our bind passion for consumerism and industrialization? Is this world better than the before?

The core Amethyst rulebook presents 4 technology-based character classes (grounder, marshal, operator, and stalker) as well as new fantasy races and dozens of paragon paths and monsters. Science or magic, which would you choose?

## THE ADVENTURE / THE TERROR

*Biohazard* is a loving homage to a genre recently finding newfound vigor, the zombie apocalypse. Players take control of members of a Special Forces team inadvertently isolated and surrounded by swarms of mindless machines of death. Despite this, they have a mission, which they must succeed at to save the human race. Right from the introduction, there is very little preamble and the mobs of undead attack within minutes. Unlike other modules, there is little variety of monsters (only five) and most of these involve dozens upon dozens of minions which appear endless in their attack.

The first encounter presents four of the larger infected drones and swarms of minion grubs. Further battles increase this number, changing the environments from an open street and inside houses to finally a last stand atop of an evacuation point.

Don't be afraid to go over the top, detailing the carnage and the colorful ways the infected meet their end.

At the end of this module are the five pre-generated characters using the classes presented in the Amethyst Foundations core rulebook. Distribute these to the players and allow them to get comfortable with the role and whatever personality they wish to apply to them. Encourage camp and overacting. Persuade players to make inappropriate jokes, snide remarks, and one-liners after a particularly colorful kill.

## SHARE THE RESULTS

This adventure also doubles as a testing ground for an entire batch of new rules regarding technology and non-fantasy classes using the 4th Edition DUNGEONS & DRAGONS system. These rules have already passed through two levels of playtesting and now we are opening our doors to show the public the fruits of our efforts. Perhaps they are finished and ready; perhaps they are not. Players and GMs are encouraged to post their adventure summaries on either websites of Goodman Games or Dias Ex Machina. Remark on how well the combat worked. Compliment on what you liked. Criticize what you dislike. This is new ground and we invite you to help us make it the best it can be.

## REQUIREMENTS

Amethyst is a GSL-compliant role playing game based on the Dungeons & Dragons 4th Edition rule set. As such, the D&D books *PLAYER'S HANDBOOK*, *DUNGEON MASTER'S GUIDE*, and *MONSTER MANUAL* are all required for this module.

## NEW RULES

As Amethyst represents an all new take on the D&D 4th edition rule set, certain new definitions need to be introduced:

### WEAPONS RULES

**Heavy Weapons:** Heavy weapons grant opportunity attacks to adjacent squares if fired. Because of their cumbersome

nature, if you move or are moved any distance you suffer a -4 penalty to attack rolls with heavy weapons until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty).

**Small Arms, One—Handed:** One-handed small arms do not grant opportunity attacks if fired.

**Small Arms, Two—Handed:** Two-handed small arms grant opportunity attacks to adjacent squares if fired. Because of their cumbersome nature, if you move more than 1 square or are moved more than 1 square, you suffer a -2 penalty to attack rolls with two-handed small arms until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty).

**Reloading Weapons:** Weapons are manual or clip—loading. Reloading one weapon of any type requires a move action. Certain powers and feats may alter this rule. Reloading does not provoke an opportunity attack.

**Switching Weapons:** Although drawing a weapon is a minor action, switching weapons without dropping one requires two minor actions (one to return-or sheath a weapon—the other to draw the second). Some abilities and feats may alter this rule.

**Going Medieval:** Of course, you could always use your firearms as melee weapons in a pinch. One—handed weapons (pistols) act as 1d4 damage clubs and two—handed weapons (including heavy weapons) act as 1d6 damage clubs. You do not gain the proficiency bonus from the firearm if using it as a melee weapon unless you have a proficiency in a club or simple weapons.

## WEAPON PROPERTIES

In addition to the properties listed in the D&D PLAYER'S HANDBOOK, weapons in Amethyst can also carry these additional features:

**Auto:** A weapon with the auto property can fire one round of ammunition per attack roll with any ranged attack power without an auto keyword. You fire five rounds of ammunition per attack roll with attack powers with the auto keyword. An auto weapon is not a heavy auto weapon. Heavy auto weapons are weapons with much higher firing rates.

**Heavy Auto:** These larger weapons have no single shot option. They always fire at least ten rounds of ammunition per attack roll regardless of the power being used. If you fire a heavy auto weapon with a non-auto power, the additional ammunition used is wasted. Some attack powers have additional abilities when firing weapons with the heavy auto property. Heavy auto weapons not mounted require Str 13 to use. Heavy auto weapons are all heavy weapons.

**Sniper:** These weapons contain advanced targeting systems for long-range fire.

*Power (Daily):* Free action. If you hit, add +5 to attack for the purposes of Marksman Talent.

*Special:* Sniper weapons list two bonuses for proficiency. You only receive the full proficiency bonus if you use a move action to aim. The full proficiency bonus ends if you move or are moved. The effect does not expire otherwise.

**Things to look out for:** A GM should keep an eye on player actions to ensure two elements they are sure to "forget" during gameplay. The obvious one is ammo usage, as players may not spend the required move action to reload a weapon and may fire rounds haphazardly without care for ammo supply. The second is the easier to notice aspect of player movement. If a player uses their two-handed weapon, they may forget to take into account attack penalties if moving.

## DEMOLITIONS

Mandy has the demolition skill trained. Here is a rundown to how it works. You can set and disarm explosives. This includes all manners of mechanical and electronic detonators. Placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Attacking with Explosives:** Using Demolitions involves setting an explosive before an engagement or during one.

**Setting Explosives:** Each Demolitions skill roll takes a standard action.

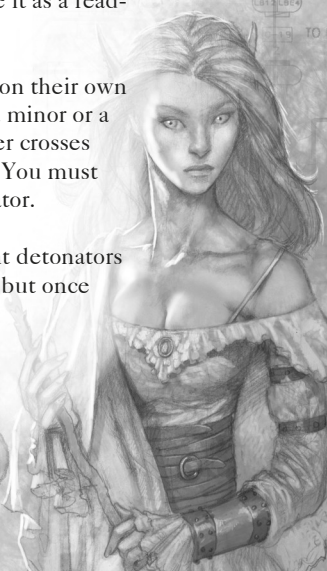
**Wiring Explosives Together:** DC15 for every additional block wired up. Additional blocks increase damage and burst (see Using Grenades and Explosives). Only one detonator is required per wired block but the blocks must be all in one spot. You can string several explosives at several locations to be triggered at the same time but the detonators must all be the same. Each location must have one detonator. You roll to wire blocks to a detonator, not when wiring detonators together. Detonators wired together do not all have to be triggered at once. You can choose to trigger any detonators you have control over with your action.

**Timed Detonator:** DC15. Timed explosives detonate at a set time and cannot be prematurely detonated. Detonation takes no action.

**Remote Detonator:** DC15. You may detonate an explosive by using a minor action. You may also detonate it as a readied action.

**Triggered Explosives:** DC20. These detonate on their own as an immediate interrupt and do not require a minor or a readied action. They go off when a target either crosses over it, or before it moves out of its burst area. You must determine the trigger when you set the detonator.

**Multiple Detonators:** You can implant different detonators in an explosive and employ any of the triggers but once triggered, unused detonators are lost.





**Failure:** Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the explosive goes off as the detonator is being installed. You cannot accidentally detonate explosives when wiring them together, only when implanting the detonator. A failure with wiring explosives together means the extra wired explosives will not go off.

**Proper Placement:** You can carefully set the explosive in such a way to do maximum damage. If you beat the DC roll by 10 or more, you gain +2 damage from the explosive. If you beat the DC roll by 15 or more, you gain an additional +3 damage from the explosive. Your final Demolitions skill roll is also the DC someone other than you needs to beat to disarm your explosive.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The GM can set the DC or make a Demolitions skill check based on who planted the explosive. The DC to disarm is equal to the Demolition skill roll made when the explosive was set. If you fail the check, you do not disarm the explosive. If you fail by 10 or more, the explosive goes off.

**Special:** You can take 10 when using the demolitions skill in the setting of explosives, not in the disarming or when in a combat encounter. The GM may allow you to take 10 in disarming if there is enough time to do so.

## USING GRENADES AND DEMOLITIONS

All planted explosives require a detonator. With many, they detonate on contact by compressing a trigger or breaking a seal, which creates the charge. Others detonate with a signaled charge relayed from an implanted or remote source.

Most explosives listed can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher and they detonate upon impact.

You can use a grenade or explosive only with powers listed with Explosive keyword. There are basic explosive and basic grenade powers. These do not count as a melee or ranged basic attack.

For every additional block of explosive used (all the explosives wired to the attack), add an additional +1[W] damage. For every two additional blocks wired to an attack, add an additional +1 to area burst. There is no blast radius limit but there is a damage limit based on your level: Heroic 3[W] damage; Paragon 4[W] damage; Epic 6[W] damage. This applies for each detonator.

You can trigger several detonators you have control over with a single power activation, but resolve each detonator/wired block individually.

You can use any explosives with an explosives attack, even grenades. If you use grenades as a planted demolition, use Demolition skill rules and detonate using an Explosive attack, not a Grenade Attack.

**Special Rule—Damaging Structures:** If planting explosives around structures (buildings, bridges, dams, etc), there is no damage limit. In addition, these structures are considered helpless. This does not apply to non-structures caught in

the same blast. In this case separate the attacks and damage values between the structure and normal targets.

**Detonating Collateral Explosives:** Explosives caught in the area of detonated explosives have a chance to explode as well. There is no hard yes/no rule and it is up to GM discretion on each unique situation whether explosives caught in the pressure and heat of another blast detonate. A moldable explosive may not go up but a tank of gasoline might. If so, the collateral explosive is included in the initial power only if the collateral explosive is located in the same square as the primary explosion. If in a separate square, the collateral explosive is handled as a separate attack.

*For Example:* If you strap a grenade to a tank of gas, the tank can be considered part of the primary explosion. Therefore, it adds damage and increases blast radius of the initial power. If caught in a separate square, it explodes as well, but it is handled separately.

Collateral Explosives	Sympathetic	Damage
Ammunition (All)	No	—
Auto Fuel (1 gallon)	Yes	1d6
Grenades	No	See Grenades
Moldable Explosives	No	See Explosives

**Listing:** These are the types of improvised explosives one might find during an encounter. All collateral explosives have an area burst of 1.

**Sympathetic:** A "yes" indicates it can be detonated if caught in the radius of another explosion. A "no" indicates it cannot but it doesn't mean it cannot be used as an explosive. You may have to wire a detonator directly or plant an explosive directly to it. If so, then it will detonate.

**Damage:** How much damage the explosive inflicts. If no damage is indicated, the collateral explosive is destroyed in the blast but does not itself detonate, causing no additional damage nor increasing the burst area. Collateral Explosives do not have AP.

## GRENADE ATTACK

Basic Explosives Attack

*You hope it's not a dud.*

**At-Will • Explosive, Martial, Weapon**  
**Standard Action** **Special**

**Requirement:** You must have a grenade or thrown explosive in hand.

**Special:** Refer to the table above for damage, range, and area burst. Use a grenade launcher for ranges of those weapons.

**Target:** All targets in burst.

**Attack:** Dexterity vs. Reflex.

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

**Miss:** Half damage for those in burst and no special effects.

## EXPLOSIVES ATTACK

### Basic Explosives Attack

*The enemy strays too close to your planted explosive. Hopefully it will go off as planned.*

**At-Will • Explosive, Martial, Weapon**

**Refer to detonator type**      **Special**

**Requirement:** You must have succeeded in your Demolitions skill check.

**Special:** Refer to the table above for damage and area burst.

**Target:** All targets in burst.

**Attack:** Intelligence vs. Reflex.

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

**Miss:** Half damage for those in burst and no special effects.

## EQUIPMENT NOTES

**Battery Flare:** A battery powered bright candle. It illuminates a close burst 10 for 4 hours.

**Chemical light sticks:** Illuminates a close burst 5 for 1 hour.

**Flashlight:** Illuminates a 10 square blast from the user. It lasts one encounter or 5 minutes before fading out and requiring a recharge (standard action).

## ADVENTURE SUMMARY

The characters play the elite members of a first response sensitive operations team being sent into a quarantine zone. The town of Oak Grove was struck with a virulent strain of a previously contained virus. The CDC (or PHOC, or any health organization you wish) was brought in to analyze the epidemic and to recover and process the virus in hopes of a vaccine. The military isolated the mining town and all exits, only allowing the CDC and its military escort access.

Seventy-five hours into the quarantine, the scientists at the Pre-Fab (the lab set up to handle the outbreak) reported a breakthrough. They had recovered a pure sample of the original virus and were able to construct a vaccine. This was good news considering ten more cases had occurred in various parts of the world before the town was isolated.

Less than a day later, all contact was lost with the CDC and military escort team. Given the last report, the military hierarchy believes the outbreak was staged by a terrorist group...a group most likely still inside the town. SPIDER's objective is to enter the town, find, identify, and if necessary, eliminate the opposition, as well as recover the CDC's data, including the vaccine. This disease is exceptionally virulent and the chances of exposure are high. Unfortunately, given the combat parameters, hazmat suits are illogical. SPIDER personal will be exposed and most likely infected, meaning the recovery of the vaccine or data is imperative.

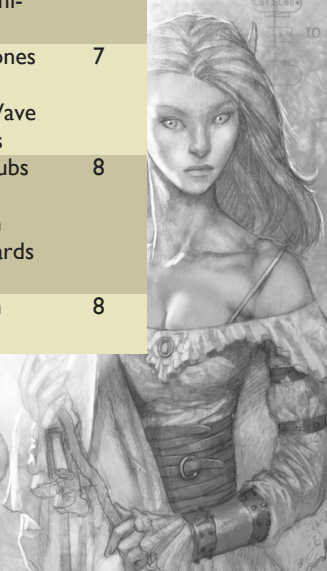
Alas, it will not be as easy as that. The town of Oak Grove has been overrun by zombies. As the SPIDER team air drops into the town, they notice it is abandoned. Soon after, hordes of monsters pour out of buildings. The group is forced to fight their way to the Pre-Fab. There they discover the lab mostly destroyed but enough data remains to recover the vaccine data, though not necessarily the vaccine.

They still need to recover the pure virus again, fighting their way to the town's core-sample office, where they retrieve the sample from a recovered meteorite. Although the players have contact with the outside world, the government will not intervene or enter additional personnel. The virus is too virulent and it would be more logical to fire-bomb the entire region and hope the cure can be found elsewhere.

As the players recover the CDC data and rework the vaccine, they suffer nearly constant attack. When the vaccine code is finally cracked, the military send in a chopper for recovery. The virus data is transmitted back home. It's at this point the group finds evidence of a survivor in another building. The players fight to recover the survivor and find a closet computer geek, Bobby Piper. He looks fine with no signs of the disease. He informs the group that he never left his house when the calls began. He locked himself in when the calls turn to screams.

Although it may look like Piper has never been infected by the virus, he was in fact. He recovered naturally, as did anyone else. Despite the virus causing massive surface damage, the human body does fight it off without the vaccine...the combination of the vaccine and the virus caused the apocalypse. The truth is revealed as the chopper arrives but infected bring down the craft, destroying it and all communication to the outside world. Before the radio is lost, the group was informed of a second rescue by APC. The group must fight their way to the APC but the vehicle is overturned by an infected behemoth. As the characters realize the end is near, they use the onboard APC radio to inform HQ about the truth of the vaccine.

Encounter Table	Encounter	EL
Patient Zero	1 Infected drone Wave 1—4 Infected drones Wave 2—20 Infected grubs	5
Containment (Car Alarm)	30 Infected grubs	4
Gene Mapping the Virus	—	3
Core Office (Optional)	Wave 1—20 Infected grubs Wave 2—20 Infected grubs	5
Core Office	Wave 1—1 Infected Animal 4 Infected guards +6 Infected grubs from other rooms Wave 2—6 Infected Animals	6
False Ending	Wave 1—4 Infected drones 4 Infected guards 4 Infected animals Wave 2—40 Infected grubs	7
Downfall	Wave 1—5 Infected grubs 4 Infected drones 1 Infected behemoth Wave 2—4 Infected guards 6 Infected drones	8
Sacrifice	1 Infected behemoth 70 Infected grubs	8





## ENCOUNTER SUMMARY

The encounters in this module involve huge volumes of enemies approaching by waves with the occasional larger target mixed in. Use coins or rocks if you don't have enough miniatures to fill the table. There may be only five opponent types in the module but they are seldom alone.

**Note:** For encounters with a massive number of opponents, to speed up game play, only place the front row of infected grubs, no more than fifteen or twenty at time, and move the fallen to the rear, keeping a running count of the defeated.

## PLAYER BEGINNING

*You are members of the SPIDER ground team. SPIDER (SPecial Intelligence DEployed Response) is a Special Forces team tasked with military operations dealing with unique mission parameters most others cannot fulfill. This includes, but is not exclusive to, biological and chemical terrorist attacks.*

*You are being sent into the town of Oak Grove (population 1,800), a mining settlement off the southern tip of the Burrow national park and the source of a bizarre outbreak. The CDC quickly tried to isolate the epidemic but before quarantine was established, a dozen other cases appeared, from Canada to Japan. The CDC set up a Pre-Fab near the local hospital and identified the culprit as a strain similar to one found in Afghanistan. Before any fatalities were reported, the CDC located a pure strain of the virus and was able to concoct a vaccine. Two hours later, all contact was lost with the Pre-Fab and its military protection. Team members will investigate the CDC facility and recover this vaccine. A sample is not mandatory; just transmit its code over the satellite communicator provided. Part of the quarantine is a jamming field to prevent cellular transmission and hardlines have been suppressed. With cases appearing across the world, it is vital this vaccine be distributed throughout populations of infected areas immediately.*

*The entire population of Oak Grove was infected quickly so the SPIDER team will also be exposed. Because this is a military operation, a fully-prepped hazmat suit is not feasible. Gas masks are provided but according to the CDC's report, they will not be 100% effective. The military cannot send armies to secure the location if there is no cure on site. The helicopter flying you in can respond in thirty minutes when called. The sat radio you have is the only communication to the outside world. Weather restrictions have prevented satellite imaging since the outbreak. The damned coal fire at the mine gets credit for that one.*

*You are being dropped in at 1400 hours. Good Luck.*

**Note:** If there are four players than the GM should control the fifth as an NPC. If all five pre-generated characters are being used, then employ a sixth NPC, a Grounder named Jason Clarke. He doesn't require a character sheet...He'll be dead in about five minutes.

## THE INFECTED

The Infected came about because of a reaction of the virus

and the vaccine that was administered. The infestation comes about as the virus creates lesions, warts, and boils on the skin as well as causing inflation within the brain. What the vaccine did was kill the infection in tests, but when administered, it mutated the virus to cause sudden cancer growth as well as speed along the virus's mental damage. This creates a rabid mutated abomination which only thinks of eating and destroying.

The virus is extremely infectious and can render the target violently ill for days or weeks, bringing them near the point of death but 95% of infected make a full recovery. However, if they are given the vaccine before or after being infected, they turn into a zombie within an hour. The damage is irreversible. The virus runs the target hot, increasing energy use, pumping adrenaline, making the targets faster and stronger.

Infected behemoths are a freak occurrence when the subject grows out of control. The creature turns into a grotesque abomination.

The players will also often notice red scarves or red tape wrapped around the left arm of the Infected. This is the first clue as to the origin of the plague.

## PATIENT ZERO

*(Street Map)*

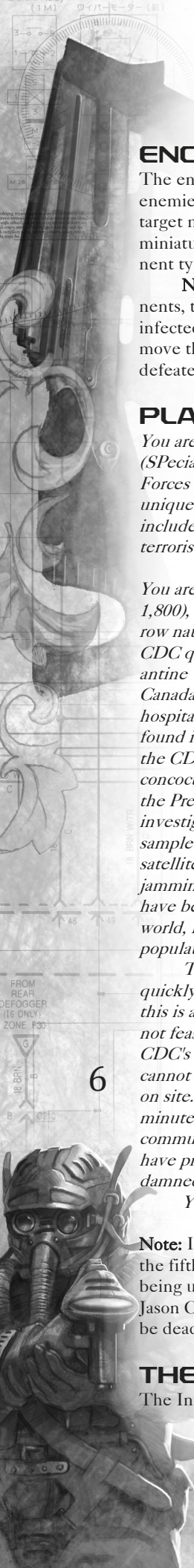
**Note:** Locations indicated with letters refer to events transpiring in the Core Office chapter.

The SPIDER team parachutes from a black hawk helicopter, which departs soon after. The sun has passed the afternoon but the thick fog has made it dim. Despite the group's skill, they are unable to locate the PreFab in their descent and touchdown several blocks away at the center of town. Vision is reduced to 10 squares.

The group approaches on the road running from east to west. The first car they encounter is an inexpensive sedan with smashed windows and keys still in the ignition (though out of gas). It had lost control and struck something. The object the car hit cannot be indentified though there is a heavy marking of blood on the broken front bumper. There is also blood in the driver's seat but the driver is gone.

The group smells smoke as the road turns north. There they find another accident and the ruins of two cars which have struck their corners and hooked themselves. The smaller car caught on fire and is still burning. There are no drivers in those cars either. The group sees two normal houses on the opposite side of the street.

**Automobiles:** Though the vehicles the players have encountered thus far are non-functional, it doesn't mean that if they search for one, they won't find one that is functional. As there are no rules present in this module for vehicle maneuvering and combat, you'll have to wing it if they attempt it. Each car found has 1d6 gallons of gas inside but the players have no containment to transport the gasoline. A DC25 Engineer check will allow a character to hotwire a vehicle. Vehicles have few hit points and can be destroyed easily.



## THE TOWN

*The town of Oak Grove is a quaint little mining town off the edge of a large nature reserve. As a result, the builders attempted to keep a rustic look to the dwellings. The coal and nickel mine is located south of town and had been mediocre in its profits for the past thirty years but times took a turn for the worse recently when a coal fire ignited which has since covered the town in a thick fog. Despite the dwindling cloud, the fire is still expected to last for another three months before normal mining operations can continue. Until then, the town of 1800 had been reduced to mere 850, mostly maintenance and custodial staff along with their immediate families. Only a small group of miners were allowed to work in one uncontaminated shaft and they are considered to be the source of the outbreak.*

**1. House One:** The first thing the players will notice is the smashed open door and the broken windows. This is a split level house with an unfinished basement and main floor. The door is in pieces but a skilled Perception check (DC20) will find a red scarf that was stapled to front of the door. The operator will identify that as a marker that there is someone infected in that house. There are boards in the windows.

The house has three bedrooms and one bathroom on this floor. There is no one here.

**2. House Two:** The second house is similar to the first but is smaller. The main level has a living room and a kitchen and a small bathroom. These doors are locked and there is no scarf. The players would have to force their way in. No one answers the door.

**3. The Main Street:** Beyond the rolled car and the crash, the other vehicles look either abandoned or parked. There are no bodies. Following this road for three blocks will reach the CDC compound. A DC20 Perception check will notice a blood stain on the pavement.

**4. The Core Office.** The core office is a larger government building that is the center of the mining surveys. The main doors are heavy gauge steel. They are unlocked and closed. The core office hasn't been used much since the coal fires broke out, even though a few mining teams are still snaking through shafts that have not been contaminated.

**Note:** The core office is a vital location in a later encounter. If the players become interested in exploring it, make it another building (a library) and make it empty and the core office will be on another street for the later encounter.

It is at this moment where you have to put your NPC to his unfortunate end. As the group investigates the area, the NPC will notice something. They can be killed in one of two ways:

**Option #1: The Car.** The NPC approaches one car with an open door. A blood soaked figure reaches out and drags the NPC into the car. Snagging his foot on the door, it closes behind as he is pulled in. As the group attempts a rescue, he is pulled out missing his throat and he dies moments later as the Infected rips itself free from the car to

attack the rest of the group. Alternately, she can pull him under the car as well.

**Option #2: The Straggler.** The NPC finds a survivor moving aimlessly about the street. When he approaches her, she lunges for him and gnaws on his head.

In all these situations, this Infected marks the single Infected in the next encounter. Only when this tougher Infected is killed do the waves move in.

### Level 5 Encounter (XP 1000)

1 Infected drone

Wave 1

4 Infected drones

Wave 2

20 Infected grubs

The Waves appear from houses 1 and 2 unless the players have cleared them, or from the end of either streets. Because line of sight is limited to 10 squares, the Infected have full concealment until then. They make noise and a direction could be guessed but the penalty to attack still stands.

There is only one round between waves one and two, enough for cover, or a plan to be hatched (like burning a vehicle or seeking cover in building). Infected run at full speed until they reach an adjacent square. They can climb at half speed but only up one floor. After that, they will search out other means of attack.

Wave 2 arrives from two different directions.

Afterward, the players can spot up to six stragglers that are wandering that have not noticed the players yet. They are simply grubs which can be dispatched at ease (and no XP).

After the battle is concluded, they can radio back but they still have to make their way to the CDC PreFab.

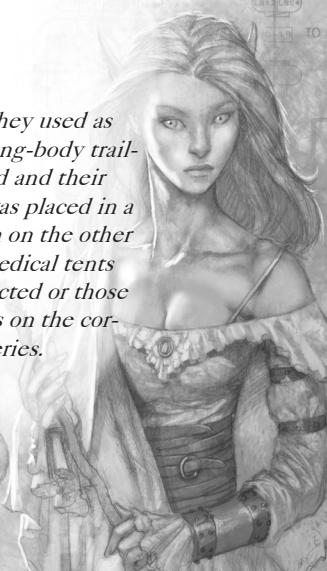
**Note:** This is still considered a level 5 difficulty despite the number of Infected because of the delays between waves and the lack of ranged fire from the Infected. This carries through all encounters in this module.

**Scavenging:** The primary weapons of any dead NPCs cannot be salvaged. The weapon is broken in the attack. Their ammunition can be taken off them. Remember, ammunition is not universal. Autoloader ammunition is compatible with other autoloaders but Assault rifle ammo is not. Poor Jason Clarke had 50 rounds from an autoloader and 75 rounds from an assault rifle.

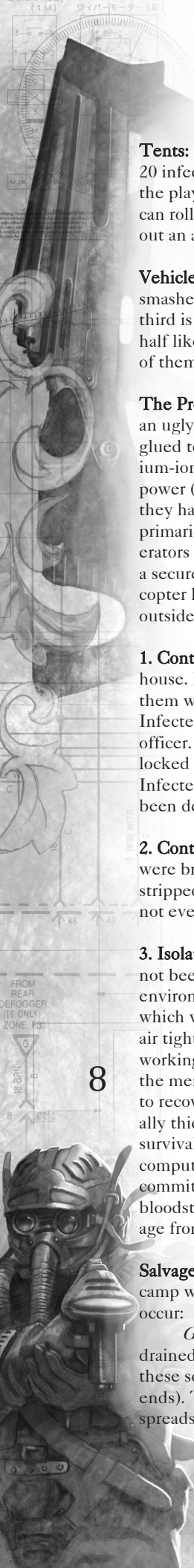
## CONTAINMENT

*(CDC Compound Map)*

*The CDC PreFab comprises of one building they used as their HQ and primary lab. It consists of four long-body trailers placed side by side. The trucks were sealed and their joining walls brought down. The compound was placed in a field looking over a dense forest with the town on the other side. Along with the lab, there are two large medical tents which were obviously used to store either infected or those that were cured. There are still lingering lights on the corners of the PreFab, flickering from dying batteries.*







**Tents:** The moment any player checks on them, they find 20 infected grubs (part of the encounter below) in each. If the player makes his presence known, they all attack. He can roll against their passive perception to walk away without an alert.

**Vehicles:** Two of the vehicles have had their windows smashed and extensive damage done to their interior. A third is much more alarming. It looks like it was twisted in half like a pretzel with a huge impression in its hood. None of them are functional.

**The PreFab:** The PreFab has few windows and resembles an ugly grey brick. It is, quite literally, four motor homes glued together. It runs off its own power supply of ten lithium-ion battery packs which are usually resupplied by solar power (ineffective in this town's weather). As a backup, they have a half dozen side-mounted generators when the primaries fail. The lithium-ion batteries are quiet, the generators are not. The walls are thick and the lab could make a secured defending position. The top floor acts as a helicopter landing pad, even though the ramp access is on the outside of the building.

**1. Containment Lab 1:** This room looks like a slaughterhouse. Infected body parts are scattered everywhere, all of them wearing lab coats or military grade combat armor. One Infected is present (Encounter Level 3, XP120)—a military officer. It is drenched in blood from head to toe. It has been locked in here and has been feeding on its kills and other Infected for the past few days. Every beaker and fridge has been destroyed.

**2. Containment Lab 2:** Unlike Lab 1, the doors of Lab 2 were breached, so there is little left that hasn't been stripped and eaten or pulled away. There is nothing here, not even blood. The infected are very thorough.

**3. Isolation Lab:** This area, which is heavily fortified, has not been touched since the outbreak. As a complete clean environment, the only access in or out is via an airlock which will not open until the outer door is closed. It is both air tight and sound proof. All the laboratory equipment is working but the computers have been smashed, including the memory system. It is here where an operator can work to recover any lost data (see later). The walls are exceptionally thick but with only one way out, this may be a last ditch survival option. The players will find one body slumped on computer chair. The scientist, Dr. Mitchell Condor, has committed suicide by injecting a volatile concoction into his bloodstream. A waist paper basket has significant burn damage from a recent fire. There were only papers inside.

**Salvage:** There are several items of interest around the camp which could be used in combat encounters when they occur:

**Gas:** There is still gas in the cars, which can be drained and used for fire. Anything moving through one of these squares instantly takes 4 ongoing fire damage (save ends). There are 20 gallons total. Each gallon, when ignited, spreads into a Area burst 1 zone which persists for 5 min-

utes or until the end of the encounter.

**Chemical Tanks:** The CDC Pre-Fab has chemical tanks which may be used as an explosive (area burst 2, 2d6+2 damage; consumable 3).

**Barricades:** Barricades can be erected to block access to the building but walls have resist-all 2 and 20 hit points for each square section. Infected will start to break through any obstacle.

There are several ways for the next engagement to start:

**1. Clumsy in a Tent.** A player walks into one of the tents and is spotted by the horde. The player has two rounds to run and alert the others before the waves hit.

**2. Generators.** The players notice the power is out in the PreFab and the lithium-ion batteries are dead. The generators are on the outside and when they are started up, the noise alerts the monsters in both tents.

**Note:** Power is required for several skill challenges later. Working generators are only required for 5 minutes to supply enough power to the lithium batteries for the evening, so they are not required to be working for the entirety of the adventure.

**3. Car Alarm.** One of the cars in the lot, even though the window is broken and the steering wheel is gone, is actually still armed and if any player brushes against or touches it, it will go off. If this still doesn't occur, then a straggler grub appears between two cars. When killed, it falls on one of the vehicles and sets off the alarm.

#### Level 4 Encounter (XP 875) 30 Infected grubs

Ten grubs appear every consecutive round, appearing and gaining their full turn of actions. **Scavenging:** Infected have IDs and wallets but no weapons. Even the soldier-derived Infected have neither their weapons nor ammo. There is no evidence of where they went.

## GENE MAPPING THE VIRUS

The team can try to put the puzzle pieces together about what happened and how the virus can be stopped. One of the first things the Operator should do is to acquire a sample of blood from an infected—an easy task. Further, each team member will also need to be tested to gauge their level of exposure thus far.

**Level:** 4

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** Engineer, Perception, Sciences

**Note:** Each attempted roll requires 10 minutes of work so this challenge may bleed into later encounters, especially if only the Operator is attempting this work. You can stop between challenges to help others without needing to start over.

**Engineer (DC 15):** (You must have power to the installation to attempt this challenge) You manage to recover some data from the destroyed computer system. It looks like they had managed to map the virus





in less than twelve hours. Apparently, it is a new class of virus genetically similar to lyssavirus and a papillomavirus and probably derived from the latter. A report you find indicates that although it is not genetically similar to either. Apparently an antibody had been developed but that, and any samples, have been lost. The information here details the hard computer work that was done processing the blood samples that been acquired. This data was relayed to CDC HQ but the formula for the final vaccine had not.

**Engineer (DC 15):** You manage to get the majority of the lab equipment up and running. You are now able to run blood tests. Roll a DC20 Heal check against each applicable member. A miss causes a misread and an hour delay for a retest. A success shows the evidence of infection in all members—a slight inflammation in the brain. Prognosis obviously doesn't look good. According to the briefing, infected would have at least 48 hours before falling over.

Note: This challenge requires power to the lab. See Generators above.

**Perception (DC 15):** You rummage around the lab and find papers which had not been totally destroyed. Apparently, one the technicians had discovered that in the first few cases, all the subjects had bizarre traces amounts of rhodium in their body, a rare earth metal usually only found in meteorite craters. Only the initial cases had indicated this. The first few cases were also miners, specifically, the six-man mining staff which were permitted to work in the one remaining shaft not contaminated by smoke while the fire burned itself out.

**Sciences (DC 15):** The virus has genetic markers similar to a lyssavirus or a papillomavirus. It creates lesions, warts, and boils on the skin as a way to transmit the virus but then releases itself also in the bloodstream to attack the brain. It is able to cross the blood/brain barrier to cause an inflammation of the brain while cancer growths appear under the skin. What's bizarre is that the cancer growth is rampant, but benign, meaning no matter how much tumor growth, the subject remains alive. Further, since the virus increases adrenaline and blood pressure, natural strength and agility is also increased.

**Success:** You have created a full genetic map of the virus and its morphology. However, one piece remains—you still require a sample of the original virus from either one of the original patients, or from the mineral sample which contained it. Any reports of strange deposits would have been logged in the town Core Sample office, located back in town. Someone will have to return to the office, find the logs, and see if there is a core sample that may contain the virus. Once that occurs, you can use it as a roadmap to recreate the vaccine. You are quick to point out that the odds of the virus surviving in a core samples for the obvious thousands of years it was down there is nearly zero. It must have been preserved somehow.

**Failure:** Every moment that passes could bring in hordes attracted to either the lights of the noise. By this time night falls, and another encounter is imminent. They will have to try again.

## CORE OFFICE

When the players discover where they need to go, night has either fallen or is falling. Every moment and every hour they wait could bring the horde their way. If they decide to wait it out (unwise given their own and the world's time constraints), they will have a night time ambush (see below).

### Level 5 Encounter (XP 875)

(CDC Compound Map)

Night Ambush (if the players wait until morning to go to the core office)

Wave 1

20 Infected grubs

Wave 2

20 Infected grubs

These infected appear 10 from either corners of the map and after the first wave is dead, another 10 from either side appear on the next round.

(City Map)

Approaching the city street again, visibility is now limited to only the players' flashlights. They must keep their ears open for Perception checks and noises should be kept down to a minimum.

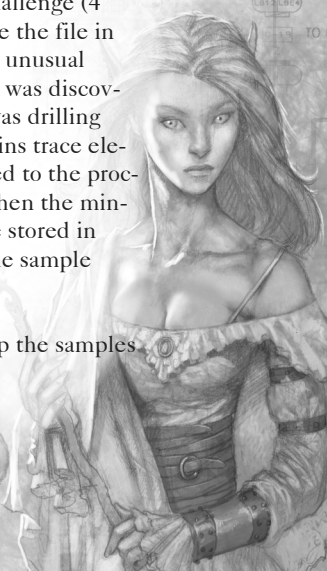
Street lights are still working but they are murky in the fog. There is a single car parked outside which chirps if someone gets too close. If someone sets it off after that, it calls in a horde the same as the night ambush above.

Inside the building, they find random Infected grubs in nearly every side room except the final one marked "A". DC20 Perception checks can listen for the breathing of opposition from behind closed doors. They are in bathrooms, behind office desks. In total, spread about six randomly about the facility and get creative. Infected have horrible perception and won't be alerted unless someone taps them on the shoulder, a player makes a loud noise, or someone shines a flashlight in their face. If one is alerted, the remaining five will run to the others' location and they will have to be dealt with.

Most of the rooms contain fake wood desks and filing cabinets. There is one bathroom by the entrance. There are only three rooms of interest, labeled A, B, and C. When the party approaches the intersection to rooms B and C, activate the encounter.

**Room A:** This is the data storage room. Luckily, everything is still on paper here. A DC20 Level 1 Skill Challenge (4 successes before 3 failures) is required to locate the file in question. It was a core sample pulled out of an unusual deposit nearly thirty miles south of town. This was discovered not in a mine but by a survey team that was drilling nearly a mile into the earth. The sample contains trace elements of rhodium and iridium so it was shuffled to the processing room to be broken down. It was then when the mining team fell ill. The sample components were stored in another room (Room C). The players obtain the sample number.

**Room B:** The machinery in this room grinds up the samples.



and break them down to separate various metals. A sample of a strange green fluid is on one of the test slides but only a thorough search (Perception DC30) will locate it. This green goo is what secreted from the core sample which caused the outbreak. The group is better retrieving the full core samples from the containment room

**Room C:** The containment room stores all the core and mining samples taken over the past forty years of the town's existence. One of these is the most recent one, which started the outbreak. Somewhere, hidden in the remains of this sample, should be a lump of green goo sitting in suspended animation. If the group doesn't go to room A before coming here, they have a DC25 Perception check to locate the sample. If they do, the encounter begins as they pass the main hall as they attempt to escape.

### Level 6 Encounter (XP 1250)

#### Wave 1

- 1 Infected Animal
- 4 Infected guards
- +6 Infected grubs from other rooms

#### Wave 2

- 6 Infected Animals

The players will notice an infected wolf wander out of Room B; it will instantly notice the lead player and howl an unnatural scream. Its mouth will then open far wider than the animal could naturally on its own, and it charges. It has made enough noise to bring the horde. If the six grubs you had placed are still alive, they will rush in from their locations on the second round.

One round after the infected animal is killed, four infected guards will attack from the outside. The players can notice they are in military combat armor. They are armored soldiers from the CDC protection team.

One round after that, 6 more infected animals will storm in from every window and door (place an infected at every entrance).

The path is now clear for the group to return to the compound or retrieve the sample.

### SURVIVOR

(City Map)

After the group returns to the compound, the operator can begin using the DNA of the goo sample to create a computer simulation of the antibody, which is all that can be done as the facility was too damaged to properly create it here.

It also begins to rain outside and the fog begins to dip, allowing the group to see the town from the hill the PreFab was built on. They see hundreds of infected wandering the streets.

**Antibody Simulation:** This requires a level 3 skill challenge (8 successes before 3 failures) at a DC18 Sciences roll and requires the operator's complete attention to finish, requiring several hours...easily until daybreak.

Meanwhile, any other player looking out over the town can make a DC20 Perception check and notice a flashing light

from a house. It looks like Morse code. It isn't...but it looks like it—a sign of intelligence. There is still a survivor down in the town.

In this situation, the operator can be locked into the clean room to continue the work while the others attempt to rescue the survivor. It should be obvious by now that despite the state of the antibody, this town will not be recovered and will be destroyed upon success of the mission. The survivor's name is Bobby Piper, and he can be found on the top level of building 2 in the city map. This is a different section of town that just looks remarkably similar (low cost film budget).

The trip to the house is uneventful but players can make DC20 Perception checks to notice distant Infected in trees and in other buildings. The fog has dropped enough for the group to extend line of sight range to 40 squares (basically the entire map) unless the encounter is at night, then the group is still limited to flashlights.

Piper has barricaded himself on the upper level and has been living off of stored junk food for the past week. He claims he never got infected. He locked himself in his house the moment he heard the news and has not gotten out since.

Piper is not a small or limber human being and as he walks down the stairs, he stumbles and falls over himself or over another party member. As he flops down, he triggers a bizarre series of accidents like a Rube Goldberg machine. A broom falls across a table, which topples a book around, which lands on a remote that opens the drapes, which brushes against a cardboard standing displayer for Dungeons & Dragons, which falls over a deployed TV table, which stumbles back into a glass end table, shattering it. The remote on it turns on the TV, which screams a test pattern at full volume.

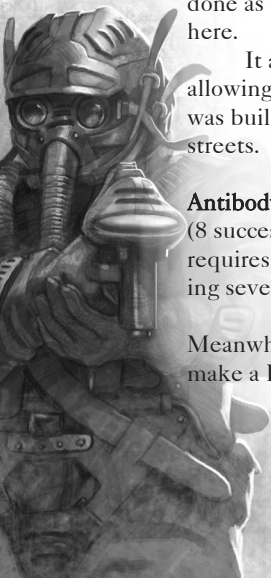
### MEANWHILE...

Back at the lab, any remaining players are inside the clean room when they can make a DC15 Perception check. There is something shaking the beakers very slightly. Something big is nearby.

Outside is an infected behemoth, wandering past camp. The shudders get louder and louder. One player may even spot a portion of its grotesque body. It saunters around the camp, even approaching to look inside the Pre-Fab, but eventually moves on. If the players attempt to attack it, they can. If they want to remain safe, they should stay in the clean room as it masks any scent the humans may be giving out.

### FALSE ENDING

The group is reunited. If it is a new day, the player characters have had an extended rest. By sunrise, the fog has rolled back up to mask the town, but not the CDC Compound. The operator finally cracks the formula for the antibody and the group can relay that information back to base, which receives it successfully. A Black Hawk helicopter is being deployed to pick them up from the Pre-Fab roof and should arrive in just under an hour. The perimeter team is also sending in a huge LAV-25 armored personnel carrier, which should arrive an hour later to permanently retrieve





any salvageable machinery from the site before destruction.

Obviously, such a loud machine will bring in the horde. The group can make any preparations before the impending attack.

Remember Piper is here and not very combat effective, though he does have a +2 bonus to any pistol handed to him. He also has an AC of 10 and 15 hit points. Don't kill him just yet. He spouts some rhetoric about learning about bravery from Dungeons & Dragons

When the chopper is 10 rounds away, the players can spot their ride, and hear it quite easily. From the forest emerges the horde.

### Level 7 Encounter (XP 1,500)

#### Wave 1

4 Infected drones

4 Infected guards

4 Infected animals

#### Wave 2

40 Infected grubs

The first wave arrives in full force from the forest line. The round after the last infected dies, the second wave roars into view, 20 from the forest, the other 20 from the opposite side, between the tents, from the edge of the map.

Two rounds before the helicopter arrives, the player closest to Piper notices a lesion hidden in his sleeve. He admits he was infected, like everyone was in this town. He locked himself in and never came out. He didn't respond to the call when the population received the antibodies. The red scarf around the arms of the Infected is an indicator that they were given the vaccine. After a few days, Piper got better and he feels fine.

A DC 20 Sciences skill check reveals the truth—the antibody must mutate the virus in some way or perhaps the cure reacts differently in the test subjects than in the general population (they would have tested it on animals first). The antibody is the source of the horde. Despite the virility of the disease, the antibody cannot be distributed or an apocalypse will surely occur.

Before the players can transmit this information, one of two things can happen:

—An infected animal jumps on top of the helicopter, causing it to tumble and crash onto the Pre-Fab.

—An unseen behemoth throws a piece of a car to the helicopter, causing it to tumble and crash onto the Pre-Fab.

**The Crash:** +7 vs. Reflex to everyone on top of the PreFab; 2d8+4 damage and the target is knocked prone and stunned. **Miss:** Half damage and the target is still knocked prone.

The long-range radio is destroyed in the crash. The remaining Infected in the encounter are destroyed if they are not all already dead by this point.

## DOWNFALL

Piper survives the crash. The group has no way of relaying the truth about the vaccine to command. They will distribute the vaccine in areas where the virus breaks out and when it spreads throughout the population, instead of cur-

ing them, it will turn them all into Infected. The group has ten rounds to prepare before the arrival of the APC, which has a proper radio.

The moment the players see the APC, they can radio them to forward the information. Before the APC arrives, an infected behemoth storms out. It throws the APC on its side at the edge of the map.

### Level 8 Encounter (XP 1,750)

#### Wave 1

5 Infected grubs

4 Infected drones

1 Infected behemoth

#### Wave 2

4 Infected guards

6 Infected drones

The APC had six personnel but the driver was killed with the behemoth attack. The others are killed by the behemoth as they try to escape, tearing them apart. This takes two rounds. The APC is on the other side of the compound, past the tents. The APC has ammunition, a resupply of grenades, and the long range radio transmitter. The characters must fight their way to the vehicle and destroy the infected behemoth before it tears the vehicle apart. After it kills the crew, any damage on it from a player will immediately cause it to be marked on the player that shot it. This is only for the first round and the monster can act normally afterwards.

As the player characters break from the Pre-Fab, five infected grubs will emerge around the building and chase the characters. Four drones will emerge from between the tents as the group fights its way to the APC.

After the first wave is destroyed, the players only have two rounds to prepare before the second wave emerges from around the tents.

**APC Capacity:** If the group searches the APC, they will find the following in storage and on the bodies of the crew:

—6 Grenades

—100 rounds of autoloader ammunition.

—200 rounds of assault rifle ammunition

## SACRIFICE

### Level 8 Encounter (XP 1,750)

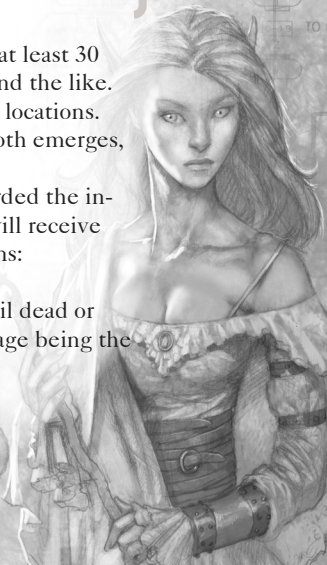
70 Infected grubs

1 Infected behemoth

This encounter begins with 20 infected grubs at least 30 squares away, coming from around buildings and the like. One round later, 20 more arrive from the same locations. Three rounds later, one more infected behemoth emerges, followed two rounds later by 30 grubs.

By this time, the players will have forwarded the information to command—a transmission they will receive and acknowledge. The players have two options:

**1. Fight it Out.** They can continue to fight until dead or until their ammunition runs dry. Their last image being the



hordes hundreds of Infected running up from the town. Just as they die, they see an A5 Galaxy (a very large plane), buzz the town and drop a MOAB (Mother Of All Bombs), incinerating the town and everything around it.

**2. Call It In.** The players see the approaching invasion and do the noble thing—the call the air strike in early. Before the players are overrun, they see the bomb dropped and feel very little afterwards as the blast wave incinerates them and everything around them.

**3. Pull off the Miracle:** The players survive the battle. There may be casualties but they defeat the infected menace of this encounter before being totally overrun. This should be rewarded. As the players take a round to breath, they hear the screams of a hundred more infected emerging from around the Pre-Fab. Before they move in range, the A5 drops its explosive on the town but the blast does not reach the APC. Instead, a dozen more APCs and another Black Hawk helicopter emerge from the forest to fight of the horde and extract any survivors. The SPIDER team lives to fight another day.

## MONSTERS

<b>Infected Grub</b>		<b>Level 5 Minion</b>	
Medium natural beast		XP 50	
<b>Initiative</b> +0 <b>Senses</b> Perception +10; Darkvision			
<b>HP</b> 1; a missed attack never damages a minion.			
<b>AC</b> 17; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15			
Immune disease, poison			
<b>Speed</b> 4; see also <i>Unrealistic Pursuit</i>			
⊕ <b>Slam</b> (standard; at-will)			
+12 vs. AC; 5 damage.			
<b>Unrealistic Pursuit</b>			
The infected can climb at half speed without making any climb checks.			
<b>Str</b> 16 (+5)	<b>Dex</b> 10 (+2)	<b>Wis</b> 8 (+1)	
<b>Con</b> 10 (+2)	<b>Int</b> 1 (−4)	<b>Cha</b> 3 (−3)	

### Infected Grub Tactics

Infected grubs are plain-clothes humans infected by the virus. They prefer running towards a target and ripping it apart.

<b>Infected Drone</b>		<b>Level 3 Brute</b>	
Medium natural beast		XP 150	
<b>Initiative</b> −1 <b>Senses</b> Perception +0; darkvision			
<b>HP</b> 40; <b>Bloodied</b> 20; see also <i>Nerve Shot</i>			
<b>AC</b> 14; <b>Fortitude</b> 14, <b>Reflex</b> 10, <b>Will</b> 11			
Immune disease, poison;			
<b>Speed</b> 5; see also <i>Unrealistic Pursuit</i>			
⊕ <b>Slam</b> (standard; at-will)			
+6 vs. AC; 2d6 + 2 damage.			
<b>Infected Grab</b> (immediate reaction; if a target moves out of an adjacent square from the infected drone; at-will)			
+5 vs. Reflex; the target is unable to move from the square. Target's action is still used up.			
<b>Inhuman Burst</b> (move; encounter)			
The infected drone takes a move action. Its speed increases to 6 for this action.			
<b>Nerve Shot</b>			
Any critical hit to the infected drone reduces it to 0 hit points instantly.			
<b>Unrealistic Pursuit</b>			
The infected can climb at half speed without making any climb checks.			
<b>Str</b> 14 (+3)	<b>Dex</b> 6 (−1)	<b>Wis</b> 8 (+0)	
<b>Con</b> 10 (+1)	<b>Int</b> 1 (−4)	<b>Cha</b> 3 (−3)	

### Infected Drones Tactics

The infected drone was a normal human but is simply physically larger from an infected mutation.

<b>Infected Guard</b>		<b>Level 4 Brute</b>	
Medium natural beast		XP 150	
<b>Initiative</b> −1 <b>Senses</b> Perception +0; darkvision			
<b>HP</b> 40; <b>Bloodied</b> 20; see also <i>Nerve Shot</i>			
<b>AC</b> 14; <b>Fortitude</b> 14, <b>Reflex</b> 10, <b>Will</b> 11			
Immune disease, poison;			
<b>Speed</b> 4; see also <i>Unrealistic Pursuit</i>			
⊕ <b>Slam</b> (standard; at-will)			
+6 vs. AC; 2d6 + 2 damage.			
<b>Infected Grab</b> (immediate reaction; if a target moves out of an adjacent square from the infected drone; at-will)			
+5 vs. Reflex; the target is unable to move from the square. Target's action is still used up.			
<b>Force of Attack</b>			
If the Infected Guard scores a critical hit with any of its attacks, it knocks the opponent prone and can immediately follow up with a Slam attack.			
<b>Nerve Shot</b>			
Any critical hit to the infected guard reduces it to 0 hit points instantly.			
<b>Shreds of Armor</b> (immediate interrupt; the first time the guard is hit; encounter)			
The guard takes no damage and is instead stunned until the end of its next turn.			
<b>Unrealistic Pursuit</b>			
The infected can climb at half speed without making any climb checks.			
<b>Str</b> 14 (+3)	<b>Dex</b> 6 (−1)	<b>Wis</b> 8 (+0)	
<b>Con</b> 10 (+1)	<b>Int</b> 1 (−4)	<b>Cha</b> 3 (−3)	





## Infected Guard Tactics

Infected guards are members of the military or police that were infected while they were still in combat armor. They are also physically larger. Their tactics are the same as the infected drone.

Infected Animal	Level 3 Brute
Medium natural beast	XP 175
<b>Initiative</b> +2 <b>Senses</b> Perception +1; darkvision	
<b>HP</b> 52; <b>Bloodied</b> 26; see also <i>Nerve Shot</i>	
<b>AC</b> 14; <b>Fortitude</b> 13, <b>Reflex</b> 12, <b>Will</b> 11	
<b>Immune</b> disease, poison;	
<b>Speed</b> 8; see also <i>Unrealistic Pursuit</i>	
⊕ <b>Bite</b> (standard; at-will)	
+7 vs. AC; 1d6 + 3 damage, and the target and is knocked prone if it is Medium size or smaller.	
↓ <b>Rake</b> (move; at-will)	
You may only target opponents which have been knocked down; +7 vs. AC; 1d6 + 3 damage and the target is immobilized until the beginning of your next turn. The immobilization also ends immediately if the infected animal moves from an adjacent square to the target.	
<b>Brains...</b>	
The Infected Animal ignores any marks if there is a prone opponent in an adjacent square.	
<b>Nerve Shot</b>	
Any critical hit to the infected animal reduces it to 0 hit points instantly.	
<b>Shreds of Armor</b> (immediate interrupt; the first time the guard is hit; encounter)	
The guard takes no damage and is instead stunned until the end of its next turn.	
<b>Unrealistic Pursuit</b>	
The infected can climb at half speed without making any climb checks.	
<b>Str</b> 16 (+4)	<b>Dex</b> 13 (+2) <b>Wis</b> 10 (+1)
<b>Con</b> 12 (+3)	<b>Int</b> 1 (-4) <b>Cha</b> 3 (-3)

## Infected Animal Tactics

Infected animals are mostly dogs with the occasional bear thrown in. They prefer running at full speed, pouncing an opponent with the basic strike, and then keeping them in place by raking at them constantly.

Infected Behemoth	Level 8 Brute
Large natural beast	XP 350
<b>Initiative</b> +5 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 108; <b>Bloodied</b> 54	
<b>AC</b> 20; <b>Fortitude</b> 23, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Immune</b> disease, poison;	
<b>Speed</b> 5; see also <i>Unrealistic Pursuit</i>	
⊕ <b>Slam</b> (standard; at-will)	
Reach 2; +12 vs. AC; 2d8+5 damage	
✱ <b>Debris Throw</b> (standard; recharge 4, 5, 6)	
Areas burst 2 within 10/20; +8 vs. Reflex; 1d10+4 and the target is knocked prone	
<b>Hulk Rend</b>	
If the behemoth hits a target with its Slam, it can choose to do no damage and instead grab the target. The target is restrained until the beginning of the behemoth's next turn and the behemoth can attack no other targets while using Hulk Rend. At the beginning of the behemoth's next turn, as a standard action, it makes the following attack against the grabbed target; +8 vs. Fortitude; 3d8+5 damage and the target is weakened and dazed (save ends both). The target is then freed.	
<b>Unrealistic Pursuit</b>	
The infected can climb at half speed without making any climb checks.	
<b>Str</b> 21 (+9)	<b>Dex</b> 10 (+2) <b>Wis</b> 8 (+3)
<b>Con</b> 18 (+8)	<b>Int</b> 1 (-1) <b>Cha</b> 3 (+0)

## Infected Behemoth Tactics

The behemoth is a massive mutation where muscles expand and huge tumors grow the monster to a massive size, creating a horrendous mutation. The behemoth will use Debris Throw (and yes, it can use it anywhere) to knock down opponents and run up to fallen targets to use Hulk Rend.



## PREGENERATED CHARACTERS

### Karl Collins

**Class** Level 3 Marshal

**Age** 38

**Sex** Male

**Initiative** +5

**Perception** +7

**Hit Points** 30; **Bloodied** 15

**Healing Surge Value** 7

**Healing Surges** 7

**AC** 18; **Fortitude** 13; **Reflex** 17; **Will** 18

**Speed:** 6 **Check Penalty** -1

#### Weapons

**Assault Rifle (2-handed):** *Clip 50; Ammunition 200; Attack Bonus +8; Damage 1d8+1 (+4 Dexterity bonus); Range 20/40; Auto*

**Autoloader (1-handed):** *Clip 15; Ammunition 45; Attack Bonus +7; Damage 1d6 (+4 Dexterity bonus); Range 15/30, Off-Hand*

#### Ⓞ **Melee Basic Attack** (standard; at-will) • **Weapon**

*Club +7 vs. AC, 1d6+1 damage*

#### ✱ **Grenade Attack** (standard; at-will, consumable 2) • **Explosive, Weapon**

*Area burst 1 within 5/10; +5 vs. Reflex, all targets in burst; 1d8 (+4 Dexterity modifier) damage and the target is knocked prone; Miss: Half damage for those in burst and no special effects.*

**Strength** 12 (+2)

**Constitution** 8 (+0)

**Dexterity** 18 (+5)

**Intelligence** 14 (+3)

**Wisdom** 8 (+0)

**Charisma** 16 (+4)

**Skills:** Bluff (+9), Diplomacy (+9), Intimidate (+9), Perception (+7), Vehicle Operation (+10)

**Feats:** Armor Proficiencies (Light, heavy), Crossfire, Synchronicity, Firearm Focus (2-handed small arms), Weapon Proficiencies (one- and two-handed small arms, simple melee)

**Languages:** Common/English, Russian

**Equipment:** Assault Rifle, Autoloader, backpack (2 battery flares, 5 chemical light sticks, 1 compass, 1 lighter, 1 canteen and one day of rations), ballistics armor, flashlight, fragmentation grenades (x2).

### Synchronicity [Feat]

**Effect:** When you spend an action point, not only do you gain a standard action, one ally in an adjacent square can make a ranged basic attack.

### Crossfire [Feat]

**Effect:** You can flank 2 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### Command Presence, By Example [Class Feature]

**Effect:** You have a close burst 2 aura of authority. All allies within 2 squares gain either a +2 to Will or a +2 to Fortitude defense (pick one). Choose on your round as a free action and the effect is continuous unless you change to another

bonus. You do not gain the benefits of this bonus.

### For the Good of the Team

#### [Class Feature]

**Effect:** Once a round, you can sacrifice your standard action to give another ally in line of sight a move action on your turn. Similarly, you can sacrifice your move action to give another ally a minor action on your turn. You can also sacrifice your action point to another ally on your turn. Once per encounter, as an immediate interrupt, you can swap your initiative order for any other ally.

### Trained as Reflex [Class Feature]

**Effect:** You may choose one 1st-level at-will power. This power is considered a basic attack. You cannot swap out an at-will ability you have selected to be a basic attack.

### Encouraging Support [Class Feature]

**Effect:** When you use second wind, one ally in an adjacent square can use an immediate reaction to spend a healing surge and gain the benefit from second wind without spending a standard action. The ally is not counted as having used second wind.

### SPOTTER

#### Class Power

*You relay an opponent's position and weak spot to an ally for a clean kill.*

**At-Will • Martial**

**Move Action**

**Ranged 20**

**Target:** One creature / one ally

**Effect:** You aid an ally in line of sight on a ranged attack roll against the specified target. The ally must make an attack before the beginning of your next turn. The ally gains a +1 power bonus to attack the target you selected until the beginning of your next turn.

### DOUBLE TAP

#### Marshal Attack 1

*You squeeze off two quick shots to multiple targets.*

**At-Will • Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] damage.

### MARK OF THE PUPPETEER

#### Marshal Attack 1

*You shoot at the ground, and maybe the legs for good measure, in hopes of leading the target into another's line of fire.*

**At-Will • Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage and you can slide the target 2 squares.



**MAKE ROOM** Marshal Attack 1

You are a good soldier, but there are others in a better position with a better shot. You give them the opening they need.

**At-Will • Martial**

**Standard Action** Ranged 10

**Target:** One ally

**Effect:** Ally makes a ranged basic attack. The ally gains a bonus to damage equal to your Intelligence modifier (+2). You choose the target.

**INTO THE FIRE** Marshal Attack 1

You rescue an ally from impending doom and get them out of an enemy's attack.

**Encounter • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and target is marked until the beginning of your next turn. One ally in line of sight may shift 1 square.

**NO TIME TO BLEED** Marshal Attack 1

You're hit but the others can't see you squirm.

**Daily • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature that has hit you in the previous round

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and you or one ally in line of sight can spend a healing surge.

**LEAVE NO MAN BEHIND** Marshal Utility 2

You grab an ally by the shoulder and drag him to safety.

**Daily • Healing, Martial**

**Move Action** Melee touch

**Requirement:** Occupy an adjacent square to any bloodied ally.

**Effect:** Spend a healing surge. You do not gain any hit points. Instead, your ally gains hit points as if spending a healing surge. You both shift as many squares as 1+ your Intelligence modifier. You both must remain in adjacent squares during the move

**ENCOURAGING FIRE** Marshal Attack 3

You stand with your allies and support their fire.

**Encounter • Martial, Reliable**

**Immediate Interrupt** Special

**Trigger:** An ally misses on a ranged attack against a target.

**Target:** The missed creature.

**Attack:** Dexterity +2 (+7 total) vs. Reflex

**Hit:** No damage from you, but your ally is counted as having hit with his or her missed roll

**Remember...**

...If you move more than 1 square, you suffer a -2 penalty to attack roll with your assault rifle until the beginning of your next turn...so fire first and then move. Your autoloader, however, has no such limitations.

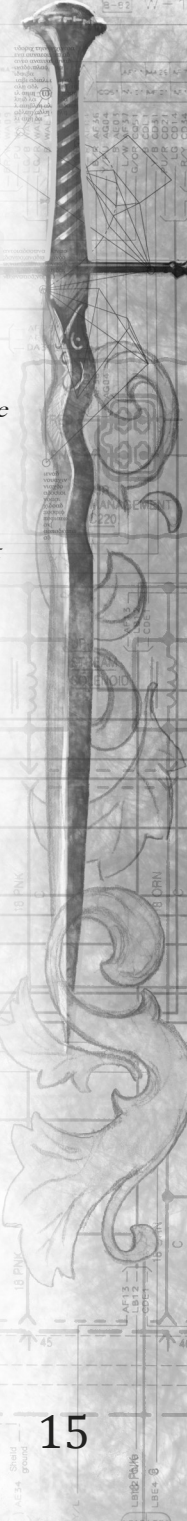
...You are one of a few characters with a two-handed and a one-handed small arm. Make sure you remember that the two-handed weapon provokes opportunity attacks and suffers a penalty to attack if you do so after moving.

...If someone is in a better position or has a better power, give your round to them or use Make Room. Don't think you are not donating to the group by not firing.

...Your ammo is compatible with others. If you don't use your ammunition, donate it to the Grounder or the Deadeye Stalker.

...You have a +1 to damage from the Firearm Focus feat with your Assault rifle. This damage has already been added in.

...Pick one at-will power at the beginning of the game...that becomes your basic ranged attack for the duration of your character's life.



## Francine Franklin

Class Level 3 Grounder (Front build)

Age 28 Sex Female

Initiative +4 Perception +6

Hit Points 39; Bloodied 19

Healing Surge Value 9

Healing Surges 12

AC 18; Fortitude 16; Reflex 17; Will 14;

Speed: 6 Check penalty -1

### Weapons

**Assault Rifle (2-handed):** Clip 50; Ammunition 200; Attack Bonus +8; Damage 1d8+1 (+4 Dexterity bonus); Range 20/40; Auto

### Ⓢ Melee Basic Attack (standard; at-will) • Weapon

Club +7 vs. AC, 1d6+1 damage

### ✱ Grenade Attack (standard; at-will, consumable 2) • Explosive, Weapon

Area burst 1 within 5/10; +6 vs. Reflex, all targets in burst; 1d8+5 damage and the target is knocked prone; Miss: Half damage for those in burst and no special effects.

Strength 18 (+5)

Constitution 16 (+4)

Dexterity 16 (+4)

Intelligence 10 (+1)

Wisdom 10 (+1)

Charisma 8 (+0)

**Skills:** Acrobatics (+9), Athletics (+10), Endurance (+9), Perception (+6), Vehicle Operation (+9)

**Feats:** Armor Proficiencies (light & heavy), Burst Fire, Weapon Proficiencies (two hand and one handed small arms, heavy weapons, simple melee), Firearm Focus (two-handed small arms)

**Languages:** Common/English, French

**Equipment:** Autoloader, Assault Rifle, backpack (2 battery flares, 5 chemical light sticks, 1 compass, 1 lighter, 1 canteen and one day of rations), carbide armor, flashlight, fragmentation grenades (x2).

### Burst Fire [Feat]

**Effect:** When using a weapon with an auto (not set to single-shot fire) or heavy auto property, gain a +1 bonus to damage rolls.

### Crossfire [Feat]

**Effect:** You can flank 2 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### Method of War—Light on Your Feet [Class Feature]

**Effect:** When wielding a two-handed small-arm, you can move any distance without suffering the attack penalty of firing two-handed small arms.

### Recoil Absorption [Class Feature]

**Effect:** Though ranged fire normally utilizes Dexterity for attack and damage, when wielding two-handed small arms or heavy weapons, you can use Strength for all attack and damage rolls instead.

### Trained as Reflex [Class Feature]

**Effect:** You may select two of your chosen 1st-level at-will powers. These powers are considered basic attacks (either ranged or melee). You cannot swap out an at-will ability you have selected to be a basic attack.

### Gone Medieval [Class Feature]

**Effect:** With any power that allows you to use a ranged basic attack, you can make a melee basic attack.

### Brotherhood [Class Feature]

**Effect:** If an ally in an adjacent square is hit by an attack, you gain a +1 power to attack the enemy that initiated that attack until the end of your next turn.

### AREA DENIAL Grounder Class Power

*You cover a person or area and attack anything that gets too close.*

#### At-Will • Martial

**Move Action** Area zone 1 within 10 squares

**Target:** Select one area burst anywhere in line of sight and in range. You may target an ally, but the power does not move if the ally moves.

**Effect:** You may initiate a ranged basic attack against any single target that enters the area as an immediate interrupt. If your attack causes a push or a slide, you do not stop the target. The creature is moved and the creature can resume its normal movement if it has any left. If you have multiple attacks or an area effect, they can affect other targets. This effect expires at the beginning of your next turn.

### AIMED SHOT Grounder Attack 1

*You take a second to aim before firing a shot.*

#### At-Will • Martial, Weapon

**Standard Action** Ranged weapon

**Target:** One creature in range

**Attack:** Dexterity or Strength +2 vs. AC

**Hit:** 1[W] damage.

### DOUBLE TAP Grounder Attack 1

*You squeeze off two quick shots to multiple targets.*

#### At-Will • Martial, Weapon

**Standard Action** Ranged weapon

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] damage.

### RAPID FIRE Grounder Attack 1

*You fire a controlled burst towards an area.*

#### At-Will • Auto, Martial, Weapon

**Standard Action** Wall 3 in Weapon Range

**Target:** All creature in wall

**Attack:** Dexterity or Strength vs. Reflex

**Hit:** 1[W] damage.



### FROM THE KNEE Grounder Attack 1

*You crouch quickly and brace your elbow against your knee for a secured firing position.*

**Encounter • Martial, Weapon**

**Move & Standard Action** **Ranged** weapon

**Requirement:** The weapon being used with the power must be a two-handed small arm or a heavy weapon.

**Target:** One creature

**Attack:** Dexterity or Strength +2 vs. AC

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

**Special:** If you do not move (by your action or someone else's), you retain the +2 bonus to attack rolls until the beginning of your next turn.

### STRAFE Grounder Attack 1

*You lay down a line of fire as you make a dash across the enemy's flank.*

**Daily • Auto, Martial, Weapon**

**Standard Action** **Wall 5** in weapon range

**Effect:** Make a move action. You may run, shift, or walk.

**Target:** All creatures in wall

**Attack:** Dexterity or Strength vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

### FOR THE COMMON HONOR

Grounder Utility 2

*In an instant, you weigh the options and realize someone else's life is more vital than your own.*

**Daily • Martial**

**Immediate Interrupt** **Close burst 2**

**Trigger:** One bloodied ally within range is hit by an attack.

**Effect:** You suffer the hit and any effects instead of the ally.

### TAKE OUT THE KNEES

Grounder Attack 3

*You decide against a killing shot and aim for something tender and crippling. You just hope to hell it has knees.*

**Encounter • Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity or Strength vs. AC

**Hit:** 1[W] damage and the target is knocked prone (save ends).

### Remember...

*...You don't have the penalty to attack rolls with two-handed small arms when moving like others. Your mobility is not affected. However, you can use your move action for Area Denial.*

*...You don't have a pistol, but if you trade with someone, remember that your pistol uses Dexterity for attack bonuses and damage, not Strength, like you can use for attacking with the assault rifle.*

*...With powers with the auto keyword, every attack roll uses up 5 rounds of ammunition. Because of your Burst Fire feat, when firing those five shots, you also gain +1 damage on a hit. However, with powers without the auto keyword, you*

*only fire one shot per attack roll. You can still apply the +1 damage from the burst fire feat, but then you would have to fire the full five-round burst per attack roll.*

*...You have a +1 to damage from the Firearm Focus feat with your assault rifle. This damage has already been added in.*

*...Some powers have you targeting a wall instead of a close burst or blast. This allows you to target a certain number of linked squares and any enemies within them.*

*...Pick two at-will powers at the beginning of the game...these become your basic ranged attacks for the duration of your character's life.*

*...Your +6 to attack with your grenade is not an accident. Being trained in Athletics offers you a +2 proficiency bonus when throwing any weapon.*



**Bob Bilford****Class** Level 3 Stalker (Deadeye build)**Age** 30**Sex** Male**Initiative** +6**Perception** +8**Hit Points** 32; **Bloodied** 16**Healing Surge Value** 8**Healing Surges** 6**AC** 18; **Fortitude** 13; **Reflex** 19; **Will** 16;**Speed:** 6 **Check penalty** 0**Weapons****Combat Knife:** *Attack bonus* +3 with Strength, +8 with Dexterity (via Wetwork); *Damage* 1d6 (+0 or +5 with Wetwork via Dexterity); One-handed**Autoloader (x3):** *Clip* 15; *Ammunition* 75; *Attack Bonus* +8; *Damage* 1d6+1 (+5 Dexterity bonus, +1 with Akimbo); *Range* 15/30; *off-hand*  
*You have three autoloaders, each with 75 rounds, for a total of 225 rounds.*Ⓡ **Melee Basic Attack** (standard; at-will) • **Weapon***Knife* +3 vs. AC, 1d6 damage✱ **Grenade Attack** (standard; at-will, consumable 2) • **Explosive, Weapon**Area burst 1 within 5/10; +6 vs. Reflex, all targets in burst; 1d8+5 damage and the target is knocked prone; *Miss:* Half damage for those in burst and no special effects.**Strength** 11 (+1)**Constitution** 10 (+1)**Dexterity** 20 (+6)**Intelligence** 10 (+1)**Wisdom** 14 (+3)**Charisma** 8 (+0)**Skills:** Acrobatics (+11), Insight (+8), Perception (+8), Stealth (+11), Thievery (+11)**Feats:** Akimbo, Armor Proficiencies (light, heavy), Crossfire, Firearm Focus (one-handed small arm), Weapon Proficiencies (one-handed & two-handed small arms, simple melee).**Languages:** Common/English, German**Equipment:** Autoloaders (x3), backpack (2 battery flares, 5 chemical light sticks, 1 compass, 1 lighter, 1 canteen and one day of rations), flashlight, fragmentation grenades (x2), synthetic weave**Akimbo [Feat]****Benefit:** When holding a one-handed small arm in each hand, add a +1 bonus to all ranged damage rolls and expend as much ammunition in your secondary weapon as your primary weapon for each hit.**Crossfire [Feat]****Benefit:** You can flank 2 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.**Cinematic Style [class feature]****Effect:** You can wield a one-handed small arm in your off-hand as an off-hand ranged weapon.**Converging Fire [class feature]****Effect:** When using one-handed small arms against a target in an adjacent square, you gain a +1 bonus to attack rolls

with those weapons.

**Fast Switch [class feature]****Effect:** Although you take as much time as everyone else to load weapons, you can switch to any of your weapons as a single minor action without dropping any weapons (where normally, it would take two minor actions to return one weapon and draw another).**Trained as Reflex [class feature]****Effect:** You may choose one 1st-level at-will power. This power is considered a basic attack (either ranged or melee). You cannot swap out an at-will ability you have selected to be a basic attack.**COMBAT THEATRICS**

Stalker Attack 1

*You unleash a hail of gunfire from a pistol or pistols.***At-Will • Martial, Weapon****Standard Action****Ranged weapon****Requirement:** You must be wielding one or two one-handed small arms.**Target:** One, two, or three creatures**Attack:** Dexterity-2 vs. AC, three attacks**Hit:** 1[W] damage.**BOUNDARY THRESHOLD**

Stalker Attack 1

*You fire around to everything you perceive as an enemy.***At-Will • Martial, Weapon****Standard Action****Close burst 1****Requirement:** You must be wielding one or two one-handed small arms.**Target:** All enemies in burst**Attack:** Dexterity vs. AC**Hit:** 1[W] damage.**WETWORKS**

Stalker Attack 1

*It's messy, but it often works.***At-Will • Martial, Weapon****Standard Action****Melee weapon****Target:** One creature**Effect:** You may shift 1 square before or after the attack.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dexterity modifier damage.**Special:** If you score a critical hit, the target suffers 5 ongoing damage (save ends).**BEYOND THE CALL**

Stalker Attack 1

*You stop aiming as enemy numbers begin to amass. Your eyes drift from the scope as you shoot.***Encounter • Martial, Weapon****Standard Action****Ranged weapon****Target:** One, two, or three creatures**Attack:** Dexterity vs. AC, three attacks**Hit:** 1[W] damage.



## KINETIC AND FLUID Stalker Attack 1

*You spin, tumble, and jump through an enemy's flank, avoiding fire and counterattacking with deadly accuracy.*

**Daily • Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** Must be wielding one or two one-handed small arms.

**Target:** One creature in range

**Attack:** Dexterity vs. AC

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

**Effect:** Shift 4 squares and make a secondary attack against the same target.

**Secondary Attack:** Dexterity vs. AC

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

**Miss:** Half damage from both attacks.

## OUT OF THE FIGHT Stalker Utility 2

*You know when your body has taken enough punishment. You pull yourself out of combat.*

**Daily • Martial**

**Move Action** **Personal**

**Effect:** You can shift as many squares as 2 + your Wisdom modifier (4 squares total).

## WEAK SPOT Stalker Attack 3

*They are still built like us. Cripple the target and gain precious time to plan your next attack.*

**Encounter • Martial, Weapon**

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

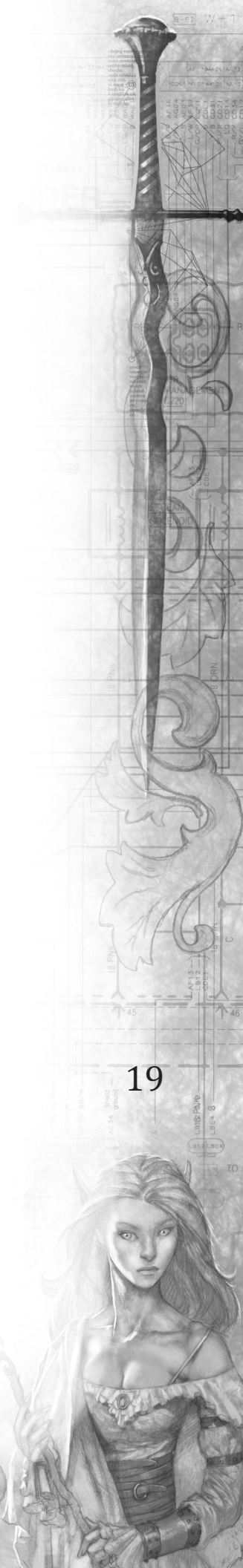
**Hit:** 1[W] + Dexterity modifier damage and the target is weakened (save ends).

### Remember...

*...Pick one at-will at the beginning of the game...that becomes your basic ranged attack for the duration of your character's life. You CAN select Wetwork as your basic attack, but why would you want to.*

*...Akimbo adds +1 damage with a hit, but then you must use the same ammunition usage from your secondary weapon as your primary one. You can use Akimbo even with powers where your primary and secondary weapons are differentiated. You only use the ammunition using Akimbo after you score the hit. It's not realistic, but it does make life easier. Converging Fire is not Akimbo and adds damage without additional ammunition. It does require that you be in an adjacent square. The damage from Akimbo and Converging fire stack.*

*...You can use Dexterity with Wetwork but not with a melee basic attack.*



## Zane Ziminski

**Class** Level 3 Stalker (Sniper build)

**Age** 20

**Sex** Male

**Initiative** +4

**Perception** +11

**Hit Points** 35; **Bloodied** 17

**Healing Surge Value** 8

**Healing Surges** 7

**AC** 18; **Fortitude** 13; **Reflex** 17; **Will** 19

**Speed** 5

**Check penalty** -2

### Weapons

**Autoloader:** *Clip* 15; *Ammunition* 105; *Attack Bonus* +8; *Damage* 1d6+1 (+5 Wisdom bonus); *Range* 15/30; *off-hand*

**Bolt Sniper Rifle:** *Clip* 6; *Ammunition* 72; *Attack Bonus* +8/+10<sup>1</sup>; *Damage* 1d8+1 (+5 Wisdom bonus); *Range* 30/50; *Sniper*

**Sniper Property:** *Power (Daily):* Free action. If you hit, add +5 to attack for the purposes of Marksman Talent.

<sup>1</sup> If you take a move action to steady your weapon, you add an additional +2 to your proficiency bonus. This lasts until the beginning of your next turn or until you move or are moved.

### ⊕ **Melee Basic Attack** (standard; at-will) • **Weapon**

*Club* +3 vs. AC, 1d6 damage

### \* **Grenade Attack** (standard; at-will, consumable 2) • **Explosive, Weapon**

Area burst 1 within 5/10; +4 vs. Reflex, all targets in burst; 1d8+5 damage and the target is knocked prone; *Miss:* Half damage for those in burst and no special effects.

**Strength** 8 (+0)

**Constitution** 13 (+2)

**Dexterity** 16 (+4)

**Intelligence** 8 (+0)

**Wisdom** 20 (+6)

**Charisma** 8 (+0)

**Skills:** Acrobatics (+9), Insight (+11), Perception (+11), Stealth (+9), Thievery (+9)

**Feats:** Armor Proficiencies (light, heavy), Better than 20/20, Improved Marksman Talent, Firearm Focus (two-handed small arms), Weapon Proficiencies (one-handed & two-handed small arms, simple melee).

**Languages:** Common/English, French

**Equipment:** Autoloader, backpack (2 battery flares, 5 chemical light sticks, 1 compass, 1 lighter, 1 canteen and one day of rations), bolt sniper rifle, carbide armor, flashlight, fragmentation grenades (x2).

### **Cinematic Style** [class feature]

**Effect:** You can wield a one-handed small arm in your off-hand as an off-hand ranged weapon.

### **Act on Instinct** [class feature]

While most ranged attacks normally use Dexterity for attack and damage, using powers with the sniper keyword requires Wisdom. You may replace Dexterity with Wisdom for all powers you activate while using a weapon with the sniper property. You may also use Wisdom instead of Dexterity for all attack and damage rolls using one-handed small arms (one or both).

### **Converging Fire** [class feature]

**Effect:** When using one-handed small arms against a target in an adjacent square, you gain a +1 bonus to attack rolls with those weapons.

### **Fast Switch** [class feature]

**Effect:** Although you take as much time as everyone else to load weapons, you can switch to any of your weapons as a single minor action without dropping any weapons (where normally, it would take two minor actions to return one weapon and draw another).

### **Marksman Talent** [Class Feature]

When using powers with the sniper keyword, you gain the ability to inflict additional effects depending on how much you defeat your enemy's defense by.

You only apply one condition listed above per hit and may choose which condition goes into effect you are able to (e.g., If you beat the enemy's defense by 10, you may inflict slowed or weakened, but not dazed). If you score a critical hit, you must still determine by how much you beat the enemy's defense.

You may decide to use Marksman Talent after resolving an attack. You can employ Marksman Talent as many times per an Encounter as your Wisdom modifier (5).

### **Enemy's Defense Beaten by**

#### **Additional Effect**

5	Target is slowed until the beginning of your next turn or inflict 2 ongoing damage (save ends).
10	Target is weakened until the beginning of your next turn round or inflict 4 ongoing damage (save ends).
15	Target is dazed until the beginning of your next turn or inflict 6 ongoing damage (save ends).
20	Target is stunned until the beginning of your next turn or inflict 8 ongoing damage (save ends).

### **Trained as Reflex** [class feature]

**Effect:** You may choose one 1st-level at-will power. This power is considered a basic attack (either ranged or melee). You cannot swap out an at-will ability you have selected to be a basic attack.

### **Improved Marksman Talent** [feat]

**Benefit:** If you successfully hit with an attack with the sniper keyword, add +1 to the roll for the purposes of Marksman Talent.



**AIMED SHOT** Stalker Attack 1

You take a second to aim before firing a shot.

**At-Will • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature in range

**Attack:** Wisdom +2 vs. AC

**Hit:** 1[W] damage.

**SHARPSHOOTER** Stalker Attack 1

You check for range and squeeze off a perfect shot.

**At-Will • Martial, Sniper, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature at least 5 squares away

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage and you add +1 to your attack roll for the purposes of Marksman Talent for this attack.

**SHARPSHOOTER** Stalker Attack 1

You bring up your weapon quickly and fire a controlled shot to a vital location.

**At-Will • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One enemy

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Dexterity modifier damage and one ally within 5 squares gains a +1 power bonus to attack the same target until the beginning of your next turn.

**Special:** If you score a critical hit, you can immediately make another Snap-Shot attack.

**SWIFT, SILENT, DEADLY** Stalker Attack 1

From across the field of battle, your attack finds its mark.

**Encounter • Martial, Sniper, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature more than 5 squares away

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and gain +1 power bonus to attack the same target again until the end of your next turn.

**KEYHOLE ATTACK** Stalker Attack 1

The target is dead before the echo of the weapon is heard.

**Daily • Martial, Sniper, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature more than 5 squares away

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and you add +5 to your attack roll for the purposes of Marksman Talent.

**Miss:** Half damage

**OUT OF THE FIGHT** Stalker Utility 2

You know when your body has taken enough punishment.

You pull yourself out of combat.

**Daily • Martial**

**Move Action** Personal

**Effect:** You can shift as many squares as 2 + your Wisdom modifier (4 squares total).

**WEAK SPOT** Stalker Attack 3

They are still built like us. Cripple the target and gain precious time to plan your next attack.

**Encounter • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Dexterity modifier damage and the target is weakened (save ends).

**Special:** You can apply the sniper keyword to this power.

**Remember...**

...Pick one at-will at the beginning of the game...that becomes your basic ranged attack for the duration of your character's life.

...You can only apply Marksman Talent to powers with the Sniper Keyword. A sniper weapon can be used with non-Sniper powers (like Aimed Shot) but you cannot apply Marksman Talent.

...If you don't have to move, don't. Use that move action to apply your full proficiency bonus to your attack roll. You only receive the full proficiency bonus if you use a move action to steady yourself. If you do so, you gain the full proficiency bonus until the beginning of your next turn. It also ends if you move or are moved.



## Mandy Mathews

Class Level 3 Operator (medic build)

Age 30

Sex Female

Initiative +2

Perception +10

Hit Points 32; Bloodied 16

Healing Surge Value 8

Healing Surges 7

AC 18; Fortitude 13; Reflex 17; Will 18

Speed 5

Check penalty -2

### Weapons

**Autoloader:** Clip 15; Ammunition 105; Attack Bonus +7 / +4 (Wisdom/Dexterity); Damage 1d6 (+1 Dexterity bonus); Range 15/30; off-hand

### Ⓢ Melee Basic Attack (standard; at-will) • Weapon

Club +3 vs. AC, 1d6 damage

### ✱ Explosives Attack (detonator dependant; at-will/special) • Explosive, Weapon

**Requirement:** You must have succeeded in your Demolitions skill check.

**Target:** all targets in burst; +6 vs. Reflex; 1d8/block of moldable explosive wired +3

**Miss:** Half damage for those in burst and no special effects.

**Inventory:** 6 remote detonators, 10 blocks of moldable explosive.

Strength 10 (+1)

Constitution 12 (+2)

Dexterity 12 (+2)

Intelligence 16 (+4)

Wisdom 18 (+5)

Charisma 8 (+0)

**Skills:** Demolition (+9), Heal (+15), History (+9) Perception (+10), Sciences (+9),

**Feats:** Armor Proficiencies (Light, heavy), Crossfire, Firearm Focus, Jack of all Trades, Linguist, Skill Focus (Heal), Weapon Proficiencies (one- and two-handed small arms, simple melee)

**Languages:** Common/English, Japanese, French, Russian, German

**Equipment:** Autoloader, backpack (2 battery flares, 5 chemical light sticks, 1 compass, 1 lighter, 1 canteen and one day of rations), carbide armor, flashlight, moldable explosive (10 blocks), remote detonators (x6).

### Crossfire [Feat]

**Benefit:** You can flank 2 squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### Trained as Reflex [Feat]

**Benefit:** You may choose one 1st-level at-will power. This power is considered a basic attack. You cannot swap out an at-will ability you have selected to be a basic attack.

## DIAGNOSE AND CURE

### Operator Class Feature

*How many fingers do I have up? Thirteen? I think you took a hit in the head.*

### Encounter (Special) • Healing, Martial

**Move Action** **Melee touch**

**Target:** One ally (not you) suffering from a condition or ongoing damage

**Effect:** Targeted ally gains a +2 bonus to save against the effect or ongoing damage.

**Sustain Minor:** As long as you remain in reach, you can continue to offer the bonus to the saving throw until the ally saves against the effect.

**Special:** You may activate this ability again in the same encounter if you use your action point to do so

## NATURAL HEALER

### Operator Class Feature

*There's an arrow in your head. Whatever you do, don't laugh.*

### Encounter (Special) • Healing, Martial

**Standard Action** **Melee touch**

**Special:** You can use this power twice per encounter.

**Target:** You or one ally

**Effect:** Target spends a healing surge. Instead of the healing surge value, the target regains 10 hit points.

## MEDICAL CARE

### Operator Class Feature

*What, this? This is just a cocktail of my design. Side effects? Not sure. Let's find out.*

### Daily • Healing, Martial

**Move Action** **Melee touch**

**Target:** You or one ally

**Effect:** You or your selected ally gain a +4 bonus to Fortitude or Will defense (choose before injection) for the rest of the encounter.

## EVASIVE OVERDRIVE

### Operator Attack 1

*You do everything in your power to avoid getting hit.*

### At-Will • Martial

**Standard Action** **Range 10**

**Target:** One creature

**Attack:** Wisdom + 2 (+7 total) vs. Reflex

**Hit:** No damage, but you gain a +4 bonus to AC until the beginning of your next turn against the target. You also neither provoke attacks of opportunity nor grant combat advantage to the target until the beginning of your next turn. You also gain a move action

## FLASH OF GENIUS

### Operator Attack 1

*You don't enjoy violence as much as the others...but you are good at it.*

### At-Will • Martial, Weapon

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

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





## FIELD SHOT Operator Attack 1

You are a field operator trained in support and backup. Thankfully, you can still handle yourself.

**At-Will • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage and you can shift 2 squares after the attack.

## PROTECT THE FALLEN Operator Attack 1

You would rather die than allow an ally under your care to come to harm.

**Encounter • Martial, Healing, Weapon**

**Standard Action** Melee touch,  
Ranged weapon

**Target:** One ally

**Effect:** Ally recovers hit points equal to your total heal skill. You then attack an enemy.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage

## AWARENESS OF ANATOMY

Operator Attack 1

You know about this opponent and know where to attack to offer others an advantage.

**Daily • Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and all allies in the encounter except you gain combat advantage against the target until the end of your next turn.

**Miss:** Half damage and the target does not grant combat advantage

## EMERGENCY PATCH Operator Utility 2

You stop what you're doing and see to the injuries of an ally. You know what your priorities are.

**Daily • Healing, Martial**

**Minor Action** Melee touch

**Target:** One ally

**Effect:** Target spends a healing surge. Instead of the hit points the target would normally regain, the ally regains 10 hit points.

## OUT OF THE FIRE Operator Attack 3

You know when to fight. You grab an ally and pull back, laying down fire as you leave.

**Encounter • Martial, Weapon**

**Standard Action** Ranged weapon

**Requirement:** You must have an ally in an adjacent square.

**Target:** One creature

**Attack:** Dexterity vs. AC

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

**Special:** After the attack, you and the ally can shift as many squares as 1 + your Intelligence or Wisdom modifier

## Remember...

...Pick one at-will at the beginning of the game...that becomes your basic ranged attack for the duration of your character's life. Flash of Genius is the preferred option here because it offers a much higher attack bonus.

...You are trained in Demolitions. As such, you gain a +2 proficiency bonus when using Explosives. You have 6 remote detonators and 10 blocks of explosives. This will allow you to play with stringing some blocks together for a larger detonation. Each wired block requires one detonator. You can trigger several detonators you have control over with a single power activation, but resolve each detonator/wired block individually. You can use any explosives with an explosives attack, even grenades. If you use grenades as a planted demolition, use Demolition skill rules and detonate using an Explosive attack, not a Grenade Attack.

...With explosives, unless taking 10, each Demolitions skill roll takes a standard action. This includes setting and wiring blocks. Because all you have are remote detonators, they can be detonated as a minor action or a ready action. When that occurs, you trigger how many remote detonators as you wish and activate the Explosives attack power. The marshal offers ranged basic attacks and as a result, you cannot detonate explosives with them. They can only be detonated via ready action or minor action (although you can detonate on someone else's turn, like if the marshal sacrificed his move action to give you a minor action).





# Street Map



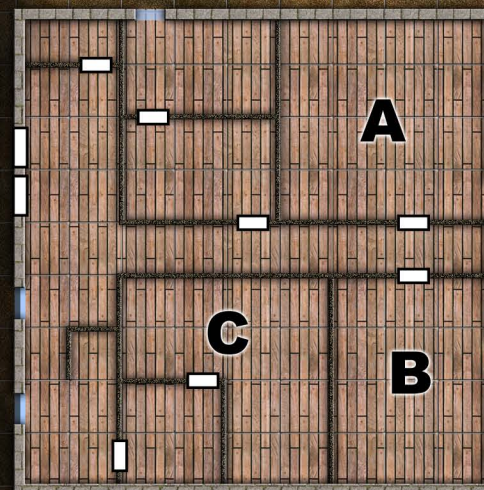
□ = 5 ft.



3



4





# CDC Compound Map



□ = 5 ft.

