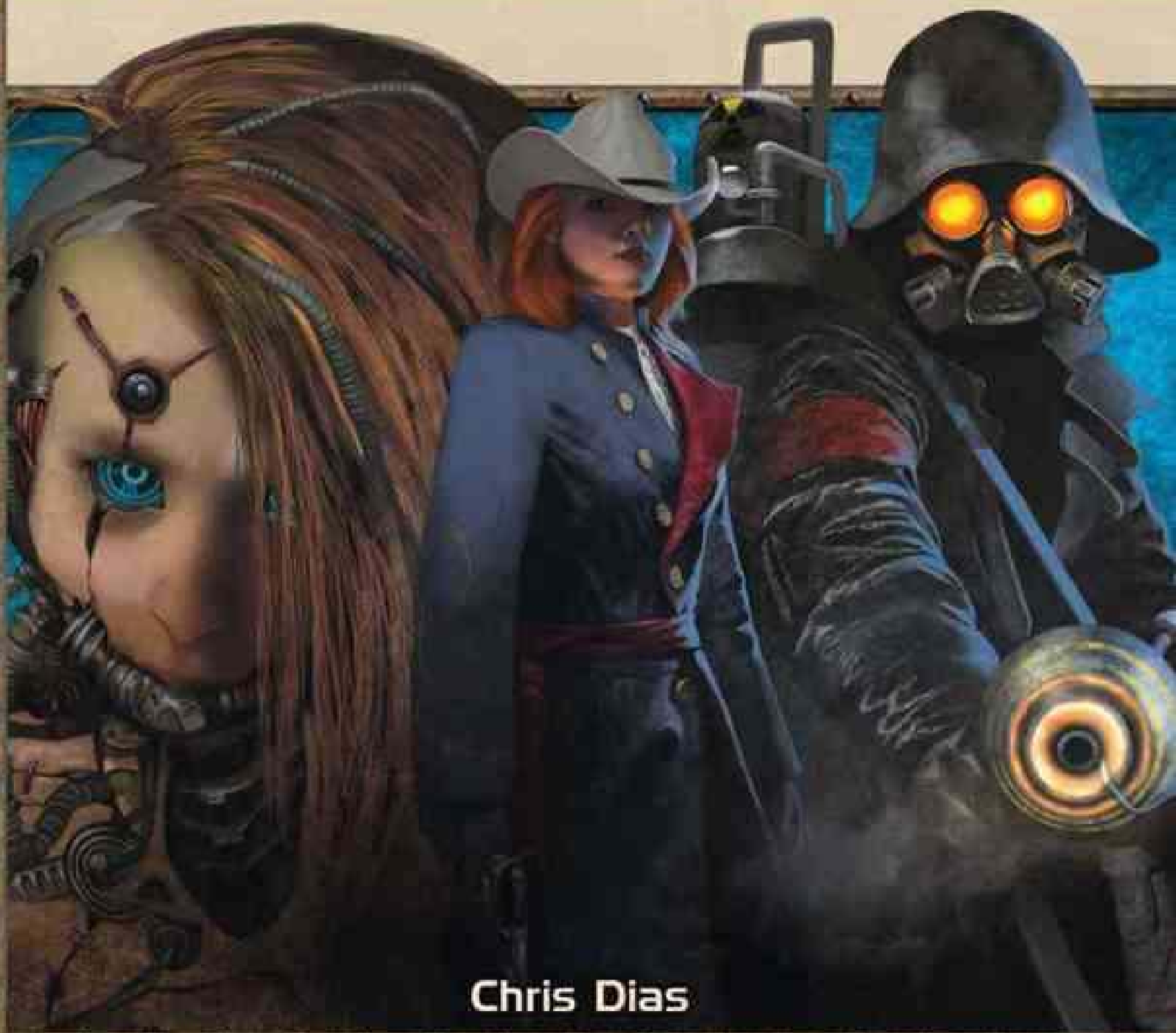


ULTRAMODERN (4)



Chris Dias



CREDITS

Writer

Chris Tavares Dias

Cover Design & Layout

Joshua Raynack

Cover Illustration

Nick Greenwood

Cartography

Jeremy Simmons, Christopher Hunt

Editor

Christopher Stilson

Interior Illustrations

Nick Greenwood, Wayne Miller

Logo Designs

Nick Greenwood

Military Advisor

Geoffrey Lamb

Playtesters

Aaron Hamilton, Aaron Hengst, Ahmed Alex Nasla, Alex Hofer, Alex Tendy, Andrew Cermak, Andrew Howes, Andrew

Impellezari, Andrew Young, Angela Berry, Bill Yon, Brad Scoble, Brandon Allen, Brian Barngrover, Cameron Lauder, Charla Anderson, Charles Mitchell, Chris Baker, Chris Brown, Chris Brown, Chris Clouser, Chris Dias, Chris Oveson, Chris Tyler, Chris Young, Christopher Baker, Christopher Hunt, Christopher Stilson, Chuck McGinnis, Clarence Sterling, Daryl Anderson, Dave Lee, Dave Painter, David Baker, David Guyll, David Henderson, David Hoyer, Denny Glau, Derek Mitchem, Dirk Lancer, Douglas Warshowski, Edd McGinnis, Edward Martin, Elizabeth Bonsell, Eric Bonsell, Eric Braun, Fernando Barrocal, Gabriel Clouser, Gary Bratzel, Geoffrey Lamb, Glen Gratton, Greg Brown, Ian Hunt, Igor Diamantino, Jason Brown, Jeff Berndt, Jennifer Hoyer, Jesse Fuhrman, Jessica Painter, Jewel Sandeen, Joe Hinke, John Keyes, Johnny Riess, Jon Ohman, Jordi

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CHAPTER ONE

WHAT IS ULTRAMODERN4

4

It began with *Amethyst* in 2008. It was our goal at Dias Ex Machina (DEM) to push beyond the accepted assumptions and philosophies of the 4th EDITION DUNGEONS & DRAGONS rules. Beginning with the introduction of non-fantasy elements into the rules, we then began entertaining ideas that further broke from the design structure laid down by Wizards of the Coast: attack powers that inflicted no damage; classes with multiple roles. Although these ideas worked well on their own, in a fantasy setting against traditional classes, the end result was found to be a little confusing to new players. However, this did not stop us from pressing on into even more radical concepts. It was determined that these ideas were incompatible with the spirit of DUNGEONS & DRAGONS, but were still viable when separated from the fantasy setting.

Ultramodern4, or U4, is the result--a supplement designed to offer classes, features, feats, skills and equipment for settings outside of DUNGEONS & DRAGONS but still employing the 4th EDITION rules.

Unlike the rules you may be accustomed to, there are some noteworthy deviations we should explain up front:

- **Smaller Classes:** Class builds only offer two or three power options per level compared to four or five with traditional classes. You gain more variety with your ladder.

- **Ladders:** Ladders are chosen at character creation and affect how you play your character. They alter your class, offer you alternate powers, and even award enhancement bonuses, money, and further abilities as your progress.
- **No Magic:** As this assumes a non-fantasy setting, U4 balances the lack of magic items with free enhancement bonuses and additional abilities gained through your ladder. These can be ignored if employing magic in your game.
- **Non Combat:** Several powers and even entire classes feature no direct combat abilities. Some may affect a combat encounter, like moving or imposing conditions on enemy units or offering benefits to allies, but they won't directly damage an enemy unit.

COMPATIBILITY

Despite these radical departures in character creation and growth, the fundamentals of the 4th EDITION system are unchanged. Experience, level progression, feats, and ability increases are unaffected. Though new skills have been added, the way skills are used is unchanged. No rules defined in any of the 4th EDITION DUNGEONS & DRAGONS core books have been redefined. Several new rules have been introduced, mostly dealing with the use of vehicles, powered armor, and firearms.

It is not only feasible but fully permissible to use elements from any **DUNGEONS & DRAGONS** book with U4, including monsters, feats, races, and classes.

MODERN / SCIENCE FICTION

The mission of U4 is to present 4th EDITION rules for use in non-fantasy settings. These include pre-modern settings, contemporary settings, and those that are far-flung, fantastic and futuristic. U4 is perfectly suited for any modern or future campaign, such as cyberpunk, espionage, modern warfare space opera, techno-fantasy, urban fantasy, and wild west (with or without aliens).

U4 has no default setting, allowing you to explore the rules in whatever context you wish. The rules are offered in a general way, not assuming any time period. The equipment section presents a wide range of various firearms. Though most are modern, quite a few are retro or futuristic.

AMETHYST

Amethyst is the name of DEM's first product—a techno-fantasy set in Earth's distant future. Unlike U4, *Amethyst* was designed to be fully compatible with **DUNGEONS & DRAGONS**. Weapons are listed with enhancement bonuses, and classes are presented in a more traditional fashion. Enhancement is handled via tech levels—with lower tech items like revolvers having a +0 to +1 enhancement and lasers and plasma weapons boasting +5 to +6 enhancement. With U4, enhancement is granted by one's ladder, meaning it would be technically possible for players to wield laser guns at 1st level if the campaign indicates that as a possibility.

U4 was built from the skeleton of *Amethyst*. Although DEM could have changed the names of powers and feats, doing so proved tedious and unnecessary. *Amethyst* had five classes, all of which were combat-based. With the release of *Amethyst Evolution*, we introduced “alternative” classes based on the revised 4th EDITION rules presented in **D&D ESSENTIALS**. These five original classes expanded to eight under these new rules. *Amethyst* offers classes compatible with **ESSENTIALS** because of the game's need to match the progress of **D&D**.

This is not required of U4. Where **D&D ESSENTIALS** makes character creation and game play easier, U4 adds additional variety and complexity. As result, U4 does not offer alternate (essential) variations of its classes. From a presentation perspective, U4 and *Amethyst* are very different, but their similarities cannot be denied. Both books share powers and feats, some identical with many others only slightly modified. U4 offers dozens more powers because of the nature of its rule set. Both games also feature identical rules regarding firearms, power armor, explosives and vehicles. U4 is more complicated, so there are additional rules not present in *Amethyst*. Where *Amethyst* has the “passive” keyword, U4 breaks that up into the “maneuver,” “tactical”

and “psyche” keywords. U4 also includes the “open” range rule regarding targets in wireless communication range. U4 weapons also list armor penetration, which their counterparts don't have in *Amethyst*.

NEUROSPASTA

Originally, U4 did include an official setting, dubbed *NeuroSpasta* (NS). This was a cyberpunk/espionage campaign inspired by the recent generation of books and films on the genre (Appleseed, Chrysalis, Cypher, Ghost in the Shell, Natural City, Renaissance, etc). The setting is centered on the fictional autonomous city-state of Archon, built as the future headquarters of the United Nations. In the years since its founding, the city has become a powder keg of political tension and controversy. Characters would either take on the role of radicals or peacekeepers, their attention focused solely upon this city. Because of the growing size of the project, it was decided to split the book in two, with the setting carried into the second book and the rules for character generation and combat condensed into *Ultramodern4*.

The second book not only contains the campaign background but advanced rules unique to the setting you can also use in your own homebrew games. These include the full-sized manipulator class—our variation on the hacker—along with several paragon paths associated with it. *NeuroSpasta* also offers hacking feats, an expanded Computer Use skill, cybernetics, new races (built around the melding of machine and man, not actual races), robots, and new opponents.

THE BASICS OF TRANSITION

To play *Ultramodern4*, beyond this rulebook, you also need the **DUNGEONS & DRAGONS PLAYER'S HANDBOOK** and **DUNGEON MASTER'S GUIDE**. Several rules reference entries in the **MONSTER MANUAL** as well, so that is also recommended. Beyond ladders, character creation is identical from standard 4th EDITION. This books lists no races as the default for any modern setting is human (refer to the **PLAYER'S HANDBOOK** for that entry). Depending on the setting, a GM may permit any number of races, and their inclusion will not throw off the balance of the game. If players meet the prerequisites, they can select any feats from any **DUNGEONS & DRAGONS** book assuming the GM permits the source in his campaign. *Ultramodern4* does not reprint any rules from any **DUNGEONS & DRAGONS** publication and is 100% **GSL** compliant.

NEW RULES AND CONCEPTS

Ammunition: Many weapons have the capacity to fire in single shot and rapid fire modes. Rapid-fire and auto-fire requires the use of particular feats and powers; without these, single-shot mode is assumed. Every

time you roll to attack, you use one round of ammunition unless you are using an auto or heavy auto weapon.

Open Range: A power with a range of 'open' can target any creature with which you are in communication. Without technological assistance, the range of the power is limited to a close burst 5 in a combat encounter and a close burst 10 in a non-combat situation. If you and possible targets are using any form of long-range communication, the range is extended to that of the device or power being used. Certain devices require a hand free and/or lose their effectiveness in combat. Communicating with a target at open range follows normal rules for remaining quiet for purposes of Stealth checks. Open powers do not provoke opportunity attacks.

Regular Basic Attack: Several abilities and powers refer to a regular basic attack. These only grant a *melee basic attack* or *ranged basic attack* (as indicated in the **DUNGEONS & DRAGONS PLAYER'S HANDBOOK**), not a power designated as a basic attack or a power that states it counts as a basic attack.

Standard Equipment: Each class has standard equipment which is given to starting characters. This equipment has no value if sold or traded in. Characters receive no additional starting money other than what is listed.

Substitution Powers: Nearly every class in *Ultra-modern* gains an encounter power at character creation which can be used multiple times in an encounter by expending an unused encounter attack power. At character creation, you gain the use of this substitution power once per encounter. Once per turn, using a free action, you can expend an unused encounter attack power and gain an immediate additional use of this substitution power. You can gain additional free uses of a substitution power per encounter by selecting it in place of a normal encounter attack power. Several encounter attack powers are reliable, are able to be reused with an action point, or get recovered under certain conditions.

Targeting Creatures: With standard 4th EDITION rules, powers that target 'creatures' can target creatures or objects (including vehicles). This does not apply to powers with the maneuver, psyche, or tactical keywords, which only affect creatures.

NEW KEYWORDS

Auto: This power can only be used with firearms with the auto or heavy auto property. In addition, with every attack roll, multiple rounds of ammunition are used. A weapon with the auto property fires 5 shots per attack roll while a weapon with the heavy auto property fires 10. Certain feats, features, and powers can reduce or increase these values. When not employing a power with the auto keyword, weapons with the auto property fire only 1 round of ammunition per attack roll with heavy auto weapons still firing 10.

Some powers list an entry for *auto* or *heavy auto*. If your weapon has the auto or heavy auto property, you

can add the auto keyword to the power and gain the additional effects listed in the *auto / heavy auto* entry. A *heavy auto* entry requires that the weapon have the heavy auto property, but an *auto* entry can be used with either an auto weapon or a heavy auto weapon. Applying the auto keyword in this way is optional.

Booster: This power is used after you hit with a basic attack (or power that counts as a basic attack). A booster power adds damage and/or additional effects to the triggering hit. You can only apply one booster power per attack (even if boosters inflict different effects or the attack results in multiple hits). You can only apply a booster power to a hit that inflicts at least one die of damage.

Explosive: The power is connected with the arming, planting, and detonation of deployable explosives or grenades. Most explosive powers require the use of the Demolitions skill. These powers can either replace a regular basic attack or add onto an existing explosive power.

Healing: Although the healing keyword has been previously defined, *Ultramodern* powers with the healing keyword cannot be used to recover hit points for vehicles, powered armor, robots, or other miscellaneous objects with stated hit points.

Maneuver: These attack powers inflict no damage; instead, they involve outmaneuvering your opponent with skill and natural agility. Since they do no damage, if you score critical hit with a power with the maneuver keyword, you gain a +2 power bonus to your next attack roll with a power with the maneuver or weapon keyword in that same encounter.

Psyche: These powers involve using dialogue and presence of personality to inflict effects. These powers depend on the target being able to understand you. If the target is deafened, does not share a language with you, or lacks free will, he cannot be affected by this ability. These powers may not function in certain circumstances at the GM's discretion. If a psyche power cannot be used, it is not considered to be expended if attempted. Since they do no damage, if you score critical hit with a power with the psyche keyword, you gain a +4 power bonus to your next attack roll with a power with the psyche keyword in that same encounter.

Sniper: This power can only be used with firearms with the sniper property. Unless otherwise stated, you cannot target creatures fewer than five squares away with sniper powers.

Some powers list an entry for *sniper*. If your weapon has the sniper property, you can add the sniper keyword to the power and gain additional effects listed in the *sniper* entry. Applying the sniper keyword in this way is optional.

Tactical: These attack powers inflict no damage and involve using combat experience and tactical observation to outthink or trick opponents into an action that is beneficial to you. Since they do no damage, if you score a critical hit with a power with the tactical keyword, you gain a +2 power bonus to your next attack roll with a power with the tactical or weapon keyword in

that same encounter.

Vehicle: This power can only be used by a character operating a vehicle. If this is an attack power, the attack roll is modified by the maneuver value of the vehicle.

CHARACTER CREATION

Characters are created using the same process as in *DUNGEONS & DRAGONS*. Players determine their ability scores, establish their dominant modifiers, and select their race just as they would in a fantasy game. All race selections are assumed human unless the GM permits otherwise. See the *DUNGEONS & DRAGONS PLAYER'S HANDBOOK* on rules for humans as well as determining ability scores. The first point where character creation alters from the established rules is with the inclusion of the ladders.

LADDERS

In *DUNGEONS & DRAGONS*, classes represent defined fantasy archetypes. The type of story that *Ultramodern4* seeks to emulate calls for characters with more complexity. Therefore, a character's capabilities are derived from two sources: a ladder that determines their general traits, outlook and disposition, and a class that determines their vocational abilities.

You choose a ladder at character generation. You can neither change your ladder nor multi-class into another ladder. There are no prerequisites for ladders, but having high values in the ladder's key abilities will certainly help. A ladder offers additional features and abilities and alternate powers. When you reach a level where you gain a power, you can select a power from your class or your ladder (if there is one available at that level from that class or ladder).

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class. Ladders are generic in their power benefits. Some ladders feature more utility powers while others feature more attack powers.

Born Leader: You possess a genuine charisma, always taking center stage. People naturally gravitate towards you. As result, Charisma is your primary ability with Intelligence as your secondary.

Juggernaut: You're big. You were the tallest in school, excelled in sports, and were groomed for a career where you wouldn't have to speak so much. Constitution and Strength are equally important to you.

Runner: You are healthy, lithe, and fast. Your mind and body are one as you focus your energy into evasion and pursuit. Dexterity is the obvious primary, but Intelligence or Wisdom are important secondary abilities.

Savant: You are compelled know as much as your brain can comprehend. You enjoy reading, understand-

ing, and resolving problems. Intelligence is an automatic priority but smarts is useless without Wisdom.

Survivor: No matter the situation, you always appear to make it out alive. You can endure any hardship, from hostile weather to hostile locals. Constitution is your primary ability with Wisdom a close second.

Veteran: You are grizzled and seasoned. You have become hardened to the traumas of the world through practical experience. Wisdom is your primary attribute with Charisma not far behind.

Warrior: You're a fighter in any situation, whether that is in a ring, in an alley, or in a warzone. You can wield a blade, a bow, a pistol, or a tank. Sometimes all you need are your fists. Dexterity and Strength are both vital.

LADDER FEATURES

The biggest difference between ladders and classes is that while classes offer features at first level and powers to choose from through character generation, ladders offer you abilities throughout character development. This includes additional powers, defense bonuses, abilities, and financial windfalls you can use to acquire gear.

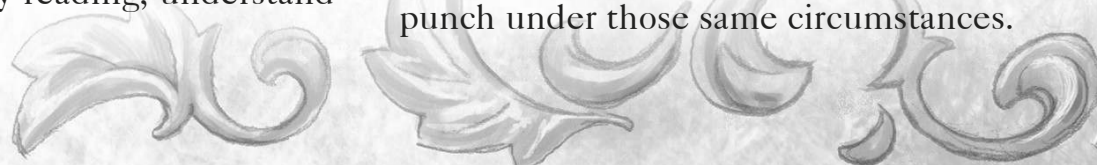
Primary Attack/Damage Ability: Almost every ladder allows you to alter the ability score required for attack rolls and damage rolls. Some of these entries list specific conditions that must be met in order for you to swap your primary ability (only one-handed small arms, for example). You can only swap an ability score when it applies to attack and damage rolls, not for other powers (there are certain features that allow you to use an ability score in place of another for certain skills). If an attack power lists two ability scores, you cannot replace an ability score if the result would add the same ability modifier twice.

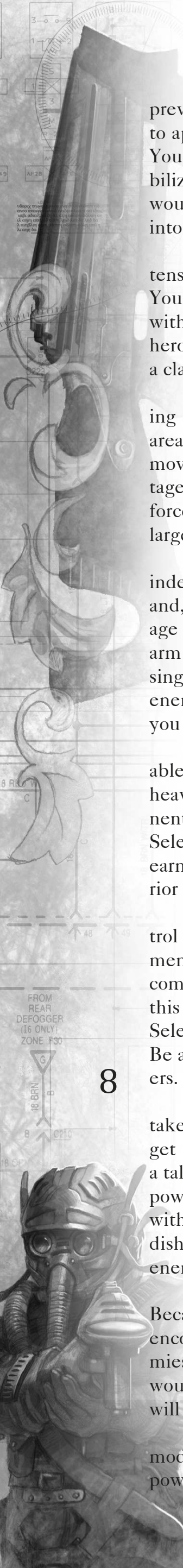
Beyond Ultramodern: Ladders are fully compatible with all GSL-compatible products. You can marry them to any *DUNGEONS & DRAGONS* game (if you want to include druids, fighters, or wizards, for example). Some of the ability swap features listed for several ladders don't appear to offer much variety unless you integrate them into classes not listed here (see *And Then There Were Dragons* in Chapter Nine).

CLASSES

Players will notice that classes in *Ultramodern4* are trimmed down from their fantasy counterparts. Additional variety comes from your ladder. Although some ladder/class combinations are beneficial, there is no prerequisite for a class. It is up to you to explain the motives of your character and why she would choose such a path. It is entirely possible to create a character with few to no powers that inflict damage.

Faceman: You use words and a smile to succeed in areas where bullets would fail. You have no damaging powers. Instead your attacks confound and seduce. Combine with the runner and know when to run when words fail. Combine with warrior so you can throw a punch under those same circumstances.





Grappler: You're a wrestler. You pin enemies and prevent them from approaching allies. You know where to apply pressure to inflict the most damage on a target. Your powers revolve around grabs, restraining or immobilizing opponents. Although juggernaut or warrior would be obvious ladders, runner allows you to move into position.

Gunslinger: You wield pistols like they're an extension of your body. It could be one firearm or two. You can fire one bullet or unleash volleys. Pair this with runner and dash through combat like an action hero. Opt for veteran and be the stone-faced marshal of a classic western.

Heavy: You often wield the largest, most devastating weapons. Your powers involve raining down large area effects on multiple opponents, hindering their movements and preventing them from gaining advantage. Pair this with juggernaut to create an unstoppable force of fire and thunder. Select veteran and be the largest gun that has survived the most battles.

Infiltrator: You're an assassin trained to operate independently from others. You move in by stealth and, by utilizing combat advantage, inflict massive damage on single foes. You go about this using either a firearm or a blade. Select the survivor ladder and be the singular killer that journey's for weeks to dispatch your enemy. Select runner and make haste your escape after you succeed.

Man-At-Arms: You're the tried and trained soldier, able to use any weapon in any situation. Unlike the heavy class, you wield firearms against specific opponents, most likely the greatest threat on the battlefield. Select a born leader to be a front line leader that has earned authority through shared combat, or opt for warrior and be full time militant.

Mastermind: You use strategy and tactics to control the battle theater. Your powers limit enemy movement, hindering their effectiveness. Inflicting damage comes via placing enemies in harm's way. You can pair this with born leader and affect both allies and enemies. Select veteran and be a trained commander of a unit. Be a warrior and stand on the front line with your brothers.

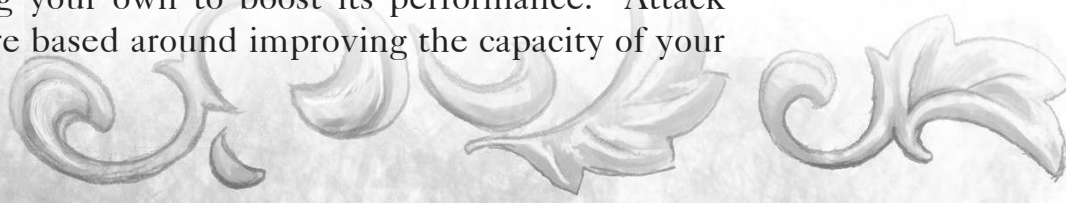
Sniper: You don't offer yourself as a target. You take out enemies from as far away as possible. You target single opponents and inflict devastating conditions, a talent you can employ with every attack. Most of your powers' ranged are limited to 5 squares or further. Pair with survivor and be a guerilla or select savant and brandish your weapon openly while you surgically remove enemies from the battlefield.

Specialist: You are an expert in a specific field. Because of the nature of the class and the game, you are encouraged to be a healer. Few powers damage enemies, but there are exceptions. Although a savant would be an obvious ladder, any combat-based ladder will supply some much needed offensive abilities.

Techie: You sabotage enemy technology while modifying your own to boost its performance. Attack powers are based around improving the capacity of your

weapon. Pair your class with warrior or juggernaut to be a combat engineer. Alternately, you could select savant and be a general geek.

Vanguard: You disdain the efficiency of firearms in favor of straight melee fighting. The vanguard covers nearly every martial arts class, whether it is using fists or swords. Although you would think a warrior would be the obvious choice, nearly every ladder has something to offer. Be a juggernaut to ram through opponents or be a savant to use your mind as well as your fists.







CHAPTER TWO

LADDERS

BORN LEADER

10

You have always displayed confidence in the way you talk and present yourself. You were the captain of a sports team, the head of a technical department, the supervisor for a menial commission retail job, or the squad commander in an army. You could also have been a used car salesman or actor. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thankfully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

Key Abilities: Charisma, Intelligence

LADDER FEATURES

As a born leader, you gain all the following ladder features at character generation.

COMMAND PRESENCE

Choose one of the following auras at character generation. You can activate an aura as a minor action, which lasts until you end it as a minor action or until you fall unconscious. Unlike stances, multiple auras can be in

effect at once. Auras can only be in effect during a combat encounter.

By Example aura 2; allies in the aura gain a +2 power bonus to Fortitude defense and Will defense.

Field Advice aura 2; allies in the aura gain a +2 bonus to all saving throws except death saves and saves against unconsciousness.

Mask of Authority aura 2; allies in the aura gain a +2 power bonus to damage rolls with basic attacks.

Level 11: +3 power bonus

Level 21: +4 power bonus

Stand as One aura 2; whenever an ally in the aura regains hit points, he regains additional hit points equal to your Charisma or Intelligence modifier. In addition, the action required for second wind is reduced from standard to move, or from move to minor.

Level 11: Additional hit points equal to 4 + your Charisma or Intelligence modifier

Level 21: Additional hit points equal to 8 + your Charisma or Intelligence modifier

Strategic Precision aura 2; allies in the aura gain a +1 power bonus to attack rolls against the last target you hit.

BRAINS AND GOOD LOOKS

You can use Charisma or Intelligence in place of Wis-

dom for all instances in powers.

STRIKING PRESENCE

Select three Charisma- or Intelligence-based skills and gain a +1 bonus to each.

3rd LEVEL

Enhancement Bonuses: +1 attack and damage; +1 Will
Either gain the What a Guy feature or receive \$680.

What a Guy: As a minor action, you can spend a healing surge, but regain no hit points; instead, you extend any Command Presence auras you have in effect by a number of squares equal to your Charisma or Intelligence modifier until the end of your next turn.

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +1 AC; +1 Fortitude; +1 Reflex; +2 Will
Either gain the Backpedal feature or receive \$1,800.

Backpedal: Once per round, if you fail a Charisma- or Intelligence-based skill check by 5 or more, you can reroll the check and take the second result.

11th LEVEL

Enhancement Bonuses: +3 attack and damage; +2 AC; +2 Fortitude; +2 Reflex; +3 Will
Either gain the Presence of Leadership feature or receive \$9,000.

Presence of Leadership: When you use your second wind, one ally in your aura can spend a healing surge.

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +3 AC; +3 Fortitude; +3 Reflex; +4 Will
Either gain the Anything for You feature or receive \$45,000.

Anything for You: Gain 1 additional Command Presence aura.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +4 AC; +4 Fortitude; +4 Reflex; +5 Will
Either gain the Earned Loyalty feature or receive \$225,000.

Earned Loyalty: Your Command Presence auras have their ranges increased by 1.

26th LEVEL

Enhancement Bonuses: +6 attack and damage; +5 AC; +5 Fortitude; +5 Reflex; +6 Will
Either gain the No Wimps Allowed feature or receive \$1,125,000.

No Wimps Allowed: While you are blooded, all Command Presence auras you have in effect have

their ranges increased by 2.

ALTERNATE POWERS

MAKE ROOM Born Leader Attack 1

There are others in a better position. You give them the opening they need.

At-Will • Martial
Standard Action

Open

Level 21: Move action

Target: One ally

Effect: The target makes a basic attack against an enemy of your choice, and gains a bonus to damage rolls for the attack equal to your Charisma or Intelligence modifier.

SOUND ADVICE Born Leader Attack 1

Do that again and try not to suck so much this time.

At-Will • Martial
Immediate Reaction

Open

Trigger: One ally in range misses on a basic attack.

Target: The triggering ally.

Effect: The target rerolls the attack, retaining all original attack bonuses, and using additional ammunition for the second attack.

QUICK SAVE Born Leader Attack 1

A quick word or push allows an ally a momentary improvement to his accuracy.

Encounter • Martial
Immediate Interrupt

Open

Trigger: One ally misses with an attack roll against a creature you can see.

Target: The triggering ally

Effect: The target repeats the attack roll (using additional ammunition with each roll) until he hits or runs out of ammunition.

GEOMETRIC STRATEGY

Born Leader Attack 1

There's a whole machine that works because everyone does what they are supposed to.

Daily • Booster, Martial
Immediate Reaction

Open

Trigger: One ally hits with an attack.

Target: The triggering ally

Effect: The target's attack deals +1[W] damage.

NO ONE HITS THE CHIEF

Born Leader Attack 1

You're hit and your comrades don't take kindly to that.

Daily • Martial
Move Action

Open

Target: Two allies

Effect: The target makes a basic attack against one creature that hit you since the start of your last turn.



HOLD FAST Born Leader Utility 2

You push the heads down of those around you, keeping them from the line of fire.

Encounter • Martial

Move Action **Close burst 1**

Target: You and one ally in burst OR two allies in burst

Effect: The target gains a power bonus to hardness equal to your Charisma or Intelligence modifier until the start of your next turn.

Sustain Move: The effect persists until the start of your next turn. If either target leaves its current square, the effect ends.

INSPIRE THE TROOPS Born Leader Utility 2

Come on, say a few words . . .

Daily • Martial

Standard Action **Close burst 5**

Target: Each ally in burst

Effect: The target gains a +2 power bonus to all attack rolls until the start of your next turn. The target gains an additional move action on his next turn, and can trade two move actions for one standard action.

LEAVE NO MAN BEHIND

Born Leader Utility 6

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

Encounter • Healing, Martial

Move Action **Melee touch**

Target: One bloodied ally

Effect: Spend a healing surge, but do not regain hit points; instead, the target regains hit points as if she had spent a healing surge. You and the target shift a number of squares equal to 1 + your Charisma or Intelligence modifier. You and the target must be adjacent at the end of the shift.

Sustain Move: You and the target shift a number of squares equal to 1 + your Charisma or Intelligence modifier squares. You and the target must be in adjacent squares at the end of the shift.

WHEN A PLAN COMES TOGETHER

Born Leader Utility 6

You congratulate the group for a job well done.

Daily • Martial

No Action **Personal**

Requirement: An encounter ends with no allies dying, unconscious, or bloodied.

Effect: Each ally gains one additional action point. The encounter gains a +5% experience bonus.

LINE OF RESOLUTION

Born Leader Attack 9

You and an ally mark a line and refuse to let any opponents past.

Daily • Martial, Weapon

Move Action **Close wall 10**

Effect: The endpoint of the wall must be adjacent to one ally, and must cover the shortest path between you. You or the ally can make a basic attack as an opportunity action against any creature that enters the wall until the start of your next turn. A creature hit by this attack is immobilized until the start of your next turn.

Sustain Move: The effect persists: if you or the ally has moved, you can also move the wall. This effect ends if the distance between you and the ally is greater than 10 squares or if line of sight is broken with the ally.

BOLSTER THE LINE Born Leader Utility 10

You shout a few inspiring words and quote the soldier's creed. The spines of those around you stiffen.

Encounter • Healing, Martial

Standard Action **Close burst 2**

Target: Each ally in burst

Effect: The target gains temporary hit points equal to twice your Charisma or Intelligence modifier.

CONTROL THE BATTLE THEATRE

Born Leader Utility 10

You bark out orders and change the pattern of attack.

Encounter • Martial

Move Action **Close burst 3**

Target: You and up to four allies in burst

Effect: The target shifts its speed.

NOW WHAT DID WE LEARN?

Born Leader Utility 10

You talk it over with the others and you show how, even in the direst circumstances, something can be learned.

Daily • Martial

No Action **Personal**

Trigger: An encounter ends. At least two allies were bloodied at some point during the encounter.

Effect: Each ally regains 2 healing surges and 1 daily power.

Special: This power can only be recovered during an extended rest.

LEAD THE GROUP

Born Leader Attack 15

You stand in front as a proud example. Where you point, others will follow.

Daily • Martial, Weapon

Minor Action **Open**

Target: Each ally in range

Effect: Until the end of the encounter, on the target's turn, you can either slide the target one square or the target gains a +2 bonus to all attack rolls until the end of the turn. You can also use an immediate reaction to grant the target a basic attack.

CORRAL THE GROUP Born Leader Utility 16

Your presence inspires others to act with a similar strength of personality.

Daily • Martial

Move Action **Close burst 5**

Target: You and each ally in burst

Effect: Until the end of the encounter, the target gains a +2 bonus to Fortitude and Will defense, a +4 bonus to all defenses against fear attacks, and a +2 bonus to all saving throws. The target also receives temporary hit points equal to twice your Charisma or Intelligence modifier.

LOOK ALIVE! Born Leader Utility 16

You grab an ally by the shoulder, help her up, and reassure her of the triviality of her wound.

Encounter • Healing, Martial

Standard Action **Melee touch**

Target: One bloodied ally

Effect: The target can spend a healing surge. If the target is prone, she can stand up.

MAINTAIN FORMATION

Born Leader Utility 16

A team stays together.

Encounter • Martial

Free Action **Open**

Target: Three allies more than 3 squares away

Effect: The target shifts its speed -2. Each target must end the shift closer or adjacent to an ally.

CRITICAL MOMENT

Born Leader Attack 19

One word of encouragement at the right moments can make all the difference.

Daily • Booster, Martial

Immediate Reaction **Open**

Trigger: An ally hits with an attack

Effect: The triggering hit becomes a critical hit.

FACE SLAP

Born Leader Utility 22

Sometimes a stricken comrade only needs a good smack to wake up.

Daily • Healing, Martial

Minor Action **Melee touch**

Target: One unconscious ally

Effect: The target is no longer unconscious and can spend a healing surge. If the target was unconscious from being reduced to fewer than 0 hit points, she regains 1 hit point if she does not spend a healing surge.

PULL IT TOGETHER

Born Leader Utility 22

You resort to anger, encouraging support, or violence to get an ally to shrug it off.

Encounter • Healing, Martial

Move Action **Melee touch**

Target: One ally suffering from any of the following conditions: Blinded, dazed, deafened, slowed, stunned, or weakened.

Effect: You suppress one of the listed conditions until the start of your next turn.

Sustain Minor: The effect persists. The target must still be in range.

JUST STOP...

Born Leader Utility 22

We need to take a moment to focus...just focus. Take a deep breath and let us deal with this threat like the team we are.

Daily • Martial

Standard Action **Open**

Target: You and each ally

Effect: The target recovers one expended encounter power and gains one action point which must be used before the end of the encounter. Additionally, until the end of the target's next turn, he can spend any number of healing surges as a free action.

ENCOURAGING REACTION

Born Leader Attack 25

You risk everything, even personal injury, towards the success of the mission.

Daily • Healing, Martial

Standard Action **Open**

Target: You and up to four allies

Effect: The target can spend a healing surge. He can either regain hit points or gain his healing surge value as a power bonus to the damage roll on his next hit. The target can make a basic attack.

BOOST PERFORMANCE

Born Leader Attack 27

A team stays together.

Encounter • Booster, Martial

Move Action **Open**

Target: Four allies

Effect: The target gains a 2[W] damage bonus to her next hit.

BATTLE SYMPHONY

Born Leader At-

ack 29

Allies target where you want. You perform a magnum opus of combat—your concert of sharp gunfire, thunderous explosions, and the silence of your fallen foes.

Daily • Booster, Martial

Standard Action **Open**

Target: Up to four allies

Effect: The target can shift a number of squares equal to 1+ your Intelligence modifier. The target can make a basic attack before or after the move, dealing +2[W] extra damage on a hit. If the target misses, he can make a second basic attack, dealing +1[W] extra damage on a hit.

JUGGERNAUT

The juggernaut is a beast. Blessed with amazing stamina and brutal strength, you base your reputation upon the build you were gifted with and train daily to maintain. You may have worked in a gym, a farm, or a military base. You were self-taught, trained by a coach, or beaten down by a drill instructor. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary. Regardless of what kind of pitiful body you were born with, you have worked up to nothing less than the physique of Greek legends. In your spare time, you work to maintain your physical perfection.

Key Abilities: Constitution, Strength

LADDER FEATURES

As a juggernaut, you gain all the following ladder features at character generation.

FULL TORQUE

You can use Strength in place of Dexterity for all attack and damage rolls with weapons with the light thrown and heavy thrown properties and with weapons from the sling and bow weapon group. You cannot use this ability with any power with the explosive keyword.

When wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Constitution in place of Dexterity for all attack and damage rolls.

GOOD CARDIO

You can move at full speed when wearing heavy armor or carrying a heavy load.

UNSTOPPABLE

Gain a +2 bonus to Endurance.

13



3rd LEVEL

Enhancement Bonuses: +1 attack and damage; +1 AC; +1 Fortitude

Either gain the No Time for Pain feature and +2 hit points or receive \$680.

No Time for Pain: If you are bloodied, add your Constitution or Strength modifier to your healing surge value

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +2 AC; +2 Fortitude; +1 Reflex

Either gain the Still in the Fight feature and +2 hit points or receive \$1,800.

Still in the Fight: Increase your number of healing surges by one.

11th LEVEL

Enhancement Bonuses: +3 attack and damage; +3 AC; +3 Fortitude; +2 Reflex; +1 Will

Either gain the Built Like a Truck feature and +5 hit points or receive \$9,000.

Built Like a Truck: You gain a +1 power bonus to all melee damage rolls.

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +4 AC; +4 Fortitude; +3 Reflex; +2 Will

Either gain the Shake it Off feature and +5 hit points or receive \$45,000.

Shake it Off: Gain a +2 power bonus to all saving throws against the blinded, dazed, deafened, stunned or weakened conditions.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +5 AC; +5 Fortitude; +4 Reflex; +3 Will

Either gain the Comical Reaction feature and +8 hit points or receive \$225,000.

Comical Reaction: If you succeed on a saving throw for the following conditions, you gain a basic attack as a free action: blinded, dazed, deafened, slowed, stunned, or weakened.

26th LEVEL

Enhancement Bonuses: +6 attack and damage; +6 AC; +6 Fortitude; +5 Reflex; +4 Will

Either gain the In Your Prime feature and +8 hit points or receive \$1,125,000.

In Your Prime: When you are bloodied, you gain regeneration 3.

ALTERNATE POWERS

DEVASTATING BODY ATTACK

Juggernaut Attack 1

You make the target think it just got struck by a gorilla... driving a car.

At-Will • Martial, Weapon

Move & Standard Action **Melee weapon**

Target: One creature 2 squares away

Effect: Shift into a square adjacent to the target.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. When rolling damage, reroll all 1s until they come up as something other than a 1. If the target cannot be pushed because of an obstruction, you inflict maximum damage.

Increase to 2[W] damage at 21st level.

INCONSEQUENTIAL INJURY

Juggernaut Attack 1

Nothing clears the head like hurting something else.

Daily • Martial

No Action

Personal

Effect: Select one condition you suffer from. Gain a +4 bonus to the saving throw against that condition until you pass. When you pass, you gain two basic attacks.

THE BEHEMOTH

Juggernaut Attack 1

You lift up a few inches and widen your stance. You find a newly found surge of adrenaline.

Daily • Martial

Minor Action

Personal

Effect: You gain temporary hit points equal to twice your Constitution or Strength modifier.

Special: Use a standard action and a move action instead of a minor action with this power and gain temporary hit points equal to twice your Constitution AND Strength modifier.

FOR THE COMMON HONOR

Juggernaut Utility 2

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

Encounter • Martial

Immediate Interrupt

Close burst 2

Trigger: One bloodied ally in range is hit by an attack that does not include you.

Effect: You are hit by the attack instead of the ally.

I'M THE JUGGERNAUT

Juggernaut Utility 2

You ignore any obstacles as you plow through terrain and opponents.

Encounter • Martial

Move Action

Personal

Effect: Shift a number of squares equal to 1 + your Constitution modifier, ignoring difficult terrain. You can move through enemies' squares during this movement. Non-creature obstructions in squares you attempt to enter take damage equal to 5 × your Strength modifier: if this destroys the obstruction, you can enter the square.

OUT OF THE FIRE Juggernaut Attack 3

You know when to fight and when not to. You grab an ally and pull back.

Encounter • Booster, Martial, Weapon
Free Action **Personal**

Trigger: You hit one creature

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Secondary Effect: You and one adjacent ally can shift a number of squares equal to 1+ your Strength modifier. You and the ally must be adjacent at the end of the shift.

THE BULLDOZER Juggernaut Utility 6

You slowly approach your enemies, pushing your advancing line and claiming more of the battlefield.

Daily • Martial
Move Action **Close burst 6**

Target: The nearest enemy in burst you can see

Effect: Shift one square towards the target. You gain resist 5 all damage until the start of your next turn.

Sustain Move: The effect persists. If you enter a square adjacent to the target, drop the target to 0 hit points or fewer, cannot move, or if you voluntarily move away from the target, you cannot sustain.

JUST LIKE ELIAS Juggernaut Utility 6

Despite injuries and your brain telling you you're done, your body refuses to fall.

Encounter • Healing, Martial
Move Action **Personal**

Requirement: You must be bloodied.

Effect: You regain hit points equal to twice your Strength modifier plus twice your Constitution modifier.

HE AIN'T HEAVY Juggernaut Attack 9

You grab a fallen ally and throw him over your shoulder as you withdraw.

Daily • Booster, Martial, Weapon
Standard Action **Close burst 6**

Target: One unconscious or otherwise helpless ally.

Effect: Shift into the ally's occupied square.

Secondary Effect: Make a basic attack. One hit creature takes 2[W] extra damage

Miss: Half damage

Tertiary Effect: Shift a number of squares equal to 1+ your Constitution or Strength modifier, and slide the target with you.

THE FREIGHT TRAIN Juggernaut Utility 10

You barrel through terrain and people and anchor yourself further up the line.

Daily • Martial
Free Action **Personal**

Effect: Shift your speed +2. Until the end of your next turn, you gain resist 10 all damage. You are not considered moving for the purposes of using firearms.

Special: If you reach a milestone, you recover the use of this power.

LIKE AN ELEPHANT Juggernaut Attack 13

You offer your shoulder to enemies you plow through, slamming them back and clearing a way.

Encounter • Martial, Weapon
Standard Action **Melee weapon**

Effect: Shift your speed. You can pass through enemy occupied squares.

Target: Each enemy in reach during your shift.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is pushed 3 squares and knocked prone.

DOWN FIGHTING Juggernaut Attack 15

You ignore all those pesky holes and bleeding wounds. You refuse to accept humiliation. You will not fall before winning a fight.

Daily • Martial
Immediate Reaction **Personal**

Trigger: You are reduced to 0 or fewer hit points

Effect: Until the start of your next turn, you are dazed, but do not fall unconscious, make death saves, or die from reaching your negative bloodied value in hit points; you also gain a +4 power bonus to all attack & damage rolls.

Sustain Free: The effect persists. If you do not hit with an attack before the start of your next turn, you are considered to have failed a death save.

Special: If you are still alive at the end of the encounter, you automatically stabilize at 0 hit points.

THE FORTRESS Juggernaut Utility 16

You're an immovable object—a rooted post for allies to rally back to.

Daily • Martial
Move Action **Personal**

Effect: You gain regeneration 5 until the end of your next turn. You grant cover to all allies in adjacent squares, regardless of line of sight.

Sustain Move: The effect persists. You cannot sustain if you leave your current square.

IN THE FACE Juggernaut Attack 17

An enemy raises his club, sword, or any other archaic implement of barbarity and you respond with your own medieval response.

Encounter • Martial, Reliable, Weapon
No Action **Melee weapon**

Trigger: One enemy hits you with an opportunity attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the attack misses.

Special: Spend a healing surge, but regain no hit points; instead, you recover the use of this power.



NOSEBLEED Juggernaut Attack 19

You sniff up the blood, bark loudly, and assault the newly frightened enemy.

Daily • Martial, Weapon

Immediate Reaction Melee weapon

Trigger: One enemy scores a critical hit on you.

Target: The triggering enemy

Effect: The hit only inflicts normal damage. Make a basic attack: one hit creature takes 1[W] extra damage

Secondary Effect: Gain a +2 bonus to all attack rolls and damage rolls until the end of the encounter against the triggering enemy.

JUST GOT THE WIND KNOCKED

Juggernaut Utility 22

What? Nah, nah, I'm doing just fine.

Encounter • Martial

Immediate Reaction Personal

Trigger: You take damage from an attack.

Effect: Until the end of the encounter, you suppress all effects of the attack. At the end of the encounter, you immediately suffer these effects.

JUST WALK IT OFF Juggernaut Attack 23

You know perfectly well how much damage was done. You attempt to ignore it and continue the fight.

Encounter • Healing, Martial, Weapon

Standard Action Melee weapon

Requirement: You must be bloodied.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage

Miss: Half damage.

Effect: Spend a healing surge and regain double your healing surge value.

BLATANT DISREGARD FOR PERSONAL SAFETY Juggernaut Attack 25

You walk in the open, brazenly approaching your foe without care or concern.

Daily • Martial, Weapon

Standard Action Personal

Effect: Shift a number of squares equal to your Constitution or Strength modifier. Make three basic attacks at any point during the move. Each time you miss with an attack roll, you can spend a healing surge.

BEHIND ME! Juggernaut Attack 27

Your ally uses you as cover as you march towards your enemy.

Encounter • Martial

Standard Action Close burst 1

Target: You and two allies in burst

Effect: Each target can shift its speed. They must remain in adjacent squares at the end of the move. Each target can use one attack power at any point during the move. Until the end of your next turn, you grant cover to adjacent allies.

RUNNER

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough and you soon began finding more challenging ways to get from point A to point B. Climbing walls, jumping across roofs, sliding under cars--nothing stood in your way. It's not enough just to be athletic: you have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

Key Abilities: Dexterity, Intelligence/Wisdom

LADDER FEATURES

As a runner, you gain the following ladder features at character generation.

CAT BALANCE

You do not grant combat advantage while balancing.

POWER TO WEIGHT RATIO

You can use Dexterity in place of Strength for Athletics checks when performing a climb or a jump. You can also use Dexterity in place of Strength for attack or damage rolls with unarmed attacks or one-handed melee weapons, as well as grabs.

SAUTÉ DE PRECISION

You are trained in Acrobatics.

TRAINED FOR A FLIGHT

Instead of selecting a daily attack power upon reaching an appropriate level, you can instead select any runner utility power of your level or lower.

WALL VAULT

If you are adjacent to a wall when you jump, increase your Athletics check for the jump by your Intelligence or Wisdom modifier.

3rd LEVEL

Enhancement Bonuses: +1 AC; +1 Reflex; +1 Will

Either gain the Speed Vault feature or receive \$680.

Speed Vault: If you move at least 2 squares while running toward a wall, you gain a climb speed equal to your remaining movement. If you have not cleared the wall by the end of your movement,



you must make an Athletics check to climb normally.

6th LEVEL

Enhancement Bonuses: +1 attack and damage; +2 AC; +2 Reflex; +2 Will
Either gain the Induced Acceleration feature or receive \$1,800.

Induced Acceleration: When you charge or run, your speed increases by +1.

11th LEVEL

Enhancement Bonuses: +2 attack and damage; +3 AC; +1 Fortitude; +3 Reflex; +3 Will
Either gain the Front Flip feature or receive \$9,000.

Front Flip: You ignore difficult terrain as long as you do not run.

16th LEVEL

Enhancement Bonuses: +3 attack and damage; +4 AC; +2 Fortitude; +4 Reflex; +4 Will
Either gain the Split-Slide feature or receive \$45,000.

Split-Slide: Once per round, use a minor action and select one medium-sized or smaller enemy in line of sight. You do not provoke opportunity attacks from that enemy and can pass through the enemy's square as if it wasn't occupied. You cannot end your movement in the square.

21st LEVEL

Enhancement Bonuses: +4 attack and damage; +5 AC; +3 Fortitude; +5 Reflex; +5 Will
Either gain the Devout Traceur feature or receive \$225,000.

Devout Traceur: Gain +1 speed when wearing light or no armor.

26th LEVEL

Enhancement Bonuses: +5 attack and damage; +6 AC; +4 Fortitude; +6 Reflex; +6 Will
Either gain the Parkour Master and Reflex Path features or receive \$1,125,000.

Parkour Master: You can shift a square as a minor action.

Reflex Path: When you are granted an opportunity attack, you can make a melee basic attack and take a move action (you can take the move action either before or after the melee basic attack).

ALTERNATE POWERS

KINESICS

Runner Attack 1

You study an enemy's movements and countermove to best avoid them.

At-Will • Martial, Maneuver

Move Action **Close burst 10**

Target: One creature in burst you can see

Attack: Intelligence +2 or Wisdom +2 vs. Reflex.

Hit: Until the end of your next turn, you can pass through the target's square, and the target cannot make opportunity attacks against you. If you end your movement 3 or more squares from your starting point, you gain a +2 power bonus to AC and Reflex defense against the target.

Effect: Move up to your speed -2.

SLIPPERY BUGGER

Runner Attack 1

You employ all the tools your body gave you in order to evade enemy attacks.

Encounter • Martial, Maneuver, Reliable

Move Action **Close burst 10**

Target: Two creatures in burst you can see

Attack: Dexterity +2 vs. Reflex.

Hit: The target cannot attack you until the start of your next turn. You can pass through the target's square.

Effect: Shift your speed and ignore difficult terrain.

WORTHY OF A REPLAY

Runner Attack 1

You clear the heads of your opponents in a single jump, getting their attention, but not their attacks.

Daily • Martial, Maneuver

Move Action **Special**

Effect: Shift a number of squares equal to twice your Intelligence or Wisdom modifier. You can pass through enemy occupied squares.

Target: All enemies in squares you pass through and adjacent to squares you pass through.

Effect: The target cannot attack you until the start of your next turn unless the attack targets at least one other creature.

HEAD DOWN

Runner Utility 2

You keep your profile low and move defensively.

Encounter • Martial

Move Action **Personal**

Effect: Shift your speed. You gain a +4 power bonus to AC and Reflex defense until the start of your next turn.

BRILLIANT DISPLAY

Runner Utility 2

You could have won the gold medal for that stunt.

At-Will • Martial

Standard Action **Personal**

Effect: Gain a +4 power bonus to your next Acrobatics check or Athletics check.



FLIP DODGE Runner Utility 2

You throw your legs and toss yourself in the air, avoiding an enemy's attack. The level of flamboyance is up to you.

Encounter • Martial
Immediate Interrupt **Personal**
Trigger: You are hit by a melee or ranged attack by an adjacent enemy.

Effect: You gain a +2 power bonus to AC and Reflex defense against the attack. If the attack misses, shift 1 square. If it hits, you recover the use of this power.

UNACHIEVABLE TRANSITION

Runner Attack 5

Onlookers haven't a clue how you got from here to there. It was almost as if you walked on air or phased through matter.

Daily • Martial, Maneuver, Teleportation
Minor Action **Close burst 10**
Target: One creature in burst you can see

Effect: Until the end of your next turn, the target can only hit you with a natural 20. Teleport up to 8 squares. You must have line of sight and line of effect to the destination square.

Sustain Move: The effect persists. You can only sustain once.

SOMATIC REFLEX ARC Runner Utility 6

Weeks practicing in front of a mirror have finally paid off.

Daily • Martial, Weapon
Free Action **Personal**

Trigger: You start your first turn of the encounter.
Effect: You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

STEP ASIDE Runner Utility 6

You don't freak out. As the creature lunges forwards, you take an almost casual sidestep.

Encounter • Martial
Immediate Interrupt **Close burst 1**

Trigger: A creature enters an adjacent square as part of an attack against you.

Target: The creature that made the attack.

Effect: Shift a number of squares equal to 1+ your Dexterity modifier and the target grants you combat advantage until the end of your next turn.

ONLY WAY OUT IS THROUGH

Runner Utility 6

The only way to escape is through the enemy line. You analyze the position of every opponent and plan a dash to avoid them.

Encounter • Martial
Free Action **Personal**

Effect: Until the end of this turn, all your movement is considered a shift. You can pass through enemy occupied squares.

ABNORMALLY FAST Runner Utility 10

You know there's danger and jump into action.

Daily • Martial
No Action **Personal**

Trigger: You roll initiative.
Effect: Gain a standard action OR two move actions and take them immediately.

INSTANT RECOVERY Runner Utility 10

You stumble but your instincts take over and you recover to prevent something catastrophic.

Daily • Martial
No Action **Personal**

Trigger: You make an Athletics or Acrobatics check and dislike the result.

Effect: Either add +20 to the roll OR gain a move action.

MAD DASH Runner Utility 10

Papers fly off shelves and bystanders are blown down as you rocket past them all.

Encounter • Martial
Minor Action **Personal**

Effect: Double your speed until the end of your next turn.

LOOSE JOINTS Runner Utility 16

You wriggle your way free and do so without knives, broken bones, or untying any knots.

Daily • Martial
Free Action **Personal**

Effect: Gain a +10 power bonus to escape from restraints or grab. If escaping a grab, you cannot be grabbed by the same creature until after the end of your next turn.

Special: If you don't escape, you recover the use of this power, though it cannot be used again this round.

FOCUS EVERYTHING Runner Utility 16

Eyes on the target. Think of nothing else.

At-Will • Martial
Move Action **Personal**

Effect: Gain a +3 power bonus to your next Acrobatics or Athletics check.

I CAN HEAR BELLS RINGING

Runner Utility 22

A blast occurs nearby. You narrowly escape its effects.

Encounter • Martial
Immediate Interrupt **Personal**

Trigger: You are targeted by an area effect.

Effect: Shift to the nearest unoccupied square outside the area. Gain a +5 power bonus to AC and Reflex defense until the end of your next turn.

WHERE THEY DON'T EXPECT YOU

Runner Utility 16

You fake out your opponent and slip under an arm to position yourself behind.

Daily • Martial
Immediate Interrupt **Close burst 5**

Trigger: One enemy in range hits you with a non-critical, non-area attack.

Target: The triggering enemy

Effect: Take no damage. Shift to any unoccupied square within 2 squares of the target. The target grants you combat advantage until the end of your next turn.

MOMENT OF TRUTH Runner Utility 22

You slide like water with the speed of a cheetah, effortlessly avoiding any attack, never losing an inch of momentum in your run.

Daily • Martial

Free Action

Personal

Effect: Until the end of your next turn, you gain a +10 power bonus to all Athletics checks to jump until the end of your next turn, all your movement is treated as a shift, you ignore difficult terrain, your speed is not reduced by crawling or squeezing, you can stand up from prone as part of a move action, you automatically succeed on Acrobatics checks to balance, and you can pass through enemy occupied squares.

Special: If you reach a milestone, you recover the use of this power.

SAVANT

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy. You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You took those credentials and either went underground to use your expertise in nefarious ways or accepted a position with a school or corporation where they rained you with stock options and complimentary cars. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

Key Abilities: Intelligence, Wisdom

LADDER FEATURES

As a savant, you gain the following ladder features at character generation.

FOCUSED EXPERTISE

Select one Intelligence- or Wisdom-based skill. Apply both your Intelligence and Wisdom modifiers to that skill.

KNOWING IS BETTER THAN BELIEVING

You can use Wisdom in place of Charisma for Diplomacy checks.

PRIORITY TARGET

You gain a +1 bonus to AC and Reflex if you apply your Intelligence modifier to your AC or Reflex defense. In addition, if you don't use any attack powers on your turn, until the start of your next turn, you gain a +2 bonus to AC and Reflex defense.

TRAINING BEATS EXPERIENCE

You can use Intelligence in place of Dexterity for attack and damage rolls with one-handed and two-handed small arms, and you can use Intelligence or Wisdom in place of Charisma for all attack and damage rolls.

3rd LEVEL

Enhancement Bonuses: +1 Attack; +1 Will

Either gain the Surgical Precision feature or receive \$680.

Surgical Precision: Targets suffer a -2 penalty to saving throws against any conditions you inflict.

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +1

Reflex; +2 Will

Either gain the Lay of the Land feature or receive \$1,800.

Lay of the Land: Gain a +3 bonus to Perception checks and a +1 bonus to initiative.

11th LEVEL

Enhancement Bonuses: +3 attack and damage; +1 AC;

+1 Fortitude; +2 Reflex; +3 Will

Either gain the Singular Mastery feature or receive \$9,000.

Singular Mastery: The skill you selected with Focused Expertise gains a +2 bonus. You can also reroll all natural 1s when making a check with that skill.

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +2 AC;

+2 Fortitude; +3 Reflex; +4 Will

Either gain the Critical Skill feature or receive \$45,000.

Critical Skill: If you roll a natural 20 with any Intelligence— or Wisdom—based skill check, you gain a +5 bonus to the final result. With the skill you selected with Focused Expertise, you gain this bonus on a natural roll of 19 or 20.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +3 AC;

+3 Fortitude; +4 Reflex; +5 Will

Either gain the Eidetic Memory feature or receive \$225,000.

Eidetic Memory: If you roll a natural 20 on any Intelligence— or Wisdom—based attack roll, the power is not expended. You cannot regain a power you are sustaining, and if you recover the use of a power, it cannot be used again that round.

26th LEVEL

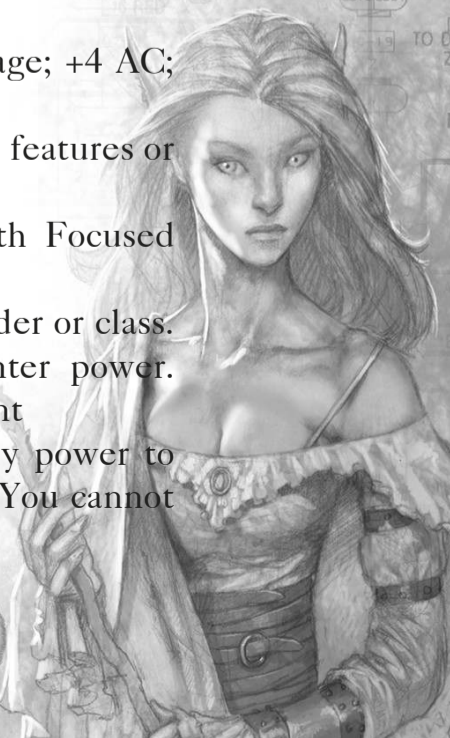
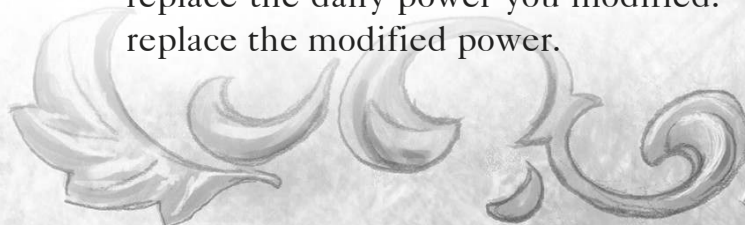
Enhancement Bonuses: +6 attack and damage; +4 AC;

+4 Fortitude; +5 Reflex; +6 Will

Either gain the Instant Recall and Opus features or receive \$1,125,000.

Instant Recall: The skill you selected with Focused Expertise gains a +2 bonus.

Opus: Select one daily power from your ladder or class. That power now becomes an encounter power. This does not replace one of your current encounter powers. Select another daily power to replace the daily power you modified. You cannot replace the modified power.



ALTERNATE POWERS

OUTTHINK & OUTWIT Savant Attack 1

You quickly ascertain your enemy's eye movements and body language and determine the best course of action.

At-Will • Martial, Tactical

Move Action Ranged 10

Target: One creature

Attack: Intelligence +2 or Wisdom +2 vs. Reflex

Hit: The target grants combat advantage to you and all allies until the start of your next turn.

INSTANT ANALYSIS Savant Attack 1

You study your opponent and gauge what their strengths are as well as possible weaknesses.

Encounter • Martial, Reliable, Tactical

Move Action Ranged 20

Target: One creature

Attack: Intelligence +2 or Wisdom +2 vs. Will.

Hit: You learn the target's attack modifiers, all defense values, and the damage capacities of its attacks. The target also suffers a -2 penalty to attack you until the end of your next turn.

Sustain Move: The attack penalty persists until the end of your next turn.

NO SWEAT Savant Utility 2

You cut the white wire, not the green wire.

At-Will • Martial

Standard Action Personal

Effect: You gain a +2 power bonus to your next Intelligence- or Wisdom-based skill check.

ARCHETYPAL MANEUVER Savant Attack 3

Your talent to avoid attacks is legendary.

Encounter • Martial, Reliable, Tactical

Move Action Close burst 10

Target: One creature in burst you can see

Attack: Intelligence +2 or Wisdom +2 vs. Reflex

Hit: Until the end of your next turn, the target cannot make any attack against you that does not target at least one other creature.

Sustain Move: Repeat the attack against the same target. You cannot sustain if you miss.

FLASH OF BRILLIANCE Savant Attack 5

In an instant, thousands of possible outcomes race by, and you realize the best course of action

Daily • Martial, Reliable, Tactical

Move Action Close burst 10

Target: One creature in burst you can see

Attack: Intelligence +2 or Wisdom +2 vs. Reflex

Hit: Until the end of the encounter, you gain a +2 power bonus to all defenses and a +5 power bonus to all skill checks against the target.

THINK THINGS THROUGH

Savant Attack 7

You stop and consider your opponent's weak spot.

Encounter • Martial, Reliable, Tactical

Move Action Close burst 10

Target: One creature

Attack: Intelligence +2 or Wisdom +2 vs. Will.

Hit: Until the end of your next turn, the target's highest defense value is reduced by 4. All other defenses are reduced by 2. Remove any marks the target has placed on you or your allies. You and each ally can immediately make a saving throw against one condition inflicted by the target.

Sustain Move: Repeat the attack against the same target. You cannot sustain if you miss.

FLASH OF VIOLENCE Savant Attack 9

You outmaneuver your enemies, allowing yourself a chance to escape.

Daily • Martial, Reliable, Tactical, Weapon

Move Action Close burst 10

Target: One creature in burst you can see

Attack: Intelligence +2 or Wisdom +2 vs. Reflex.

Hit: Until the end of the encounter, you either gain a +2 power bonus to all attack rolls and a +4 power bonus to all damage rolls against the target, or you gain a +4 power bonus to all defenses against the target's attacks.

IMPROVISATIONAL DESPERATION

Savant Attack 9

Well, it should work... in theory...

Daily • Martial

Move Action Personal

Effect: Use one of your daily or encounter powers. This power is not expended.

SWEEP TERRAIN Savant Utility 10

You gain a lay of the land and instantly recognize where to take advantage of beneficial environment.

Daily • Martial

Move Action Open

Target: You and four allies

Effect: The target can shift its speed -2. Until the end of the encounter, whenever the target has cover of any sort, the penalty to attack rolls against it increases by -2.

TWO STEPS AHEAD Savant Utility 10

You remember the fundamentals of strategy from playing games of chance. You apply what you know in the combat field.

Encounter • Martial

Minor Action Personal

Effect: Add your Intelligence or Wisdom modifier to all defenses until the end of your next turn. All movement you make until the end of your next turn is considered a shift.

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WELL-INFORMED HYPOTHESIS

Savant Utility 16

Everything that just happened was in your head, the result of you balancing the benefits of your action.

Encounter • Martial

Free Action

Personal

Trigger: You end your turn but don't like the results of it.

Effect: Redo your entire turn. Everything that occurred during your turn did not occur.

GAME THEORY

Savant Attack 17

It can all be boiled down to mathematics.

Encounter • Martial, Reliable, Tactical

Move Action

Ranged 20

Target: One enemy

Attack: Intelligence +2 or Wisdom +2 vs. Will.

Hit: You gain the target's defense values (if higher than yours) and basic attack bonus (if higher than yours) until the end of your next turn. If the target's values are lower than yours, you gain a +2 bonus to yours.

Sustain Move: The effect persists. You cannot sustain if you are bloodied or the target scores a critical hit on you.

FOCUS WEAKNESS

Savant Attack 19

You know this enemy well and know what to do to inflict the most harm.

Daily • Martial, Reliable, Tactical

Move Action

Ranged 20

Target: One enemy

Attack: Intelligence +2 or Wisdom +2 vs. Will.

Hit: Until the end of the encounter, you learn all of the target's powers, defense values, and characteristics. In addition, you score a critical hit on a natural roll of 18, 19 or 20 and if you score a critical hit, the target takes 1[W] extra damage.

THOUSANDS OF CALCULATIONS

Savant Utility 22

Every outcome, every possible consequence, repeats in your head until you decide a course of action. The strain of thinking this quickly can get to some people.

At-Will • Martial

Free Action

Personal

Special: This power can only be used once per round.

Effect: Roll twice for your next attack roll or skill check and take the better result value. Take 1 point of damage, or 4 points of damage if either attack roll results in a critical hit.

NATURAL INSTINCTS

Savant Attack 25

The last attempt worked so well, you try it again, hoping for the same result.

Daily • Martial

Minor Action

Personal

Effect: You recover the attack power you last used and immediately use it again. You cannot reuse a power that is being sustained.

PRODIGY

Savant Attack 27

You are a natural predator.

Encounter • Martial

Free Action

Personal

Effect: Use any unused encounter power you know. The power is not expended.

SURVIVOR

Regardless of how you have lived or where you were raised, you have always found a kinship with nature. You find salvation where others find death. While others starve, you prosper. No matter the environment, from bitter cold to scorching heat, you know the secrets to best stay alive. You can identify which foods will kill you or which animals will attack you. This is not knowledge gleaned from books but practical experience you may have earned the hard way. You may embark on weekend expeditions in the wilderness or elect to spend your entire life isolated from industry and population. You refuse to depend on technology. If the world were to fall into ruin, you would still survive. In your spare time, you prepare yourself for the next day.

Key Abilities: Constitution, Wisdom

LADDER FEATURES

As a survivor, you gain the following ladder features at character generation.

BACK OF YOUR HEAD

You gain a +1 bonus to Perception and an additional +1 bonus to Passive Perception.

FREE RANGE

You are trained in Endurance and gain Skill Focus (Endurance) as a bonus feat.

HUNTER

You can use Wisdom in place of Dexterity for attack and damage rolls with ranged attacks. You can use Constitution in place of Dexterity to determine your bonus to AC.

NATURAL EQUILIBRIUM

You gain a +2 bonus to Stealth checks when in a natural environment (forest, grass, snow, etc).

SHRUG IT OFF

You gain +1 bonus to Fortitude defense.

3rd LEVEL

Enhancement Bonuses: +1 attack and damage; +1 AC; +1 Fortitude

Either gain the Tough it Out feature or receive \$680.

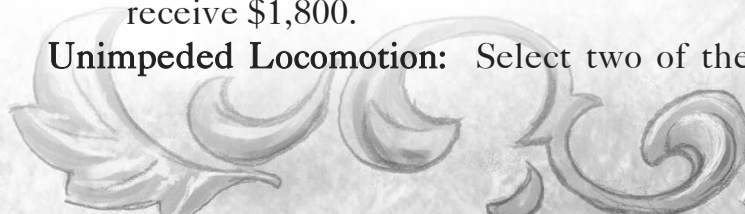
Tough it Out: Roll twice for any Endurance checks and take the better result. You also gain a +2 bonus to Fortitude defense against disease or poison attacks.

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +2 AC; +2 Fortitude; +1 Reflex; +1 Will

Either gain the Unimpeded Locomotion feature or receive \$1,800.

Unimpeded Locomotion: Select two of the following:



earth walk, forest walk, ice walk, swamp walk (see 'terrain walk' in the Monster Manual glossary).

11th LEVEL

Enhancement Bonuses: +3 attack and damage; +3 AC; +3 Fortitude; +2 Reflex; +2 Will

Either gain the Night Eyes feature or receive \$9,000.

Night Eyes: You gain darkvision.

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +4 AC; +4 Will; additional +1 to either Fortitude or Reflex.

Either gain the Call of the Wild feature or receive \$45,000.

Call of the Wild: You gain climb 3 and swim 3.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +5 AC; +5 Fortitude; +4 Reflex; +4 Will

Either gain the Natural Resistance feature or receive \$225,000.

Natural Resistance: You gain resist 5 fire and resist 5 cold.

26th LEVEL

Enhancement Bonuses: +6 attack and damage; +6 AC; +6 Fortitude; +5 Reflex; +5 Will

Either gain the Elite Forces feature or receive \$1,125,000.

Elite Forces: You gain all-around vision and truesight 2.

ALTERNATE POWERS

HUNTER'S MERCY Survivor Attack 1

A quick kill prevents shock.

At-Will • Booster, Martial, Tactical

Minor Action **Melee or Ranged** weapon

Target: One creature you hit and damaged this turn

Attack: Wisdom +2 vs. Reflex

Hit: The target takes extra damage from the attack equal to your Wisdom modifier.

GUT SHOT Survivor Attack 1

You strike the target in the belly, inflicting a painful and long process to death.

Daily • Booster, Martial, Weapon

Free Action **Melee or Ranged** weapon

Trigger: You hit one creature

Target: The creature you hit

Effect: The target takes ongoing 5 damage (save ends). The target cannot make saving throws against this effect until the end of your next turn.

Sustain Move: The target suffers a -5 penalty to its saving throws against this effect until the start of your next turn.

INTOLERABLE Survivor Utility 2

You have grown accustomed to this level of exposure.

Daily • Martial

Move Action

Personal

Effect: Until the start of your next turn, you gain resist fire and resist cold equal to your Constitution modifier. If you already have a resist value, add your Constitution modifier to those resist values.

Sustain Move: The effect persists.

FIELD DRESSING Survivor Utility 2

You don't need a doctor for a simple flesh wound.

Daily • Healing, Martial

Standard Action

Personal

Requirement: You must be bloodied or suffering from ongoing damage.

Effect: The condition ends as if you had succeeded on the saving throw and you can spend a healing surge.

FLUSH OUT Survivor Attack 3

You make a distraction or disturbance in order to force your prey from cover.

Encounter • Martial

Move Action

Close burst 10

Target: One creature with cover from you

Effect: Slide the target four squares. You gain combat advantage against the target until you hit it or until you make another attack that does not include the target.

Sustain Move: You slide the target one square. You cannot sustain if you hit the target with an attack that inflicts damage.

COLD HARVEST Survivor Attack 5

Put your prey out of its misery.

Daily • Booster, Martial, Weapon

Free Action

Melee or Ranged weapon

Trigger: You score a critical hit on a creature

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack and double the critical damage dice (both from enhancement and from the high-crit property).

POINT RIDER Survivor Utility 6

You keep your attention on the target and alert the others when it moves.

Daily • Martial

Immediate Reaction

Ranged 20

Trigger: A creature moves from cover or concealment.

Target: The triggering creature

Effect: Each ally in line of sight to the target gains an additional move action on his next turn.

GREATEST NEED Survivor Utility 6

It's all about making it until morning.

Daily • Martial

Standard & Move Action

Close burst 1

Target: You and each ally in burst

Effect: The target gains a +20 power bonus to Endurance checks until the start of your next turn. The target also gains resist 3 cold and resist 3 fire.

Sustain Free: The effect persists. You cannot sustain if you leave the burst.

BUSHCRAFT Survivor Utility 10

You feel right at home.

Daily • Healing, Martial

Standard Action **Personal**

Requirement: You must be in a forest (or wooded terrain).

Effect: You gain regeneration 3 until the end of the encounter.

PERFECT CAMOUFLAGE Survivor Utility 10

Your target has no idea of your location.

Encounter • Martial

Free Action **Personal**

Requirement: You must have cover or concealment.

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

DEAD RECKONING Survivor Utility 16

Lost? I never get lost.

Daily • Martial

Standard Action **Close burst 10**

Target: Each creature in burst

Effect: You know the target's location and succeed on all Perception checks against Stealth checks made by the target until the end of your next turn. You gain a detailed layout of the burst area. You know which direction is north.

Sustain Standard: The effect persists.

WILDERNESS FIRST AID Survivor Utility 16

"Bone fractures, burns, poisoning, heart attack? Just give me a minute in the bush with a knife and I'll find something to help."

Daily • Healing, Martial

Standard Action **Melee touch**

Target: You or one ally

Effect: The target spends a healing surge and recovers additional hit points equal to your Constitution modifier plus your Wisdom modifier.

BIG GAME HUNTER Survivor Attack 19

Now this is a real challenge.

Daily • Martial, Reliable, Tactical

Move Action **Melee or Ranged weapon**

Target: One Large or larger creature

Attack: Wisdom +2 vs. Fortitude.

Hit: You mark the target and gain a +4 power bonus to all damage rolls against the target until the end of your next turn.

Sustain Move: The damage bonus persists until the end of your next turn.

Special: Once per round, if the target moves away from you, the power bonus to damage increases by +1 (maximum +10).

STALKING THE PREY Survivor Utility 22

It's wounded. You move in for the kill.

At-Will • Martial

Minor Action **Sight**

Target: One creature you have hit this round or last round with an attack that inflicted damage.

Effect: Shift one square closer to the target, ignoring difficult terrain.

SOLID SURVIVOR Survivor Utility 22

No matter the situation, no matter the threat, you cannot fall.

Daily • Martial

Minor Action **Personal**

Effect: You gain resist 10 to all damage until the end of your next turn.

Sustain Minor: Spend a healing surge, recover no hit points, and the effect persists.

BROADSIDE Survivor Attack 23

You inflict an injury meant to disable rather than kill. The intent was to distract your enemy to allow you to close in.

Encounter • Booster, Martial

Free Action **Melee or Ranged weapon**

Trigger: You hit one creature.

Target: The creature you hit

Effect: The target is weakened (save ends), slowed (save ends), dazed (save ends), and suffers ongoing 5 damage (save ends). Each time the target saves against one of the conditions, it suffers a -5 penalty (non-cumulative) to saving throws against any other condition it suffers from that round.

SHOCK IMPULSE Survivor Attack 25

The wound wasn't severe but your prey begins to react badly to it.

Daily • Booster, Martial

Free Action **Melee or Ranged weapon**

Trigger: You bloody one creature.

Target: The creature you hit

Effect: The target takes ongoing 10 damage until the end of the encounter.

VETERAN

Beyond any strength you may have in muscle or willpower, your survival through life could still be counted as luck. Your instincts have proven to be your greatest ally. You never ignore the lessons learned when events in your life turn desperate. You have seen or read enough to gauge where to be and when, what to say and how to say it. It isn't as much about avoiding injury as it is avoiding the escalation of a disagreement. You can see the symptoms of conflict before most others. You impart advice when needed; act first when events are unavoidable. You may not be the leader but you're certainly the one everyone turns to for advice. You may not know all the answers, but most everyone trusts your gut over what a computer might say. When situations are at their worst, you're at your best, staying cool and calm while others flee. You don't have to be grizzled and old to be wise. The world has a tendency to not care how old you are when it puts you through hell. In your spare time, you reminisce.

Key Abilities: Charisma, Wisdom

LADDER FEATURES

As a veteran, you gain the following ladder features at character generation.



BASIC TRAINING

Choose one of your 1st level at-will attack powers. You can use that power as a basic attack.

BEAUTY OR BRAINS

Select three Wisdom- or Charisma-based skills and gain a +1 bonus to each of them.

CALM REFLEXES

You can use Wisdom for all attack and damage rolls with ranged attacks, unarmed attacks and attacks with one-handed melee weapons. You can also use Wisdom in place of Intelligence for all attack and damage rolls.

GOOD GUESS

You can ignore 1 square of blocking terrain when tracking line of sight. The targets can still gain cover or concealment.

NATURAL RESISTANCE

You gain a +1 bonus to all saving throws.

3rd LEVEL

Enhancement Bonuses: +1 attack and damage; +1 AC; +1 Will; additional +1 to either Fortitude or Reflex.

Either gain the Sign of Weakness feature or receive \$680.

Sign of Weakness: After a creature is bloodied, your next hit against the same creature gains a bonus to the damage roll equal to your Wisdom modifier. A single creature cannot be affected by this feature more than once per encounter.

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +2 AC; +2 Will; additional +1 to either Fortitude or Reflex.

Either gain the Expecting Trouble feature or receive \$1,800.

24 Expecting Trouble: Gain a +2 bonus to initiative. You do not grant combat advantage if dazed or surprised.

11th LEVEL

Enhancement Bonuses: +3 attack and damage; +3 AC; +3 Will; additional +1 to either Fortitude or Reflex.

Either gain the Threat Avoidance feature or receive \$9,000.

Threat Avoidance: You cannot be marked. You also gain an additional +1 bonus to Fortitude, Reflex, or Will defense.

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +4 AC; +4 Will; additional +1 to either Fortitude or

Reflex.

Either gain the Stone-Faced Demeanor feature or receive \$45,000.

Stone-faced Demeanor: You gain a +4 bonus to all defenses against fear attacks. You also gain a +4 bonus to saving throws against being dazed, slowed, or weakened.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +5 AC; +5 Will; additional +1 to either Fortitude or Reflex.

Either gain the Third Wind feature or receive \$225,000.

Third Wind: You can use second wind twice per encounter, and it only requires a move action to use.

26th LEVEL

Enhancement Bonuses: +6 attack and damage; +6 AC; +6 Will; additional +1 to either Fortitude or Reflex.

Either gain the Fortune Favors You feature or receive \$1,125,000.

Fortune Favors You: Once per round, whenever you are hit by a melee or ranged attack, you can transfer the damage and any effects to any adjacent ally (target need not be willing).

ALTERNATE POWERS

SURVIVAL INSTINCT Veteran Attack I

Your attack disorients your enemy. You take the opportunity to maneuver yourself into a safer position

At-Will • Martial, Maneuver

Minor Action Range 10

Target: One creature you damaged this turn

Attack: Wisdom +2 vs. Will

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

MOMENT OF APPREHENSION

Veteran Attack I

Your weapon's discharge takes your enemy off guard. It rethinks its action.

Encounter • Fear, Martial, Reliable, Weapon

Minor Action Melee or Ranged weapon

Target: One creature you have hit this turn.

Attack: Charisma +2 vs. Will.

Hit: The target cannot move any closer to you (or be moved any closer by another enemy) until the start of your next turn. If you move closer to the target, the target must move back an equal distance or be dazed (save ends).

Sustain Move: The target cannot move any closer to you until the start of your next turn.

FROM OUT OF NOWHERE

Veteran Utility 2

Desperate times calls for desperate measures as you tax your body to push yourself beyond your limits.

Daily • Martial

Minor Action

Personal

Effect: Spend a healing surge, but regain no hit points; instead, you recover one encounter or daily power you have used in this encounter.

WARRIOR'S CREED

Veteran Utility 2

I will never accept defeat. I will never quit.

Encounter • Martial

Move Action

Close burst 2

Target: You and each ally in burst

Effect: Until the start of your next turn, the target gains a +2 power bonus to all defenses, or a +5 power bonus against fear effects.

Sustain Move: The effect persists.

PROOF OF VALIANCE

Veteran Utility 2

Your survival is not about cowardice as you ask a loyal ally for help.

Encounter • Martial

Immediate Reaction

Personal

Trigger: One adjacent ally spends a healing surge.

Effect: Spend a healing surge.

SENSE EXPERIENCE

Veteran Attack 5

What you learn from life you can apply again immediately.

Daily • Martial, Reliable, Tactical

Free Action

Ranged weapon

Trigger: You hit one creature.

Target: The creature you hit

Attack: Wisdom +2 vs. Reflex

Hit: The triggering hit becomes a critical hit.

Special: If you score a critical hit with this power, it is not expended.

RELAY POSITION

Veteran Utility 6

You instruct an ally to move into an advantageous position or convey important information.

Encounter • Martial

Free Action

Open

Target: One ally

Effect: The target shifts a number of squares equal to 1+ your Wisdom modifier. Neither of you suffer penalties to Stealth checks if you communicate as part of this action.

RULES OF ENGAGEMENT

Veteran Utility 6

You analyze the situation, determine which the greater threat is and coordinate the others to that threat.

Daily • Martial

Standard Action

Personal

Effect: You learn the levels and roles of all enemies in the encounter. Select one creature in the encounter; you and up to four allies in line of sight gain a +1 power bonus to attack rolls against that enemy until the end of the encounter.

THAT WAS A CLOSE ONE

Veteran Utility 6

That weapon was aimed for you. Thank goodness it . . . Ohh . . . sorry about that.

Encounter • Martial

Immediate Interrupt

Close burst 4

Trigger: You are hit by a ranged attack.

Target: One creature in burst not targeted by the triggering attack and in line of sight of the attacker.

Effect: The target is hit by the triggering attack instead of you.

ADVANTAGEOUS POSITION

Veteran Utility 10

From what you learned of the landscape, you have found a better placement to maximize combat effectiveness.

Encounter • Martial

Move Action

Open

Target: You and up to two allies in burst

Effect: The target shifts its speed.

ON YOUR FEET, SOLDIER!

Veteran Utility 10

Who needs medical training when you have volume?

Encounter • Healing, Martial

Free Action

Close burst 2

Target: One bloodied ally

Effect: The target can spend a healing surge.

SNAP OUT OF IT

Veteran Utility 10

You grab an ally and scream loud enough so his mind hears nothing else. Your very will pulls him back to reality. The ally blinks, shakes his or her head, and resumes the battle.

Encounter • Healing, Martial

Move Action

Melee touch

Target: One ally

Effect: Remove one condition affecting the target.

COMBAT EXPERIENCE

Veteran Utility 16

What is this "know thy enemy" crap? It isn't about what you read in books.

Daily • Martial

Minor Action

Sight

Target: One creature

Effect: You can score a critical hit on a natural roll of 17, 18, 19, or 20 against the target until you score a critical hit.

Special: If you roll a natural 20 while this power is in effect, this power is not expended.

MEMBER OF A TEAM...OR NOT

Veteran Utility 16

You're best suited being somewhere else. You help another into a position, regardless if the position benefits them.

Encounter • Martial

Immediate Interrupt

Close burst 3

Trigger: An enemy rolls to attack you, hits you, or charges.

Target: One creature in burst you can see

Effect: Swap positions with the target. The attack is directed against the new target.



SET AN EXAMPLE Veteran Attack 19

You stand in front with your weapon in hand to show the others how it's done.

Daily • Booster, Martial, Weapon

Minor Action Close burst 5

Trigger: You hit an enemy you have marked with a ranged weapon.

Target: The enemy you hit

Effect: The target takes 2[W] extra damage from the triggering attack.

Secondary Target: Two allies in burst.

Effect: The target gains a +4 power bonus to AC and Reflex defense until the start of your next turn.

Sustain Move: The +4 power bonus to AC and Reflex defense persists until the start of your next turn. You can only sustain for one additional round.

OLD HAND Veteran Utility 22

When combat is over, you assess the victory and gain insight about what went wrong and what you could learn for the next one.

Daily • Martial

No action Personal

Requirement: You gain an action point for any reason.

Effect: Gain an additional action point. You can use two action points in the next encounter.

PLUG THE SAME SPOT Veteran Utility 22

Instead of random fire, you continually hit the creature where it hurts.

Daily • Martial, Weapon

Free Action Personal

Target: One creature against which you have scored a critical hit

Effect: Until the end of the encounter, every time you or any ally scores a critical hit on the target, you gain a standard action you must use before the end of your next turn. You can only gain one action this way each round.

ENCOURAGING REACTION Veteran Attack 25

You refuse to let these injuries defeat you. You come back with a zeal that inspires others around you to do the same.

Daily • Booster, Healing, Martial, Weapon

Free Action Personal

Requirement: You must be bloodied.

Trigger: You hit a creature

Target: The creature you hit

Effect: The target takes 2[W] extra damage from the triggering attack.

Secondary Effect: You can spend a healing surge and recover twice your healing surge value.

PUSH FOR VICTORY Veteran Attack 29

A critical enemy has fallen. Their line is failing. Crush them now.

Daily • Martial, Weapon

Immediate Reaction Personal

Trigger: A non-minion enemy is reduced to 0 hit points.

Effect: Until the end of the encounter, you gain a +1 power bonus to attack rolls, a +2 power bonus to AC, and a +4 power bonus to all damage rolls. You can also spend a healing surge.

WARRIOR

Your life is defined by your path, not how you walk it. You have trained from an early age by choice or by inheritance to take the role of a combatant. Your natural gifts were discovered and focused into a lifelong dedication. This is not to assume you're a warmonger, as such training comes with the responsibility to know restraint. For many, having the skills is a means for self-discovery. This can apply in the application of hand-to-hand combat, the use of melee weapons, or in the proficiency of small-arms. You might have lived on a farm, on a military base, or in a temple. You might have devoted your life to the implement of one craft or to the broad use of many. Your power comes from commitment. Your victory is due to training. A true warrior knows when to fight and what to learn when a defeat occurs. In your spare time, you meditate and contemplate.

Key Abilities: Dexterity, Strength

LADDER FEATURES

As a warrior, you gain the following ladder features at character generation.

DOWN BUT NOT OUT

If you are reduced below 0 hit points, spend three healing surges as an immediate reaction, but regain hit points as if spending one.

SPEED OVER STRENGTH

If you are wearing light armor or no armor, you gain a +1 bonus to attack and damage rolls with melee weapons.

STRENGTH OVER AGILITY

You can use Strength in place of Dexterity for all attack and damage rolls when wielding two-handed small arms, heavy weapons, or super heavy weapons.

VIOLENCE IS HANDY

At levels 2, 6, 10, 16, and 22, you can select an encounter attack power of your level or lower from your class or ladder instead of a utility power.

3rd LEVEL

Enhancement Bonuses: +1 attack and damage; +1 AC; +1 Reflex

Either gain the Opportune Move feature or receive \$680.

Opportune Move: Once per round, whenever you score a critical hit on an enemy (ranged or melee), you gain a move action you must use before the end of your turn.

6th LEVEL

Enhancement Bonuses: +2 attack and damage; +2 AC; +1 Fortitude; +2 Reflex

Either gain the Double Response feature or

receive \$1,800.

Double Response: You can take two immediate actions per round.

11th Level

Enhancement Bonuses: +3 attack and damage; +3 AC; +2 Fortitude; +3 Reflex; +1 Will
Either gain the All Groups, All the Time feature or receive \$9,000.

All Groups, All the Time: The damage die of any weapon you wield increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

16th LEVEL

Enhancement Bonuses: +4 attack and damage; +4 AC; +3 Fortitude; +4 Reflex; +2 Will
Either gain the Instant Reflexes feature or receive \$45,000.

Instant Reflexes: When you ready an action, you can ready a standard action and a move action.

21st LEVEL

Enhancement Bonuses: +5 attack and damage; +5 AC; +4 Fortitude; +5 Reflex; +3 Will
Either gain the Vigorous Surge feature or receive \$225,000.

Vigorous Surge: When you use second wind, you can spend up to three healing surges.

26th LEVEL

Enhancement Bonuses: +6 attack and damage; +6 AC; +5 Fortitude; +6 Reflex; +4 Will
Either gain the No Reserve feature or receive \$1,125,000.

No Reserve: Once per round, when you spend a healing surge, you also recover one encounter power.

ALTERNATE POWERS

SWIFT STRIKE Warrior Attack 1

You find a split-second opening and deliver the attack, hoping to hold the enemy back.

At-Will • Martial, Weapon

Move Action **Melee or Ranged weapon**

Attack: Dexterity vs. AC

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

PASSING KILL Warrior Attack 1

A mere low-level thug blocks your path. You don't even give him the luxury of losing momentum.

At-Will • Martial, Weapon

Minor Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity (Ranged) or Strength (melee) vs. AC. You cannot score a critical hit.

Hit: 1 point of damage.

Special: At 21st level, you can make two attacks.

SPHERICAL DEFENSE Warrior Utility 2

Your enemy tries to find a weakness. It finds none.

At-Will • Martial

Move Action

Personal

Effect: You do not grant combat advantage until the start of your next turn.

COUNTER-SURGE Warrior Utility 2

An opponent strikes you with an attack. You take the impact and channel it into strength.

Daily • Martial

Immediate Reaction

Personal

Trigger: You take damage from a non-critical melee or ranged attack.

Effect: You gain temporary hit points equal to the damage dealt (to a maximum of your healing surge value).

FASTER THAN THE HAMMER

Warrior Attack 3

You hear your enemy's muscles twitch as the trigger is pulled.

Encounter • Martial, Weapon

Immediate Interrupt

Personal

Trigger: A creature makes a ranged attack against you.

Target: The triggering creature

Effect: Make a basic attack against the target. The target suffers a -4 penalty to the triggering attack roll.

FLOW OR CRASH Warrior Utility 6

Become what you need to survive. Adapt, flow, slide, and prove yourself.

Encounter • Martial

Free Action

Personal

Effect: You gain a move action.

FALSE STRIKE Warrior Attack 7

Your first strike was intentionally lackluster to trick your opponent into a mistake. You counter and strike hard before he realizes his folly.

Encounter • Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Shift to any adjacent square to the target and repeat the attack. Don't repeat if you miss with the second attack.

IDLE HANDS Warrior Utility 10

Your limbs seemingly act on their own as you concentrate on other matters.

Daily • Martial

Free Action

Personal

Effect: You gain an additional action on this turn and on your next turn.

Special: When you reach a milestone, you recover the use of this power.



REFLEX SHOT Warrior Attack 13

Your training creates an instinctual reaction if an ally is struck down.

Daily • Martial, Weapon
Immediate Interrupt Personal

Trigger: An ally is bloodied.

Target: The creature that bloodied your ally

Effect: Make a basic attack against the target, and the target misses with its attack.

ALL OR NOTHING Warrior Attack 15

You strike so fast, both attacks are literally too close to distinguish them.

Encounter • Booster, Martial
Free Action Personal

Trigger: You hit an enemy.

Target: The triggering enemy

Effect: The target takes 2[W] extra damage from the triggering attack and is knocked prone.

SWELL OF DISCIPLINE Warrior Utility 16

Your body moves faster than others can blink and without warning, you have either vanished or your enemies around have fallen at your feet.

Daily • Martial
Free Action Personal

Effect: Until the end of your turn, all powers you use have their actions reduced from standard to move, or move to minor.

Special: When you reach a milestone, you recover the use of this power.

NERVE CLUSTER Warrior Attack 17

Your attack temporarily paralyzes your opponent. He doesn't soon recover from that strike.

Encounter • Martial, Weapon
Standard Action Melee weapon

Target: One creature marked by you

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed, weakened, and suffers a -2 penalty to all attack rolls until the end of your next turn.

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

Sustain Standard: Repeat the attack against the same target. You cannot sustain if you miss.

AN UNWISE ACTION Warrior Attack 19

Enemies train their weapons. You advise your opponents of the wisdom of such a risk, and then show them why.

Daily • Martial, Weapon
Move Action Close burst 1

Target: Each enemy in burst you can see

Effect: The target drops any weapons it is holding, and you make a basic attack against each target.

Special: You can choose to use any weapon the target drops for your basic attack/s. You can drop any weapons you grab this way as part of this power.

MISSION OBJECTIVE Warrior Attack 23

While everyone attacks, you make a move to the goal.

Encounter • Booster, Martial, Weapon
Free Action Personal

Trigger: You hit an enemy.

Target: The triggering enemy

Effect: The target takes 2[W] extra damage from the triggering attack, and it cannot attack you until the start of your next turn unless that attack includes at least one other creature. You gain an action.

ATTACK DEFLECTION Warrior Attack 25

You maneuver in such a way to direct the attack to an enemy nearby.

Daily • Booster, Martial, Weapon
Immediate Interrupt Close burst 1

Trigger: You are hit by an attack.

Target: One creature in burst

Effect: The attack hits the target instead of you. If not in reach or in line of sight to the attack, slide the target to the nearest square to place it in reach or in line of sight. Shift your speed and make a basic attack.

Special: If the target is killed, you recover the use of this power.

DIM MAK KILL Warrior Attack 29

With a twist in the right position, your attack carries a powerful energy that shatters your opponent's bones and ruptures his organs.

Daily • Martial
Free Action Melee weapon

Trigger: You score a critical hit.

Target: The creature you hit

Effect: The target makes a saving throw at the end of each turn; when it fails, it takes 7d10 points of damage.







CHAPTER THREE

CLASSES

FACEMAN

CLASSTRAITS

Role: Controller. You often do the talking for the group and although you may not be the most adept warrior, your instincts in situations are without reproach.

Key Abilities: Charisma, Wisdom, Intelligence

Armor Proficiencies: Cloth, leather, modern light, modern heavy

Weapon Proficiencies: One-handed small arms, all simple melee weapons

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Bluff and Diplomacy. From the class skills list below, pick four more trained skills at 1st level.

Class Skills: Bluff (Cha), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Streetwise (Cha), Thievery (Dex), Vehicle Operation (Dex)

Class Features: Double Your Efforts, Eyes on Me, Loud and Obvious, Wrong Place-Wrong Time, Trained for the Job

just have good instincts. You may have cut your teeth as a psychologist or a confidence artist. You can spot a liar by their puckering lips and lazy eyes. You sense the heat of attraction and the searing loathing of those obsessed with violence. Your words have been known to disarm, sooth, or enrage. When shooting is not the solution, you're the only that can save the situation. You're the smooth talker, the negotiator, and the hag-gler. When a gun is pointed at your head or when dangling off a cliff, your first response is "can't we discuss this?"

PLAYING A FACEMAN

You're at your best when bullets are not flying. Though you are not as skilled in ways of warfare, this doesn't mean you sit back when combat starts. Certain powers allow you to literally "psych out" enemies by imitating commands over the radio, causing diversions, and imposing your presence to cause an enemy to delay. You have even been known to negotiate the release of prisoners and convince an enemy to run instead of fight. However, these abilities are limited in their effectiveness. It is when dealing with skill challenges and inter-character conflicts that you shine. You are low in durability and damage potential, so don't get caught in a physical fight you can't win.

30

You are all talk. Thankfully, your strengths depend on that. Some call you empathic while others claim you



STANDARD EQUIPMENT

As a faceman, you receive the following equipment at 1st level.

- 1 one-handed small arm with a value of \$300 or less;
- Synthetic Weave;
- 1 vehicle with a value of \$27,000 or less;
- 1 permanent \$25,000 contact or 2 permanent \$5,000 permanent contacts;
- 1 set of business or formal clothes or \$100 worth of additional gear.

CLASS FEATURES

As a faceman, you gain the following class features.

DOUBLE YOUR EFFORTS

Once per round, you can use a minor action and spend a healing surge. You gain no hit points; instead, you gain a standard action you must use before the end of your next turn.

EYES ON ME

Gain a +2 bonus to either Bluff or Diplomacy checks.

LOUD AND OBVIOUS

Any targets you have marked suffer an additional -1 penalty to attack rolls for any attack that does not include you.

WRONG PLACE—WRONG TIME

You gain the *wrong place-wrong time* power. As a free action, you can discard any unused encounter attack power and gain a use of *wrong place-wrong time*. You can only use *wrong place-wrong time* once per turn.

WRONG PLACE—WRONG TIME

Faceman Utility

Bullets are flying. Save your own ass.

Encounter • Martial

Move Action

Personal

Effect: Shift your speed and gain a +5 power bonus to AC and Reflex defense until the start of your next turn.

LOVER, NOT A FIGHTER

You gain a +2 bonus to AC.

TRAINED FOR A JOB

At 1st level, you gain one additional 1st level at-will attack power from any class other than yours. You must meet any requirements of that power. At the end of each extended rest, select one encounter or daily power of your level -2 or lower from a class other than yours. You gain that power until your next extended rest.

FACEMAN EXPLOITS LEVEL I AT-WILL EXPLOITS

BITING TAUNT

Faceman Attack I

You scream an obscenity that is shockingly personal and vile to your opponent.

At-Will • Martial, Psyche

Move Action

Range 10

Target: One creature

Attack: Charisma +2 vs. Will

Hit: You mark the target until the start of your next turn. While the target is marked, you gain a +2 power bonus to all defenses against its attacks, it is weakened for all attacks that do not include you, and if you score a critical hit against it, it is dazed until the start of your next turn.

Sustain Minor: The target remains marked until the start of your next turn. You cannot sustain if you or the target ends its turn out of range.

Special: You can use this power as a basic attack.

FAILURE TO COMMUNICATE

Faceman Attack I

Events are not moving in your favor. You act in the best interest of the situation.

At-Will • Martial, Weapon

Standard Action

Personal

Effect: Make a basic attack. After the attack, you can shift a square.

Special: If your target misses you with an attack before the start of your next turn, you can make a basic attack against it as an immediate reaction.

NOT WITH THESE GUYS

Faceman Attack I

You claim ignorance in the situation, acting as the innocent or an ally of the opposite side. You seem trustworthy enough.

At-Will • Martial, Psyche

Move Action

Range special

Target: Three creatures at least 3 squares away but no more than 10 squares.

Attack: Charisma +2 vs. Will

Hit: The target cannot make melee or ranged attacks against you until the start of your next turn. If you mark or inflict damage on the target, the effect ends and the target is immune to this power until thread of the encounter.

LEVEL I ENCOUNTER EXPLOITS

EXPLOIT WEAKNESS

Faceman Attack I

Your enemy is not angry as much as confused by what you just said.

Encounter • Martial, Psyche, Reliable

Standard Action

Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is immobilized until the end of your next turn. If the target takes any damage from you or your allies, it gains a +4 bonus to its next saving throw against this effect.

Special: You can use this power again with an action point (replacing the action). You cannot target the same creature.



PERSONAL BETRAYAL Faceman Attack 1

The enemy wasn't expecting your attack. It wasn't even sure you were an enemy. Well, now it does.

Encounter • Martial

Minor Action Close burst 10

Target: One creature in burst you can see that you have not damaged this encounter.

Effect: Until the start of your next turn, whenever you make a damage roll against the target, you gain a power bonus to the roll equal to your Charisma modifier.

Sustain Minor: The effect persists.

LEVEL 1 DAILY EXPLOITS**CEASE-FIRE** Faceman Attack 1

You convince your enemy to settle down and pause, at least for a moment. It may not last, especially if an ally has an itchy trigger finger.

Daily • Martial, Psyche, Reliable

Standard Action Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is stunned (save ends). If the target takes any damage or is moved, the effect immediately ends and the target gains a +2 bonus to all defenses until the start of its next turn.

SMOOTH OPERATOR Faceman Attack 1

The target is swayed by your magnetic charisma, the tone of your voice, and your general attitude. Maybe show some skin.

Daily • Martial, Psyche, Reliable

Standard Action Close burst 5

Requirement: You, the target, and the target's allies have not been damaged this encounter.

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Sustain Standard: The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

LEVEL 2 UTILITY EXPLOITS**BULLETPROOF EGO** Faceman Utility 2

You are suave and as cool as ice. Even when the bullets fly, you act calmly.

Encounter • Martial

Minor Action Close burst 5

Prerequisite: Charisma 16

Target: Each creature in burst you can see

Effect: Until the start of your next turn, you gain a +2 power bonus to AC, Reflex defense and Will defense against the target.

Special: If you are hit by an attack before the start of your next turn, this power is not expended.

WINNING SMILE

Faceman Utility 2

You truly are...the most interesting person in the world.

Daily • Martial

No Action

Personal

Effect: Double your Charisma modifier to Bluff or Diplomacy checks until the end of the encounter (or five minutes).

LEVEL 3 ENCOUNTER EXPLOIT**TALK DOWN**

Faceman Attack 3

"Your wife, uh, girlfriend is cheating on you! Yes! I'm not lying! Yes, I know her! Because she told me! Over drinks...AFTER she had the affair! No, it's NOT me! Go home and find out yourself!"

Encounter • Martial, Reliable, Psyche

Move Action Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is dazed until the end of your next turn.

Special: You can use this power again with an action point (replacing the action). You cannot target the same opponent.

LEVEL 5 DAILY EXPLOITS**SOW DISTRUST**

Faceman Attack 5

You convince an enemy with thrown voices, rocks, or any other diversion to fire towards another opponent.

Daily • Martial, Psyche, Reliable

Immediate Interrupt Close burst 10

Trigger: A creature makes a ranged attack against you or an adjacent ally.

Target: The triggering creature

Attack: Charisma +2 vs. Will

Hit: The target's attack is directed to any other target in range and line of sight (your choice).

PERFECT MASQUERADE

Faceman Attack 5

Your accent and mannerisms are flawless. No matter the task or test, you can fake it. Be a driver, be a doctor, be a scientist, and excel at it.

Daily • Martial, Psyche

Standard Action Close burst 10

Requirement: Your allies gain concealment against the target and the target is dazed until the end of your next turn.

Effect: You gain a +3 power bonus to Bluff checks and can make a Bluff check in place of any knowledge (but not monster knowledge) check until the end of your next turn.

Sustain Standard: Repeat the attack.

LEVEL 6 UTILITY EXPLOITS**COOL THE NERVES**

Faceman Utility 6

The group is under fire. Tempers are fraying. Someone's about ready to snap. You blurt out a slightly comical remark that brings it all home.

Daily • Martial, Psyche

Move Action

Open

Target: Each ally

Effect: The target gains a +2 power bonus to Will defense until the end of the encounter. On his next turn, the target can either spend a healing surge or gain an additional move action.



FAST-TALK Faceman Utility 6

While normal people bog down someone with a lot of useless banter, you get to the point, and it works.

Daily • Martial

Free Action

Personal

Effect: You gain a +10 power bonus to your next Bluff, Diplomacy, or Intimidate check, and you gain a +3 power bonus to all other skill checks with those skills until the end of the encounter (or five minutes).

Special: Spend an action point if you use this power during a skill challenge to gain another +10 power bonus.

READING BODY LANGUAGE

Faceman Utility 6

You step in during an escalating conversation and attempt to smooth out the ripples of an impending confrontation. If the situation requires, you can also spot a liar.

Encounter • Martial

No Action

Personal

Effect: Gain a +5 power bonus to your next Bluff, Diplomacy, Insight, or Perception check or your next attack with the psyche keyword.

Special: If you fail the check or miss with the attack, this power is not expended.

LEVEL 7 ENCOUNTER EXPLOITS

EMPATHIC RESPONSE Faceman Attack 7

"I know what you're going through. This is not the solution. We can make a deal. Just me...just talk to me. You know you can trust me."

Encounter • Martial, Psyche, Reliable

Move Action

Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is marked and cannot make any attack that only includes you (save ends both).

Special: You can use this power again with an action point (replacing the action). You cannot target the same creature.

LEVEL 9 DAILY EXPLOIT

INSTANT INFATUATION Faceman Attack 9

You say and do exactly what he or she wants you to say or do, instantly enticing your target, luring them into a false sense of mutual attraction.

Daily • Martial, Psyche, Reliable

Minor Action

Close burst 2

Requirement: You, the target, and the target's allies have not been damaged this encounter.

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Effect: Until the end of your next turn, you gain a +4 power bonus to Will defense against the target's attacks and a +4 power bonus to Bluff and Diplomacy checks against the target.

Sustain Minor: The effects persist. You can sustain until you inflict damage on the target or until the target inflicts damage on you.

READ BODY LANGUAGE Faceman Attack 9

You read your opponent's movements and his next course of action. You throw a diversion to prevent his concentration in his action.

Daily • Martial, Psyche, Reliable

Immediate Interrupt

Close burst 10

Trigger: One enemy in burst you can see uses a power.

Target: The triggering enemy

Attack: Charisma +2 vs. Will

Hit: The triggering power is expended and the target's action is lost. If you score a critical hit, the target is also stunned until the start of your next turn.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, you recover the use of this power.

LEVEL 10 UTILITY EXPLOIT

I KNOW THIS TRICK Faceman Utility 10

Your enemy attempts a tricky tactic you have been trained to avoid.

Encounter • Martial

No Action

Personal

Trigger: You are affected by one following conditions that a save can end: dazed, marked, slowed, or stunned.

Effect: You gain a +5 power bonus to saving throws against the triggering condition until you save.

LEVEL 13 ENCOUNTER EXPLOITS

GRUFF AND TOUGH Faceman Attack 13

You snort and spout some archaic boast about your abilities. You are not some minor miscreant but a force to be reckoned with.

Encounter • Fear, Martial, Psyche

Move Action

Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is stunned until the end of your next turn, and you push the target its speed.

CENTER OF ATTENTION Faceman Attack 13

"Everyone, look at me! I'm doing something crazy! You can't believe I would do something as stupid as this! Someone should stop me!"

Encounter • Martial

Free Action

Personal

Effect: You mark all enemies that can see you until the end of your next turn. You lose all benefits of cover or concealment. Until the end of your next turn, basic attacks only require a minor action.

LEVEL 15 DAILY EXPLOITS

PLAN B Faceman Attack 15

You realize things are going badly and act quickly with a backup.

Daily • Booster, Martial, Weapon

Free Action

Melee or Ranged weapon

Trigger: You make a Bluff, Diplomacy or Intimidate check and dislike the result.

Target: One creature

Effect: Make a basic attack against the target. On a hit, it takes 3[W] extra damage from the attack and is dazed (save ends).

Miss: Half damage, and the target is dazed until the start of your next turn.



ONE RIDICULOUSLY HANDSOME PERSON

Faceman Attack 15

Look at your companion, now look at me, then back to your companion, then back to me. Sadly, he or she isn't me.

Daily • Martial, Psyche

Standard Action

Close burst 5

Requirement: You, the target, and the target's allies have not been damaged this encounter.

Target: Each enemy in burst

Attack: Charisma +2 vs. Will

Hit: Until the end of your next turn, the target is dazed and helpless, and your allies gain concealment against it. You gain a +10 power bonus to your next Diplomacy or Bluff check against the target and a +5 bonus to all other Diplomacy and Bluff checks until the end of your next turn.

Miss: The target is dazed until the end of your next turn and you gain a +3 bonus to all Diplomacy and Bluff checks until the end of your next turn.

Special: If the target takes any damage, he is no longer helpless, though he is still dazed.

Sustain Standard: The effect persists until the target takes damage or until you take damage.

LEVEL 16 UTILITY EXPLOITS

METHOD ACTING

Faceman Utility 16

You become the part. You take on the role so flawlessly, the old you is pushed away.

Daily • Martial

Minor Action

Personal

Effect: Until the end of the encounter (or five minutes), you gain a +5 power bonus to all Bluff and Intimidate checks and can use Bluff in place of any Intelligence- or Wisdom-based skill.

UNSHAKABLE PERSONA

Faceman Utility 16

You can recover in an instant, back-pedaling your conversation fast enough that listeners didn't even notice.

Daily • Martial

No Action

Personal

Trigger: You make any Intelligence-, Wisdom-, or Charisma-based skill check and dislike the result.

Effect: You succeed at the roll.

LEVEL 17 ENCOUNTER EXPLOIT

DAZZLING PERSONALITY

Faceman Attack 17

You manage to direct your opponent to doing exactly what you wanted, even if your target wasn't even aware of it.

Encounter • Martial, Psyche

Move Action

Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will

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

Special: You can use this power again with an action point (replacing the action). You cannot target the same creature.

LEVEL 19 DAILY EXPLOITS

LEAD THE SHOT

Faceman Attack 19

The time for talking is over. You give your ally the sign to end the conversation.

Daily • Martial

Free Action

Open

Target: One ally

Effect: The target can take any action available to it as an immediate interrupt until the start of your next turn. The target gains a +4 power bonus to attack rolls made as part of that action. Before or after your ally acts, you can take a move action.

INTIMATE ASSASSIN

Faceman Attack 19

He or she likes you. As you move in for a personal connection, you strike.

Daily • Martial, Psyche, Reliable

Move Action

Close burst 1

Requirement: This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

Target: One creature in burst you can see.

Attack: Charisma +2 vs. Will

Hit: Until the start of your next turn, the target is stunned and helpless against your attacks.

LEVEL 22 UTILITY EXPLOIT

BUTT IN

Faceman Utility 22

You step forward an instant before things go sour and you attempt to cool the situation or at least stall while others prepare.

Daily • Martial, Psyche

No Action

Personal

Requirement: You cannot be surprised.

Trigger: You roll for initiative.

Effect: Gain a +10 power bonus to initiative. If you act first in an encounter, you gain a surprise action which must be used for a power with the psyche keyword.

LEVEL 23 ENCOUNTER EXPLOIT

ALL ATTENTION

Faceman Attack 23

You draw the attention of all those around, allowing allies to get into a better position.

Encounter • Martial, Open, Psyche

Move Action

Close burst 10

Target: Four creatures in burst

Attack: Charisma +2 vs. Will.

Hit: The target is marked and cannot make attacks that do not include you until the end of your next turn. Each ally in burst can shift his speed.

Effect: You gain a +4 power bonus to all defenses until the start of your next turn.

Special: You can use this power again with an action point (replacing the action). You cannot target the same creatures.



LEVEL 25 DAILY EXPLOITS

TOUCHED A NERVE Faceman Attack 25

You must have really said something to upset him because it looks like he's about to cry.

Daily • Martial, Psyche, Reliable

Move Action Close burst 10

Target: One creature in burst you can see

Attack: Charisma +2 vs. Will.

Hit: The target is helpless (save ends). If the target is hit by an attack, he is no longer helpless.

FEIGN MORTALITY Faceman Attack 25

You lure your opponent with an award-winning performance faking injury, death, or vulnerability. When your enemy least suspects it, you strike.

Daily • Booster, Martial, Psyche, Weapon

Free Action Melee or Ranged weapon

Requirement: You are bloodied

Target: The creature that bloodied you

Effect: You appear to suffer from any condition. You can drop prone as part of this action. You gain a +10 bonus to Bluff checks to enforce the illusion. This effect lasts until you make the following attack.

Attack: As an immediate interrupt or as a minor action on your turn, make a basic attack against the target. You automatically score a critical hit, and deal 1[W] extra damage.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, the power is not expended. It cannot be used more than once per encounter.

LEVEL 27 ENCOUNTER EXPLOIT

DESTRUCTIVE CRITICISM Faceman Attack 27

You really know what to say to bring a guy down.

Encounter • Martial, Psyche, Reliable

Move Action Close burst 10

Target: One creature

Attack: Charisma +2 vs. Will

Hit: The target fails its next saving throw or one condition with a finite duration lasts an additional round.

Sustain Move: Repeat the attack. You can sustain until you miss.

Special: You can use this power again with an action point (replacing the action).

LEVEL 29 DAILY EXPLOIT

COMMANDING PRESENCE Faceman Attack 29

You give the illusion of authority.

Daily • Martial, Psyche, Reliable

Move Action Close burst 10

Target: Two creatures in burst you can see

Attack: Charisma +2 vs. Will

Hit: The target is dominated (save ends).

GRAPPLER

CLASSTRAITS

Role: Defender. You present yourself as an irresistible target, forcing your enemy to attack. When they do, you entrap them with powers preventing their escape.

Key Abilities: Strength, Constitution

Armor Proficiencies: Cloth, leather, modern light; choice of two modern heavy armors

Weapon Proficiencies: Simple melee, one-handed small arms

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

Trained Skills: Acrobatics or Athletics. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis) History (Int), Intimidate (Cha), Perception (Wis)

Class Features: Fighting Form, Protective Stance, Pure Martial Arts, Shoot for the Takedown, Symmetrical Attention

After years in competition meeting significant success, you've decided to apply your unique talents in another productive field. Despite whatever skills with firearms you possess, you prefer getting close, locking down opponents with a series of clinches, grapples, and holds. This gives allies the opportunity they need to either escape or train their weapons on your opponent. You struggle against the flailing limbs of your target to wrestle into a superior position. From there, you can inflict devastating blows. You can avoid the brutal thumping and simply yank on a tendon until it rips or push on a bone until it breaks. It doesn't matter if the target has bones of carbon kevlar or is an amorphous mass of jelly and sensory organs; some part of it is vulnerable to pressure, and your specialty is to apply said pressure.

PLAYING A GRAPPLER

Your ladder can radically alter your powers, more so than most classes. But it is the application of feats which are most critical. With the selection of martial feats, you can specialize in a variety of different regional variations of melee and unarmed combat. This will also alter how you apply the powers of the class. Your specialty involves catching an opponent off-guard and forcing him into a series of grapples and holds. This is done in order to both keep the target immobile and inflict damage by striking and applying pressure to limbs. This forces them to move in ways they were not designed to.



STANDARD EQUIPMENT

As a grappler, you receive the following equipment at 1st level.

- Synthetic Weave, Ballistics Armor, Flack Longcoat, or Carbide Armor
- \$150 in additional gear.

GRAPPLER CLASS FEATURES

As a grappler, you gain the following class features.

FIGHTING FORM

You gain the Unarmed Combat feat. In addition, your natural weapons gain the off-hand property. You also gain one additional martial training feat for which you meet the prerequisites as a bonus feat.

PROTECTIVE STANCE

If a creature you have marked is within your reach, you can use a move action to shift your speed -4, and pull the marked creature with you. If you are wearing heavy armor, you gain a +1 bonus to AC against targets you have marked.

PURE MARTIAL ARTS

You gain the *catch as catch* and *in your face* class powers.

CATCH AS CATCH Grappler Utility

Where do you think you're going?

At-Will • Martial
Immediate Interrupt Close burst 1

Trigger: One enemy in burst you have marked moves.

Target: The triggering enemy

Effect: The target is slowed until the start of your next turn. If the target makes only a single move this turn, shift to any square adjacent to the target at the end of the movement.

IN YOUR FACE Grappler Utility

You tap your blades, clench your fists, or fire a round in the air. Or maybe you just insult its mother.

At-Will • Martial
Minor Action Close burst 10

Target: One creature in burst you can see

Effect: You mark the target. The target remains marked until the end of your next turn.

Special: You can use this power as a basic attack.

SHOOT FOR THE TAKEDOWN

You add your proficiency and enhancement bonuses for unarmed attacks to all grab attempts. You can also attempt a grab as a basic attack.

UNORTHODOX STRIKER

You gain the *unorthodox striker* power. As a free action, you can expend an unused encounter attack power and gain a use of *unorthodox striker*. You can only use *unorthodox striker* once per turn.

UNORTHODOX STRIKER Grappler Attack

You disregard training for a brief moment and go for the kill

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit one creature you are grabbing.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack and suffers a -2 penalty to escape your grab until the start of your next turn.

Level 11: 2[W] extra damage

Level 21: 3[W] extra damage

SYMMETRICAL ATTENTION

All targets you have marked that are in reach by the end of your turn remain marked until the end of your next turn.

GRAPPLER EXPLOITS LEVEL I AT-WILL EXPLOITS

BONE BREAKER Grappler Attack 1

You reach out and snatch a limb or neck of a foe. You squeeze real hard. You continue to add pressure until you hear a crack.

At-Will • Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Reflex (unarmed)

Hit: 1[W] + Strength modifier damage, and you grab the target. The target suffers a -2 penalty to escape from the grab until the start of your next turn.

Increase damage to 2[W] + Strength modifier damage at 21st level.

GROUND & POUND Grappler Attack 1

You punch him so hard, he's gonna ... wish that you never punched him.

At-Will • Martial, Weapon

Standard Action

Melee weapon

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and if the target is your size or smaller, it is knocked prone. If you hit a target that is already prone, it takes additional damage equal to your Constitution modifier.

Increase damage to 2[W] + Strength modifier damage at 21st level.

LEVEL I ENCOUNTER EXPLOITS

HEROIC INTERVENTION Grappler Attack 1

Your opponent tries to break off the engagement. You give it a gentle reminder why that's unwise. When you say 'gentle,' you mean violent.

Encounter • Martial, Weapon

Immediate Interrupt

Melee weapon

Trigger: One enemy you have marked makes an attack that does not include you.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

IMPOSSIBLE LOCK Grappler Attack 1

Your enemy attempts to squeeze out of your grip. You squeeze tighter.

Encounter • Martial, Weapon

Immediate Interrupt Melee or Ranged weapon

Trigger: An enemy attempts to escape from a grab.

Target: The triggering enemy

Attack: Strength vs. Reflex OR Strength vs. Fortitude.

Hit: 1[W] + Strength modifier damage.

Effect: You gain a +4 power bonus to the targeted defense.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, this power is not expended.

SACK THE MARK Grappler Attack 1

Instead of inflicting damage, you simply carry your enemy away from your allies.

Encounter • Martial, Reliable, Weapon

Move Action (Special) Melee weapon

Special: Against a grabbed target, this power only requires a minor action.

Target: One creature

Attack: Strength vs. Reflex (unarmed)

Hit: You grab the target. Shift your speed and slide the target with you. The target is dazed until the start of your next turn, and you can choose to knock it prone; if you do so, you also fall prone.

LEVEL 1 DAILY EXPLOITS

BACK CONTROL Grappler Attack 1

You leap upon the target's back, locking your limbs and preventing an easy disengagement.

Daily • Martial, Reliable, Weapon

Standard Action (Special) Melee weapon

Special: Against a grabbed target, this power only requires a minor action.

Target: One creature

Attack: Strength vs. Reflex (unarmed)

Hit: Strength modifier damage. You grab the target. Until the target escapes, you have cover, any melee attack or ranged attack that misses you by 5 or less hits the target instead (on attacks that don't target you both), the target suffers a -4 penalty to escape from the grab and a -2 penalty to attack rolls against you, and you cannot be pushed, pulled, or slid away from the target.

TAKE HIM OUT Grappler Attack 1

You've been hurt. You duck and allow your allies a clean shot.

Daily • Martial

Immediate Reaction Close burst 3

Trigger: An enemy in burst that you have marked bloodies you.

Target: The triggering enemy

Effect: Four allies in open range make a basic attack against the target.

LEVEL 2 UTILITY EXPLOIT

SOLID CLINCH Grappler Utility 2

Your lock on your opponent is so robust that it even enables you to multitask.

Encounter • Martial

Free Action Personal

Requirement: You must have an opponent in a grab.

Effect: You sustain the grab. You can move the target without needing to make a Strength check.

Sustain Special: Spend a healing surge as part of this power, but regain no hit points; instead, the effect persists.

LEVEL 3 ENCOUNTER EXPLOITS

CAN OPENER Grappler Attack 3

Your enemy foolishly believes his defense is without flaw. To anyone else, that might be true, but you know how to make an opening.

Encounter • Martial, Weapon

Standard Action Melee weapon

Requirement: You must have an enemy in a grab.

Target: The grabbed enemy

Attack: Strength +2 vs. Reflex (unarmed)

Hit: 2[W] + Strength modifier damage

Effect: You gain a +2 bonus to attack rolls with all grabs and melee attacks against the target until the end of your next turn.

FULL MOUNT Grappler Attack 3

You pin your enemy down and proceed to pummel him into submission.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One prone creature you are grabbing

Attack: Strength vs. Reflex (unarmed)

Effect: Until the start of your next turn, the target cannot escape the grab or stand up and suffers a -2 penalty to AC and Reflex defense.

Sustain Standard: Repeat the attack.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, the power is not expended.

LEVEL 5 DAILY EXPLOITS

PULLING GUARD Grappler Attack 5

An enemy takes you down. As it turned out, that's exactly where you wanted to be.

Daily • Martial, Weapon

Immediate Reaction Melee weapon

Trigger: You are knocked prone by a melee attack.

Target: The triggering enemy

Effect: You pull the target into your square and knock it prone. The target is grabbed.

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage

Miss: Half damage.

Effect: Until the target escapes from the grab, it is restrained and cannot stand up. You gain combat advantage against the target and cover against all attacks not made by the target.



THROUGH THE WALL Grappler Attack 5

You focus your body's natural energy through your muscles and your mind, channeling your entire spirit into a single attack.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is pushed 5 squares. If the target strikes a non-creature obstacle, the obstacle takes the full damage of the hit as well. If destroyed, the target continues through the obstacle. If the obstacle is a creature, it takes half the damage of the hit.

Miss: The power is not expended, but each miss reduces the damage by 1[W] and the distance pushed by 1 square (cumulative).

LEVEL 6 UTILITY EXPLOIT**TWIST OUT** Grappler Utility 6

An enemy has you in a joint lock. You flip, turn, and wriggle your way free.

Daily • Martial

Free Action Personal

Requirement: You are grabbed.

Effect: Gain a +5 power bonus to escape from the grab until you break free.

LEVEL 7 ENCOUNTER EXPLOITS**CLINCH ATTACK** Grappler Attack 7

You lock arms with your opponent (does it have arms?) and deliver a series of quick strikes in a tight grapple.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature you are grabbing

Attack: Strength vs. Reflex (unarmed)

Hit: 2[W] + Strength modifier damage.

Sustain Standard: Repeat the attack.

FALSE STRIKE Grappler Attack 7

Your first strike was intentionally lackluster to feign your opponent into a mistake. You counter and strike hard before he realizes his folly.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Shift 1 square and repeat the attack. If you miss again, do not repeat.

LEVEL 9 DAILY EXPLOITS**APPLY THE PRESSURE** Grappler Attack 9

Your clinch is fairly solid. You slowly exert increasing force, cutting off circulation and crippling your opponent.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature you are grabbing.

Attack: Unarmed attack, Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: The target is weakened and suffers a -3 penalty to escape attempts until you are no longer grabbing it.

KICK-ESCAPE Grappler Attack 9

You expel all your energy into disengagement, throwing you and your enemy backwards.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: The target is pushed 4 squares. If you are in a grab, you escape. The target is marked until the end of the encounter.

LEVEL 10 UTILITY EXPLOIT**JOINT LOCK** Grappler Utility 10

You're hit hard but your fingers remain tight around your opponent.

Encounter • Martial

Immediate Reaction Personal

Requirement: You are grabbing a creature.

Trigger: You suffer one of the following conditions: dazed, stunned, or unconscious.

Effect: Until the end of your next turn, the target cannot escape your grab. If you save or otherwise recover from the effect before the end of your next turn, the grab continues as normal.

LEVEL 13 ENCOUNTER EXPLOITS**ALL OR NOTHING** Grappler Attack 13

You strike so fast, both attacks are literally too close to distinguish them.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit an enemy you have marked.

Target: The triggering enemy

Effect: The target takes 1[W] extra damage from the triggering attack, and is knocked prone.

TAKEDOWN FLIP Grappler Attack 13

You make a play for the legs, cutting or bending muscles. You apply some remarkable feat of athletics to flip your opponent.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex (unarmed)

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack against the same target.

Secondary Attack: Strength +4 vs. Reflex

Hit: You knock the target prone, and it is dazed until the end of your next turn. Shift your speed and pull the target with you.

LEVEL 15 DAILY EXPLOITS**SWEEP INTO POSITION** Grappler Attack 15

Your enemy has you pinned. You work your limbs and throw your weight, flipping the tables in your favor.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature grabbing you

Attack: Strength vs. Reflex

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: You escape the grab, and you grab the target.

TECHNICAL SUPERIORITY Grappler Attack 15

You outmatch your opponent at every move. Every attempt to best you is met with your fist.

Daily • Martial, Weapon

Minor Action

Close burst 1

Target: One creature you have marked.

Effect: Until the end of the encounter, if the target misses you or makes an attack that doesn't include you, you can make a melee basic attack against it as an immediate reaction, and you gain a +2 power bonus to damage rolls against the target.

LEVEL 16 UTILITY EXPLOIT

FEIGN OPENING

Grappler Utility 16

You fake a weakness and taunt your enemy to strike, allowing yourself the opportunity to move to an advantageous position.

Encounter • Martial

Free Action

Personal

Effect: You suffer a -2 penalty to all defenses but gain a +4 power bonus to attack rolls until the end of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

IN THE FACE

Grappler Attack 17

An enemy raises his club, sword, or any other archaic implement of barbarity and you make your own medieval response.

Encounter • Martial, Reliable, Weapon

No Action

Melee weapon

Trigger: One enemy you have marked hits you with an opportunity attack.

Target: The triggering enemy

Attack: Strength vs. AC.

Hit: 3[W] + Strength modifier damage, and the triggering attack misses.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, the power is not expended.

NERVE CLUSTER

Grappler Attack 17

Your attack temporarily paralyzes your opponent. He doesn't soon recover from that strike.

Encounter • Martial

Standard Action

Melee weapon

Target: One creature marked by you.

Attack: Strength vs. AC.

Hit: 2[W] + Strength modifier damage, and the target is dazed, weakened, and suffers a -2 penalty to all attack rolls until the end of your next turn.

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

Sustain Standard: Repeat the attack. You cannot sustain if you miss.

LEVEL 19 DAILY EXPLOITS

SEEING YOUR OWN BLOOD

Grappler Attack 19

You snort up the blood, bark loudly, and assault the newly frightened enemy.

Daily • Martial, Weapon

Immediate Reaction

Melee weapon

Trigger: One enemy scores a critical hit on you.

Effect: The critical becomes a normal hit. Make an attack.

Target: The triggering enemy

Attack: Strength vs. AC.

Hit: 4[W] + Strength modifier damage.

Miss: Repeat the attack. Each miss reduces the damage by 1[W] (cumulative).

ULTIMATE JOINT LOCK Grappler Attack 19

You swing into perfect position for a crucifix, nelson, twister, spine crank, armbar, kimura, omaplata or one of a dozen other submissions. Unlike a competition, you don't allow a tapout.

Daily • Martial, Reliable, Weapon

Standard Action

Melee weapon

Target: One creature marked by you that you have grabbed

Attack: Strength vs. Reflex (unarmed)

Hit: 4[W] + Strength modifier damage, and the target is stunned until the start of your next turn.

Sustain Standard: Repeat the attack, but a hit only deals 1[W] + Strength modifier damage. You cannot sustain if you miss.

LEVEL 22 UTILITY EXPLOITS

COMPLETE ATTENTION

Grappler Utility 22

Despite the guns your allies have, enemies only think of you.

Encounter • Martial

Minor Action

Close burst 3

Target: Each enemy in burst

Effect: The target suffers a -4 penalty to attacks that don't include you until the start of your next turn.

Sustain Minor: The effect persists.

LAY AND PRAY

Grappler Utility 22

You take a moment while in a grapple to breathe and regain your energy.

Daily • Martial

Minor Action

Personal

Requirement: You must be grabbing a creature.

Effect: Spend a healing surge, and regain 3d6 additional hit points. You sustain the grab.

PURE TECHNIQUE

Grappler Utility 22

You don't win because you're stronger or faster. You win because you're simply better.

Encounter • Martial

Free Action

Personal

Effect: Until the end of your next turn, you gain combat advantage against each creature you have marked.

Special: If you score a critical hit or bloody a creature before the end of your next turn, you gain combat advantage against each creature you have marked (save ends).

LEVEL 23 ENCOUNTER EXPLOITS

PRIME TARGET

Grappler Attack 23

You do your job, even if it appears insane.

Encounter • Martial, Reliable

Standard Action

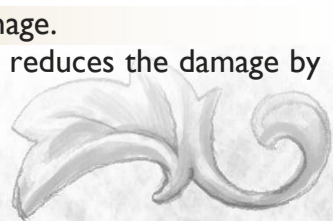
Melee weapon

Target: One Large or larger creature you that you have marked.

Attack: Strength vs. AC.

Hit: 3[W] + Strength modifier damage, and the target cannot make any attack that does not include you until the end of your next turn.

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



THUNDEROUS UPPERCUT Grappler Attack 23

You swing close and inflict a powerful strike

Encounter • Martial, Weapon

Standard Action **Personal**

Target: One creature you have marked.

Attack: Strength vs. AC.

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 25 DAILY EXPLOITS

TECHNICAL KNOCKOUT Grappler Attack 25

The target is no longer intelligently defending himself. Your dominance is without question.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature marked by you.

Attack: Strength vs. Reflex (unarmed). If you are grabbing the target, you gain a +2 bonus to the attack roll.

Hit: 2[W] + Strength modifier damage. Repeat the attack against the same target until you miss or until you hit four times.

Miss: Spend an action point to reroll the attack instead of taking an extra action. If you do not spend an action point, the attack deals half damage.

LEVEL 27 ENCOUNTER EXPLOITS

TOTAL SUBMISSION Grappler Attack 27

You bring your opponent to the ground, lock your legs around and pull on a limb until something breaks, whether it's a bone or your opponent's will.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature you are grabbing.

Requirement: You and the target must be prone.

Attack: Strength vs. Fortitude. Any hit with this attack is a critical hit.

Hit: 2[W] + Strength modifier damage and the target is stunned until the end of your next turn. If you deal damage greater than or equal to the creature's bloodied value, it dies.

Miss: 2[W] + Strength modifier damage.

LEVEL 29 DAILY EXPLOITS

PERMANENT INJURY Grappler Attack 29

You strike an organ and it ruptures. The target needs immediate medical attention.

Daily • Booster, Martial

Free Action **Personal**

Trigger: You hit with an attack.

Target: The creature you hit

Effect: The target takes ongoing 10 damage until the end of the encounter.

GUNSLINGER

CLASS TRAITS

Role: Striker. You move quick, delivering rapid attacks from small weapons.

Key Abilities: Dexterity, Wisdom

Armor Proficiencies: Cloth, leather, modern light; choice of two modern heavy armors

Weapon Proficiencies: Simple melee, one-handed small-arms, choice of two simple or military two-handed small-arms.

Bonus to Defense: +2 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier.

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

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis) History (Int), Intimidate (Cha), Perception (Wis)

Class Features: Cinematic Style, Converging Fire, Fast Switch, Kata, Reflex Shot, Hydrostatic Shock

You channel your talents through the use of a simple handgun. You have no need for heavy rifles or carbines. Pistols don't hamper your agility. You prefer fast, flamboyant movements, delivering firepower on the go. You're able to attack multiple targets in any direction. Unlike other roles, trained through military channels, you found your calling from another path. You might have had experience in the army, but your talents are more rustic, probably self-taught, and perhaps even from a crime ring.

Your role in the group is that of a pure warrior, as much as any knight or cavalier of old, though you don't often fall into the disciplined roles others may appreciate. Your combat skills are equal to others but the respect that goes along with that may be harder to come by. To the rigid military authorities, you're not as welcome, often thinking of your opponent and your own position rather than the cohesion of the unit you're working alongside. You are not blind or uncaring to others in your unit, but any form of tether slows and encumbers you -- and for your capabilities to shine, you must be free.

PLAYING A GUNSLINGER

You are at the midpoint between a vanguard and a heavy. You deliver multiple attacks to multiple targets, though not hitting with tremendous damage. Your strengths lie in mobility, being able to outmaneuver and flank opponents, even to the point of moving through enemy ranks directly. Wielding two pistols help but this is not required. Keep a good supply of ammunition.

STANDARD EQUIPMENT

As a gunslinger, you receive the following equipment at

1st level.

- Choice of one: Autoloader, Machine Pistol, Revolver, or Pocket Pistol;
- Synthetic Weave or Ballistics Armor;
- \$100 in additional gear.

CLASS FEATURES

As a gunslinger, you gain the following class features.

CINEMATIC STYLE

When you wield a one-handed small arm, it gains the off-hand property.

CONVERGING FIRE

When wielding a one-handed small arm against an adjacent target, you gain a +1 bonus to attack rolls.

FAST SWITCH

You can switch to any of your weapons as a single minor action.

KATA

You gain the *kata* power. As a free action, you can expend an unused encounter attack power and gain a use of *kata*. You can only use *kata* once per turn.

KATA Gunslinger Class Power

The geometric distribution of antagonists in any gun battle is a statistically predictable element. You are a master of this talent—an adversary not to be taken lightly.

Encounter • Martial

Free Action

Personal

Effect: Make a basic attack. If the attack misses, you can repeat the attack (using extra ammunition as normal). If you miss a second time, this power is not expended, but you cannot use it again this turn. If you hit, you can shift a square.

Level 11: Make 2 basic attacks. The power is not expended only if both attacks miss.

Level 21: Make 3 basic attacks. The power is not expended only if all attacks miss.

REFLEX SHOT

When wielding a one-handed small arm, you can use a ranged basic attack as an opportunity attack.

HYDROSTATIC SHOCK

Once a round as a free action, select one creature you have hit during your turn with a ranged weapon. You can choose to either inflict 1d6 damage OR if the target is Medium or smaller and moves or attacks before the start of your next turn, use an immediate reaction to knock the enemy prone.

Level 11: 2d6 damage

Level 21: 3d6 damage

GUNSLINGER EXPLOITS LEVEL I AT-WILL POWERS

BOUNDARY THRESHOLD Gunslinger 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 a one-handed small arm.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1 damage, and the target is pushed 1 square and knocked prone.

COMBAT THEATRICS Gunslinger 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 a one-handed small arm.

Target: One, two, or three creatures

Attack: Dexterity -2 vs. AC, three attacks. You cannot inflict a critical hit.

Hit: 1[W] damage. Increase to 2[W] damage at 21st level.

DOUBLE-TAP Gunslinger Attack 1

You squeeze off two quick shots in succession to multiple targets.

At-Will • Martial, Weapon

Standard Action

Ranged weapon

Targets: One or two creatures

Attack: Dexterity vs. AC, two attacks

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

LEVEL I ENCOUNTER EXPLOITS

ARMOR PIERCING SHOT Gunslinger Attack 1

You locate an opponent's weakness and place a perfect shot.

Encounter • Martial, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC or Reflex

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage

Special: You can use this power again with an action point (replacing the action).

GRAND SLAM Gunslinger Attack 1

You unleash your weapons on the target until your fingers tire.

Encounter • Martial, Weapon

Standard Action

Close burst 2

Requirement: You must be wielding a one-handed small arm.

Target: One creature in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: If the target is not bloodied, repeat the attack against the same target. If the target is not bloodied by the second attack, repeat the attack again.



LEVEL 1 DAILY EXPLOITS

ATTENTION GETTER Gunslinger Attack 1

Your shot finds its target. Its eyes find you.

Daily • Martial, Reliable, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and target is marked until the end of the encounter.

KINETIC AND FLUID Gunslinger 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: You must be wielding a one-handed small arm.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Shift your speed and repeat the attack against the same target.

LEVEL 2 UTILITY EXPLOITS

CRITICAL KILL Gunslinger Utility 2

Sometimes you only need one shot.

At-Will • Martial, Weapon

Move Action **Personal**

Effect: If wielding a one-handed small arm without the auto/heavy auto property, and if you do not use the Akimbo feat, your next ranged basic attack can score a critical hit on a natural roll of 18-20. You cannot use *critical kill* in the same turn as *kata*.

OUT OF THE FIGHT Gunslinger Utility 2

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

Encounter • Martial

Move Action **Personal**

Effect: Shift a number of squares equal to 2 + your Wisdom modifier.

LEVEL 3 ENCOUNTER EXPLOITS

AROUND THE CORNER Gunslinger Attack 3

You remain behind cover but reach your weapon around for a few attacks.

Encounter • Martial, Weapon

Standard Action **Ranged** weapon

Requirement: You must have cover.

Target: One creature

Attack: Dexterity -2 vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the start of your next turn, enemies suffer an additional -3 penalty to attack you while you have cover.

Sustain Standard: Repeat the attack and the effect persists. You cannot sustain if you move from your square or an enemy enters an adjacent square.

WEAK SPOT

Gunslinger Attack 3

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 until the end of your next turn.

Miss: Half damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 5 DAILY EXPLOITS

DESPERATE MEASURES

Gunslinger Attack 5

Out of ammo, but not out of weapons.

Daily • Martial, Weapon

Standard Action **Close burst 1**

Requirement: You must be wielding a one-handed small arm. You use no ammunition

Targets: Each enemy in burst you can see

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

Hit: 2d6 + Strength modifier damage, and the target is dazed until the start of your next turn. Medium or smaller targets are knocked prone. At 21st level, increase damage to 4d6 + Strength modifier.

Miss: Half damage and medium or smaller targets are knocked prone.

ONE SHOT

Gunslinger Attack 5

Just before entering another ballet of destruction, you decide a single shot would probably work just the same.

Daily • Martial, Reliable, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a one-handed small arm. You cannot use the Akimbo feat with this power.

Target: One creature

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

LEVEL 6 UTILITY EXPLOIT

LIGHTNING REFLEXES

Gunslinger Utility 6

Weeks practicing in front of a mirror have finally paid off.

Daily • Martial, Weapon

Free Action **Personal**

Trigger: You start your first turn of the encounter.

Effect: You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

LEVEL 7 ENCOUNTER EXPLOITS

HEROIC BLOODSHED

Gunslinger Attack 7

You're outnumbered. They have better weapons and intend to eradicate you and your allies. Time to be a hero.

Encounter • Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Weapon: If wielding two one-handed small arms, add your Wisdom modifier to damage.



SPLIT SECOND OPENING

Gunslinger Attack 7

An ally injures an enemy, opening a vulnerability you immediately take advantage of.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a one-handed small arm.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: You can use this power in place of a basic attack. You can use this power again if you spend an action point to use it.

LEVEL 9 DAILY EXPLOITS

PULP HERO

Gunslinger Attack 9

The second gun is only a backup.

Daily • Martial, Reliable, Weapon

Free Action Ranged weapon

Trigger: You run out of ammunition with a one-handed small arm.

Effect: Switch to another one-handed small arm and make the following attack.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

WAY OF THE GUN

Gunslinger Attack 9

You leap over obstructions and enemy heads, and land in the thick of evil. A tornado of gunfire ensues.

Daily • Martial, Weapon

Standard Action Close burst 2

Requirement: You must be wielding a one-handed small arm.

Effect: Shift your speed. You can pass through enemy occupied squares.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

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

Miss: Half damage.

LEVEL 10 UTILITY EXPLOIT

BARREL TO THE WOUND

Gunslinger Utility 10

In a pinch, you use your gun barrel to stop the bleeding. Desperate times...

Encounter • Healing, Martial

Move Action Personal

Effect: Spend a healing surge.

LEVEL 13 ENCOUNTER EXPLOITS

CROSS THE ARMS

Gunslinger Attack 13

Enemies flank from both sides. Thankfully, you have two weapons.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding two one-handed small arms.

Target: Two creatures that you are granting combat advantage to.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier damage.

Effect: You do not grant combat advantage to the target until the start of your next turn. You can shift your speed -3.

VECTORED VOLLEY

Gunslinger Attack 13

You open your arms, sweeping your weapons in a firing arc in front of you.

Encounter • Martial, Weapon

Standard Action Area wall 6 within weapon range

Requirement: You must be wielding two one-handed small arms.

Target: Each enemy in the wall you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

LEVEL 15 DAILY EXPLOITS

VIOLENT IMPULSE

Gunslinger Attack 15

The battle begins and you spring into action

Daily • Martial, Reliable, Weapon

No Action Ranged weapon

Trigger: You roll initiative.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

SLIP AND SHOOT

Gunslinger Attack 15

You take a run, slide on your back, and skid through the enemy's flank, shooting at every target you cross.

Daily • Martial, Weapon

Standard Action Ranged weapon

Effect: Shift your speed. You can pass through enemy occupied squares.

Target: Each enemy in adjacent squares and occupied squares during the shift.

Attack: Dexterity vs. AC

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

Miss: Half damage

Effect: If you end in an occupied square, you are prone.

LEVEL 16 UTILITY EXPLOITS

SMOOTH IS FAST

Gunslinger Utility 16

Fluid in motion, weapons trained, you skirt effortlessly through combat.

Encounter • Martial

Move Action Personal

Effect: Shift your speed +2.



LEVEL 17 ENCOUNTER EXPLOITS

BACKFIRE Gunslinger Attack 17

You hit the deck and use the ground as cover as you fire back rather than stand and take a round in the face.

Encounter • Martial, Weapon

Standard Action Close burst 2

Requirement: You must be prone.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC. You suffer no penalties to attack.

Hit: 2[W] + Dexterity modifier damage

Special: You can stand as a free action after this power.

SUSTAIN FIRE Gunslinger Attack 17

You leave nothing for later, unleashing a storm of gunfire.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: Repeat the attack four times, with a cumulative -1 penalty to the attack roll each time. Before each attack, shift 1 square.

LEVEL 19 DAILY EXPLOITS

NOT ONE OF MINE Gunslinger Attack 19

An ally is about to fall. You snap your weapon around and risk your own death to protect him.

Daily • Martial, Weapon

Immediate Interrupt Ranged weapon

Trigger: An ally is reduced to 0 hit points or less.

Target: The creature that hit your ally.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: The triggering attack misses.

TWITCHY FINGERS Gunslinger Attack 19

You jolt the trigger spastically, firing rounds nearly on top of each other.

Daily • Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage.

Effect: If you hit with all three attacks, the target is weakened (save ends).

LEVEL 22 UTILITY EXPLOIT

LURE THE TARGET Gunslinger Utility 22

You taunt an enemy to reveal itself. The more you anger it, the more the enemy disregards its own safety.

Encounter • Martial

Move Action Ranged 20

Target: One creature

Effect: You mark the target until the end of your next turn. If the target makes an attack that does not include you, you can slide the target one square.

Sustain Minor: You mark the target until the end of your next turn. You can only sustain this power if you hit the target with a ranged attack since the end of your last turn.

LEVEL 23 ENCOUNTER EXPLOITS

BOTH BARRELS Gunslinger Attack 23

You pummel that exact point over and over.

Encounter • Martial, Reliable, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding two one-handed small arms.

Target: One creature

Attack: Dexterity vs. AC, one attack from your primary weapon, and one attack from your off-hand weapon.

Hit: 1[W] + Dexterity modifier damage.

Effect: If both attacks hit, the second attack deals +2[W] damage.

OFF THE SKULL Gunslinger Attack 23

The shot deflects near the eye. He's thinking twice about being here.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is dazed and blinded (save ends both).

Miss: Half damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 25 DAILY EXPLOITS

MAELSTROM OF FIREPOWER

Gunslinger Attack 25

Time slows as you show a talent never before seen.

Daily • Martial, Weapon

Standard Action Ranged weapon

Effect: Make three at-will attacks. Each miss inflicts half damage.

TO THE TEMPLE Gunslinger Attack 25

You flush the weapon to the head of your enemy and muzzle the noise with his skull.

Daily • Martial, Weapon

Standard Action Close burst 1

Target: One creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 5[W] + Dexterity modifier + Strength modifier damage.

Miss: Half damage.

LEVEL 27 ENCOUNTER EXPLOIT

JUMP KILL Gunslinger Attack 27

You leap into position and take a shot.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a one-handed small arm.

Effect: Shift your speed. You can pass through enemy occupied squares.

Target: One creature

Attack: Dexterity vs. AC.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 29 DAILY EXPLOIT

BIG DAMNED HERO Gunslinger Attack 29

Like a tornado, you toss your enemies on their backs.

Daily • Martial, Weapon

Standard Action

Close burst 2

Requirement: You must be wielding a one-handed small arm.

Target: Each enemy in burst you can see

Attack: Strength + Wisdom vs. AC or Dexterity + Wisdom vs. AC.

Effect: Make a secondary attack.

Secondary Target: Each enemy pushed or still in burst

Secondary Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is pushed one square, knocked prone, and stunned until the end of your next turn.

Special: If there are no adjacent enemies at the end of this power, you can either make a basic attack or shift your speed.

HEAVY

CLASS TRAITS

Role: Controller. You offer support from large area attacks, which keeps enemies down and dispatches large numbers of opponents.

Key Abilities: Dexterity, Intelligence

Armor Proficiencies: Cloth, leather, modern light, modern heavy, advanced

Weapon Proficiencies: Simple and military small-arms, heavy weapons, and super heavy weapons.

Bonus to Defense: +2 Fortitude

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier.

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

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), History (Int), Intimidate (Cha), Perception (Wis)

Class Features: Area Denial, Always On, Easy Target, Solid Stance, Sure Footed

You are most likely the scariest opponent on the entire battlefield. You're the one the enemy must kill in order to take the field. You cut massive swaths of devastation across whole landscapes, bringing down trees and buildings. You strike fear into opponents, sending entire armies to their grave. Though limited in speed, where you step, you secure ground. Reverse or retreat does not come easily to your lips. You specialize in the heaviest of weapons, from rocket launchers and grenades to machine cannons and howitzers. When bullets fly, you plant your feet and begin hailing down ammunition upon your foes, suppressing their movement or making them dive for cover. You eradicate obstacles and assist your allies by denying your enemies the op-

portunity to advance. You might be strong but this is not a requirement, though it helps, especially when carrying the biggest guns.

PLAYING A HEAVY

Unlike other combat classes, you are measured and weighted. You don't slide or jump or weave through enemy lines. You lumber across the map and claim whatever is behind. Don't move too much. Keep off-loading area attacks to suppress opponents.

STANDARD EQUIPMENT

As a heavy, you receive the following equipment at 1st level.

- Choice of one: assault rifle, light machine gun, heavy machine gun;
- Synthetic Weave, Ballistics Armor, Flak Longcoat, or Carbide Armor;
- \$100 in additional gear.

HEAVY CLASS FEATURES

As a heavy, you gain the following class features.

AREA DENIAL

You gain the *area denial* power.

AREA DENIAL

Heavy Class Power

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

At-Will • Auto, Martial, Weapon

Move Action

Area burst 1 within 10 squares

Effect: You can make a regular ranged basic attack against one creature that enters any square of the target area as an immediate interrupt until the start of your next turn. After you make this attack, all enemies treat the area as difficult terrain until the start of your next turn.

ALWAYS ON

You can apply the auto keyword to ranged basic attacks.

EASY TARGET

When targeting a Large or larger creature with a blast, burst, or wall attack, you gain a +2 bonus to damage rolls against the target for every square beyond the first that it occupies.

SOLID STANCE

If you don't move on your turn, you gain a +4 bonus to Fortitude defense against all forced movement attempts and a +1 bonus to AC until the start of your next turn. You also gain a +1 bonus to attack rolls with heavy weapons and super heavy weapons.

SURE FOOTED

You treat heavy weapons as two-handed small arms for the purposes of attack penalties while moving.

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HEAVY EXPLOITS

LEVEL I AT-WILL EXPLOITS

ATTACK OF NECESSITY Heavy Attack 1

Out of options, become a hero.

At-Will • Auto, Martial, Weapon

Standard Action Close blast 3

Heavy Auto: Increase to close blast 4.

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: 1[W] damage, and the target is pushed to the nearest empty square outside of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier. Increase to 2[W] damage at 21st level.

MICRO BURST Heavy Attack 1

You unleash a torrent with a swift trigger pull, more to impede enemies rather than kill them.

At-Will • Auto, Martial, Weapon

Standard Action Area burst 1 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1 damage and the target is slowed until the start of your next turn.

Heavy Auto: Dexterity modifier damage.

POTENTIAL PUSH Heavy Attack 1

The power of your firearm sends the enemy tumbling back.

At-Will • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is pushed 1 square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier. Increase damage to 2[W] + Dexterity modifier at 21st level.

Heavy Auto: The target is pushed 2 squares instead of 1 (and suffers the indicated damage if it cannot be pushed at least 2 squares).

RAPID FIRE Heavy Attack 1

You fire a controlled burst towards an area.

At-Will • Auto, Martial, Weapon

Standard Action Area wall 3 in weapon range

Target: Each creature in wall you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

Heavy Auto: Use half the weapon's ammunition per attack roll OR you can target a wall 4 instead of a wall 3.

LEVEL I ENCOUNTER EXPLOITS

FOCUSED FIRE Heavy Attack 1

You offload your weapon in a continuous stream towards a single target, holding down the trigger until your enemy is down.

Encounter • Auto, Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. You use 5 additional rounds of ammunition for this attack.

Hit: 2[W] + Dexterity modifier damage.

Heavy Auto: The target is also slowed OR weakened (your choice) until the start of your next turn.

PINNING FIRE

Heavy Attack 1

Your weapon fires fast, forcing an enemy down. Your target is not prepared and would rather take cover.

Encounter • Auto, Martial, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

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

Heavy Auto: The target is immobilized instead of slowed.

Sustain Standard: Repeat the attack against the same target. You can sustain only once.

LEVEL I DAILY EXPLOITS

STRAFE

Heavy 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

Area wall 5 in weapon range

Heavy Auto: Wall 6

Effect: Before the attack, you can run, shift, or walk as a normal move action; if you are wielding a weapon that normally incurs attack penalties when moving, this movement does not inflict those penalties.

Target: Each creature in wall you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Miss: Half damage.

WILDFIRE

Heavy Attack 1

There's too many of them. You keep the trigger pulled and plow a road.

Daily • Auto, Martial, Weapon

Move & Standard Action

Close blast 6

Heavy Auto: Close blast 7

Target: Each creature in blast

Attack: Dexterity vs. Reflex. Only half the normal ammunition is used per attack.

Hit: 1 damage, and the target is knocked prone and dazed until the start of your next turn.

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

LEVEL 2 UTILITY EXPLOIT

PURE PWNAGE

Heavy Utility 2

Conserve ammo? Why?

Daily • Auto, Booster, Martial

Free Action

Personal

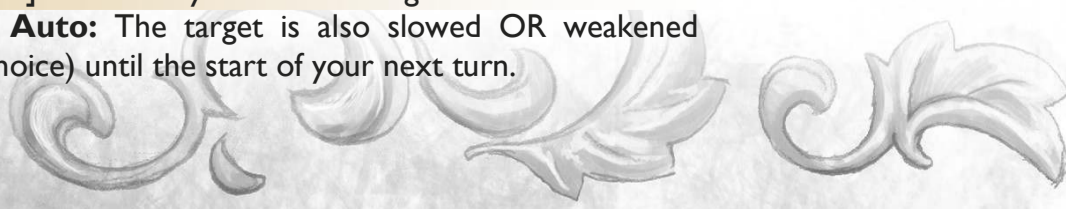
Requirement: You must be wielding a heavy auto weapon.

Trigger: You hit with a blast, burst, or wall attack.

Target: Each creature you hit

Effect: Spend an additional 10 rounds of ammunition per hit and the target takes an additional 5 extra damage.

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LEVEL 3 ENCOUNTER EXPLOITS

COVERING FIRE Heavy Attack 3

You protect an ally's movement through hostile terrain.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: $1[W] + \text{Dexterity modifier}$ damage, and the target is immobilized and cannot make opportunity attacks until the start of your next turn.

Special: You can use this power again with an action point (replacing the action).

Heavy Auto: The target suffers a -2 penalty to all attack rolls until the start of your next turn (this does not require a hit).

PATTERN RECOGNITION Heavy Attack 3

You quickly ascertain your enemy's tactics and motives. You taunt him to reveal a weakness.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit an enemy with a ranged weapon.

Target: The enemy you hit

Effect: Add your Intelligence modifier to the damage roll of all hits against the target (including the triggering hit) until the start of your next turn.

Sustain Minor: The effect persists. You can sustain until the target is bloodied.

LEVEL 5 DAILY EXPLOITS

KINETIC POTENTIAL Heavy Attack 5

You unleash a barrage of gunfire so intense, enemies are sent flat on their backs.

Daily • Auto, Martial, Weapon

Standard Action Ranged 5

Target: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: $1[W] + \text{Dexterity modifier}$ damage, and the target is knocked prone.

Heavy Auto: On a hit, the target also suffers ongoing 5 damage (save ends).

Miss: Half damage, and the target is knocked prone.

STANDING BARRAGE Heavy Attack 5

You lay down a field of fire against entrenched or approaching foes.

Daily • Auto, Martial, Weapon

Move & Standard Action Area burst 1 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

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

Sustain Move & Standard: Repeat the attack against the same area.

Miss: Half damage.

Heavy Auto: On a hit, the target suffers a -2 penalty to all attack rolls until the start of your next turn.

LEVEL 6 UTILITY EXPLOIT

CHAIN BONUS Heavy Utility 6

It almost feels like a game as enemies drop quickly in your path.

Encounter • Martial

Minor Action Personal

Effect: Until the end of your next turn, roll twice for every attack roll (using ammunition with each roll) and take the higher result.

MAN-DOWN! Heavy Utility 6

You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.

Encounter • Martial

Standard Action Close burst 6

Target: One dead, prone, or unconscious ally in burst.

Effect: Shift into the target's square. The target cannot be the target of any ranged or melee attack and gains a +3 power bonus to all defenses against area attacks until the start of your next turn. The effect ends if the target stands or you leave the target's square.

Sustain Minor: The effect persists until the start of your next turn.

LEVEL 7 ENCOUNTER EXPLOITS

COMBAT FIELD ADVANTAGE

Heavy Attack 7

You hold your weapon back and wait for the advancing enemy. You have the entire battlefield in your vision.

Encounter • Martial, Weapon, Zone

Standard Action Area burst 5 within 20 squares

Effect: You create a zone in the affected area. The zone lasts until the start of your next turn. It is considered difficult terrain. You can make the following attack against any creature that enters any square of the zone as an opportunity action:

Attack: Dexterity vs. AC

Hit: $1[W] + \text{Dexterity modifier}$ damage

Sustain Standard: The zone persists until the start of your next turn. You can move the zone to a new area within range as part of this action.

Special: This power cannot be targeted by *dispel magic*.

SHORT CONTROLLED BURST

Heavy Attack 7

To conserve ammunition, you control your fire to specific targets rather than spraying chaotically at your foes.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One, two, or three enemies.

Attack: Dexterity vs. AC, three attacks. You only use half your usual ammunition with each attack roll (round down).

Hit: $1[W] + \text{Dexterity modifier}$ damage.



LEVEL 9 DAILY EXPLOITS

CREEPING BARRAGE Heavy Attack 9

A nonstop field of fire tracks an assaulting or flanking enemy.

Daily • Auto, Martial, Weapon

Standard Action Area burst 2 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

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

Sustain standard: Repeat the attack. You can shift the barrage up to 3 squares every turn. If you miss all targets in the burst, you can no longer sustain.

Heavy Auto: The target suffers a -2 penalty to all attack rolls until the start of your next turn whether or not you hit.

SUPPORT ROLE Heavy Attack 9

Your attack is more of a diversion to allow others the opportunity to recover.

Daily • Booster, Martial, Weapon

Minor Action Personal

Trigger: You hit an enemy with a ranged weapon.

Target: The enemy you hit

Effect: The target takes 1[W] extra damage from the triggering attack. Two allies in line of sight can make saving throws against one condition a save can end.

LEVEL 10 UTILITY EXPLOITS

BATTLE POSITION Heavy Utility 10

Enemies are all around you. You need room to fire. You wave your heavy gun wildly.

Daily • Martial

Free Action Personal

Effect: Shift your speed -2. You suffer no attack penalties with heavy weapons as result of this movement.

MACHINE OF DESTRUCTION

Heavy Utility 10

This is what it all comes down to. You and your weapon. That's all that matters.

Daily • Martial

Free Action Personal

Effect: Until the end of your next turn, you are immobilized and the action required for any basic attack or at-will power is reduced from standard to move, or from move to minor.

LEVEL 13 ENCOUNTER EXPLOITS

CLEARING THE ROOM Heavy Attack 13

Your weapon fires back so fast and so loudly, most enemies recoil just from the noise.

Encounter • Auto, Martial, Weapon

Standard Action Ranged 5

Target: One, two, or three enemies

Attack: Dexterity vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage, and the target is pushed 2 squares. If the target cannot be pushed 2 squares, it suffers an additional 1[W] damage.

Heavy Auto: A hit target is pushed 4 squares and suffers additional damage if it cannot be pushed back 4 squares.

STACKING BURST Heavy Attack 13

You launch two identical volleys of gunfire, nearly on top of each other. Opponents don't expect the second one as quickly.

Encounter • Auto, Martial, Weapon

Standard Action Area burst 2 in weapon range

Target: Each creature in burst

Attack: Dexterity vs. Reflex; two attacks per target

Heavy Auto: Gain a +1 bonus to each second attack.

Hit: 1[W] + Dexterity modifier, and the target is dazed until the start of your next turn. If hit twice, the target is dazed (save ends).

LEVEL 15 DAILY EXPLOITS

TRACKING FIRE Heavy Attack 15

As your first shot impacts, you gain vital information about wind direction and the agility of the target. Your second shot finds its place even easier.

Daily • Auto, Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. Make a secondary attack against the same target.

Secondary Attack: Dexterity +2 vs. AC

Hit: 1[W] + Dexterity modifier damage. Make a tertiary attack against the same target.

Miss: Half damage.

Tertiary Attack: Dexterity +4 vs. AC

Hit: 2[W] + Dexterity modifier damage.

WILDFIRE BLITZ Heavy Attack 15

You spray a massive area, holding back whole armies against your single defiant will.

Daily • Auto, Martial, Weapon

Move & Standard Action Area burst 4 in weapon range

Heavy Auto: Burst 5

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

LEVEL 16 UTILITY EXPLOITS

ECHO OF THE GUN Heavy Utility 16

You scream louder than your discharging weapon as you shake off the damage.

Encounter • Healing, Martial

No Action Personal

Trigger: You are affected by one of the following conditions that a save can end: blinded, dazed, marked, slowed, stunned, or weakened.

Effect: You gain a +5 bonus to the saving throw until you succeed.

GAMING AVATAR Heavy Utility 16

The only thing missing is an extra life.

Encounter • Auto, Booster, Martial

Free Action Personal

Requirement: You must be wielding a heavy auto weapon.

Effect: Until the end of your next turn, spend an additional 5 rounds of ammunition with each attack roll and gain a +1 bonus to attack rolls and a +4 bonus to damage rolls with this weapon until the end of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

FULLY AUTOMATIC CONTROL

Heavy Attack 17

You unleash a flurry of fire towards an enemy.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One or two enemies

Attack: Dexterity vs. AC, two attacks

Hit: 2[W] + Dexterity modifier damage

Heavy Auto: Increase damage to 3[W] + Dexterity modifier, but ammunition usage doubles for that hit.

Special: You can use this power again with an action point (replacing the action).

LOUDEST TARGET

Heavy Attack 17

It is hard for your enemies to think of anything but you as you continue to rain fire from the sky.

Encounter • Martial, Weapon

Move Action Personal

Effect: Each enemy you hit with a ranged attack until the end of your next turn is marked until the end of your next turn. If your marked target makes an attack that does not include you as a target, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls against the target until the end of your next turn.

Sustain Move: The effect persists.

LEVEL 19 DAILY EXPLOITS

MINDLESS MAYHEM

Heavy Attack 19

You never release the trigger, sending a tsunami of firepower into the enemy.

Daily • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One, two or three enemies.

Attack: Dexterity vs. AC, three attacks

Heavy Auto: You can target up to 4 enemies instead of 3 and make 4 attacks instead of 3; you must target at least two separate creatures.

Hit: 2[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Intelligence modifier and is weakened until the start of your next turn.

Miss: Half damage and the target is weakened until the start of your next turn.

SUPPRESSING FIRE

Heavy Attack 19

You spray an area to keep enemies from moving.

Daily • Auto, Martial, Weapon, Zone

Move & Standard Action Area burst 2 in weapon range

Heavy Auto: Burst 3

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

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

Effect: You create a zone in the burst that persists until the start of your next turn. Creatures that enter the zone or start their turns in it take 1[W] damage and are slowed (save ends). You use ammunition each time you inflict damage.

Sustain Move: The effect persists.

Special: This power cannot be targeted by *dispel magic*.

LEVEL 22 UTILITY EXPLOIT

NEW POSITION

Heavy Utility 22

The effectiveness of your current location is in question. You quickly move to better ground.

Encounter • Martial

Free Action Personal

Effect: Shift your speed. You suffer no attack penalties with heavy weapons as result of this movement.

LEVEL 23 ENCOUNTER EXPLOITS

CLOUD OF HELLFIRE

Heavy Attack 23

Your barrage peppers the ground, sending up debris, hampering vision and movement.

Encounter • Auto, Martial, Weapon

Move & Standard Action Area burst 4 in weapon range

Heavy Auto: Burst 5.

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the start of your next turn, the area becomes difficult terrain and targets in the area grant combat advantage to anyone outside the area.

Sustain Move: The effect persists. You use additional ammunition each time you sustain equal to one attack roll.

MOW THE LAWN

Heavy Attack 23

You cut down trees, walls, bushes, and people—anything that gets in your way.

Encounter • Auto, Martial, Weapon

Standard Action Area burst 5 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage

Special: Until the end of the encounter, all difficult terrain in the area is no longer difficult terrain.

Heavy Auto: 3[W] damage

BIG & CLOSE

Heavy Attack 23

You let your shoulder relax as you press the trigger. It's not like you can miss.

Encounter • Auto, Martial, Weapon

Standard Action Close burst 5

Target: One Large or larger creature in burst you can

Attack: Dexterity +2 vs. AC

Hit: 3[W] + Dexterity modifier damage.

Heavy Auto: Increase to 4[W] + Dexterity modifier damage.

LEVEL 25 DAILY EXPLOITS

OVERWATCH

Heavy Attack 25

You keep a careful eye on an ally or allies from an advantageous position, and wait for enemies to poke out their heads.

Daily • Auto, Martial, Weapon

Standard Action Area burst 3 in weapon range, minimum 10

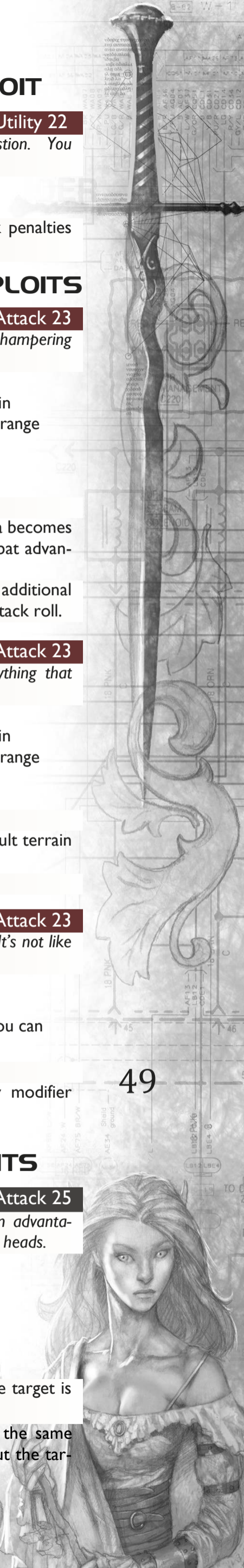
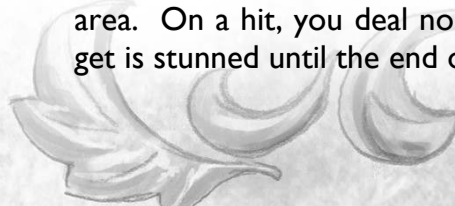
Heavy Auto: Burst 4

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Sustain Standard: Repeat the attack against the same area. On a hit, you deal no additional damage but the target is stunned until the end of your next turn.



ONE ON ONE Heavy Attack 25

Your opponent is a lone creature of incredible power. You aim for this single target and release everything.

Daily • Auto, Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature.

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Heavy Auto: You can reroll all 1s on any damage dice for this power until the result is anything but a 1.

Sustain Standard: Repeat the attack against the same target. You cannot sustain if you missed on your previous turn.

STREET SWEEPER Heavy Attack 25

You sweep your weapon wide, attacking everything in front of you.

Daily • Auto, Martial, Weapon

Standard Action Close blast 8

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

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

Heavy Auto: Targets in close blast 3 takes 1[W] extra damage.

Miss: Half damage, and the target is knocked prone and dazed until the end of your next turn.

LEVEL 27 ENCOUNTER EXPLOITS

SELECTIVE BARRAGE Heavy Attack 27

You've trained enough to know the difference between friend and enemy. You no longer need to lay down broad volleys of bullets.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: Five creatures, each no more than 3 squares from another target.

Heavy Auto: Each target can be no more than 5 squares away from another.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage

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

THE LAST THIEVING BUGGER

Heavy Attack 27

After an onslaught of ammunition, one target still didn't fall. You turn your attention and ensure it follows your advice.

Encounter • Martial, Reliable, Weapon

Minor Action Ranged weapon

Target: One creature you hit this round as part of an area attack

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage

Heavy Auto: 4[W] + Dexterity modifier damage

LEVEL 29 DAILY EXPLOITS

FALL OF HEAVEN Heavy Attack 29

You crash the pillars and bring down the sky, raining fire and lead, offloading everything you have into a single maniacal, localized holocaust.

Daily • Auto, Martial, Weapon

Standard Action Ranged sight within weapon range

Target: Each enemy you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is stunned (save ends).

Heavy Auto: 2[W] + Dexterity modifier + Intelligence modifier damage.

Miss: Half damage.

MEASURED RESPONSE Heavy Attack 29

You respond to an attack with a proportioned level of aggression.

Daily • Auto, Martial, Weapon

Standard Action Area burst 1 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex. Each attack roll uses triple ammunition.

Hit: 4[W] + Dexterity modifier damage.

Effect: If the target is bloodied before or after the initial damage, it takes an additional 2[W] damage.

Miss: Half damage and if the target is bloodied before or after the initial damage, it takes an additional 1[W] damage (not halved).

INFILTRATOR

CLASS TRAITS

Role: Striker. You approach by stealth, performing espionage, sabotage, and assassination.

Key Abilities: Dexterity, Strength, Intelligence

Armor Proficiencies: Cloth, leather, modern light

Weapon Proficiencies: Simple melee, military melee, one-handed small-arms

Bonus to Defense: +2 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: Stealth. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Demolitions (Int), Endurance (Con), Engineer (Int), History (Int), Insight (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex), Vehicle Operation (Dex)

Class Features: Concentrated Concealment, Intended Target, Leet, Most Dangerous Prey, Quick and Quiet

You go where no one else can, deep behind enemy lines, avoiding eyes, ears, and sensors. You're an intelligence operative with specialties in counter-terrorism, espionage, and assassination. Your strengths lie in your

ability to avoid either capture or the crosshairs of enemy weapons. After making a killing blow, you're able to break off and vanish into the shadows. Even your kills can go without notice. You don't consider yourself a thief. You're an elite operative, often working alone well ahead of allies and their noisy footfalls. Your expertise is vital as you relay important information back to your superiors and dispatch dangerous foes before they get the opportunity to be a threat.

PLAYING AN INFILTRATOR

The key to success for an infiltrator is the need to gain combat advantage to your foe. This can be handled by powers or by simply rolling Stealth. Infiltrators are able to gain additional benefits from cover and concealment, and can even create diversions in order to slip away without notice. This permits you to maneuver into positions to gain combat advantage while others would be instantly spotted. Since most power requires combat advantage, you're near worthless when exposed.

STANDARD EQUIPMENT

As an infiltrator, you receive the following equipment at 1st level.

- 1 one-handed small arm worth \$300 or less;
- 1 one-handed melee weapon worth \$100 or less;
- Synthetic Weave or Ballistics Armor;
- \$100 in additional gear.

INFILTRATOR CLASS FEATURES

As an infiltrator, you gain the following class features.

CONCENTRATED CONCEALMENT

You gain the *concentrated concealment* power.

CONCENTRATED CONCEALMENT

Infiltrator Utility

You can see your enemy and can anticipate his movements. When his attention turns, you move in.

At-Will • Martial

Move Action

Personal

Requirement: You must have superior cover or total concealment.

Effect: Until the end of your next turn, all adjacent squares are considered to grant you total concealment for purposes of Stealth checks. You can shift to any square granting you superior cover or total concealment as long as the total movement is not greater than your speed. You cannot pass through exposed squares. You suffer no penalties to Stealth from moving.

INTENDED TARGET

You gain the *intended target* encounter power. As a free action, you can expend an unused encounter attack power and gain a use of *intended target*. You can only use *intended target* once per turn.

INTENDED TARGET

Infiltrator Attack

Bullets are flying. Save your own ass.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit one creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 11: 2[W] extra damage

Level 21: 3[W] extra damage

LEET

Gain a +2 bonus to initiative. If you act first in an encounter, you gain a surprise action.

MOST DANGEROUS PREY

You gain a +3 bonus to attack rolls when you have combat advantage instead of +2.

QUICK AND QUIET

If you hit a target that grants you combat advantage, as a free action once per turn, you inflict an additional 1d6 damage. As part of this same action, you can spend a healing surge, but do not regain hit points; instead, you can add your healing surge value as an additional damage bonus.

Level 11: +2d6 damage

Level 21: +3d6 damage

INFILTRATOR EXPLOITS LEVEL 1 AT-WILL POWERS

PIN SHOT

Infiltrator Attack 1

A single shot at the right location takes down an opponent and prevents others from locating you. Multiple shots would give away a location and alert others to the crisis.

At-Will • Martial, Weapon

Standard Action

Close burst 5

Requirement: You must be wielding a one-handed small arm.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If using this power during a surprise action, increase to 2[W] damage + Dexterity modifier damage.

Increase to 2[W] + Dexterity modifier damage at 21st level, or 3[W] damage + Dexterity modifier damage during a surprise action.

Special: This power can be used as a ranged basic attack.

WETWORK

Infiltrator Attack 1

It's messy, but it often works.

At-Will • Martial, Weapon

Standard Action

Melee weapon

Target: One creature that grants you combat advantage

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and if the target is not bloodied by the hit, it takes 3 extra damage. Increase damage to 2[W] + Strength modifier damage at 21st level and if the target is not bloodied by the hit, it takes 5 extra damage.

Special: This power can be used as a melee basic attack.



EXTREME PREJUDICE Infiltrator Attack 1

You emerge from the shadow and strike quick and close.
Make sure the target is dead.

At-Will • Martial, Weapon

Standard Action Close burst 3

Requirement: You must have superior cover or total concealment and be wielding a melee weapon or a one-handed small arm.

Target: One creature your size or smaller in burst you can see.

Effect: Shift one square.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Strength modifier damage, and you shift back to your starting square, pulling the target with you. The target is restrained until the start of your next turn. Increase damage to 2[W] + Strength modifier damage at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

FAKE OUT Infiltrator Attack 1

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

Encounter • Martial, Reliable, Maneuver

Move Action Close burst 1

Target: One creature

Attack: Strength vs. AC

Hit: The target is dazed until the start of your next turn. Shift to any square adjacent to the target, and you can either push the target 1 square or slide him into the square you just occupied.

LEVEL 1 DAILY EXPLOITS

LAST SECOND Infiltrator Attack 1

Your opponent realizes your position too late. He turns to notice you a split second before you strike.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack and is dazed and slowed until the end of your next turn.

OH, IT'S NOTHING, DON'T WORRY ABOUT IT Infiltrator Attack 1

You throw a small rock or cause another mild distraction to sneak past your foes.

Daily • Martial, Reliable

Standard Action Close burst 10

Requirement: You must have cover or concealment to the target.

Target: Two creatures in burst you can see

Effect: Until the end of the encounter, any square adjacent to a square in which you could have superior cover or total concealment also grants you total concealment. You can shift to any square granting you superior cover or total concealment as long as the total movement is no greater than your speed. You can pass through 2 exposed squares during the movement. You suffer no penalties to Stealth from moving. At any point during the movement, you can make a basic attack against each target. If you choose to not attack either target, you can shift your speed.

LEVEL 2 UTILITY EXPLOIT

NOT EVEN A TAP Infiltrator Utility 2

Your breath is controlled and you know how to land with not so much as a pin drop.

Daily • Martial

Minor Action Personal

Effect: Until the end of your turn, you incur no penalties to Stealth if you perform any Acrobatics or Athletics checks.

Sustain Minor: The effect persists. It must be sustained as part of the same challenge (e.g.: if you used this power before climbing, the power can be sustained until the climb is completed).

Special: When you reach a milestone, you recover the use of this power.

LEVEL 3 ENCOUNTER EXPLOITS

FLANKING ATTACK Infiltrator Attack 3

You move in between two targets and strike them simultaneously before either can alert the other.

Encounter • Martial, Weapon

Standard Action Close burst 5

Target: Two creatures in burst you can see that no more than 5 squares apart from each other.

Effect: Make a basic attack against each target. If you hit, the target is dazed and slowed until the start of your next turn.

Secondary Effect: You can shift 1 square after each hit.

NECESSARY DISTRACTION

Infiltrator Attack 3

Oh my word, what in the world could THAT be?!

Encounter • Martial, Weapon

Standard Action Range 10

Target: One creature

Effect: Make a Stealth check to become hidden. The target also grants you combat advantage until the end of your next turn. You either make a basic attack or shift your speed.

LEVEL 5 DAILY EXPLOITS

DEATH FROM ABOVE Infiltrator Attack 5

Banzai!! Actually, you don't make a sound, but you're shouting that in your mind as you pounce upon your target from above.

Daily • Martial, Weapon

Standard Action Close burst 2

Target: One creature in burst you can see

Requirement: You must be at least two squares higher than the target.

Attack: Strength vs. AC.

Hit: 2[W] + Strength modifier damage, and the target is knocked prone and suffers ongoing 5 damage (save ends). You end the attack in the target's square or in any adjacent square.

Miss: Half damage, and the target is still knocked prone and suffers ongoing 5 damage (save ends). You end the attack in the target's square or in any adjacent square.

INTO THE DARKNESS Infiltrator Attack 5

The target falls and you instantly roll away into the shadows.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack and is stunned until the start of your next turn. Shift your speed to an area granting cover or concealment, and make a Stealth check. If there is no cover or concealment in range, you do not move.

LEVEL 6 UTILITY EXPLOITS

ENHANCED CAMOUFLAGE

Infiltrator Utility 6

It isn't just about what you wear but how you move and how you position yourself.

Encounter • Martial

Minor Action Personal

Effect: Until you move or until the end of your next turn, you treat all concealment as total concealment and all cover as superior cover. If you would normally have superior cover or total concealment, the penalty to attack rolls against you increases to -6.

Sustain Minor: The effect persists. You cannot sustain if you move from the square.

PERFECT SUPPRESSION Infiltrator Utility 6

A combination of gear, terrain, and skill make you untraceable.

Encounter • Martial

Minor Action Personal

Effect: Gain a +10 power bonus to Stealth checks and ignore penalties to Stealth due to movement until the end of your next turn.

LEVEL 7 ENCOUNTER EXPLOITS

CRIPPLING EFFECT Infiltrator Attack 7

Where you precisely attack makes a difference and your opponent looks worse for wear.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target is dazed and slowed until the end of your next turn.

SLICE THE VEIN Infiltrator Attack 7

A spray of red pools on the ground from your attack. Your opponent reels back, gripping the wound.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes ongoing 5 damage and is weakened (save ends both).

LEVEL 9 DAILY EXPLOIT

SEVERE HANDICAP Infiltrator Attack 9

Your strike was severe enough to drop your opponent, shocking all of those around.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 2[W] extra damage from the triggering attack and is knocked prone, dazed, and weakened (save ends all).

LEVEL 10 UTILITY

ACOUSTICAL ARTIFACT Infiltrator Utility 10

The sound of your weapon's discharge bounces off a distant wall, or the flash is marred by the sun. Enemies have trouble finding where the shot came from.

Daily • Martial

Minor Action Personal

Effect: You do not immediately give up your location after making a ranged attack. Until the start of your next turn, you gain a +10 power bonus to Stealth checks against attempts to locate you.

CHANGE OF PLANS Infiltrator Utility 10

The target is not convinced. You need to move on now. Time to initiate your backup solution.

Daily • Martial

Free Action Close burst 4

Trigger: You can act in a surprise round.

Target: One creature in burst you can see

Effect: Shift to any unoccupied square adjacent to the target and the target grants you combat advantage until the end of your next turn. You also gain a +1 power bonus to all melee attack rolls until the end of your first full turn.

LEVEL 13 ENCOUNTER EXPLOITS

OFF GUARD CHAIN Infiltrator Attack 13

Your strike came swift and sudden, throwing an enemy's ally off balance and giving you another opportunity to strike.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: Make a basic attack against another creature within 5 squares of the target. Until the end of your next turn, anytime you hit either creature, you can make a basic attack against the other.

Sustain Minor: The effect persists. You can sustain until either target is dead.

SYSTEM SHOCK Infiltrator Attack 13

Your hit confuses and shocks your opponent.

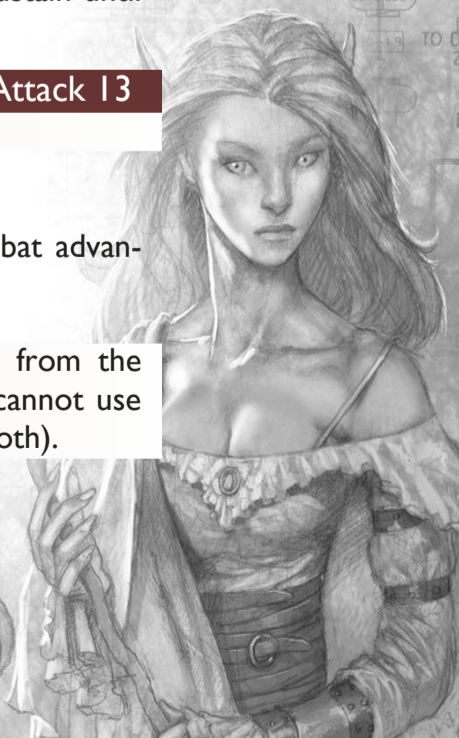
Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack. The target is also dazed and cannot use any powers other than basic attacks (save ends both).



LEVEL 15 DAILY EXPLOITS

IN THE BACK Infiltrator Attack 15

While your enemy is distracted, you slide in for the kill.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 3[W] extra damage from the triggering attack.

SPLINTER IN TIME Infiltrator Attack 15

Always on edge, you instinctually bring your weapon up to strike when a threat is presented.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 2[W] extra damage from the triggering attack, and is knocked prone and stunned until the start of your next turn.

LEVEL 16 UTILITY EXPLOIT

SMALL JOINT MANIPULATION

Infiltrator Utility 16

You jump out of the grasp of some mighty big hands.

Daily • Martial

Immediate Interrupt

Personal

Trigger: An enemy attempts a grab or makes a melee attack against you.

Effect: Shift your speed.

LEVEL 17 ENCOUNTER EXPLOITS

LIQUID KILL Infiltrator Attack 17

After striking one opponent, you lash out to two others.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack, and is restrained, dazed, and grants you cover until the end of your next turn. Make two ranged basic attacks.

WHEN THEY AREN'T LOOKING

Infiltrator Attack 17

You find an opening your opponent would have closed if he was aware of it.

Encounter • Martial, Weapon

Free Action

Personal

Effect: Until the end of your next turn, your attacks against creatures that grant you combat advantage can score a critical hit on a natural roll of 18, 19, or 20.

LEVEL 19 DAILY EXPLOIT

DEADLY FORCE AUTHORIZED

Infiltrator Attack 19

Out the darkness, you strike.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 3[W] extra damage from the triggering attack, and is stunned until the start of your next turn. You gain a move action which you must use before the end of your turn. All creatures grant you combat advantage until the end of our next turn.

LEVEL 22 UTILITY EXPLOIT

PROFICIENT PROFESSIONAL

Infiltrator Utility 22

You move with such precision, you can kill a target between breaths.

Encounter • Booster, Martial

Free Action

Trigger: You hit with a basic attack.

Effect: You gain a move, minor, and standard action you must use before the end of your turn.

LEVEL 23 ENCOUNTER EXPLOITS

TAP THE RESERVE

Infiltrator Attack 23

You concentrate all your energy into ensuring this to be a clean kill, even to the risk of your own personal safety.

Encounter • Booster, Martial, Weapon

No Action

Personal

Trigger: You spend a healing surge to deal extra damage with Quick and Quiet.

Effect: You can spend two healing surges instead of one and add double your healing surge value to the damage roll.

PACIFICATION

Infiltrator Attack 23

The target drops and is removed as a threat.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 2[W] extra damage from the triggering attack and is knocked unconscious. If the target takes any more damage, it is no longer unconscious.

LEVEL 25 DAILY EXPLOITS

BLOODY KILL

Infiltrate Attack 25

It doesn't matter what guard your enemy throws up. Your attack cannot be avoided.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: Make a basic attack against the same target. Until you miss or until you hit four times (whichever comes first).

Special: If you miss with the first basic attack, this power is not expended.



NO WARNING, NO ALERT Infiltrator Attack 25

You deliver a discreet attack where no one could see. Your opponent gasps and is unable to scream. You let them bleed out quietly.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 3[W] extra damage from the triggering attack and is weakened, slowed, dazed, and takes ongoing 5 damage (save ends all). The target suffers a -5 penalty to the saving throw on its first turn, a -4 penalty to its saving throw on its second turn, a -3 penalty to the saving throw on its third turn, a -2 penalty to the saving throw on its fourth turn, and a -1 penalty to the saving throw on its fifth turn.

LEVEL 27 ENCOUNTER EXPLOITS

EFFICIENT KILL

Infiltrator Attack 27

It might have been dumb luck but the injury you inflicted on your opponent appears far more lethal than intended.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 2[W] extra damage from the triggering attack. Employ your Quick and Quiet ability with this power, spend a single healing surge, and add double of your healing surge value to the damage roll.

LEVEL 29 DAILY EXPLOITS

THE CLEANER

Infiltrator Attack 29

Your job is done.

Daily • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 3[W] extra damage from the triggering attack, and the attack becomes a critical hit.

MAN-AT-ARMS

You're the front line attacker, the one your opponents are most likely to see, the one that carries the flag and takes the ground. You're the first deployed and the last to leave. Whether you consider yourself another ground pounder or an elite member of a special team, your general talents at warfare have made you a reliable ally in combat. You are a multi-talented, general purpose soldier, able to pick up and master nearly every weapon you can find. Your skills with firearms have few equals.

PLAYING A MAN-AT-ARMS

Unlike the heavy, you are a mobile ranged attacker. You don't lay down large area affects; where you are most utilized is in one-on-one direct combat. You find a specific enemy, most likely the biggest threat, and deliver vicious attacks against that single target. You move with purpose while keeping your opponent down and combat ineffective.

CLASS TRAITS

Role: Defender. As a front-line combat specialist, you're the rugged, reliable soldier, trained to kill but disciplined enough to show restraint when needed.

Key Abilities: Dexterity, Intelligence

Armor Proficiencies: Cloth, leather, hide, chain, scale, modern light, modern heavy, advanced

Weapon Proficiencies: Simple and military small arms, heavy weapons, and super heavy weapons. Pick two specialty weapons.

Bonus to Defense: +2 Fortitude

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 8 + Constitution modifier.

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

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), History (Int), Intimidate (Cha), Perception (Wis)

Class Features: Action Shot, Action Star, Always On, Brotherhood, Focus Burst, Meat Shield, Recoil Absorption.

STANDARD EQUIPMENT

As a man-at-arms, you receive the following equipment at 1st level.

- 1 assault rifle;
- Synthetic Weave, Ballistics Armor, Flack Longcoat, or Carbide Armor;
- \$100 in additional gear.

MAN-AT-ARMS

CLASS FEATURES

As a man-at-arms, you gain the following class features.

ACTION SHOT

You gain the *action shot* power.

ACTION SHOT

Man-At-Arms Attack

You are the most important target and you make your opponent know that.

At-Will • Martial, Weapon

Move Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. You cannot score a critical hit or apply a booster power.

Hit: 1[W] damage. Increase damage to 2[W] damage at 21st level.

Effect: The target is marked until the end of your next turn.

Auto: The target suffers an additional -1 penalty with attacks that don't include you as long as it is marked by you. The power gains the auto keyword.

ACTION STAR

Whenever a target you have marked makes an attack that does not include you, you can make a regular ranged basic attack against the target as an immediate interrupt.



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ALWAYS ON

You can apply the auto keyword to ranged basic attacks

BROTHERHOOD

If an adjacent ally is hit by an attack, you gain a +1 bonus to attack rolls against the enemy that made that attack until the end of your next turn.

FOCUS BURST

You gain the *focus burst* encounter power. As a free action, you can expend an unused encounter attack power and gain a use of *focus burst*. You can only use *focus burst* once per turn.

FOCUS BURST Man-at-Arms Attack

You bear down on your opponent, focusing your mind and rage.

Encounter • Auto, Booster, Martial

Free Action **Personal**

Trigger: You hit an enemy you have marked.

Target: The triggering enemy

Effect: The target takes 2 + your Intelligence modifier extra damage from the triggering attack.

Level 11: 4 + your Intelligence modifier extra damage

Level 21: 8 + your Intelligence modifier extra damage

MEAT SHIELD

You gain the *meat shield* power.

MEAT SHIELD Man-At-Arms Utility

An enemy is more useful to you when it's dead. You grab it and hold it up to defend against incoming fire.

At-Will • Martial

Move Action **Close burst 5**

Special: If the target is adjacent to you, this power requires a minor action.

Trigger: You drop a creature.

Target: The triggering creature

Effect: Shift adjacent to the target and grab it. The target provides you cover until the start of your next turn. You cannot move the target.

Sustain Minor: The effect persists. You cannot sustain if you release the grab.

Special: If using a two-handed small-arm, you suffer a -1 penalty to attack rolls while holding the target. You cannot use a heavy or super heavy weapon with *meat shield*. If employing hardness for cover, the body supplies 5 hardness (plus any additional hardness the target has of its own).

RECOIL ABSORPTION

When wielding a two-handed small arm, you do not suffer the -1 penalty to firing while moving.

MAN-AT-ARMS EXPLOITS

LEVEL I AT-WILL EXPLOITS

FULL-BORE ATTACK Man-At-Arms Attack 1

You concentrate on a single target and focus all your attention in bringing it down.

At-Will • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + 2 + Dexterity modifier damage.

At 21st level, the damage increases to 2[W] + 4 + Dexterity modifier damage.

Auto: Increase damage to 1[W] + 3 + Dexterity modifier damage. The power gains the auto keyword.

At 21st level, the damage increases to 2[W] + 5 + Dexterity modifier damage.

FROM THE KNEE Man-At-Arms Attack 1

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

At-Will • Martial, Weapon

Move & Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity +2 vs. AC

Hit: 1[W] + Dexterity modifier damage.

At 21st level, the damage increases to 2[W] + Dexterity modifier damage.

Sustain Free: You gain a +2 bonus to attack rolls until the end of your next turn. You cannot sustain if you move from the square.

HOLDING FIRE Man-At-Arms Attack 1

You prevent your enemy from approaching you or any allies.

At-Will • Auto, Martial, Weapon

Move Action **Ranged weapon**

Target: One Medium or smaller creature marked by you. This power cannot affect vehicles. At 21st level, you can target Huge or smaller creatures.

Heavy Auto: You can target Large or smaller creatures at 1st level and Gargantuan or smaller creatures at 21st level.

Attack: Dexterity vs. AC

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

LEVEL I ENCOUNTER EXPLOITS

TOO CLOSE Man-At-Arms Attack 1

Firearms are much more civilized.

Encounter • Martial, Reliable, Weapon

Standard Action **Ranged 5**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Intelligence modifier. The target is slowed until the start of your next turn.

Auto: Increase to 2[W] + Dexterity modifier damage.



REACTIVE FIRE Man-At-Arms Attack 1

Your instinct is to fire back when fired upon.

Encounter • Martial, Reliable, Weapon

Immediate Reaction Ranged weapon

Trigger: One creature makes a ranged attack against you.

Target: The triggering creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

LEVEL 1 DAILY EXPLOITS**GOT THEIR BACK** Man-At-Arms Attack 1

An ally is hurt. You yank them back and step forward to prevent a break in the line.

Daily • Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: An adjacent ally is hit by an attack.

Effect: Swap places with the ally, and the attack targets you instead.

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Auto: The target takes additional damage end to your Intelligence modifier. The power gains the auto keyword.

TRAILING BLOOD Man-At-Arms Attack 1

The pain distracts your enemy enough for others to train their weapons.

Daily • Booster, Martial, Weapon

Free Action Ranged weapon

Trigger: You hit a creature.

Target: The creature you hit

Hit: The target takes 1[W] extra damage from the triggering attack, and is slowed and grants combat advantage to you and all allies (save ends both).

Auto: No extra damage. Make a second attack roll against the target. If you hit with both attacks, the target fails its first saving throw. The power gains the auto keyword.

Miss: Half damage, and the target is slowed and grants combat advantage to you and all allies until the start of your next turn.

LEVEL 2 UTILITY EXPLOITS**CAUTERIZE** Man-At-Arms Utility 2

The fight is getting too intense. Your injuries are clouding your aim. You place the barrel of your weapon over your wound to stop the blood-loss.

Encounter • Healing, Martial

Free Action Melee touch

Target: You or one ally

Effect: The target can spend a healing surge but only regains half the normal hit points.

IN A LINE Man-At-Arms Utility 2

You cover your allies and they cover you.

Encounter • Martial

Move Action Personal

Target: You and three allies adjacent to each other. Targets must be able to move.

Effect: Slide the target his speed. Each target must be adjacent to another at the end of this movement. The target gains a +1 bonus to AC and Reflex defense until the start of your next turn or until he is no longer adjacent to another target.

Sustain Move: The effect persists. You do not need to target the same allies, but you cannot sustain if you cannot target at least three allies.

LEVEL 3 ENCOUNTER EXPLOITS**SHOOT AND SCOOT** Man-At-Arms Attack 3

You lay down suppressive fire and take advantage of the chaos to move into a better position.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Shift your speed -2 before or after the attack. You suffer no attack penalties with two-handed small arms or heavy weapons due to this move.

TWEAK FIRING MECHANISM

Man-At-Arms Attack 3

You modify your weapon's capacity and push it beyond the factory specifications.

Encounter • Auto, Martial, Weapon

Standard Action Ranged weapon

Target: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 5 DAILY EXPLOITS**BIG BORE BLAST** Man-At-Arms Attack 5

You brace the weapon against your chest and fire an especially heavy solid slug to the target.

Daily • Martial, Weapon

Standard Action Ranged weapon

Requirement: You cannot use any feature, feat, power or weapon with this power that would require you to use more than one round of ammunition.

Target: One creature

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier damage, and the target is pushed 2 squares and knocked prone.

Miss: Half damage, and the target is pushed 2 squares.

CARRY TO SAFETY Man-At-Arms Attack 5

You drag an injured ally to cover. Since her arms are free, she takes the opportunity to fire back.

Daily • Martial, Weapon

Standard Action Melee touch

Target: One bloodied ally.

Effect: Shift your speed -2 and slide the target with you. You must move directly away from the nearest enemy to you. You and the target can make a basic attack at any point during the move. If either you or the target misses with the attack, the other makes another a basic attack. This continues until two attacks hit.



PISSED IT OFF Man-At-Arms Attack 5

You outmatch your opponent at every move. Every attempt to best you is met with your fist.

Daily • Booster, Martial, Weapon

Free Action **Personal**

Trigger: You hit an enemy you have marked.

Target: The triggering enemy

Effect: The target takes 2[W] extra damage from the triggering attack, and it remains marked until the end of the encounter. Additionally, the target takes an additional -2 penalty to attack rolls for any attack that doesn't include you but gains a +1 bonus to attack rolls against you.

LEVEL 6 UTILITY EXPLOITS

COMBAT INEFFECTIVE Man-At-Arms Utility 6

Your team isn't doing so well. You pull yourself and one comrade out of the fray.

Encounter • Martial

Minor Action **Close burst 5**

Target: You and one ally in burst

Effect: The target shifts his speed. You suffer no attack penalties with heavy weapons as result of this movement.

NOT SO FAST Man-At-Arms Utility 6

An enemy strikes at you as you train your weapon. You jump back and shoot them in the face.

Encounter • Martial

No Action **Personal**

Trigger: An adjacent enemy hits you with an opportunity attack provoked by an attack with a ranged weapon.

Effect: You shift to the nearest square out of reach of the target, interrupting the enemy attack, and your attack proceeds as normal. You suffer no attack penalties with ranged weapons for moving.

LEVEL 7 ENCOUNTER EXPLOITS

RIDDLE THE TARGET Man-At-Arms Attack 7

You don't care so much for accuracy. Raw desperation sets in as you try to keep your enemies from bearing down on you.

Encounter • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier damage, and the target is pushed 2 squares and is slowed until the end of your next turn.

Auto: Push the target 4 squares. The power gains the auto keyword.

Special: You can use this power again if you spend an action point to use it.

TARGET OPENING Man-At-Arms Attack 7

You wait in hopes of getting an enemy to poke out from cover.

Encounter • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature with cover.

Effect: Reduce penalties to attack the target through cover by 2 for you and all allies until the end of your next turn.

Auto: Reduce penalties by 4 (max 0). The power gains the auto keyword.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier damage.

LEVEL 9 DAILY EXPLOITS

PLAYING WITH THE TARGET

Man-At-Arms Attack 9

You intentionally miss a few rounds in order to guide the opponent to where you wish to lead them.

Daily • Auto, Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage

Miss: Half damage.

Effect: Slide the target 1 square.

Sustain Minor: Use ammunition equal to your initial attack and slide the target one square.

TOTAL INTENSITY Man-At-Arms Attack 9

Your allies recommend you take a vacation. You are taking too much joy in this.

Daily • Auto, Booster, Martial

Free Action **Personal**

Target: One creature you have marked.

Effect: Until the end of the encounter, each time you hit the target with an attack that inflicts at least 1[W] damage, it takes 1[W] extra damage.

LEVEL 10 UTILITY EXPLOIT

JUMP IN FRONT Man-At-Arms Utility 10

You sacrifice your safety and potentially your life (at the very least, your limbs) to protect the group.

Encounter • Martial

Immediate Interrupt **Personal**

Trigger: You and at least one ally are struck by an area effect no bigger than burst 3 or blast 7.

Effect: You are targeted by a number of attacks equal to half the effect's target squares. Your allies are pushed out of the target area. If they cannot leave the target area, they suffer additional effects (if any) but no damage.

LEVEL 13 ENCOUNTER EXPLOITS

BOUNDING OVERWATCH

Man-At-Arms Attack 13

An ally watches your back as you move. You then watch your ally's back as they move to catch you.

Encounter • Martial, Weapon

Standard Action **Open**

Target: One adjacent ally

Effect: The target uses an at-will power. Shift your speed and use an at-will power. The target then shifts his speed.

Sustain Standard: The effect persists. You can only sustain once.

CONCENTRATE FIRE Man-At-Arms Attack 13

You offload every round into a single target. The weapon gets jittery keeping still for this long.

Encounter • Auto, Martial, Reliable, Weapon

Move & Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity -3 vs. AC

Hit: 4[W] + Dexterity modifier damage.

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LEVEL 15 DAILY EXPLOITS

NERVE SHOT Man-At-Arms Attack 15

Your shot causes a full body spasm and the enemy falls limp.

Daily • Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is knocked prone and immobilized (save ends both).

Auto: The target takes additional damage end to your Intelligence modifier. The power gains the auto keyword.

TOUGH LOVE Man-At-Arms Attack 15

Sometimes an ally just...sucks, and you're forced to push him out of the way to show how it's done.

Daily • Martial, Weapon

Immediate Interrupt Ranged weapon

Trigger: An adjacent ally misses with an attack.

Effect: Swap positions with the ally.

Target: The creature the ally attacked.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: The ally gains an action point.

LEVEL 16 UTILITY EXPLOIT

TOSS CLIP Man-At-Arms Utility 16

You throw a clip or cell to an ally who has run out of ammo.

Encounter • Martial

Immediate Reaction Close burst 4

Target: One ally in burst

Effect: You reload the target's weapon with a clip or cell from your equipment. You must have ammunition or the proper cell. The ally does not need to take an action.

WARRIOR AND MEMBER OF A TEAM

Man-At-Arms Utility 16

A comrade is about to fall. You jump in so a medic can attend to them.

Encounter • Martial

Move Action Close burst 6

Target: One bloodied ally in burst

Effect: Swap positions with the target.

LEVEL 17 ENCOUNTER EXPLOITS

BLOODY MESS Man-At-Arms Attack 17

You hit several vital arteries, causing profuse bleeding. The carnage you wrought is visible to everyone around.

Daily • Auto, Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage.

One hit: Ongoing 3 damage (save ends).

Two hits: Ongoing 6 damage (save ends).

Three hits: Ongoing 10 damage (save ends).

CENTER PEEL Man-At-Arms Attack 17

You create a diversion and a precious opportunity for a wounded ally to break off and retreat.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature you have marked.

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack, and three allies in open range can shift their speed.

LEVEL 19 DAILY EXPLOIT

NOT WORTH THE TROUBLE

Man-At-Arms Attack 19

You casually fire at an opponent, not even bothering to look at him.

Daily • Martial, Reliable, Weapon

Minor Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier damage.

Auto: The target takes additional damage end to your Intelligence modifier. The power gains the auto keyword.

LEVEL 22 UTILITY EXPLOIT

QUICK CHANGE Man-At-Arms Utility 22

Changing clips or cells has become an impulse.

Encounter • Martial

No Action Personal

Effect: Replace one clip or cell on a weapon in hand.

LEVEL 23 ENCOUNTER EXPLOITS

ADVANCE ASSAULT Man-At-Arms Attack 23

You push the attack, forcing your enemy to fall back or take a round in the face.

Encounter • Martial, Weapon

Standard Action Close burst 5

Target: One creature in burst you can see

Effect: Shift 3 squares towards the target.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: The target must be at least 3 squares away from you before the start of your next turn or it takes an additional 2[W] damage.

Special: You can use this power again if you spend an action point to use it.

CRIPPLING WOUND Man-At-Arms Attack 23

Your shot deflects off a hardened skull. Your opponent is seeing double.

Encounter • Martial, Reliable, Weapon

Standard Action Ranged weapon

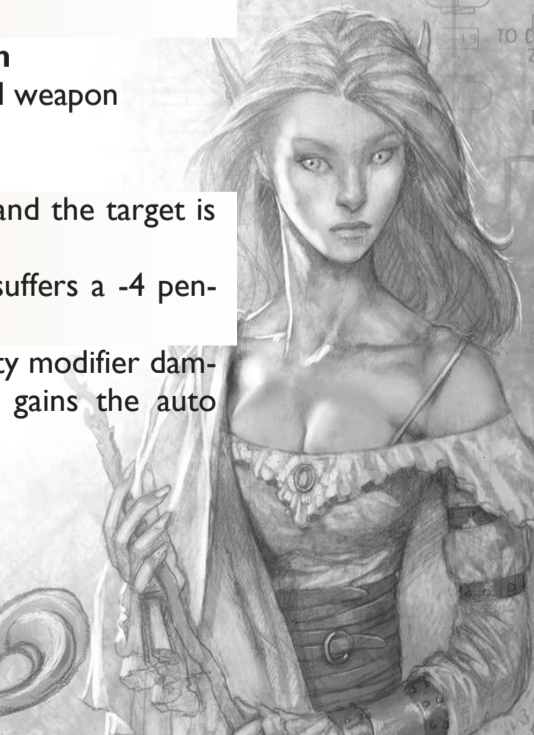
Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is stunned until the start of your next turn.

Aftereffect: The target is dazed and suffers a -4 penalty with all attack rolls (save ends both).

Auto: Reduce damage to 2[W] + Dexterity modifier damage to target two creatures. The power gains the auto keyword.



LEVEL 25 DAILY EXPLOITS

COVER, RELOADING! Man-At-Arms Attack 25

An ally ducks to quickly reload. You mask her vulnerability with increased aggression.

Daily • Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: An ally in open range runs out of ammo.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Auto: Reduce the damage to 3[W] + Dexterity modifier damage to make two attacks against the same target. The power gains the auto keyword.

ONE IN THE CHAMBER

Man-At-Arms Attack 25

Out of ammo? Helpless? Apparently not...

Daily • Martial, Weapon

Free Action Ranged weapon

Requirement: You cannot use any feature, feat, power or weapon with this power that would require you to use more than one round of ammunition.

Trigger: You run out of ammo.

Target: One creature

Attack: Dexterity vs. AC.

Hit: 4[W] + Dexterity modifier damage.

Miss: You were out of ammo. Reload your weapon and make a basic attack as part of this action.

LEVEL 27 ENCOUNTER EXPLOITS

HEAD SHOT Man-At-Arms Attack 27

It's small and round but you take a chance to end your opponent with a single shot.

Encounter • Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One enemy

Attack: Dexterity -4 vs. AC

Hit: 5[W] + Dexterity modifier damage.

Auto: Dexterity -3 vs. AC. The power gains the auto keyword.

LOCKDOWN ADVANCE

Man-At-Arms Attack 27

You lay down fire to keep a target inoperative as you approach.

Encounter • Auto, Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Effect: Shift 2 squares towards the target.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and if the target moves from its square or makes an attack before the start of your next turn, it takes 4[W] damage.

Sustain Minor: Repeat the attack if the target hasn't taken the additional damage.

LEVEL 29 DAILY EXPLOITS

BLOOD POISONING Man-At-Arms Attack 29

Your attack breaches a vital organ, causing leaking fluids and infection. The target's body starts to fail.

Daily • Auto, Booster, Martial

Free Action Personal

Trigger: You hit an enemy you have marked.

Target: The triggering enemy

Effect: The target takes ongoing 15 damage from the triggering attack until the target is bloodied or until the target is reduced to 0 hit points or less (whichever comes first).

ONE LINER Man-At-Arms Attack 29

You utter a memorable line others will quote again later. Thankfully, it coincided with an astoundingly lucky hit.

Daily • Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage.

Miss: 5[W] damage.

MASTERMIND

CLASSTRAITS

Role: Leader. You direct not only your allies, but through strategy, enemies as well.

Key Abilities: Strength and Intelligence

Armor Proficiencies: Cloth, leather, modern light, modern heavy

Weapon Proficiencies: Simple melee, one-handed small arms, two-handed small arms

Bonus to Defense: +2 Will

Hit Points at 1st level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: From the class skills list below, pick four trained skills at 1st level.

Class Skills: Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Vehicle Operation (Dex).

Class Features: Autocratic, Field Advantage, Opponent Priority, Spotter

You've proven your mettle with a battlefield commendation. You were transferred to a command college due to your natural charisma. Regardless of your origin, you were trained not in the physical application of combat but in the tactics and the methods of war. You can gain a tactical advantage in the battlefield from subtle glances and garbled screams and communications. You are able to control the movements of not only the men and women under your command but the movements of your enemies as well. You're probably the leader of the group as your advice before and during an encounter may turn the tide of battle. You prefer to be in the thick of battle with those you count as comrades. They can respect you even if you don't prove your mettle

with direct violence. You are one of the few that can win a battle without firing a shot.

PLAYING A MASTERMIND

Your abilities are all about controlling the battle theatre. By positioning allies to maximize their talents, you're more than just another weapon on the field. You gain a perspective of the battle like a bird of prey. Your class features reflect this capacity. Don't feel uninvolved by activating powers that permit others to have attacks while you do not. This is your strength; it is not calculated by your ammunition usage. This is especially vital with preventing enemies from outflanking your unit.

STANDARD EQUIPMENT

As a Mastermind, you receive the following equipment at 1st level.

- 1 one-handed small arm costing \$300 or less;
- Synthetic Weave or Ballistics Armor;
- \$100 in additional gear.

MASTERMIND CLASS FEATURES

As a mastermind, you gain the following class features.

AUTOCRATIC

If an enemy marked by either you or an ally attacks someone other than the focus of the mark, one ally within line of sight can make a basic attack against that enemy.

FIELD ADVANTAGE

Choose one of the following auras at character generation. You can activate an aura as a minor action, which lasts until you end it as a minor action or until you fall unconscious. Unlike stances, multiple auras can be in effect at once. Auras can only be in effect during a combat encounter.

Backstab Apprehension aura 2; you do not grant combat advantage to enemies inside the aura.

Demoralizing Presence aura 2; enemies in the aura suffer a -2 penalty to all saving throws.

Intimidating Mug aura 2; enemies treat the area within the aura as difficult terrain.

Only You aura 2; enemies you have marked inside the aura suffer an additional -1 penalty to attacks that don't include you.

OPPONENT PRIORITY

You gain the *opponent priority* encounter power. As a free action, you can expend an unused encounter attack power and recover the use of *opponent priority*. You can only use *opponent priority* once per turn.

OPPONENT PRIORITY

Mastermind Class Power

There may be no "I" in team, but there is in "victory".

Encounter • Booster, Martial

Immediate Reaction **Open**

Trigger: One ally hits with an attack.

Target: The triggering enemy.

Effect: The target takes 5 extra damage from the triggering attack, and you can slide it 2 squares.

Level 11: 10 extra damage, and slide the target 3 squares.

Level 21: 15 extra damage, and slide the target 4 squares.

SPOTTER

As a move action, you can grant one ally in line of sight a +1 bonus to ranged attack rolls until the end of your next turn.

MASTERMIND EXPLOITS LEVEL I AT-WILL EXPLOITS

INSTINCTUAL REACTION

Mastermind Attack 1

Your intuition tells you where your enemy is most likely to be, where his weaknesses lie, and where to direct your attention to counteract his plan.

At-Will • Martial, Tactical

Move Action **Ranged 10**

Target: One creature

Attack: Intelligence +2 vs. Will

Hit: Until the start of your next turn, the target loses all benefits of cover or concealment; superior cover and total concealment is reduced to -2. The target grants combat advantage to one ally in range until the start of your next turn.

MARK OF THE PUPPETEER

Mastermind Attack 1

You lead the target into another's threat range.

At-Will • Martial, Weapon

Standard Action **Personal**

Effect: Make a basic attack. If you hit, you slide the target two squares.

TACTICAL ALTERATION Mastermind Attack 1

You outmaneuver your opponent and feign him into a poor strategic position.

At-Will • Martial, Tactical

Move Action **Close burst 10**

Target: One creature in burst you can see

Attack: Intelligence +2 vs. Will

Hit: The target is marked by an ally in line of sight to the target. The mark lasts until the target is bloodied or until you use *tactical alteration* again.



LEVEL 1 ENCOUNTER EXPLOITS

DISTRACTING ATTACK Mastermind Attack 1

You make your foe believe an attack is impending from a flank. You cause it to move from cover.

Encounter • Martial

Free Action **Personal**

Trigger: You hit one creature that has cover against you.

Target: The creature you hit

Effect: The target grants combat advantage to all allies in open range until the start of your next turn.

Sustain Standard: The effect persists until the target moves from cover.

INTO THE FIRE Mastermind Attack 1

You rescue an ally from impending doom.

Encounter • Martial

Free Action **Personal**

Trigger: You hit one creature

Target: The creature you hit

Effect: The target is marked until the end of your next turn. Two allies in open range shift their speed.

STICK TO THE PLAN Mastermind Attack 1

Your brilliant maneuver forces enemies into an unwise counter-maneuver.

Encounter • Martial

Move Action **Sight**

Target: Each creature you can see

Attack: Intelligence +2 vs. Will

Hit: Slide the target 2 squares.

LEVEL 1 DAILY EXPLOITS

FORCE IT BACK Mastermind Attack 1

Converge all attacks on the target and drive it back.

Daily • Martial, Reliable, Tactical

Move Action **Ranged Sight**

Target: One creature

Attack: Intelligence +2 vs. Will

Hit: Until the end of the encounter, each time the target is hit with an attack, you can slide it 1 square.

MAKE IT DANCE Mastermind Attack 1

You make your foe dive for cover rather than continue his attack.

Daily • Martial, Weapon

Immediate Interrupt **Melee or Ranged** weapon

Trigger: A creature moves towards you or an ally in open range.

Target: The triggering creature

Effect: Make a basic attack against the target. Until the end of your next turn, the target is immobilized, and you and all allies in open range gain combat advantage against the target.

LEVEL 2 UTILITY EXPLOITS

BRING ME EVERYONE Mastermind Utility 2

Everyone?

Encounter • Martial

Move Action **Open**

Target: Each ally

Effect: Pull the target 4 squares.

LEVEL 3 ENCOUNTER EXPLOITS

COVER THE ESCAPE Mastermind Attack 3

You provide direct assistance to allow allies to withdraw.

Encounter • Booster, Martial, Weapon

Free Action **Personal**

Trigger: You hit one creature

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack. Until the end of your next turn, the target cannot make opportunity attacks or benefit from combat advantage. All allies adjacent to the target can shift their speed -4.

ENCOURAGING ADVICE Mastermind Attack 3

You stand with your allies and support their actions.

Encounter • Martial, Reliable, Tactical

Immediate Interrupt **Open**

Trigger: An ally in range misses with an attack.

Target: The creature your ally missed.

Hit: The target is hit by the triggering attack.

LEVEL 5 DAILY EXPLOITS

BACK TO BACK Mastermind Attack 5

They have your back—you have theirs. Your firing arc is now complete with not a single hole in your defense.

Daily • Booster, Martial, Weapon

Standard Action **Melee touch**

Target: You and one adjacent ally

Effect: The target makes a basic attack. Until the start of your next turn, the target gains a +2 power bonus to AC and Reflex defense.

Sustain Standard: The effect persists. You can sustain as long as you and the targeted ally remain in adjacent squares at the end of your turn.

COVER OPPORTUNITY Mastermind Attack 5

You take the full force of your enemy's attack to offer your allies a chance to recover.

Daily • Healing, Martial, Reliable, Tactical

Move Action **Close burst 5**

Target: Two creatures in burst you can see

Attack: Intelligence +2 vs. Reflex

Hit: The target is marked until the end of the encounter. All allies in open range can spend a healing surge.

LEVEL 6 UTILITY EXPLOITS

MAN DOWN! Mastermind Utility 6

You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.

Encounter • Martial

Standard Action **Close burst 6**

Target: One dead, prone, or unconscious ally in burst.

Effect: Shift into the target's square. The target cannot be targeted by any ranged or melee attack and gains a +3 power bonus to all defenses against area attacks until the start of your next turn. The effect ends if the target stands or you leave the target's square.

Sustain Minor: The effect persists until the start of your next turn.

SUICIDAL POSE Mastermind Utility 6

You got to do something stupid in order to save the team.

Daily • Martial

Move Action **Personal**

Effect: All creatures you have marked suffer an additional -2 penalty to attacks that don't include you until the end of your next turn. All targets you have marked gain a +2 bonus to attack you until the end of your next turn.

Sustain Move: The effect persists.

LEVEL 7 ENCOUNTER EXPLOITS**BLIND SPOT** Mastermind Attack 7

An enemy comes out of nowhere. You make a quick attack before it can assault a comrade.

Encounter • Booster, Martial, Weapon

Immediate Interrupt **Melee** or **Ranged** weapon

Requirement: There cannot have been a surprise round.

Trigger: An enemy makes its first attack of the encounter. It cannot be a surprise round.

Target: The triggering enemy

Effect: Make a basic attack against the target. If you hit, the target takes 1[W] extra damage from the attack. The target suffers a -4 penalty to attack rolls until the end of your next turn.

RIGHT INTO THE TRAP Mastermind Attack 7

Your opponent falls perfectly for your taunt. It doesn't realize its mistake until it's too late.

Encounter • Booster, Martial, Tactical

Immediate Interrupt **Open**

Trigger: One ally hits a creature

Target: The triggering ally

Attack: Intelligence +2 vs. Reflex

Hit: Your ally's hit becomes a critical hit.

Miss: Spend a healing surge, but regain no hit points; instead, you recover the use of this power.

TAKE THE LEAD Mastermind Attack 7

In the absence of proper leadership, you stand up to lead the charge.

Encounter • Martial, Weapon

Free Action **Personal**

Trigger: You hit one creature.

Requirement: You must be the closest enemy to the target.

Target: The creature you hit

Effect: The target is marked until the end of your next turn. Until the start of your next turn, if the target moves in any direction that does not bring it closer to you, you can make a basic attack against it as an immediate interrupt.

Sustain Minor: The effect persists.

LEVEL 9 DAILY EXPLOITS**AGGRAVATE THE WOUND**

Mastermind Attack 9

Your shot struck a previous wound the enemy had already sustained, causing further damage.

Daily • Booster, Martial, Weapon

Free Action **Personal**

Trigger: You hit a creature

Target: The creature you hit

Effect: The target takes 2[W] extra damage from the triggering attack, and it fails its next saving throw.

PROUD TARGET Mastermind Attack 9

Yup, you're the leader. They know it, even if it isn't true.

Daily • Martial, Tactical

Move Action **Close burst 10**

Target: Each enemy in burst you can see

Attack: Intelligence +2 vs. Reflex

Hit: The target is marked until the end of your next turn. An enemy marked by you that does not include you as a target on its next attack suffers a -3 penalty to all defenses until the end of your next turn.

Effect: You gain a +2 power bonus to all defenses until the start of your next turn.

Sustain Move: Repeat the attack and the effect persists.

LEVEL 10 UTILITY EXPLOITS**BOAR'S HEAD** Mastermind Utility 10

You and your allies move in a pincher formation towards the enemy.

Encounter • Martial

Move Action **Special**

Target: You and up to four allies adjacent to each other.

Effect: The target moves your speed. All targets must remain adjacent to one another at the end of this movement.

TAUNTING MOCKERY Mastermind Utility 10

You scream obscenities and hurl rocks to anger an opponent.

Encounter • Martial

Minor Action **Ranged 20**

Target: One creature

Effect: You mark the target until the beginning of your next turn.

Sustain Minor: The effect persists.

LEVEL 13 ENCOUNTER EXPLOITS**DIVERTING FIRE** Mastermind Attack 13

Your attack causes your enemy to rear its head, allowing others to take the kill shot.

Encounter • Martial, Reliable, Tactical

Free Action **Personal**

Trigger: You hit a creature

Target: The creature you hit

Attack: Intelligence +2 vs. Reflex

Hit: You and all allies in open range can score a critical hit against the target on a natural roll of 18, 19, or 20 until the start of your next turn.

Sustain Move: The effect persists. You cannot sustain if you or any ally scored a critical hit the previous round.

POSITIVE REINFORCEMENT

Mastermind Attack 13

You ally's attack was far more deadly than even he thought it was.

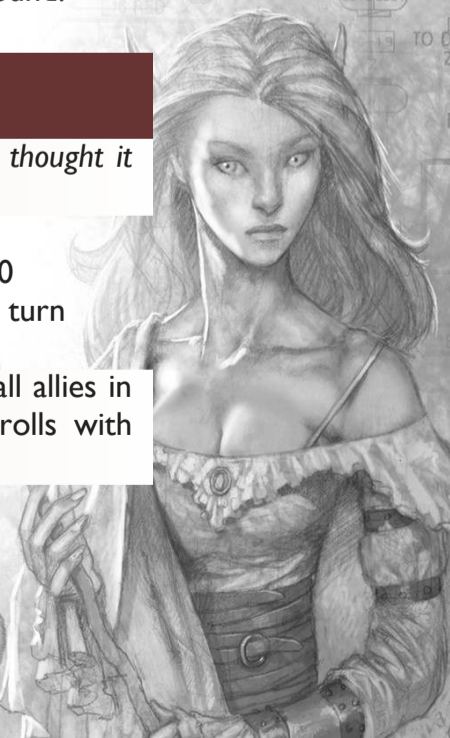
Encounter • Martial, Reliable, Tactical

Move Action **Close burst 10**

Target: One creature in burst you damaged this turn

Attack: Intelligence +2 vs. Reflex

Hit: Until the start of your next turn, you and all allies in open range gain a +6 power bonus to attack rolls with basic attacks against the target.



SUBTLE ENCOURAGEMENT

Mastermind Attack 13

The enemy doesn't know it, but you have maneuvered him right where you want him.

Encounter • Martial

Move Action

Close burst 10

Target: One creature

Effect: Slide the target a number of squares equal to your Charisma or Intelligence modifier, and it grants you and all allies combat advantage until the end of your next turn. One ally in open range automatically hits with his next at-will or encounter power against the target.

LEVEL 15 DAILY EXPLOITS

HEARTEN THE SQUAD

Mastermind Attack 15

There stands the enemy and your group must destroy it.

Daily • Booster, Martial, Tactical

Move Action

Close burst 10

Target: One creature in burst you can see

Attack: Intelligence +2 vs. Reflex

Hit: All allies in open range and in line of effect to the target automatically hit the target with basic attacks until the start of your next turn.

Miss: Spend a healing surge, but regain no hit points; instead, you recover the use of this power.

NO TIME TO BLEED

Mastermind Attack 15

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

Daily • Booster, Healing, Martial, Weapon

Free Action

Open

Trigger: You hit one creature that hit you since the start of your last turn.

Target: The creature you hit

Effect: The target takes 3[W] extra damage from the triggering attack, and you can spend a healing surge.

LEVEL 16 UTILITY EXPLOITS

DIRECT FIRE

Mastermind Utility 16

You relay important information to allies about approaching threats.

Encounter • Martial

Move Action

Close burst 10

Target: Each enemy in burst you can see.

Effect: The target grants combat advantage to you and all allies until the start of your next turn.

PLAN OF ATTACK

Mastermind Utility 16

Don't just all of you run headstrong into a fight. Let's think this through.

Encounter • Martial

Move Action

Open

Target: Four allies.

Effect: The target gains a +3 power bonus to attack rolls until the start of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

CENTER PEEL

Mastermind Attack 17

You create a diversion and a precious opportunity for a wounded ally to break off and retreat.

Encounter • Martial

Move Action

Ranged Sight

Effect: Until the end of your next turn, enemies in range are marked and slowed. Allies in range shift a number of squares equal to 1+ your Charisma or Intelligence modifier, but must end their movement further away from their nearest enemy.

DIRECT THREAT

Mastermind Attack 17

You stand against the most dangerous opponent on the field.

Encounter • Martial, Reliable, Tactical

Move Action

Close burst 5

Target: One creature in burst you can see.

Attack: Intelligence +2 vs. Reflex

Hit: Until the end of your next turn, the target can make no attacks that do not include you, you gain a +2 bonus to all defenses against the target's attacks, and if the target hits you, you can make a basic attack against it as an immediate reaction.

Sustain Minor: The effect persists. You can only sustain if you are not bloodied.

TARGET PRIORITY

Mastermind Attack 17

One ally is injured. You goad enemies into shifting their attention.

Encounter • Martial

Move Action

Open

Targets: One ally.

Effect: Until the start of your next turn, all enemies suffer a -4 penalty to attack rolls against the target, and if any enemy hits the target, one ally in open range gains a basic attack against that enemy as an immediate interrupt.

Sustain Move: The effect persists. You cannot sustain if the target scores a critical hit on an enemy.

LEVEL 19 DAILY EXPLOITS

SECURE PERIMETER

Mastermind Attack 19

You form a circle with your comrades when surrounded by enemies. You make a final stand against the onslaught.

Daily • Martial, Weapon

Standard Action

Close burst 3

Target: You and up to four allies in burst

Effect: The target can make a basic attack as an opportunity action against any enemy that approaches within 5 squares of him but is not adjacent. Creatures hit are immobilized until the start of the target's next turn.

Sustain Standard: The effect persists. You cannot sustain if a target moves 3 squares or further from another target.

LEVEL 22 UTILITY EXPLOIT

FOCUS TARGET

Mastermind Utility 22

You order an ally to focus her attention and ignore all distractions.

Encounter • Martial

Move Action

Open

Target: One ally

Effect: Until the start of your next turn, the target gains a +4 power bonus to attack rolls and can score a critical hit on a natural roll of 18-20.



LEVEL 23 ENCOUNTER EXPLOITS

SUDDEN EXPOSURE Mastermind Attack 23

You scream for an ally to get down, making her foe vulnerable to attack.

Encounter • Martial, Reliable, Tactical
Move Action **Open**

Target: One enemy

Effect: Slide one ally adjacent to the target his speed -4. Make the following attack against the target.

Attack: Intelligence +2 vs. Reflex

Hit: The target gains vulnerable 5 to all weapon damage until the end of your next turn.

Sustain Move: The target gains vulnerable 5 to all weapon damage until the end of your next turn. You cannot sustain if the target is bloodied.

ON A PILE OF CORPSES

Mastermind Attack 23

You scream in defiance, standing on a hill built from the bodies of your enemies.

Encounter • Martial, Weapon
Move Action **Close burst 10**

Target: Each enemy in burst you can see

Effect: You mark the target and pull it 4 squares. Until the end of your next turn, you gain a +4 bonus to all defenses, and if any of your marked targets makes an attack that does not include you, the target is helpless against your attacks.

Sustain Move: The effect persists until the end of your next turn. You can only sustain this power once.

LEVEL 25 DAILY EXPLOITS

POINT OF NO RETURN

Mastermind Attack 25

You risk everything, even personal injury, towards the success of the mission.

Daily • Healing, Martial
Standard Action **Open**

Target: You and four allies in burst

Effect: The target can spend a healing surge. He can either regain hit points or use his healing surge value as a damage bonus on his next hit. The target can make an immediate basic attack.

SQUAD PINPOINT OBJECTIVE

Mastermind Attack 25

You find the most dangerous opponent—the enemy commander or the largest target. Everyone coordinates their attacks.

Daily • Martial, Reliable, Tactical
Move Action **Close burst 10**

Target: One creature in burst you can see.

Attack: Intelligence +2 vs. Reflex

Hit: Until the start of your next turn, all allies in open range gain a +2 bonus to attack and a +5 bonus to damage against the target.

Sustain Move: Until the start of your next turn, each time an ally hits the target, it takes +5 damage.

LEVEL 27 ENCOUNTER EXPLOITS

BRILLIANT OPPORTUNITY

Mastermind Attack 27

Your tactical planning has created an opening.

Encounter • Martial, Reliable, Tactical
Move Action **Ranged Sight**

Target: One creature

Attack: Intelligence +2 vs. Reflex

Hit: Until the start of your next turn, when the target hits with an attack, one ally in open range makes a basic attack as an immediate reaction.

Sustain Move: The effect persists. You can only sustain once.

PERFECT TIMING Mastermind Attack 27

You've planned ahead for this moment. You knew where your enemy would be, where they would strike, and when their weaknesses would be revealed. You give your allies the word and they act according to the plan.

Encounter • Martial
Standard Action **Open**

Target: Each ally

Effect: Once before the start of your next turn, the target can make a basic attack as an immediate interrupt.

LEVEL 29 DAILY EXPLOITS

SHOCK AND AWE Mastermind Attack 29

You display overwhelming battle awareness. You coordinate your unit as the head of a fully functioning organism of destruction.

Daily • Martial, Tactical
Minor Action **Close burst 10**

Target: Each enemy in burst

Attack: Intelligence +2 vs. Reflex

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

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

Sustain Minor: Repeat the attack

SHINING EXAMPLE Mastermind Attack 29

Your ego is like bulletproof armor and you stand defiantly against your enemies, daring them to take a shot. Your allies are moved by your bravado.

Daily • Martial
Move Action **Close burst 10**

Target: Each enemy in burst

Effect: You mark the target. Until the end of your next turn, you take no damage from the target's attacks; instead, grant temporary hit points to one ally in range equal to the damage dealt. An ally cannot receive more temporary hit points than his healing surge value. Any target that is out of range by the end of your turn is no longer marked.

Sustain Move: The effect persists until the start of your next turn. You cannot sustain if you are bloodied.



SNIPER

CLASSTRAITS

Role: Controller. You target single enemies at long range and inflict devastating damage or debilitating conditions.

Key Abilities: Dexterity, Wisdom

Armor Proficiencies: Cloth, leather, modern light; choice of two modern heavy armors

Weapon Proficiencies: Simple melee, simple and military one-handed and two-handed small-arms, all weapons with the sniper property.

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

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

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis) Insight (Wis), Nature (Wis), Perception (Wis), Vehicle Operation (Dex)

Class Features: Clean & Silent, Marksman Talent, Perfect Tracker, Smooth as Glass

Like the infiltrator, you are best on your own, but where the infiltrator never enjoys revealing her presence, you expose your purpose in a single thundering moment of violence. You offer cover to allies in their escape, support them with advanced reconnaissance, and eliminate the greatest threats at such a distance as to avoid counterattack. Your strengths lie in your capacity to cripple and kill enemies far beyond the range of most other weapons. You strike fear, breaking down enemy lines. You are the most vilified of any opponent on the battlefield. You will not be spared if caught. After taking the critical shot, you slip into shadow, avoiding enemy spotters until extraction. When part of a unit, you gain the high ground, disrupting enemy movements and picking off the worst foes. You might have begun as a hunter but when entering the service, your unmatched accuracy was discovered early and groomed to maximize your potential at range. There was never any doubt as to your role. Advancement is not part of your career. You started as something you will die as, and you're probably okay with that.

PLAYING A SNIPER

Snipers prefer to be apart from a group. They move into a good spot and plant themselves until forced to move again. Stealth is key when in this role, but many times the secrecy of your position is not an issue. You fix the bi-pod to the edge of a building and make no qualms about concealing your barrel. In this position, you can mingle more with the other members of the group. If a battle is expected, the last thing you want is to remain with the group. You'll move into a higher position, hopefully out of sight of the enemy until it's too late. You're most likely the one that triggers the

ambush.

STANDARD EQUIPMENT

As a sniper, you receive the following equipment at 1st level.

- 1 basic sniper rifle;
- Synthetic Weave or Ballistics Armor;
- \$100 in additional gear.

SNIPER CLASS FEATURES

As a sniper, you gain the following class features.

CLEAN & SILENT

You gain the *clean & silent* encounter power. As a free action, you can expend an unused encounter attack power and gain a use of *clean & silent*. You can still only use *clean & silent* once per turn.

CLEAN & SILENT

Sniper Class Power

My rifle shares one important quality with a nuclear weapon. Both end wars. Unlike a nuke, though, I'm clean, silent, and no one knows I exist.

Encounter • Booster, Martial, Sniper

Free Action

Ranged weapon

Trigger: You hit an enemy.

Target: The triggering enemy

Effect: The target takes additional damage equal to your Wisdom modifier from the triggering attack, and add +3 bonus to the attack roll for the purposes of Marksman Talent.

11th Level: 1d6 + Wisdom modifier damage, and add +5 bonus to the attack roll for the purposes of Marksman Talent.

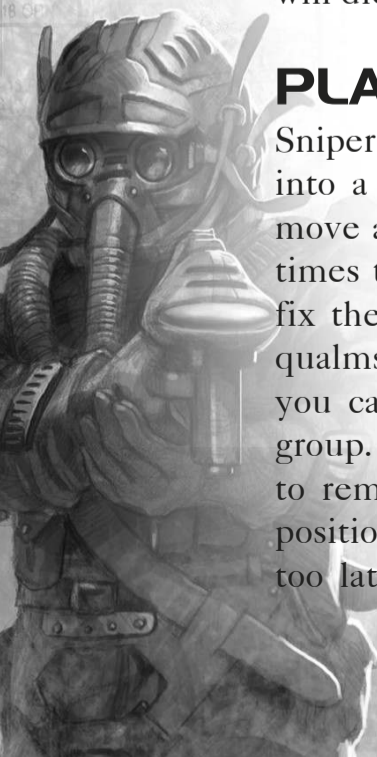
21st Level: 2d6 + Wisdom modifier damage, and add +7 bonus to the attack roll for the purposes of Marksman Talent.

MARKSMAN TALENT

Once per round, when using powers with the sniper keyword, if you beat your enemy's defense by 3 or more you can inflict additional effects. Each effect lasts until the start of your next turn.

You can only apply one additional effect per hit, and can choose to inflict a lower effect if you wish. If you score a critical hit, you must still determine by how much you beat the enemy's defense as normal, but add +5 to your attack roll for purposes of this feature. You can decide to use Marksman Talent after resolving an attack.

Enemy's Defense Beaten By	Additional Effect
3	Target is slowed.
5	Target is weakened.
7	Target is dazed.
9	Target is dazed, slowed, and weakened.
11	Target is stunned.



PERFECT TRACKER

You only require a minor action instead of a move action to gain the full proficiency bonus with sniper weapons. You can also add the sniper keyword to ranged basic attacks.

SMOOTH AS GLASS

You suffer no penalties to attack rolls from being prone when wielding a sniper weapon.

SNIPER EXPLOITS LEVEL I AT-WILL EXPLOITS

AIMED SHOT Sniper Attack 1

You take a moment to aim before firing.

At-Will • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity +2 vs. AC

Sniper: You can target Reflex instead of AC. The power gains the sniper keyword.

Hit: 1[W] damage. Increases to 2[W] damage at 21st level.

SHARPSHOOTER Sniper Attack 1

You check for range and squeeze off a perfect shot

At-Will • Martial, Sniper, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + 2 + Dexterity Modifier damage, and add +1 to the attack roll for the purposes of Marksman Talent.

At 21st level, increases to 2[W] + 4 + Dexterity Modifier damage and add +2 to the attack roll for the purposes of Marksman Talent.

SNAP-SHOT Sniper 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 creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is either marked until the end of your next turn or knocked prone.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: If a target you have marked with *snap-shot* makes an attack that does not include you, you can make another *snap-shot* attack as an immediate interrupt.

LEVEL I ENCOUNTER EXPLOITS

BEYOND THE CALL Sniper Attack 1

You stop aiming as enemy numbers begin to mass. Your eyes drift from the scope as you shoot.

Encounter • Martial, Weapon

Standard Action **Ranged weapon**

Target: Three creatures

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Sniper: The power gains the sniper keyword. Reduce damage to 1[W], and the first time in the encounter you use the power, it is not expended.

SWIFT, SILENT, DEADLY Sniper Attack 1

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

Encounter • Martial, Reliable, Sniper, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Gain a +2 power bonus to attack rolls against the target until the end of your next turn.

LEVEL I DAILY EXPLOITS

CRIPPLE OVER KILL Sniper Attack 1

You take the risk by aiming for a smaller but vulnerable location.

Daily • Martial, Reliable, Sniper, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and you add +6 to your attack roll for the purposes of Marksman Talent.

KEYHOLE ATTACK Sniper Attack 1

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

Daily • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Sniper: The power gains the reliable and sniper keywords.

Hit: 3[W] + Dexterity modifier damage.

LEVEL 2 UTILITY EXPLOITS

FAKE ECHO Sniper Utility 2

The sound of your weapon's discharge bounces off a distant wall or the flash is marred by the sun. Enemies have trouble finding where the shot came from.

Encounter • Martial

Minor Action **Personal**

Requirement: You make a ranged attack while hidden.

Effect: You remain hidden after the attack.

HOLD THE BREATH, SKIP A BEAT

Sniper Utility 2

Your enemy is in your sights. You hold your breath and regulate your heart to pause just for a split second as you pull the trigger.

Encounter • Martial, Sniper

Free Action **Personal**

Effect: Gain +4 power bonus to your next attack roll. If you miss, this power is not expended. If you roll a natural 1, reroll the attack (do not use extra ammunition with the reroll).

LEVEL 3 ENCOUNTER EXPLOITS

ACADEMIC KILL Sniper Attack 3

Your attack is less meant to kill but more to cripple the target and force it into the firing line of your allies.

Encounter • Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: The target grants combat advantage to all allies in line of sight until the start of your next turn.

Sniper: If you hit, you can slide the target 2 squares. The power gains the sniper keyword.



BATTER THE TARGET Sniper Attack 3

Your opponent struggles to move after your last hit. You fire again to keep him down.

Encounter • Booster, Martial, Sniper, Weapon
Minor Action Ranged weapon

Trigger: You hit one creature.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack, and you can make a basic attack against the same target. You can apply another booster keyword power to this basic attack.

LEVEL 5 DAILY EXPLOITS**INTERNAL RICOCHET** Sniper Attack 5

The round deflects off a bone and causes further damage in the target.

Daily • Booster, Martial
Free Action Personal

Trigger: You hit one creature.

Target: The triggering creature

Effect: Until the end of the encounter, reroll all 1s on any damage die rolled against the target until the result is something other than a 1. When you roll the maximum result on any damage die, roll that die again and add the result to the damage total. If a reroll results in another maximum damage result, do not roll again.

SYSTEMIC INFLAMMATORY RESPONSE

Sniper Attack 5

The bullet pierced a vital organ and the subject struggles to breathe.

Daily • Booster, Martial, Reliable, Sniper, Weapon
Free Action Personal

Trigger: You hit one creature.

Target: The triggering creature

Attack: Dexterity vs. Fortitude; this power uses no additional ammunition.

Hit: Ongoing 10 damage (save ends), and you can either add +5 to the attack roll for the purposes of Marksman Talent OR make the target fail its next saving throw against the ongoing damage.

LEVEL 6 UTILITY EXPLOIT**ZERO YOUR WEAPON** Sniper Utility 6

You take a moment to configure the targeting scope to compensate for the range to the target.

Encounter • Martial, Sniper, Weapon
Minor Action Personal

Effect: Your weapon's long range increases by +30 squares for your next ranged attack and you gain a +2 bonus to the attack roll. If you hit, add +5 to the attack roll for the purposes of Marksman Talent. If you roll a natural 1 on the attack roll, reroll until the result is not a natural 1.

LEVEL 7 ENCOUNTER EXPLOITS**FIRING DISCIPLINE** Sniper Attack 7

Your first shot finds its target and disables an enemy just long enough for a follow-up.

Encounter • Martial, Sniper, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You gain a +2 power bonus to attack rolls against the target until the end of your next turn.

PINPOINT ACCURACY Sniper Attack 7

You find a nearly microscopic gap in the enemy's cover and exploit it.

Encounter • Martial, Reliable, Sniper, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. Ignore any penalties to attack for cover or superior cover.

Hit: 2[W] + Dexterity modifier damage.

LEVEL 9 DAILY EXPLOITS**PENETRABLE SHOT** Sniper Attack 9

You know impulsively where the enemy is hiding. He won't be expecting this.

Daily • Martial, Sniper, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. You can ignore one square of blocking terrain for line of sight, line of effect, and cover.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

THAT'S 1. THAT'S 2. THAT'S 3

Sniper Attack 9

You track your future targets, repeating the path of your weapon. The moment arrives, and you put your training to the test.

Daily • Martial, Sniper, Weapon
Standard Action Ranged weapon

Target: Three creatures

Attack: Dexterity vs. AC. The first attack gains a +3 power bonus to attack, the second gains a +2 power bonus and the third gains a +1 power bonus.

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

Miss: Half damage.

LEVEL 10 UTILITY EXPLOITS**CHECKING THE WIND** Sniper Utility 10

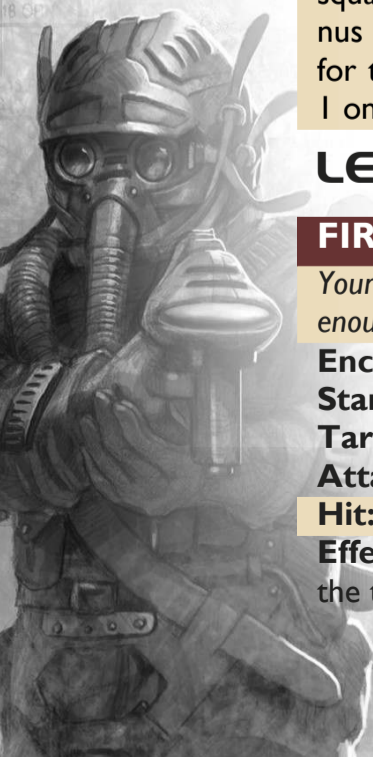
You examine the leaves, the way the grass sways, and compensate your next shot to follow the winds.

Encounter • Martial, Sniper, Weapon
Minor Action Personal

Effect: Until the end of your next turn, add +2 to all your attack rolls for purposes of Marksman Talent.

Sustain Minor: The effect persists. You can sustain only once.

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ACT OF GOD

Sniper Attack 13

Your attack was sudden and violent. It sends your enemies diving for cover.

Encounter • Booster, Fear, Martial, Sniper, Weapon

Free Action Ranged weapon

Trigger: You hit an enemy.

Target: The triggering enemy

Effect: The target takes 1[W] extra damage from the triggering attack, and you make the following secondary attack.

Secondary Target: Each enemy in close burst 1 around the initial target

Secondary Attack: Wisdom +2 vs. Will. Do not use ammunition for this attack roll.

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

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

LEVEL 13 ENCOUNTER EXPLOITS

CAREFUL TARGETING

Sniper Attack 13

You take an extra moment to find a weak spot on the target and exploit it.

Encounter • Martial, Reliable, Sniper, Weapon

Minor & Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier + Intelligence modifier damage or 3[W] + Dexterity modifier + Wisdom modifier damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 15 DAILY EXPLOITS

EYE SHOT

Sniper Attack 15

You see your rival aiming back at you. Your reflexes are better than his.

Daily • Martial, Sniper, Weapon

Immediate Interrupt Ranged weapon

Trigger: One creature makes a ranged attack against you.

Target: The triggering creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is blinded (save ends).

Miss: Half damage, and the target is dazed until the start of your next turn.

NO EXIT WOUND

Sniper Attack 15

The round is still somewhere inside and every muscle twitch inches it closer to a critical artery.

Daily • Booster, Martial, Sniper, Weapon

Free Action Personal

Trigger: You hit one creature with a ranged weapon.

Target: The triggering creature

Effect: Until the end of the encounter, once per round when the target moves or attacks, it takes an additional 1[W] damage (max 4[W] damage). This damage is not maximized if the triggering attack was a critical hit.

LEVEL 16 UTILITY EXPLOITS

USE THE MIL DOT

Sniper Utility 16

You balance every aspect of your weapon, including compensating for range, gravity and wind.

Encounter • Martial, Sniper, Weapon

Move Action Personal

Effect: Double both the normal and the long range of your weapon. You can score a critical hit on a natural roll of 18, 19, or 20 until the end of your next turn.

FAILURE IS NOT AN OPTION

Sniper Utility 16

You can't afford to miss this shot.

Daily • Martial, Sniper

Free Action Personal

Trigger: You miss with a ranged attack.

Effect: Repeat the attack roll until you hit. Use ammunition with each shot.

LEVEL 17 ENCOUNTER EXPLOITS

DEEP COVER

Sniper Attack 17

Drenched in mud and leaves, layered in war paint, you can't be distinguished from the surrounding terrain.

Encounter • Martial, Weapon

Move & Standard Action Ranged weapon

Effect: You drop prone.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: Shift your speed and remain prone. You lose any marks placed on you. You gain concealment until you move from your new square.

FOUND THE SWEET SPOT

Sniper Attack 17

The target screams in pain and thrashes about from your attack. You must have struck a nerve cluster or something.

Encounter • Martial, Sniper, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

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

Aftereffect: The target is weakened and slowed (save ends both).

Special: You can use this power again if you spend an action point to use it.

LEVEL 19 DAILY EXPLOITS

GO FOR THE KILL

Sniper Attack 19

It's wounded. Move in and finish it off.

Daily • Booster, Martial, Sniper, Weapon

Free Action Personal

Trigger: You bloody one creature.

Target: The triggering creature

Effect: The target takes 2[W] extra damage from the triggering attack. If the attack does not drop the target, shift your speed towards the target and make a basic attack against it.



MAGIC BULLET

Sniper Attack 19

*Sometimes science is a funny thing...***Daily • Booster, Martial, Sniper, Weapon****Free Action** **Personal****Trigger:** You hit one creature**Target:** The triggering creature**Effect:** The target takes 1[W] extra damage from the triggering attack, and one adjacent creature takes 2[W] + Dexterity modifier damage. You do not use additional ammunition.**LEVEL 22 UTILITY EXPLOITS****ADJUSTING WINDAGE AND PARALLAX**

Sniper Utility 22

*You take a moment to adjust your scope for a variety of conditions.***Encounter • Booster, Martial, Sniper****Free Action** **Ranged weapon****Trigger:** You hit one creature.**Target:** The triggering creature**Effect:** You add +10 to the attack roll for the purposes of Marksman Talent.**GHOST**

Sniper Utility 22

<Classified>

Daily • Sniper, Martial**Free Action** **Personal****Effect:** All creatures you can see grant you combat advantage until the end of the encounter. Your next hit before the end of the encounter is a critical hit. If you deal damage greater than or equal to the creature's bloodied value with this hit, it dies.**LEVEL 23 ENCOUNTER EXPLOITS****THE SECOND SHOOTER** Sniper Attack 23*You fire a second shot so fast after the first, your enemy is led to believe there is more than one of you.***Encounter • Martial, Reliable, Sniper, Weapon****Minor Action** **Ranged weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage.**UNEQUIVOCAL ACCURACY**

Sniper Attack 23

*You hit the sweet spot and it feels it.***Encounter • Martial, Sniper, Weapon****Standard Action** **Ranged weapon****Target:** One creature**Attack:** Dexterity vs. AC. You can score a critical hit on a natural roll of 18, 19, or 20.**Hit:** 3[W] + Dexterity modifier damage and add a +5 to the attack roll for the purposes of Marksman Talent.**Special:** You can use this power again with an action point (replacing the action).**LEVEL 25 DAILY EXPLOITS****ASSASSIN'S BULLET**

Sniper Attack 25

*I prefer to not have them occur at all. Combat is not the solution. A single bullet is.***Daily • Martial, Sniper, Weapon****Standard Action** **Ranged weapon****Target:** One creature granting you combat advantage**Attack:** Dexterity vs. AC.**Hit:** 2[W] + Dexterity modifier damage.**Effect:** If the target is bloodied by this attack, it takes 2[W] extra damage and is stunned until the start of your next turn.**Special:** If the target is not bloodied by this attack, this power is not expended.**LEVEL 27 ENCOUNTER EXPLOITS****GUIDE MY HAND**

Sniper Attack 27

*You bring everything you know for a single powerful shot so mighty, even god hears it.***Encounter • Martial, Sniper, Weapon****Standard** **Ranged weapon****Special:** Your normal and long range are doubled for this attack.**Target:** One creature.**Attack:** Dexterity vs. AC**Hit:** 5[W] + Dexterity Modifier damage.**Miss:** Half damage.**Special:** You can use this power again if you spend an action point to use it.**LEVEL 29 DAILY EXPLOITS****CLEAN KILL**

Sniper Attack 29

*The first shot wasn't intended to kill the target, just to bring its head around for the final shot.***Daily • Martial, Reliable, Sniper, Weapon****Standard Action** **Ranged weapon****Special:** Your normal and long range are doubled for this attack.**Target:** One creature**Attack:** Dexterity +2 vs. AC**Hit:** 1[W] + Dexterity modifier damage, and make a secondary attack against the same target.**Secondary Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage. This is a critical hit. If you deal damage greater than or equal to the creature's bloodied value, it dies.**Miss:** Half damage.

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FROM REAR DEFOGGER (16 ONLY) ZONE F30



SPECIALIST

CLASS TRAITS

Role: Leader. Though not combat based, the specialist is vital in keeping other members of the party alive, supplying needed information and expertise.

Key Abilities: Wisdom, Intelligence, Dexterity

Armor Proficiencies: Cloth, leather, modern light

Weapon Proficiencies: Simple and military one-handed small arms

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: Heal or Sciences. Choice of any two Intelligence-based skills. From the class skills list below, pick three more trained skills at 1st level.

Class Skills: Bluff (Cha), Computer Use (Int), Demolitions (Int), Diplomacy (Cha), Engineer (Int) Heal (Wis), History (Int), Insight (Wis) Nature (Wis), Perception (Wis), Religion (Int), Sciences (Int), Streetwise (Cha), Vehicle Operation (Dex)

Class Features: Anatomy Expert, Field of Expertise, Midas Touch, Science Comes First, Smart Enough to Avoid Danger

Of all the members of a group, you are the least likely to be wielding a firearm. You are a broad authority--a professional of many fields. Your talents involve your instincts and intelligence, your ability to solve problems many others cannot comprehend. Geology, astrophysics, quantum engineering—they could all be your expertise. In the field of combat, you spend more time healing the injuries of the fallen than firing weapons. You know more about the natural world, though not necessarily the people living in it. Having such a wide range of skills is valuable and corporations and governments have dangled all sorts of incentives for you to join their operation.

PLAYING A SPECIALIST

Dismiss the concept of being a lab coat-wearing technician that stares at beakers and computer screens every day. You're a field operative. In this age, there's a demand in the field for such expertise. Even considering this, you're still not a soldier, and when the bullets fly, you prefer to remain behind cover or alongside an ally more experienced in that level of violence. Your powers are designed to assist and improve allies, and you possess few to no offensive abilities.

STANDARD EQUIPMENT

As a specialist, you receive the following equipment at 1st level.

- First aid kit;
- Capsicum spray;
- \$200 in additional gear

SPECIALIST CLASS FEATURES

As a specialist, you gain the following class features.

ANATOMY EXPERT

You gain the *anatomy expert* encounter power. As a free action, you can expend an unused encounter attack power and gain a use of *anatomy expert*. You can still only use *anatomy expert* once per turn.

ANATOMY EXPERT Specialist Attack

You study the enemy and discover the weak spot.

Encounter • Booster, Martial

Minor Action **Personal**

Trigger: You or an adjacent hits one creature.

Target: The creature you hit.

Effect: The target takes ongoing 5 damage (save ends) from the triggering attack.

Level 7: Ongoing 7 damage (save ends)

Level 13: Ongoing 9 damage (save ends)

Level 19: Ongoing 11 damage (save ends)

Level 25: Ongoing 13 damage (save ends)

FIELD OF EXPERTISE

Select two of the following class powers: *advantageous position*, *diagnose and cure*, *natural healer*.

ADVANTAGEOUS POSITION Specialist Utility

You come under fire and seek cover as allies train their weapons.

Encounter (Special) • Martial

Immediate Interrupt **Personal**

Special: You can use this power twice per encounter.

Requirement: You are not adjacent to any enemies.

Trigger: An enemy hits you with a non-critical ranged attack.

Effect: The attack misses. All allies in line of sight to the enemy gain a +1 power bonus to attack that enemy until the start of your next turn.

DIAGNOSE AND CURE Specialist Utility

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**

Special: You can use this power twice per encounter.

Prerequisite: You must be trained in Heal.

Target: One ally suffering from an effect a save can end.

Effect: The target gains a +4 bonus to his next saving throw against the effect.

Sustain Minor: The effect persists.

NATURAL HEALER Specialist Utility

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. At 11th level, you can use this power three times per encounter. At 21st level, you can use this power four times per encounter.

Prerequisite: You must be trained in Heal.

Target: You or one ally.

Effect: The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier.



MIDAS TOUCH

All your powers that grant hit point recovery that involve spending healing surges restore +5 hit points.

SCIENCE COMES FIRST

When you are able to select an attack power, you can instead choose a utility power of any lower level from your class or ladder.

SMART ENOUGH TO AVOID DANGER

You gain a +2 bonus to AC.

SPECIALIST EXPLOITS LEVEL I AT-WILL EXPLOITS

MEDICAL EXPERTISE Specialist Attack 1

You never took the oath. How does it go? Primum non nocere...Do no...something, something?

At-Will • Booster, Martial
Immediate Reaction Open

Prerequisite: You must be trained in Heal.

Trigger: One ally hits a creature.

Target: The triggering ally

Effect: The target deals extra damage equal to your Intelligence or Wisdom modifier with the triggering attack.

EVASIVE OVERDRIVE Specialist Attack 1

You do everything in your power to avoid getting hit.

At-Will • Martial, Tactical
Move Action Range 10

Target: One creature

Attack: Intelligence +2 vs. Reflex OR Wisdom + 2 vs. Reflex.

Hit: You gain a +4 power bonus to AC and Reflex defense against the target, and do not provoke opportunity attacks from or grant combat advantage to the target until the start of your next turn.

Effect: Move your speed -2.

FIELD SHOT Specialist Attack 1

You are a field specialist trained in support and backup. 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. Increase to 2[W] + Dexterity modifier damage at 21st level.

Effect: Shift two squares.

LEVEL I ENCOUNTER EXPLOITS

PROTECT THE FALLEN Specialist 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

Target: One ally

Effect: Make a basic attack. Until the start of your next turn, the target can use second wind as a move action.

Special: You can use this power again with an action point (replacing the action

LEVEL I DAILY EXPLOITS

AWARENESS OF ANATOMY

Specialist 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.

Miss: Half damage.

Effect: Up to 4 allies in open range gain combat advantage against the target until the start of your next turn.

MOVE TO ASSIST Specialist Attack 1

An ally needs assistance. You fire as you move into position to help.

Daily • Healing, Martial, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Shift a number of squares equal to 1 + your Intelligence modifier. If you end your turn adjacent to an ally, the ally can spend a healing surge.

LEVEL 2 UTILITY EXPLOITS

AMPHETAMINE INJECTION

Specialist Utility 2

This one boosts focus and alertness.

Daily (Special) • Martial
Minor Action Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one creature

Effect: The target gains a +1 power bonus to attack rolls and is immune to being dazed until the end of the encounter.

Special: You can use this power twice per day. You cannot target the same creature twice per day.

CATECHOLAMINE INJECTION

Specialist Utility 2

This one boosts the target's fight or flight hormones.

Daily (Special) • Martial
Minor Action Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally

Effect: The target gains a +2 power bonus to AC and Reflex defense until the end of the encounter.

Special: You can use this power twice per day. You cannot target the same creature twice per day.

CLAMP THE ARTERY Specialist Utility 2

He doesn't even seem to care that he's bleeding all over his new BDUs. You twist a tourniquet around to halt the loss for now.

Encounter • Healing, Martial
Move Action Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally suffering from ongoing damage

Effect: The ongoing damage ends.

EMERGENCY PATCH Specialist Utility 2

You outmatch your opponent at every move. Every attempt to best you is met with your fist.

Daily • Healing, Martial

Minor Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: One ally

Effect: The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier.

DO SCIENCE TO IT Specialist Utility 2

You say or do something really not dumb.

Daily • Martial

No Action

Personal

Effect: Gain a +2 power bonus to all Heal and Sciences checks until the end of the encounter.

LEVEL 3 ENCOUNTER EXPLOIT**CRIPPLING ROUND** Specialist Attack 3

Hit a tender spot and gain precious time to plan your next attack.

Encounter • Martial, Weapon

Minor Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

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

Miss: Half damage, and the target is weakened until the start of your next turn.

LEVEL 5 DAILY EXPLOIT**ANATOMY SPECIALIST** Specialist Attack 5

This is the most sensitive part of your opponent.

Daily • Martial

Free Action

Personal

Trigger: You use *anatomy expert*.

Target: The creature you hit.

Effect: Increase the ongoing damage of *anatomy expert* by 5.

LEVEL 6 UTILITY EXPLOITS**ADRENALINE BOOST** Specialist Utility 6

A quick injection reinvigorates the soul and charges the spirit.

Daily • Martial

Move Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally

Effect: The target recovers one spent encounter power.

Special: When you reach a milestone, you recover this power.

EXTENSIVE DIAGNOSIS Specialist Utility 6

You provide considerable care to a single patient in dire need of attention.

Daily • Healing, Martial

Standard & Move Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally

Effect: The target can spend two healing surges; instead of the hit points the target would normally regain, the target regains hit points equal to twice your total Heal skill modifier.

MEDICAL MASTER Specialist Utility 6

No, really, I don't have a god complex.

Daily • Healing, Martial

Standard Action

Close burst 1

Prerequisite: You must be trained in Heal.

Target: You and one ally OR two allies in burst you can see

Effect: The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier. The target also gains a +2 power bonus to Fortitude defense until the end of the encounter.

QUICK PATCH Specialist Utility 6

Look, just give me a shot for the pain."

Encounter • Healing, Martial

Move Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally

Effect: The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier.

TREAT PATIENT Specialist Utility 6

Dude, haven't you ever heard of a gag reflex?

Encounter • Healing, Martial

Standard Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: One ally suffering from the effects of poison or disease.

Effect: Until the end of the encounter, the target suffers no effects from any disease or poison currently affecting it. The target gains a +4 power bonus to its next Endurance check to recover from the disease.

LEVEL 7 ENCOUNTER EXPLOIT**LINGERING SHOT** Specialist Attack 7

Your strike causes critical nerve damage the target doesn't feel until he starts to take a step.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit one creature

Target: The creature you hit

Effect: On the target's next turn, it suffers 1[W] + Wisdom modifier damage for each square it moves (maximum 3[W] damage).

Sustain Standard: The effect persists. You cannot sustain after the target has taken 3[W] damage from this effect.

LEVEL 9 DAILY EXPLOIT**AGGRAVATE THE WOUND**

Specialist Attack 9

Your shot struck a wound the target had already sustained, causing further damage.

Daily • Martial, Weapon

Standard Action

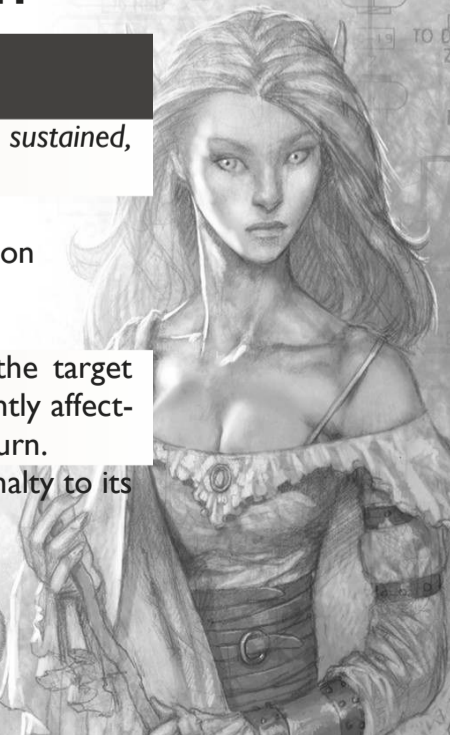
Ranged weapon

Target: One enemy suffering from a condition.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target fails its next saving throw or one condition currently affecting the target persists until the end of your next turn.

Miss: Half damage, and the target suffers a -3 penalty to its next saving throw.



LEVEL 10 UTILITY EXPLOITS

CLEAR THE HEAD Specialist Utility 10

You administer a custom created injection you plan on patenting in the future.

Daily • Martial

Minor Action

Melee touch

Target: You or one ally

Effect: The target saves against one condition he suffers from. Until the end of the encounter, the target can no longer be affected by that condition.

POUND THE CHEST Specialist Utility 10

"LIVE, DAMN YOU!"

Daily • Healing, Martial

Standard Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: One ally that has been reduced to below 0 hit points or fewer or killed in the previous round.

Effect: The target can spend a healing surge but is still unconscious (save ends). If the target has no healing surges, it stabilizes at 0 hit points.

Aftereffect: The target is dazed (save ends).

UNHEALTHY DOSE OF METHYLXANTHINES Specialist Utility 10

Energy drinks have nothing compared to what you concoct in the lab.

Daily • Healing, Martial

Minor Action

Melee touch

Target: You or one ally

Effect: The target spends a healing surge; instead of regaining hit points, the target gains temporary hit points equal to his healing surge value. The target gains a +1 power bonus to speed until the end of the encounter.

LEVEL 13 ENCOUNTER EXPLOIT

PROP UP THE GUN Specialist Attack 13

You help an injured ally ready her weapon while attending to her wounds.

Encounter • Healing, Martial

Standard Action

Melee touch

Target: One bloodied ally

Effect: The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier. The target makes a ranged basic attack.

LEVEL 15 DAILY EXPLOIT

ANATOMY MASTER Specialist Attack 5

That must have really hurt...especially when I push my thumb into it.

Daily • Martial

Move Action

Personal

Requirement: You use *anatomy expert*.

Target: The creature you hit.

Effect: The target fails its next save against *anatomy expert*.

Sustain Standard: The effect persists.

LEVEL 16 UTILITY EXPLOITS

DELAY INJURY Specialist Utility 16

You halt the battery of effects from an injury.

Encounter • Healing, Martial

Immediate Reaction

Melee touch

Prerequisite: You must be trained in Heal.

Trigger: One ally has been hit by an attack.

Target: The triggering ally.

Effect: The target does not take the damage until the end of your next turn.

Sustain Minor: The effect persists against the same target. If you sustain until the end of the encounter (or five minutes), the damage is negated. If you fail to sustain this power during the encounter, the ally suffers the delayed damage at the start of his turn.

DELAY CONTAMINATION Specialist Utility 16

Nothing stops a bug like a lot of drugs.

Encounter • Healing, Martial

Minor Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: You or one ally

Effect: The target saves against one condition and gains a +5 bonus to saving throws against any aftereffects. Until the end of your next turn, the target gains a +4 bonus to Fortitude defense.

MINOR MEDICAL MIRACLE

Specialist Utility 16

He thought he was a goner? For a brief moment, he was.

Encounter • Healing, Martial

Standard Action

Melee touch

Prerequisite: You must be trained in Heal.

Target: One ally that has been reduced to below 0 hit points or fewer or killed during the encounter.

Effect: The target can spend a healing surge and is unconscious (save ends). If the target has no healing surges, it stabilizes at 0 hit points.

Aftereffect: The target is dazed (save ends).

PAIN SUPPRESSION Specialist Utility 16

The subject isn't complaining about much anymore.

Encounter • Martial

Minor Action

Melee touch

Target: You or one ally

Effect: The target can spend a healing surge. The target does not regain any hit points; instead, the target gains resist 5 all damage until the end of the encounter.

LEVEL 17 ENCOUNTER EXPLOIT

BATTLE CIRCUS Specialist Attack 17

You are able to get around the battlefield quickly, attending to the injured while still dealing with the enemy.

Encounter • Martial

Free Action

Personal

Effect: Until the end of your next turn, you can move your speed -2 as a minor action and make a basic attack as a minor action.

Sustain Free: The effect persists; you can sustain twice.

LEVEL 19 DAILY EXPLOIT

LAST MAN STANDING Specialist Attack 19

Allies are wounded. It's all up to you.

Daily • Martial, Weapon

Standard Action Ranged weapon

Target: Two or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 3[W] + Dexterity modifier damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the start of your next turn

LEVEL 22 UTILITY EXPLOITS

EXOTIC CONCOCTION Specialist Utility 22

You dose up your allies with something which is most definitely illegal in most of the free world.

Daily • Healing, Martial

Standard Action Close burst 4

Prerequisite: You must be trained in Heal.

Requirement: You must act first in the encounter and not be surprised.

Target: You and each ally in burst

Effect: The target can spend a healing surge and gain temporary hit points equal to his healing surge value.

FIELD EXPERIENCE Specialist Utility 22

You share what you know about this opponent with others.

Encounter • Martial

Minor Action Open

Target: You and each ally

Effect: The target can score a critical hit on a natural roll of 18, 19, or 20 with all ranged attacks until the end of your next turn.

Sustain Minor: The effect persists. You cannot sustain if any target scored a critical hit since the start of your last turn.

MAJOR MEDICAL MIRACLE

Specialist Utility 22

I am god.

Daily • Healing, Martial

Standard Action Melee touch

Prerequisite: You must be trained in Heal.

Target: One ally that has been killed in the past 30 minutes.

Effect: The target returns to life with 20 hit points, and they awaken.

PACKED FULL OF ELECTROLYTES

Specialist Utility 22

Everyone needs electrolytes—humans, dogs, even plants. It's what you all crave.

Daily • Martial

Standard Action Close burst 3

Requirement: You must act first in the encounter and not be surprised.

Target: You and each ally in burst

Effect: The target gains an action point they must use before the end of the encounter. Until the end of the encounter, the target can use second wind as a minor action.

LEVEL 23 ENCOUNTER EXPLOITS

DOING THEIR JOB Specialist Attack 23

You're a doctor, not a soldier, damn it.

Encounter • Martial

Free Action Personal

Prerequisite: You must be trained in Heal.

Requirement: One ally in open range is bloodied or reduced to 0 hit points or less.

Effect: Make four basic attacks. You can make one fewer basic attack to automatically hit with another.

LEVEL 25 DAILY EXPLOITS

TRIAGE Specialist Attack 25

There is one patient worse off than the others. You ignore all other needs and threats until you see to their care.

Daily • Martial

Minor Action Sight

Prerequisite: You must be trained in Heal.

Target: One ally at 0 hit points or less.

Effect: Until the start of your next turn, no allies other than the target can recover hit points from your features or powers, you can shift 4 squares once per round as a free action as long as you end the shift close to the target, and you can make a basic attack once per round as a free action.

Sustain Minor: The effect persists. You cannot sustain unless the target has recovered at least 10 hit points.

LEVEL 27 ENCOUNTER EXPLOITS

PROTECT THE CROSS Specialist Attack 27

You're the healer; not the fighter. Honor demands your opposition not target you. When they break that unspoken oath, it serves to really piss off your friends.

Encounter • Martial

Immediate Reaction Open

Trigger: You are bloodied or are reduced to 0 hit points of fewer by an attack.

Target: Each ally in range

Effect: The target makes a basic attack against the creature that bloodied you. Until the start of your next turn, the target gains a +2 power bonus to attack rolls against that creature.

Special: If you use *protect the cross* when bloodied, you recover the use of it if you are reduced to 0 hit points or fewer in the same encounter.

LEVEL 29 DAILY EXPLOITS

THE DOCTOR IS OUT...OF HIS MIND

Specialist Attack 29

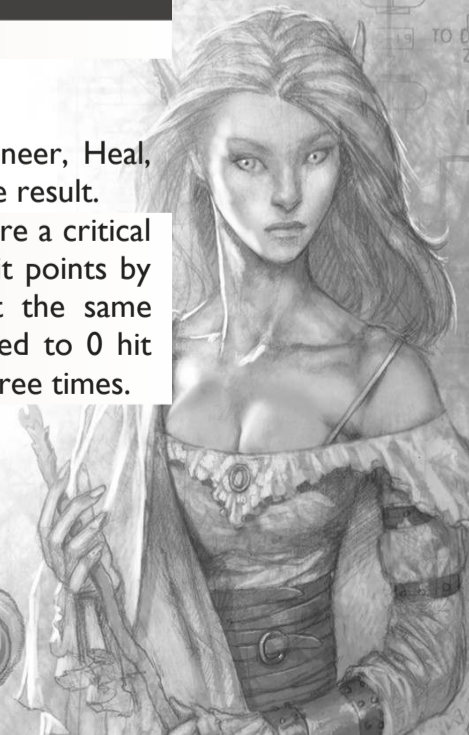
You screw up and take it out on the enemy.

Daily • Martial, Weapon

Free Action Personal

Requirement: You make a Demolition, Engineer, Heal, History, or Sciences skill check and don't like the result.

Effect: Make a basic attack. If you hit, you score a critical hit. If the target is not reduced to 0 or less hit points by the attack, make another basic attack against the same target. Continue this until the target is reduced to 0 hit points, you run out of ammunition, or you hit three times.



TECHIE

CLASSTRAITS

Role: Leader. You handle the machines and weapons of the team. You can boost the performance of firearms, armor, and other technology. You keep the party mobile.

Key Abilities: Intelligence, Wisdom

Armor Proficiencies: Cloth, leather, modern light

Weapon Proficiencies: Simple and military small arms

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: Engineer. Choice of any two Intelligence-based skills. From the class skills list below, pick three more trained skills at 1st level.

Class Skills: Bluff (Cha), Computer Use (Int), Demolitions (Int), Diplomacy (Cha), Engineer (Int) Heal (Wis), History (Int), Insight (Wis) Nature (Wis), Perception (Wis), Religion (Int), Sciences (Int), Streetwise (Cha), Vehicle Operation (Dex)

Class Features: Fixer Fingers, Machines Come First, Shiny Red Button, Tool Pusher, Widget Bag

Machines are your servants, and the local electronics dealer is your church. You believe in the progress of civilization through the perfection of technology. You are not one to live off the land, acquiring skills necessary for an unlikely apocalypse. You've had your head in machines since the moment you constructed your first radio controlled vehicle. Since then, it has been about making things go faster, fly higher, be tougher or act smarter. People and other biological bags of water and carbon are unreliable mechanisms at best. They never speak the truth and are prone to failure even with regular maintenance. Machines never lie, they never cheat, and if properly cared for, will never betray you or die unexpectedly. With only a few basic modifications or tweaks, you can even push a machine to be better than what it was designed for, whether it be a robot, a car, or even a gun.

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PLAYING A TECHIE

You can think of yourself as a field engineer, fixing and destroying technology you come across. Because you never leave anything alone, you're constantly looking for new ways to improve every device you can get a hold of. Given enough time, you can make any machine work better. This is reflected in your powers, which allow you to improve the damage capacity of your weapons. You can temporarily improve other machines, making cars faster or armor tougher. The group can consider you a medic for machines, as you keep any technology from breaking down when reliability equates survivability.

STANDARD EQUIPMENT

As a techie, you receive the following equipment at 1st

level.

- 1 repair kit;
- 1 one-handed small arm worth \$300 or less;
- Synthetic Weave, Ballistics Armor, Flack Longcoat, or Carbide Armor;
- \$200 in additional gear, which cannot be weapons or armor.

TECHIE CLASS FEATURES

As a techie, you gain the following class features.

FIXER FINGERS

While you are wielding a firearm, its damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > d28 > 2d10). This stacks with any other effect that increases damage die size.

MACHINES COME FIRST

When able to select an attack power, you can choose another utility power of any lower level in your class instead.

SHINY RED BUTTON

You gain *shiny red button* as an encounter power. As a free action, you can expend an unused encounter attack power and gain a use of *shiny red button*. You can only use *shiny red button* once per turn.

SHINY RED BUTTON

Techie Utility

Your friends don't know about this little red button you put on the bottom of your gun. Don't you just want to press it?

Encounter • Booster, Martial

Free Action

Personal

Trigger: You make a basic attack or roll for damage.

Effect: If you press the button before the attack roll, do not roll: you automatically hit. If you press it after you hit, the target takes 1[W] extra damage.

Level 11: 2[W] extra damage.

Level 21: 3[W] extra damage.

TOOL PUSHER

Select two of the following class powers: *defilade*, *fixer*, or *overdrive*.

DEFILADE

Techie Power

You come under fire and seek cover as allies train their weapons.

Encounter (Special) • Martial

Immediate Interrupt

Personal

Special: You can use this power twice per encounter.

Requirement: You must not be adjacent to any enemies.

Trigger: You are hit with a non-critical ranged attack.

Target: The creature that hit you

Effect: The attack misses. Each ally in your line of sight gains a +1 power bonus to attack rolls against the target until the start of your next turn.

FIXER Techie Utility

One twist, one crimp, or pulled fuse, perhaps a clever use of adhesive. You can do this crap one-handed.

Encounter • Martial**Free Action****Personal****Prerequisite:** You must be trained in Engineer.**Effect:** Choose one of the following effects:

- Make one Engineer check. If you fail the check, this power is not expended, but you cannot use it again this turn.
- When you hit with a basic attack, you deal +1[W] damage. The weapon used for this attack cannot be used again (save ends). If you use this effect again with the same weapon before the end of the encounter, the weapon breaks at the end of your action.
- Reload one cell or clip.

Special: Spend a healing surge as part of this power, but regain no hit points; instead, this power is not expended.**OVERDRIVE** Techie Utility

You attempt to temporarily overdrive a weapon or device, offering it a quick boost at the sacrifice of its operational lifespan.

Encounter • Martial**Standard Action****Melee touch****Prerequisite:** You must be trained in Engineer.**Target:** One piece of equipment.**Effect:** Make an Engineer check and consult the table: you can apply any one modification for which you meet or exceed the DC. The modification lasts until the end of the encounter or for 5 minutes (whichever comes first). At the end of the encounter, you must make another Engineer check against the same DC or the modified item breaks.**Special:** If your total result on the Engineer check is below the lowest DC for the target, this power is not expended. v

Bonus	Engineer DC
Ranged weapons	
+1 to damage	20
+2 to damage	27
+3 to damage	37
+15 to long range	20
+30 to long range	27
+50 to long range	37
Electronic Devices	
+1 skill bonus	20
+2 skill bonus	27
+3 skill bonus	37
Vehicles	
+1 to initiative & maneuver	20
+1 to maneuver & speed	25
+2 to maneuver & speed	30
Power Armor	
+1 to attack and damage with melee weapons	25
+2 to attack and damage with melee weapons	30
+3 to attack and damage with melee weapons	37

WIDGET BAG

You have a widget bag. You can use widgets to repair, modify, and create items. You keep pieces handy for on-site repairs. You have enough parts on hand for \$200 worth of repairs, regardless of item type. These parts cannot be sold or traded, and are useless to others. The bag weighs 5 lbs. You can increase the size of this widget bag later by investing in more widgets. Every \$500

adds another 1 lb. When you reach 11th level, the bag's weight drops by half and every additional \$1,000 adds another 1 lb. When you reach 21st level, the bag's weight drops by half again and every \$100,000 adds another 1 lb. Once invested, you do not get this value back. When you scavenge technology, the GM may award a certain value of additional widgets (see Engineer). Widgets count against the total treasure awarded.

TECHIE EXPLOITS
LEVEL I AT-WILL EXPLOITS**PINPOINT CALCULATION** Techie Attack I

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:** Intelligence vs. AC or Wisdom vs. AC.**Hit:** 1[W] + Dexterity modifier damage + Intelligence modifier damage or 1[W] + Dexterity modifier damage + Wisdom modifier damage. Increase to 2[W] + Dexterity modifier damage + Intelligence modifier damage or 2[W] + Dexterity modifier damage + Wisdom modifier damage at 21st level.**WEAPON SAVANT** Techie Attack I

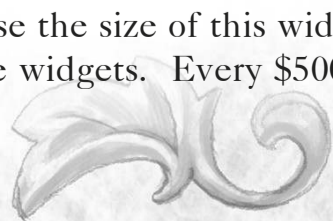
You may not be experienced in killing as the others, but you know the tools of death.

At-Will • Martial, Weapon**Standard Action****Ranged weapon****Prerequisite:** You must be trained in Engineer.**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dexterity modifier damage. The damage of your weapon increases by one step (1d4 < 1d6 < 1d8 < 1d10 < 1d12 < 2d6 < 2d8 < 2d10) for the attack. Increase damage to 2[W] + Dexterity modifier at 21st level.**TECH SUPPORT** Techie Attack I

You can also chew gum at the same time.

At-Will • Martial, Weapon**Standard Action****Personal****Prerequisite:** You must be trained in Engineer.**Effect:** Make one Demolition, Engineer, or Sciences check and a basic attack.**LEVEL I ENCOUNTER EXPLOITS****BREACH** Techie Attack I

Where others see an impenetrable defense, you see a paper wall.

Encounter • Martial, Weapon**Free Action****Ranged weapon****Prerequisite:** You must be trained in Engineer.**Trigger:** You hit with an attack.**Target:** The creature you hit**Effect:** The target suffers a -5 penalty to hardness against this hit.

LEVEL 1 DAILY EXPLOITS

PIONEER Techie Attack 1

The mission hinges on you getting this one task completed.

Daily • Martial, Weapon

Standard Action **Personal**

Prerequisite: You must be trained in Engineer.

Effect: Make two Demolition, Engineer, or Sciences checks and make a basic attack.

LEVEL 2 UTILITY EXPLOITS

ECONOMICAL PLATING Techie Utility 2

You modify your armor with swappable laminates.

At-Will • Martial, Stance

Free Action **Personal**

Effect: While you are in this stance, you gain a +1 power bonus to AC and Reflex defense. You do not grant combat advantage when flanked.

IMPROVED PRECISION Techie Utility 2

You modify your weapon to improve its accuracy.

At-Will • Martial, Stance

Free Action **Aura 4**

Effect: While you are in this stance, you gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against creatures in the aura.

MODIFIED OUTPUT Techie Utility 2

You modify your weapon to handle a larger bore or energy capacitor.

At-Will • Martial, Stance

Free Action **Personal**

Effect: While you are in this stance, all your ranged attacks gain a +2 power bonus to damage rolls against targets at normal range.

11th level: +3 power bonus.

21st level: +4 power bonus.

LEVEL 3 ENCOUNTER EXPLOIT

OUTSOURCED Techie Attack 3

You cover someone else as they attempt to be smart.

Encounter • Martial, Weapon

Immediate Reaction **Open**

Trigger: An ally makes a skill check.

Effect: Make a basic attack. You automatically hit.

LEVEL 5 DAILY EXPLOIT

SLIGHT MODIFICATION Techie Attack 5

Oh yeah, these things are always over-engineered.

Daily • Martial, Weapon

Free Action **Personal**

Target: One firearm you wield

Prerequisite: You must be trained in Engineer.

Effect: The damage die of your weapon is increased by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10) until the end of the encounter.

LEVEL 6 UTILITY EXPLOITS

GUT INSTINCT Techie Utility 6

When times get tough, you hide behind a friend.

Encounter • Martial

Minor Action **Close burst 6**

Target: One ally in burst

Effect: Shift to any square adjacent to the target. Until the start of your next turn, the target grants you cover against all ranged and area attacks.

Sustain Minor: The target provides cover until the start of your next turn or until you are no longer adjacent to the target, whichever comes first.

R-T-F-M Techie Utility 6

Page 24, column 2, paragraph 4. Says right there how to tweak your weapon for a temporary boost. If only people would read the manual.

Encounter • Martial

Move Action **Melee touch**

Target: One weapon

Effect: The damage die of the weapon increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10) until the end of your next turn.

Sustain Move: The effect persists. You can sustain only once.

LAST SECOND CHANGE Techie Utility 6

"It's this one. No, this one... I got this."

Daily • Martial

No Action **Personal**

Trigger: You fail an Engineer, Heal, or Sciences check.

Effect: Repeat the skill check with a +10 power bonus. If you still fail the roll, this power is not expended, but you cannot use it again this turn.

LEVEL 7 ENCOUNTER EXPLOIT

TARGET RECON Techie Attack 7

You are tasked with the clearance of one obstacle, above all others.

Encounter • Martial, Weapon

Free Action **Ranged weapon**

Prerequisite: You must be trained in Engineer.

Trigger: You hit with an attack.

Target: The creature you hit

Effect: The target suffers a -10 penalty to hardness against the hit.

LEVEL 9 DAILY EXPLOIT

TROUBLESHOOTING Techie Attack 9

You figured out what the problem was and try again.

Daily • Martial, Weapon

Free Action **Personal**

Trigger: You miss with an attack roll.

Effect: You hit, using extra ammunition. The target takes 1[W] extra damage from the triggering attack.



LEVEL 10 UTILITY EXPLOITS

FROM THE BRINK Techie Utility 10

You perform a mechanical miracle, and a hopelessly broken piece of equipment comes back to life.

Encounter • Martial

Move Action **Melee touch**

Prerequisite: You must be trained in Engineer.

Target: One piece of broken equipment.

Effect: The item functions normally until the end of the encounter, and then it breaks again.

GUERRILLA TACTICS Techie Utility 10

Deft hands make speedy work of once reliable machinery.

Daily • Martial

Minor Action **Special**

Effect: Perform a sabotage attempt.

MORE SCIENCE Techie Utility 10

Deft hands make speedy work of once reliable machinery.

Daily • Martial

No Action **Personal**

Effect: Gain a +5 power bonus to any Engineer or Sciences checks until the end of the encounter.

LEVEL 13 ENCOUNTER EXPLOIT

SHAPED IMPACT Techie Attack 13

You have modified your weapon or explosive to deliver maximum damage to a fortified target.

Encounter • Martial, Weapon

Free Action **Ranged weapon**

Prerequisite: You must be trained in Engineer.

Trigger: You hit with an attack against a creature with hardness 10 or greater.

Target: The triggering creature

Effect: All damage which penetrates the target's hardness is doubled.

LEVEL 15 DAILY EXPLOIT

MAJOR MODIFICATION Techie Attack 15

Just to warn you, this thing may explode.

Daily • Booster, Martial, Weapon

Move Action **Personal**

Prerequisite: You must be trained in Engineer.

Target: One firearm you wield

Effect: Until the end of your next turn, all hits with the weapon deal +1[W] in damage.

Sustain Move: The effect persists. You can sustain until you reload the weapon or it breaks.

LEVEL 16 UTILITY EXPLOITS

BOOSTED CLIP Techie Utility 16

You won't divulge the modifications you made. Trade secret.

Encounter • Martial

Standard Action **Melee touch**

Prerequisite: You must be trained in Engineer.

Target: You or one ally.

Effect: You modify one clip or cell of the target's ammunition. Until the cell or clip is changed, the weapon's damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

INSTANT PATCH Techie Utility 16

You twist, crimp, and splice with a single hand.

Encounter • Martial

Free Action **Melee touch**

Prerequisite: You must be trained in Engineer.

Effect: Make any Engineer check as part of this action.

Special: If the check fails, you recover the use of this power, but it cannot be used again this turn.

MIRACLE WORKER Techie Utility 16

You're giving it all it's got. It won't take anymore.

Daily • Martial

Free Action **Melee touch**

Trigger: You use *overdrive* on an item.

Target: The item

Effect: Gain a +20 bonus to your Engineer check with *overdrive*.

STRAINED EFFORT Techie Utility 16

You turn the key counter-clockwise while pulling the statue's sword, not the other way around.

Daily • Martial

No Action **Personal**

Trigger: You make an Intelligence- or Wisdom-based skill check.

Effect: Double your ability modifier for the triggering check. If the check fails, you gain a +5 bonus to all defenses until the end of your next turn.

LEVEL 17 ENCOUNTER EXPLOIT

SECONDARY ROLE Techie Attack 17

The other operative term in "combat engineer" is "combat."

Encounter • Martial, Weapon

Standard Action **Personal**

Effect: Use any at-will or encounter attack power from the man-at-arms or heavy class up to your level -4.

LEVEL 19 DAILY EXPLOIT

MISCALCULATION Techie Attack 19

You underestimated your modification. Sometimes a mistake works in your favor.

Daily • Booster, Martial, Weapon

Free Action **Personal**

Trigger: You hit a creature with a ranged weapon you have modified with *overdrive*.

Target: The creature you hit.

Effect: The target takes 4[W] extra damage from the triggering attack, but your weapon cannot be used until the end of the encounter.



LEVEL 22 UTILITY EXPLOITS

BEYOND THE LIMIT Techie Utility 22

Past any specifications, the item should not be able to withstand this much punishment.

Daily • Martial

Free Action

Melee touch

Trigger: You make the Engineer check for *overdrive*.

Target: The item

Effect: You have access the following additional improvements:

Improvement	Engineer DC
-------------	-------------

Ranged weapons

+4 to damage	45
--------------	----

+100 to long range	45
--------------------	----

Electronic Devices

+4 skill bonus	45
----------------	----

Vehicles

+3 to maneuver & speed	37
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Power Armor

+3 to attack and +4 damage	
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with Melee weapons	45
--------------------	----

Special: If your Engineer check does not meet the lowest of these DCs for the item, this power is not expended. If the item doesn't break at the end of the encounter, you recover the use of this power.

GUM TRICK Techie Utility 22

I actually don't like gum but sometimes you need a quick adhesive to save the day.

Daily • Martial

Standard Action

Melee touch

Prerequisite: You must be trained in Engineer.

Target: One piece of equipment.

Effect: Choose one of the following effects which lasts until the end of the encounter.

- A broken item is repaired.
- An unbroken weapon gains a +4 power bonus to damage rolls.
- Unbroken powered armor gains a +2 power bonus to AC.

MASTER SABOTEUR Techie Utility 22

Your talent for disruption is habitual.

Daily • Martial

Move Action

Personal

Effect: Make two sabotage attempts. You can target the same item twice or target two items at once.

LEVEL 23 ENCOUNTER EXPLOIT

CRACK IN THE ARMOR Techie Attack 23

You find that one little gap in the enemy's armor.

Encounter • Martial, Weapon

Free Action

Ranged weapon

Prerequisite: You must be trained in Engineer.

Trigger: You hit with an attack.

Target: The creature you hit.

Effect: The target's hardness is 0 against this hit.

LEVEL 25 DAILY EXPLOITS

EXPERIMENTAL AMMUNITION

Techie Attack 25

No one shout. No one clap. If you have to break wind, make it a quiet one. Nah, I'm just kidding, they should be safe...should be.

Daily • Martial

Move Action

Melee touch

Prerequisite: You must be trained in Engineer.

Target: One firearm you wield

Effect: Until the end of the encounter, when rolling damage with the target, reroll all 1s until they come up as something other than a 1. When you roll the maximum result on any damage die, roll that die again and add the result to the damage total. If a reroll results in another maximum damage result, do not roll again. If you score a critical hit, increase critical damage by one die.

LEVEL 27 ENCOUNTER EXPLOITS

PREEMINENT WEAPON AUTHORITY

Techie Attack 27

You tweaked a weapon slightly and it appears the end result far exceeded your expectations.

Encounter • Martial, Weapon

Standard Action

Ranged weapon

Prerequisite: You must be trained in Engineer.

Effect: The damage die of your weapon increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10) until the end of your next turn.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Special: You can use this power again with an action point (replacing the action).

LEVEL 29 DAILY EXPLOITS

STEELY-EYED MISSILE MAN

Techie Attack 29

No one has ever seen that before...and chances are, they never will again.

Daily • Martial, Weapon

Standard Action

Ranged weapon

Prerequisite: You must be trained in Engineer.

Effect: The damage die of your weapon increases by two steps (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10) until the end of your next turn.

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage

Miss: Half damage.

Sustain Minor: The effect persists until the start of your next turn.

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FROM REAR DEFOGGER (16 ONLY) ZONE F30



VANGUARD

CLASSTRAITS

Role: Striker. You target enemies from a distance. You seek them out, dodging lesser opponents until finally striking when in range

Key Abilities: Strength, Constitution

Armor Proficiencies: Cloth, leather, modern light; choice of two modern heavy armors

Weapon Proficiencies: Simple melee, simple and military one-handed small arms

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

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

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis) History (Int), Intimidate (Cha), Perception (Wis), Stealth (Dex)

Class Features: Distinct Advantage, Fighting Form, Impact Force, Mobile Stance

You are specialized in the application of a craft that some people consider primitive. Despite any ranged combat skills you may have, you prefer it personal. You have practiced day and night to the perfection of the craft. It requires years and years of repetitious exercise and sparring with superior opponents until you have achieved some measure of respect. You require no augmentation, no steel or explosives to articulate your skill. Your weapons cannot be removed. There is no scanner or sensor to identify you as a threat. You're often the first through the door. You can suppress opponents without causing harm; remove a threat without making a sound. Firearms are a final, violent solution and most times, a guided restrained hand is needed. There are those in this world that claim close combat is a dying art. You disagree because as laws restraining weapons increase, your potential shows no signs of fading.

PLAYING A VANGUARD

Your ladder can radically alter your powers, more so than most classes. But it is the application of feats which are the most critical. With the selection of martial feats, you can specialize in a variety of different regional variations of melee and unarmed combat. This will also radically alter how you apply the powers of the class. The vanguard's specialty lies with mobility and striking. You prefer standing on your feet and delivering blows to your opponent rather than being caught in a grapple.

STANDARD EQUIPMENT

As a vanguard, you receive the following equipment at 1st level.

- Synthetic Weave, Ballistics Armor, Flak Longcoat,

or Carbide Armor;

- \$150 in additional gear.

VANGUARD CLASS FEATURES

As a vanguard, you gain the following class features.

DISTINCT ADVANTAGE

You gain the *distinct advantage* power. As a free action, you can expend an unused encounter attack power and gain a use of *distinct advantage*. You can only use *distinct advantage* once per turn.

DISTINCT ADVANTAGE

Vanguard Class Power

You gain an edge and move for a decisive victory.

Encounter • Booster, Martial

Free Action

Melee/Ranged weapon

Trigger: You hit one creature.

Target: The triggering creature

Effect: The target takes extra damage from the hit equal to your Constitution modifier, and you can apply one critical effect to the target associated with a martial training feat.

11th Level: 1d6 + Constitution modifier extra damage

21st Level: 2d6 + Constitution modifier extra damage

FIGHTING FORM

You gain the Unarmed Combat feat. Your natural weapons gain the off-hand property. You add your proficiency and enhancement bonus with unarmed attacks to all grab attempts. You also gain one additional martial training feat you are eligible for.

IMPACT FORCE

The damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > d28 > 2d10). This is cumulative with effects that do the same.

MOBILE STANCE

As a minor action, you can shift 1 square as long as the shift brings you closer to your closest enemy. While you are wearing light armor or no armor, gain a +1 bonus to attack rolls against adjacent targets.

VANGUARD EXPLOITS LEVEL I AT-WILL EXPLOITS

ROPE-A-DOPE

Vanguard Attack I

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

At-Will • Martial, Weapon

Standard Action

Melee weapon

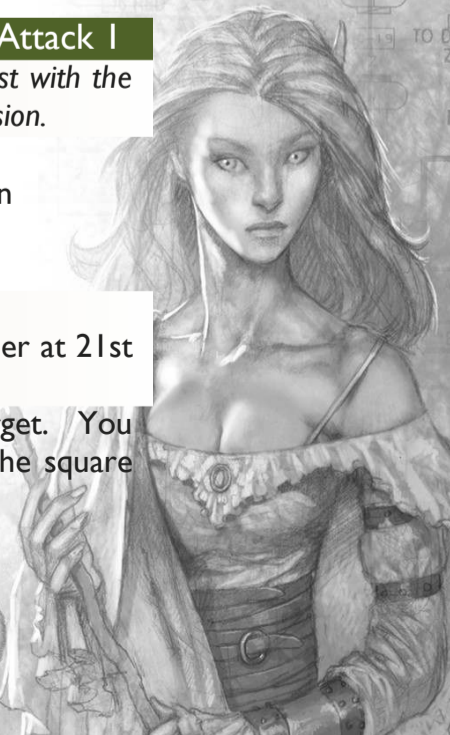
Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: Shift to any square adjacent to the target. You either push the target 1 square or slide it into the square you just occupied.



THROTTLE STRIKE Vanguard Attack 1

You lean in and give it all you've got.

At-Will • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed one square. If the target cannot be pushed because of an obstruction, the target takes additional damage equal to your Constitution modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

UNBALANCING STRIKE Vanguard Attack 1

A quick jab is better than a heavier thrust which can throw you off balance.

At-Will • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] damage, and you gain combat advantage against the target until the end of your next turn.

Increase damage to 2[W] damage at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

FULL SWEEP Vanguard Attack 1

You spin around, attacking all targets around you.

Encounter • Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC or Dexterity vs. Reflex. You may determine the type of attack separately for each target.

Hit: 1[W] + Strength modifier damage (AC), or no damage, and the target is knocked prone and dazed until the start of your next turn (Reflex).

SUDDEN LEAP Vanguard Attack 1

You vault in the air and deliver a crippling blow from up high.

Encounter • Martial, Weapon

Standard Action Range 4

Target: One creature 3 or 4 squares away

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target one square. You shift into the square the target previously occupied. If the target cannot be pushed, the target is knocked prone and you shift into the occupied square.

LEVEL 1 DAILY EXPLOITS

C-C-C-COMBO BREAKER Vanguard Attack 1

You strike when the enemy least suspects it, through an assumed impenetrable defense.

Daily • Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: One enemy makes a melee attack against you.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Miss: Half damage.

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

INSULT TO INJURY Vanguard Attack 1

A noble warrior doesn't kick a man when he's down. You're not that noble.

Daily • Martial, Weapon

Special Melee weapon

Special: You can use this power as a minor action or an immediate reaction.

Trigger: One creature is knocked prone.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + your Constitution modifier damage.

Miss: Half damage, and the target is not pushed.

LEVEL 2 UTILITY EXPLOITS

REDIRECTION OF ENERGY Vanguard Utility 2

You utilize the direction of your enemy's attack injury into a counter-maneuver.

Encounter • Martial

Immediate Interrupt Personal

Trigger: You are hit by a melee or ranged attack by an adjacent enemy.

Target: The triggering enemy

Effect: You gain a +4 power bonus to AC and Reflex defense against the attack. Shift to any other square adjacent to the target and gain combat advantage until the end of your next turn.

ROLL WITH IT Vanguard Utility 2

You take an injury and fall back, hoping to diminish the severity of the impact.

Encounter • Martial

Immediate Reaction Personal

Trigger: You are struck with a non-critical melee or ranged attack.

Target: The creature that hit you

Effect: You shift 1 square away from the target and only suffer 1 point of damage from the hit. If you cannot move away from the target, you may not use this power.

LEVEL 3 ENCOUNTER EXPLOITS

MISTAKEN AGGRAVATION

Vanguard Attack 3

You might have misjudged this opponent. Time for a strategic withdrawal.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Effect: Shift your speed. You must take the most direct path away from the target.

GOOD KUNG FU Vanguard Attack 3

Being able to adapt to any situation is the mark of any master of the martial arts.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength +1 vs. AC (2 attacks) or Strength +4 vs. AC (1 attack)

Hit: 1[W] + Strength modifier damage.

Special: You can use this power again if you spend an action point to use it.

OVERREACH LUNGE Vanguard Attack 3

Your opponent thinks he is safe. Prove him wrong.

Encounter • Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature 1 square beyond your reach.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Shift to any square adjacent to the target.

LEVEL 5 DAILY EXPLOITS

FLAWLESS VICTORY Vanguard Attack 5

Your enemy is near defeat. Use all remaining reserves for a decisive win.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One bloodied enemy.

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: If the attack does not drop the target to 0 hit points or fewer, you grant combat advantage to the target until the end of your next turn. If the target hits you before the start of your next turn, you grant combat advantage until the end of your following turn.

HIP THROW Vanguard Attack 5

You and your opponent are in a clinch. You utilize leverage and superior balance to toss your enemy down.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex (unarmed)

Hit: 3[W] + Strength modifier damage, and you slide the target 3 squares, knock it prone and daze it until the end of your next turn.

Miss: Half damage, and you slide the target 3 squares.

LEVEL 6 UTILITY EXPLOITS

SMACK-ATTACK Vanguard Utility 6

Your opponent charges you. You direct his energy past you.

Daily • Martial

Immediate Interrupt Personal

Trigger: A creature hits you with a non-critical melee attack or a charge.

Target: The triggering creature

Effect: The attack misses. Shift to any square adjacent to the target, and it grants you combat advantage until the end of your next turn.

LEVEL 7 ENCOUNTER EXPLOITS

CONSEQUENTIAL ATTACK

Vanguard Attack 7

You throw yourself to such a degree into the attack, you leave yourself vulnerable.

Encounter • Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature 1 square beyond your reach.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage + Constitution modifier.

Effect: Regardless if you hit, you grant combat advantage to all enemies until the start of your next turn.

JAW STRIKE

Vanguard Attack 7

You connect hard, sending a bolt of pain into your opponent's head.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed 1 square, knocked prone, and dazed until the start of your next turn.

Special: You can use this power again with an action point (replacing the action).

LEVEL 9 DAILY EXPLOITS

KNOCK-OUT BUTTON Vanguard Attack 9

You hit that sweet spot. Hopefully it's lights out for your opponent.

Daily • Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is knocked prone and stunned (save ends).

Miss: Your next attack roll with this power suffers a -1 penalty. After three misses, this power is no longer reliable.

FREE HAND Vanguard Attack 9

You see a split-second opening to take a passing strike, given a free appendage to do so.

Daily • Martial, Reliable, Weapon

Free Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

LEVEL 10 UTILITY EXPLOITS

LAST SECOND RECOVERY

Vanguard Utility 10

You jump back, shake your head, clear your mind, and ready yourself to push back into the fight.

Encounter • Healing, Martial

Move Action Personal

Requirement: You must be bloodied.

Effect: Shift to the nearest square not in reach of an enemy and spend a healing surge.

POUND FOR POUND Vanguard Utility 10

All things being equal . . . you have no equal.

Encounter • Martial

Free Action Personal

Effect: Until the end of your next turn, your at-will powers that require a standard action only require a move action, and those that require a move action only require a minor action.



LEVEL 13 ENCOUNTER EXPLOITS

SNAP-SWEEP Vanguard Attack 13

You drop and spin around, tripping your opponent and making them open for another attack.

Encounter • Martial, Weapon

Minor Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is knocked prone.

Miss: Half damage.

VICIOUS HOOK Vanguard Attack 13

You bend your arm and shift your weight. Your throw everything into a solid strike with knockout power.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

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

Special: You can use this power again with an action point (replacing the action).

LEVEL 15 DAILY EXPLOITS

BATTLE STRIDE Vanguard Attack 15

Whether you barrel in or elegantly weave through, you fight your way past enemy lines.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Effect: Shift up to 3 squares.

Target: One creature

Attack: Strength vs. AC

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

Miss: Half damage.

Effect: Shift 3 squares and repeat the attack against a different target. Then shift 3 squares and repeat the attack against a third target. Then shift 1 square.

ROUNDHOUSE ATTACK Vanguard Attack 15

In the air, with a circular sweep, you cut all your enemies down. Yeah, it works.

Daily • Martial, Weapon

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is pushed 1 square. If the target cannot be pushed due to an obstruction, the target takes additional damage equal to twice your Constitution modifier.

Miss: Half damage, and the target is pushed 1 square.

LEVEL 16 UTILITY EXPLOITS

GAMBIT RECOVERY Vanguard Utility 16

You give your opponent the impression you're not in your game. An uncharacteristic miss is instantly followed up with another attempt.

Encounter • Martial

Free Action **Personal**

Trigger: You miss with an attack roll.

Effect: Reroll until the result is higher than the triggering attack roll.

KNOCKOUT POWER

Vanguard Utility 16

You've been working out.

Daily • Martial

Free Action

Personal

Effect: Until the end of the encounter (or five minutes), the damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

LEVEL 17 ENCOUNTER EXPLOITS

STRING-COMBO Vanguard Attack 17

You mount attack upon attack so rapidly, your enemy is unable to defend himself.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, three attacks. Resolve each attack before making the next.

Hit: 1[W] + Strength modifier damage. Gain a cumulative +2 bonus to additional attack rolls with this power. If you hit the target with all three attacks, you inflict additional damage equal to twice your Strength modifier.

WEAR THEM DOWN Vanguard Attack 17

You pound upon your foe in hopes of breaking his spirit.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC, two attacks.

Hit: 2[W] + Strength modifier damage, and the target is weakened and dazed until the end of your next turn. If you hit the target with both attacks, the target is weakened and dazed (save ends) and cannot save until the end of your next turn.

LEVEL 19 DAILY EXPLOITS

LIGHTS OUT Vanguard Attack 19

You strike your opponent at a tender spot, just behind the head or under the jaw. Your enemy falls limp before you.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is unconscious (save ends). The moment the target takes any further damage, it immediately wakes up.

Miss: 3[W] + Strength modifier damage.

OFF THE BONE Vanguard Attack 19

Your enemy's tendons snap and bones break.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target suffers ongoing 10 damage (save ends).

Miss: Half damage and ongoing 5 damage (save ends).

LEVEL 22 UTILITY EXPLOITS

BLOCKING POSE Vanguard Utility 22

You change your guard to withstand punishment from oncoming attacks.

Encounter • Healing, Martial

Move Action Personal

Effect: Take half damage from all melee attacks until the start of your next turn.

Sustain Move: The effect persists. You cannot sustain if you move from your square or an enemy scores a critical hit against you.

LEVEL 23 ENCOUNTER EXPLOITS

CALCULATED STRIKE Vanguard Attack 23

You make a quick determination upon the best course of action, sacrificing accuracy for power.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength +6 vs. AC. For every -2 penalty you accept on this attack (maximum -6) the attack deals +1[W] damage.

Hit: 2[W] + Strength modifier damage.

Special: You can use this power again with an action point (replacing the action).

SPHERICAL DISCIPLINE Vanguard Attack 23

You lash at opponents all around, striking behind, in front, and in blind spots.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: Each enemy in reach.

Attack: Strength vs. AC

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

Effect: You gain a +2 power bonus to AC until the end of your next turn.

LEVEL 25 DAILY EXPLOITS

MASTER COMBO Vanguard Attack 25

Your opponents have never seen talent like this. Your resolve is absolute. There could be ten times more men against you and it still wouldn't matter.

Daily • Martial, Weapon

Move Action Melee weapon

Effect: Use three at-will powers. You can select the same power multiple times.

Special: When you reach a milestone, you recover the use of this power.

ROUNABOUT STRIKE Vanguard Attack 25

After your opponent is temporarily dazed, you slide to another position for a follow-up attack.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Shift to any unoccupied square adjacent to the enemy and make a secondary attack.

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is knocked prone and cannot stand (save ends).

Miss: Half damage with each attack.

LEVEL 27 ENCOUNTER EXPLOITS

FLOW LIKE WATER Vanguard Attack 27

You pass through enemy lines without worry, crashing into whatever foes you wish.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Shift to any square adjacent to the target.

Sustain Standard: Repeat the attack against a different target.

LEVEL 29 DAILY EXPLOITS

SURE-KILL Vanguard Attack 29

One single strike is all you'll need. You crush your opponent and strike fear into all those around with such a brutal act of violence.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength -2 vs. AC

Hit: 6[W] + Strength modifier damage, and all enemies in a burst 5 of the target are stunned until the end of your next turn.

Miss: Half damage.





CHAPTER FOUR

PATHS & DESTINIES

Paragon paths in *Ultramodern4* do not have ladder or class prerequisites. These represent characters achieving the upper echelon of their careers. They are the best shots, the fastest runners, and the most skilled scientists.

AUTHORITY

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You are the best in your field. Among the esteemed elite, you consider yourself an equal. You're a leading scientist, the world expert, or a head doctor. Regardless of your path, the money should be good.

Prerequisite: Trained in Engineer, History, or Sciences.

AUTHORITY PATH FEATURES

PHD (11th level): Gain the Skill Focus feat for Engineer, History, or Sciences as a bonus feat.

Resident Expert (11th level): You can spend an action point to gain a +10 bonus to any failed Charisma-, Intelligence- or Wisdom-based skill check instead of taking an extra action. If you still fail the skill check, you regain the action point, but you cannot use it again this round.

Intentional Mistake (16th level): Increase the number of allowable failures for a skill challenge you

undertake by 2. Gain a +1 bonus to Engineer, History, or Sciences.

AUTHORITY EXPLOITS

SECOND NATURE Authority Attack 11

You can do it without even thinking about it.

Encounter • Martial

Free Action

Personal

Effect: Repeat the last at-will power you used this turn.

SACRIFICIAL SURGE Authority Utility 12

You strain your mental and physical limits beyond what you thought was possible.

At-Will • Martial

Free Action

Personal

Effect: Spend a healing surge, but regain no hit points; instead, gain a +4 bonus to attack rolls and skill checks until the start of your next turn.

MUSCLE MEMORY Authority Attack 20

In desperation, your reflexes kick in, allowing you to accomplish acts you didn't even think were possible.

Daily • Martial

Free Action

Personal

Effect: Select one of your encounter powers level 13 or lower. That power becomes an at-will power until the end of the encounter.

CHAMPION

Surrounded on all sides, armed with little more than your iron will, you've stood your ground and defeat whatever lies ahead. They can have knives, pipes, or guns; it's all meaningless to you.

Prerequisite: Unarmed Combat feat

CHAMPION PATH FEATURES

Carry Through (11th level): Once per round, if you roll a critical hit, roll maximum damage on any of your dice, or drop a target with a melee attack, you immediately deal damage equal to your Strength or Dexterity modifier to one target in reach.

Bad Idea (11th level): You can spend an action point to make a melee basic attack against each adjacent target, instead of taking an extra action.

Unstoppable Momentum (16th level): If you inflict any of the following conditions on a target--dazed, slowed, stunned, or weakened--one creature in an adjacent square to the initial target suffers the same condition until the start of your next turn.

CHAMPION EXPLOITS

TECHNICAL ATTACK Champion Attack 11

Your attack carries amazing power from a short distance.

Encounter • Martial

Free Action

Personal

Trigger: You hit a creature with a melee weapon.

Target: The creature you hit.

Effect: Until the end of your next turn, each time you hit the target with a melee attack, you push it 2 squares and knock it prone. If the target cannot be pushed 2 squares, it takes additional damage equal to twice your Dexterity modifier and is dazed until the start of your next turn. If the target is pushed, you can immediately shift into an adjacent square.

Sustain Minor: The effect persists against the same target. You can sustain until it is dazed.

FROM WUSHU Champion Utility 12

You flip, jump, and dance your way past your enemies.

Daily • Martial, Teleportation

Move Action

Close burst 10

Target: One creature in burst you can see

Effect: Teleport to an adjacent square to the target. You cannot move through an impassible object (like a wall or locked door).

PRESSURE POINT Champion Attack 20

Your strike causes the touch of death.

Daily • Booster, Martial, Weapon

Free Action

Special

Trigger: You hit a creature

Target: The creature you hit

Effect: The target takes ongoing 20 damage (save ends).

CINEMATIC CLICHÉ

You could have come from the pages of a comic book or from the frames of a blockbuster movie. You brandish weapons proudly and care little for discipline or a proper firing position. You most likely didn't come from a military background as that kind of brash arrogance is usually beaten out of you before graduation.

Prerequisite: Proficiency with one-handed small arms

CINEMATIC CLICHÉ PATH FEATURES

Instant Reflexes (11th level): When you ready an action, you can ready a standard action and a move action.

Wicked Maneuver (11th level): Once per encounter, you can instantly reload one weapon in hand. This takes no action.

Lightning Strike (16th Level): You can spend an action point to take an extra action as an immediate reaction.

CINEMATIC CLICHÉ EXPLOITS

GUN MAGA Cinematic Cliché Attack 11

With a dazzling show of skill, you unleash a hail of ammunition on everyone around you.

Encounter • Martial, Weapon

Standard Action

Close burst 1

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, you can make a ranged basic attack against any creature that attacks you as a free action.

IN YOUR BASE ... Cinematic Cliché Utility 12

You duck under blades and groins and leap up behind enemy lines.

Encounter • Martial, Weapon

Standard Action

Ranged sight

Target: Each enemy you can see

Attack: Dexterity vs. AC

Effect: Shift a number of squares equal to 2 + your Dexterity modifier. You can pass through any enemy occupied squares.

MAYHEM SONATA Cinematic Cliché Attack 20

You perform a ballet of destruction to hold back the enemy.

Daily • Martial, Weapon

Standard Action

Ranged sight

Target: Each enemy you can see

Attack: Dexterity vs. AC

Hit: 1 point of damage. If the target is Medium or smaller, it is stunned until the start of your next turn.



CLEANER

Someone hands you an image, an address, or just a name. You move in quickly and quietly, eliminating defenses that lay in your path. You dispatch the enemy efficiently and vanish into the shadows, leaving onlookers wondering who ordered the hit and why.

Prerequisite: Proficiency with simple melee weapons and one-handed small arms

CLEANER PATH FEATURES

Twice in the Chest (11th level): Spend an action point to add 1[W] damage and 5 AP to your last hit with any one-handed weapon, instead of taking an extra action.

Once in the Head (11th level): You can score a critical hit with any one-handed weapon on a natural roll of 19 or 20.

Quick Succession (16th level): Each time you bloody a target with a one-handed weapon, you gain a basic attack you must use by the end of your turn as a free action. You must use a one-handed weapon for the basic attack.

CLEANER EXPLOITS

MAKE SURE HE'S DEAD Cleaner Attack 11

...Otherwise you don't get paid...

Encounter • Martial, Reliable, Weapon

Free Action **Range 5**

Trigger: You bloody a creature with a one-handed weapon.

Target: The creature you bloodied

Attack: Strength vs. AC

Hit: 2[W] + Dexterity modifier damage.

THE PROFESSIONAL Cleaner Utility 12

No emotions. No investments. No hesitation.

Daily • Martial

Minor Action **Personal**

Effect: Until the end of the encounter, when you are granted a basic attack outside of your turn (from an opportunity action, ally power, etc), you can make two basic attacks. You must use a one-handed weapon for these attacks.

LIKE A GHOST Cleaner Attack 20

You strike. Your enemy is sure of your position, but they assume wrong.

Daily • Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a one-handed weapon.

Target: One creature granting you combat advantage.

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: Shift up to 10 squares.

COMMANDO

You've been trained in the proper use of firearms, but have focused that guidance into one specific weapon above all. When in combat, all you care about is your firearm, for if it fails, you will as well.

COMMANDO PATH FEATURES

This is my Rifle (11th level): Select one specific two-handed small arm: you gain a +1 bonus to attack rolls with that weapon. This is your chosen weapon for all commando features and powers. After an extended rest, you can select a different weapon.

My Rifle is my Best Friend (11th level): The first time you change a clip or a cell on your chosen weapon in an encounter, it only requires a free action.

Fire my Rifle True (16th level): When you spend an action point, instead of gaining an extra action, you can reroll one missed attack roll. The second roll gains a +6 bonus to attack and if you hit, you inflict additional damage equal to your Intelligence modifier + your Dexterity modifier.

COMMANDO EXPLOITS

CONTROLLED FIRE Commando Attack 11

Your weapon's recoil is like the massage of a trained professional.

Encounter • Auto, Martial, Weapon

Minor Action **Personal**

Effect: Until the start of your next turn, expend 5 more rounds of ammunition per attack roll and gain a +5 bonus to damage with each hit.

Sustain Minor: The effect persists. You must spend a healing surge each time you sustain this power.

AS A BROTHER Commando Utility 12

Your weapon is perfectly balanced and you can fire it without strain.

Encounter • Martial, Weapon

Minor Action

Effect: You can take a move action. You suffer no attack penalties with any firearms as a result of this movement.

WE ARE MASTERS OF OUR ENEMY

Commando Attack 20

You are not one to waste bullets or strain your rifle with unnecessary automatic fire. You fire single rounds, each finding a target.

Daily • Martial, Weapon

Standard Action **Ranged weapon**

Target: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks. You cannot use any feat, feature, power or weapon that would require you to use more than one round of ammunition per attack roll.

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone and immobilized until the start of your next turn.

Miss: Half damage, and the target is immobilized until the start of your next turn.



COUNTRY GUNMAN

You keep your weapon holstered until the last second. You prefer to stare down opponents than use your firearm. However, when drawn, you make it quick and final -- single shots, single kills.

Prerequisite: Proficiency with one-handed small arms

COUNTRY GUNMAN PATH FEATURES

Precise Shot (11th level): You can spend an action point to add an additional 2[W] damage to your last hit this turn using a one-handed small arm, instead of taking an extra action.

Improved Reaction Time (11th level): You gain a +2 bonus to initiative.

12 O'Clock (16th level): If you ready an action with an attack power, you gain a +2 power bonus to your next attack roll.

COUNTRY GUNMAN EXPLOITS

COWBOY KEMBO Country Gunman Attack 11

You bolt across the battlefield, hardly taking a moment to aim. The gun remains steady as you run.

Encounter • Martial, Weapon

Standard Action Ranged weapon

Requirement: You must wield one or two one-handed small arms.

Effect: Shift your speed. You can attack at any point during the move.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss: Half damage, and the target is pushed 1 square.

THROUGH THE HAT

Country Gunman Utility 12

That last shot had you for certain. You pass your fingers nonchalantly through your hair and reenter the fight.

Daily • Martial

Immediate Interrupt Personal

Trigger: You are hit with a ranged attack.

Effect: The attack misses.

GUN WALTZ Country Gunman Attack 20

Like a ballet, you sashay and sidestep, firing at opponents and avoiding every counterattack.

Daily • Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding one or two one-handed small arms.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: Repeat the attack three times, shifting 4 squares before each attack.

DIPLOMAT

You're the one brought in when weapons cannot be used, when even the brandishing of firearms is considered a total failure. You cannot give the appearance of aggression, not even when the situation goes out of control. You're the wave of the future, where words will solve disputes, not bullets.

Prerequisite: Trained in Diplomacy

DIPLOMAT PATH FEATURES

The Art of Compromise (11th level): Gain a +2 bonus to Diplomacy.

Confidence Comes with the Position (11th level): Gain a +2 bonus to Will defense.

I Think We Got Off On The Wrong Foot (16th level): You can spend an action point to add a +10 bonus to any failed Diplomacy or Intimidate check this turn, instead of taking an extra action. If you use an action point this way, at your next milestone, you gain two action points.

DIPLOMAT EXPLOITS

VOLUME AND PRESENCE Diplomat Attack 11

Your opponent's argument is invalid and ridiculous and your tolerance for their ignorance is over.

Encounter • Fear, Martial, Psyche, Reliable

Move Action Close burst 5

Target: One creature in burst

Attack: Charisma +2 vs. Will

Hit: The target is immobilized and dazed until the start of your next turn. You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

Sustain Minor: You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

THE SPIN DOCTOR Diplomat Utility 12

Unable to find the right set of truths to make your point, you just take a guess.

Daily • Martial

Free Action Personal

Effect: You treat your next Bluff, History or Streetwise check before the end of your next turn as if you had rolled a 20.

EVERYTHING YOU GOT Diplomat Attack 20

Your arguments are so compelling, your opponent is having a difficult time concentrating.

Daily • Martial, Psyche, Reliable

Move Action Close burst 5

Target: One creature in burst

Attack: Charisma +2 vs. Will

Hit: The target is stunned until the start of your next turn. The target suffers a -4 penalty against any opposed Diplomacy or Intimidate checks and suffers a -4 penalty to Will defense until the end of encounter (or five minutes).



DRIVER

You love your car. You wash her; you change the oil; you maintain every part. You service her regularly, changing the plugs, adding washer fluid. Every week, she gets a fresh coat of wax and on Sunday afternoon, you take her for a cruise. You don't have a problem with this.

Prerequisite: Trained in Vehicle Operation

DRIVER PATH FEATURES

Go-Kart Youth (11th Level): Gain a +2 bonus to Vehicle Operation checks.

Inside & Out (11th Level): Select one specific vehicle (make, model, and year). With your selected vehicle, you gain a +2 bonus to control rolls, and if you enter an uncontrolled slide, you can make your control roll check twice and take the higher value. Gain a +2 bonus to Vehicle Operation checks with your selected vehicle. You can retrain your selection as normal when you gain a level.

Action Stunt (16th level): Spend an action point to instantly pass a failed control roll instead of taking an extra action. You can then repeat the original stunt with a +10 bonus to Vehicle Operation.

DRIVER EXPLOITS

LOVE TAP

Driver Attack 11

You drive hard into your opponent's side.

Encounter • Martial, Vehicle

Standard Action

Range 1

Target: One vehicle

Attack: Dexterity vs. Reflex

Hit: 4d6 + your vehicle's hardness rating + Dexterity modifier damage. Your vehicle takes 4 points of damage. If you score a critical hit, your hit gains an AP of 5. If the target is reduced to half its hit points or lower, it must make a vehicle control roll with a DC of 20 + one-half your level.

Special: This is a vehicle action. You can perform any stunts you are able to that require a move action before or after the attack. You can attack at any point during the action, even during your movement.

SIGNATURE MOVE

Driver Utility 12

You have practiced the same maneuver so many times, it has become second nature.

Encounter • Martial, Vehicle

Move Action

Effect: This is a vehicle action. You can perform any stunts you are able to that require a move or a standard action. You gain a +10 bonus to all Vehicle Operation skill rolls during this action.

COUNTER MANEUVER

Driver Attack 20

Your enemy attempts a maneuver; you counter and force them to lose control.

Daily • Martial, Vehicle

Immediate Interrupt

Personal

Trigger: A vehicle hits you with an attack.

Target: The vehicle that hit you.

Attack: Dexterity vs. Reflex

Hit: 4d6 + your vehicle's hardness rating + Dexterity modifier damage, and the target vehicle must make a control roll with a DC of 20 + one-half your level.

FIELD SNIPER

You find a spot and plant yourself, remaining still for hours or even days, waiting for your target to emerge, the purpose of your mission. You're not here to damage morale or hold back a battalion. This is an assassination.

Prerequisite: Trained in Stealth

FIELD SNIPER PATH FEATURES

I Didn't Miss (11th level): If you roll a natural 1 on an attack roll with a sniper weapon, you can spend an action point to turn that attack into a hit instead of taking an extra action.

Yowie Specialization (11th level): If you use a gillie/yowie suit in its proper environment and don't move from your square, you can use a move action to become invisible until you leave that square.

Minute of Arc (16th level): Use a move action to gain a +1 bonus to your next ranged attack roll before the end of your next turn. If you take a standard action to aim, your next ranged attack roll before the end of your next turn gains a +2 bonus. These two bonuses are cumulative.

FIELD SNIPER EXPLOITS

PSYCHOLOGICAL WARFARE

Field Sniper Attack 11

The impact was sudden and unexpected. Those around are horrified by the thought they could've been the target.

Encounter • Booster, Fear, Martial, Sniper, Weapon

Free Action

Ranged weapon

Trigger: You hit one creature.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack, and all enemies in a burst 10 of the target are dazed until the start of your next turn.

ACCURATE GUESSWORK

Field Sniper Utility 12

The target thought it was safe. It was hidden. It was protected. It was among its allies. None of that means anything.

Daily • Martial, Sniper, Weapon

Free Action

Personal

Effect: Until you move from your square, when you use any sniper power, you can ignore one square that blocks line of sight or provides concealment or cover.

PNEUMOTHORAX

Field Sniper Attack 20

The target has no idea how deadly your last strike was. It continues wandering about the battlefield, unaware of the level of pain it's about to experience when the shock wears off.

Daily • Martial, Reliable, Sniper, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the creature is dazed (save ends).

Afterside: 4[W] + Wisdom modifier damage.

IRON MIKE

You're the one they make statues of. You're the one that stands above the others, immortalized through history. As the hero, you draw the admiration of your comrades and the weapons of your foes. You're proud, determined, and the anchor for your cause or country. Prerequisite: Proficiency with two-handed small arms

IRON MIKE PATH FEATURES

Pick Your Foe (11th level): Once per encounter, you can mark one enemy in line of sight as a minor action. This mark lasts until the end of the encounter. Against this target, you gain a +2 bonus to damage rolls. This bonus increases to +4 at 21st level.

The War Shout (11th level): Once per encounter, use a minor action to mark all enemies in a close burst 10 until the end of your next turn.

Unexpected Response (16th level): When you spend an action point to take an extra action, you can also spend a healing surge.

IRON MIKE EXPLOITS

REMEMBER ME? Iron Mike Attack 11

A few well-placed shots brings an enemy's attention back around to you.

Encounter • Martial, Weapon

Immediate Interrupt Ranged weapon

Trigger: An enemy you have marked attacks an ally.

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: 3[W] damage.

Effect: The target's attack misses.

ENCOURAGING STANCE

Iron Mike Utility 12

You may not be the leader, but you do set the example.

Daily • Martial

Free Action Open

Trigger: You score a critical hit on an enemy.

Target: Three allies with line of sight on you

Effect: The target can spend a healing surge.

ONSLAUGHT Iron Mike Attack 20

The enemy forces are close enough to see your eyes. They expect you to run; you don't. They realize too late your unshakable will.

Daily • Martial, Weapon

Standard & Move Action Close blast 6

Target: Each enemy in blast

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone.

Miss: You can repeat the attack once against each target.

Sustain Standard: Shift three squares and repeat the attack. You cannot attack prone targets and you cannot sustain if you have no targets.

MACHINE OF WAR

You have brought up a wall disconnecting yourself from emotion. You're one in the back that seldom contributes to the conversation. You exist only for the application of war. You were placed on this planet for a reason and you think of little else.

Prerequisite: Proficiency with two-handed small arms

MACHINE OF WAR/ PATH FEATURES

Glazed Look (11th level): If you are reduced to 0 or fewer hit points by a non-critical hit, you automatically spend a healing surge as an immediate reaction but only regain half your surge value.

You Want Some of This? (11th level): Each time a creature scores a critical hit on you, you can make a basic attack against that creature as an immediate reaction.

Risky Maneuver (16th level): While bloodied, if you miss with an attack roll, you can take 5 points of damage and reroll. You cannot use this feature if doing so would reduce you to 0 hit points or less.

MACHINE OF WAR EXPLOITS

LAWNMOWER BARRAGE

Machine of War Attack 11

You fire a swath of ammunition in front of you.

Encounter • Auto, Martial, Weapon

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Dexterity vs. AC

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

Miss: No damage, but the target is knocked prone.

GET TO THE FRONT LINE

Machine of War Utility 12

Your allies are in the clear. Move up and take the ground.

Daily • Martial

Minor Action Personal

Effect: You gain two additional move actions on this turn. You suffer no attack penalties with two-handed small arms or heavy weapons as a result of any movement with this power.

BOX BARRAGE Machine of War Attack 20

You divide your fire among several targets, maximizing your damage potential.

Daily • Auto, Martial, Weapon

Standard Action Area burst 1 in weapon range

Special: Select three target areas. The bursts cannot overlap.

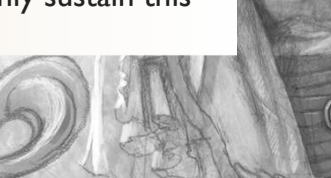
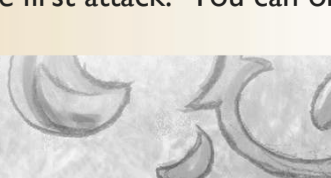
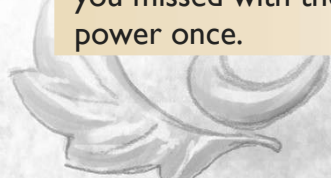
Target: Each creature in bursts you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Heavy Auto: On a hit, the target is knocked prone and cannot stand (save ends).

Sustain Standard: Repeat the attack against any targets you missed with the first attack. You can only sustain this power once.



MILITARIST

You have probably graduated from a command school or officer college. You emerged as a trained, disciplined leader, ready to rally the uncontrolled masses. You are not some desk jockey trained from books. You possess natural, applicable talents, earning the respect that goes along with them.

Prerequisite: Trained in Intimidate

MILITARIST PATH FEATURES

Coordination (11th level): Anytime an ally in open range rolls a natural 1, 2, or 3 on an attack roll, you or one other ally in open range can shift 2 squares.

Tide of War (11th level): Whenever an ally in open range is bloodied, you gain an action point. This can only occur once per ally per encounter. You can spend a minor action to transfer an action point from you to any ally in open range.

Take the Opportunity (16th level): Once per encounter, if you are bloodied by an attack, up to five allies in open range can make a basic attack as an immediate reaction.

MILITARIST EXPLOITS

EYES ALL AROUND Militarist Attack 11

You relay enemy weaknesses to your allies, giving them opportunities to fire.

Encounter • Martial

Move Action

Open

Target: Three allies

Effect: The target makes a basic attack.

REEVALUATE STRATEGY Militarist Utility 12

Battles are unpredictable and you make a quick alteration in the plan to adjust to enemy maneuvers.

At-Will • Martial

Move Action

Open

Target: Two allies

Effect: The target shifts 1 square.

SUPERIOR STRATEGIC ENDEAVOR

92Militarist Attack 20

You shout out a particularly complicated plan which will work flawlessly if everyone does what they're supposed to do.

Daily • Martial

Move Action

Open

Target: Two allies

Effect: The target uses one encounter power. The chosen power is not expended.

PARAMEDIC

You exist for the betterment of others. You specialize in impromptu medical care, in the field, under the pressures of combat. Operating rooms are for sissies. You're still armed and protect your team with bullets and bandages.

Prerequisite: Trained in Heal

PARAMEDIC PATH FEATURES

A True Healer (11th level): Gain a +2 bonus to Heal.

Heal Thy Self (11th level): Second wind only takes a move action for you.

Profound Medical Advice (16th level): When you spend an action point to take an extra action, all allies in open range can make a saving throw. Gain a +1 bonus to Heal.

MEDIC EXPLOITS

RACE TO THE FALLEN Paramedic Attack 11

An ally falls from a heavy blow. You race to her aid, firing blindly at the enemy in hopes it will back off by the time you arrive.

Encounter • Healing, Martial, Weapon

Immediate Reaction

Close burst 5

Trigger: One ally in burst you can see is bloodied by an attack.

Target: The triggering ally

Effect: The triggering enemy is pushed 2 squares, and you make a basic attack against it. Shift into a square adjacent to the target. The target can spend a healing surge and regains 3d6 additional hit points.

IMPROMPTU SURGERY Paramedic Utility 12

A foreign implement is causing internal bleeding. You fish it out and try to close the wound.

Daily • Healing, Martial

Move & Standard Action

Melee touch

Target: One bloodied ally

Effect: The target automatically succeeds on one saving throw and can spend two healing surges.

NO LONGER CIVILIZED Paramedic Attack 20

An ally succumbs to his or her injuries. You can no longer be a healer. You must be a protector.

Daily • Martial, Weapon

Standard Action

Ranged weapon

Target: One creature that has reduced an ally in line of sight to below 0 hit points.

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss: Repeat the attack against the same target. The second attack suffers a -2 to the attack roll but deals +1[W] damage on a hit. If you still miss, the target takes half damage and is pushed one square.

MODERN WARRIOR

You are not an army of one. You are an appendage, a vital part of an organic machine, working together to ensure survivability and the success of a mission. You cover your allies' backs. They cover yours. Only as a highly trained unit can you be assured victory.

MODERN WARRIOR PATH FEATURES

A Team (11th level): If an allied modern warrior in line of sight is bloodied, you can take an extra action as an immediate reaction. You only use this ability once per allied modern warrior per encounter.

Create a Distraction (11th level): If you spend an action point to take an extra action, two other allied modern warriors in line of sight also take an extra action as an immediate reaction.

All as One (16th level): If an adjacent modern warrior is suffering from an effect that a save can end and you do not suffer the same effect, you can make a saving throw against that effect at the end of your turn. This is in addition to the ally's save on his turn.

MODERN WARRIOR EXPLOITS

ARMY OF TWO Modern Warrior Attack 11

You and another ally are two-sides of a single coin and are inseparable in combat.

Encounter • Martial, Weapon

Move Action **Personal**

Target: You and one adjacent modern warrior.

Effect: The target uses one at-will power.

BETTER REFLEXES Modern Warrior Utility 12

You pull an ally out of the way of an impending attack.

Encounter • Martial

Immediate Interrupt **Close burst 5**

Trigger: On allied modern warrior in burst you can see is hit by an attack.

Target: The triggering ally

Effect: Swap places with the target, and the target can spend a healing surge. The attack targets you instead.

TEAM EFFORT Modern Warrior Attack 20

All members of the team synchronize their actions to operate as a single organism.

Daily • Martial, Weapon

Standard Action **Open**

Target: You and each allied modern warrior

Effect: The target gains an extra action he must use before the end of his turn.

RING FIGHTER

You have the belt, claimed the trophy. Few others boast the record you have. You fought hard and trained hard for the respect and it is well earned. In the realm of physical training, there is no better.

Prerequisite: Unarmed Combat feat

RING FIGHTER PATH FEATURES

Guard Control (11th level): You gain a +2 bonus to all saving throws against being dazed, stunned, or weakened.

Change Your Guard (11th level): You can spend an action point while grabbing an opponent to make any at-will attack or basic attack against that enemy, instead of taking an extra action. The attack automatically hits and doubles any damage inflicted.

Choke/Lock (16th level): Each turn you sustain a grab, you deal damage equal to your Strength or Dexterity modifier to the grabbed creature.

RING FIGHTER EXPLOITS

SIDE CONTROL Ring Fighter Attack 11

You gain the edge and lock your opponent on the ground.

Encounter • Martial

Move Action **Melee touch**

Target: One creature you are grabbing.

Effect: Strength modifier + Dexterity modifier damage, and the target is dazed until he escapes.

TOLERANCE THRESHOLD

Ring Fighter Utility 12

The enemy puts on the pressure. You grit your teeth and hold back the pain.

Daily • Martial

No Action **Personal**

Effect: Recover from any of the following conditions at the start of your turn: dazed, slowed, stunned, and weakened. You also end any ongoing damage conditions you currently suffer from, and gain a +5 bonus to escape from any grab you are currently in until you succeed.

MOUNTED ATTACK Ring Fighter Attack 20

You have complete control. Your enemy is done for the day.

Daily • Martial

Standard Action **Melee touch**

Target: One creature you are grabbing

Effect: Strength modifier + Dexterity modifier damage, and the target is stunned (save ends).

Sustain Move: Strength modifier + Dexterity modifier damage and the target suffers a -3 penalty to his saving throw against the stunned effect. If the target saves, you can still sustain this power to do damage until the target escapes.



SAPPER

Combat engineers have a long and respected history. You can be a bridge builder and a bridge destroyer. You approach bombs while others turn and run. With seconds on the clock, others give up while you take it as incentive.

Prerequisite: Trained in Demolitions

SAPPER PATH FEATURES

The Long Walk (11th level): Gain a +1 bonus to Engineer and Demolitions checks.

Render Safe Procedures (11th level): When you are targeted by a blast, burst, or wall attack, you can spend an action point to take an extra action as an immediate interrupt.

Controlled Demolition (16th level): When you pass a Demolitions check by 10 or more, you deal +5 damage with the explosive instead of +2. When you pass a Demolitions check by 15 or more, you deal +6 damage with the explosive instead of +3. Gain a +1 bonus to Engineering and Demolitions.

SAPPER EXPLOITS

ENHANCED I.E.D. Sapper Attack 11

You put in that little extra effort your enemy will appreciate.

Encounter • Booster, Explosive, Martial, Weapon No Action Personal

Trigger: You detonate an explosive you have placed.

Effect: Increase the burst by +1 or the blast by +2. Each creature hit suffers additional damage equal to your Intelligence or Wisdom modifier (whichever is not your primary attack modifier).

RAPID EVOLUTION Sapper Utility 12

It doesn't look good. You prepare yourself for the worst.

Daily • Martial Free Action Personal

Effect: You gain a +3 power bonus to all defenses against blast and burst attacks until the end of the encounter.

SCORCHED EARTH Sapper Attack 20

A chain reaction sets off nearby explosives, or ignites combustible materials.

Daily • Booster, Fire, Martial, Weapon No Action Personal

Trigger: You detonate an explosive you have placed.

Effect: At the start of your next turn repeat the attack against the same area, for half damage. A lingering fire breaks out in the area until the end of the encounter, dealing fire damage equal to your Intelligence modifier to any targets entering a square or starting their turn in the affected area.

PATHFINDER

You move in darkness behind enemy lines. You sneak under heavy cover into prohibited areas. You know how to avoid cameras, dogs, and roaming guards. You sneak through the shadows or stroll in broad daylight, given the proper circumstances.

Prerequisite: Trained in Stealth

PATHFINDER PATH EXPLOITS

Impossible Maneuver (11th level): Use a move action and spend a healing surge to shift your speed. You can move vertically up to two squares during this shift.

Like a Hawk (11th level): You can spend a standard action and gain a +5 bonus to Stealth against one opponent up to 10 squares away as long as the target does not detect you.

Under any Shadow (16th level): While in superior cover or total concealment, you can spend an action point; instead of taking an extra action, you can maintain superior cover or total concealment until the end of your next turn, regardless of where you move.

PATHFINDER EXPLOITS

COMPLETE COVERTNESS

Pathfinder Attack 11

You could be standing in front of the enemy, and he still wouldn't see you.

Encounter • Martial, Maneuver Move action Range 10

Target: One creature granting you combat advantage.

Attack: Dexterity +2 vs. Will

Hit: Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Special: You can use this power again with an action point (replacing the action).

BACK OF YOUR HEAD Pathfinder Utility 12

Nothing gets past you.

Daily • Martial Minor Action Personal

Effect: Until the end of the encounter, you don't grant combat advantage and you cannot be distracted. You can walk or run without suffering penalties to Stealth checks.

LOOKING NONCHALANT

Pathfinder Attack 20

You slip by your enemies even with them looking straight at you.

Daily • Martial, Maneuver Move Action Close burst 10

Target: Each enemy in burst you can see

Attack: Dexterity +2 vs. Will

Hit: Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Miss: You may reroll a missed attack roll once against each target.



SELFLESS PROTECTOR

From the traditions of the most respected security forces on the planet, you possess a natural instinct to protect whoever is assigned to you. You may never have taken a bullet but likely neither has your target. You can spot threats from miles away and can act to move your ward to a better position if that threat gets too close.

SELFLESS PROTECTOR PATH FEATURES

Take a Bullet (11th level): As a minor action, select one adjacent creature to be your focus. You can only have one focus at a time. Until the end of the encounter, as long as your focus does not attack and remains adjacent to you, they can use your AC and Reflex defense if it is higher than theirs. If your focus is hit by an attack against AC or Reflex, you take the damage instead. When you move, you slide your focus with you.

Total Cover (11th level): When you spend an action point, both you and your focus gain a +4 bonus to AC and Reflex defense until the end of your next turn and you can shift together 4 squares, instead of taking an extra action.

Keep it Together (16th level): Each time you regain hit points, you can give your focus any or all of the hit points instead.

SELFLESS PROTECTOR EXPLOITS

LICENSED RESPONSE

Selfless Protector Attack 11

Someone takes a shot at you or your assignment. Your reflexes kick in.

Encounter • Martial Weapon

Immediate Interrupt **Personal**

Trigger: A creature attacks you or your focus.

Target: The triggering enemy.

Effect: Make a basic attack, and you and your focus shift together 4 squares.

Special: If you or your focus is hit before the start of your next turn, you recover the use of this power.

EVASIVE TECHNIQUES

Selfless Protector Utility 12

You throw your client out of the way of imminent death.

Daily • Martial

Immediate Interrupt **Melee touch**

Trigger: Your focus is hit by an attack.

Target: Your focus

Effect: Swap places with the target and you are the target of the attack. You and the target shift together 5 squares. You gain a +2 power bonus to AC and Reflex defense until the end of your next turn.

AGGRESSIVE RESPONSE

Selfless Protector Attack 20

The point is to act before your enemy even intends to strike.

Daily • Martial, Weapon

Immediate Interrupt **Personal**

Trigger: An enemy acts before you at the start of an encounter.

Target: The triggering enemy.

Effect: Make a basic attack against the target: on a hit, the target is stunned until the start of your next turn. Select any creature within 4 squares as your focus a free action and pull her to an adjacent square.

SKIRMISHER

Not all snipers are made alike. For you, your specialty is not in individual assassination, but in the disrupting of enemy lines by surgically removing officers and other threats. As a force of chaos, you cause disarray and fear in your enemies.

SKIRMISHER PATH FEATURES

Automatic Reflexes (11th level): You can spend an action point as a free action. You can use two at-will powers as a standard action with this action point.

Waste of Skill (11th level): If you score a critical hit with a sniper weapon, you can instead deal 1 point of damage and make a regular basic attack. If you scored the critical with a daily power and the creature you hit was the only target, the power is not expended.

They Thought You Missed (16th level): If you miss with any attack roll without a miss effect with a sniper weapon, you still inflict 1 point of damage.

SKIRMISHER EXPLOITS

SPLINTERING SHRAPNEL

Skirmisher Attack 11

The round shatters, damaging targets around.

Encounter • Martial, Sniper

Free Action **Personal**

Trigger: You drop a creature.

Target: The triggering enemy

Effect: Each creature in a burst 2 around the target takes 1 point of damage.

ECHO LOCATION

Skirmisher Utility 12

Your enemy is certain of your location. They're wrong.

Daily • Martial, Teleportation

Move Action **Close burst 10**

Requirement: You must have superior cover or total concealment.

Effect: Select a square in range that you can see that grants superior cover or total concealment. Teleport to that square.



PERFECT SHOT PLACEMENT

Skirmisher Attack 20

Thanks to your skill with your weapon, you're able to make multiple shots without a significant drop in accuracy.

Daily • Martial, Sniper, Weapon

Standard Action

Area burst 3 in
weapon range

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Miss: Half damage.

SPECIAL OPERATIVE

You are a silent, cold, calculating assassin. Your skills involve intimate kills, forcing to be close to your enemy. You rise from nowhere and eliminate opponents before others can notice or respond. Pistols and knives, even when they're most quiet, still make a noise you would prefer to avoid.

Prerequisite: Proficiency with garrote

SPECIAL OPERATIVE PATH FEATURES

Out of Nowhere (11th level): You can spend an action point on a surprise round if you are granted one. If you spend an action point on your first turn in an encounter, you gain two actions.

Complete Control (11th level): If you have grabbed a target with a garrote, you can slide the target 1 square or render the target prone without having to roll to sustain the grab.

Special Technique (16th level): The AP of your garrote increases by 2 (this stacks with other abilities and feats which increase the effectiveness of your garrote). Your proficiency bonus with the garrote increases by +2.

SPECIAL OPERATIVE EXPLOITS

TORQUE TWIST Special Operative Attack 11

You wind the cord and draw it tight employing a technique few others know.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit a creature with a garrote.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack, and is stunned until the start of your next turn.

Special: You can use this power again with an action point (replacing the action).

COMPLIANT TARGET

Special Operative Utility 12

Your opponent doesn't appear capable of struggling when you have a cord wrapped tight around his neck.

Daily • Martial

Move Action

Personal

Target: One creature you are grabbing using a garrote

Effect: Shift your speed and pull the target with you. You gain a +2 bonus to sustain the grab until the grab ends.

DEFENSELESS TARGET

Special Operative Attack 20

You feel the breath leave the target as you apply pressure.

Daily • Martial, Weapon

Minor Action

Melee weapons

Target: One creature you are grabbing with a garrote.

Effect: The target is helpless against your attacks until the start of your next turn or until you score a hit (whichever comes first). On a hit, the target falls unconscious. If the target suffers any further damage, it is no longer unconscious.

SUAVE

You are debonair and charming, using your natural gifts to get you into areas keys never could. You talk, walk, and sway your way with a talent you've perfected years before ever holding a firearm.

SUAVE PATH FEATURES

Talk the Talk (11th Level): Gain a +2 bonus to Bluff checks.

Walk the Walk (11th Level): You suffer no penalties to Stealth checks from walking. You gain a +2 bonus to Thievery checks when pick-pocketing or when using sleight of hand.

Hypnotic Stare (16th level): You can spend an action point to treat your next Bluff, History, or Streetwise check as if you had rolled a 20, instead of taking an extra action.

SUAVE EXPLOITS

SURREPTITIOUS WALK

Suave Attack 11

You find your mark and go in for the kill.

Encounter • Martial, Psyche, Reliable

Move Action

Close burst 3

Target: One creature

Attack: Charisma +2 vs. Will

Hit: You gain a +2 bonus to Bluff, Diplomacy, and Thievery checks against the target until the end of the encounter (or five minutes).

IT'S THE CLOTHES

Suave Utility 12

You're able to get past most obstacles on sheer personality alone.

Daily • Martial

Free Action

Personal

Requirement: You cannot be wearing any visible armor.

Effect: Gain a +2 bonus to Intimidate, Stealth, and Thievery checks until the end of the encounter.

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FROM REAR DEFOGGER (16 ONLY) ZONE F30



DAMN IT, MAN. I SPILLED MY VODKA MARTINI

Suave Attack 20

You can't believe he fired at you. Good thing he was a bad shot.

Daily • Martial, Maneuver

Immediate Interrupt

Personal

Trigger: An enemy hits you with a ranged attack.

Target: The triggering enemy

Effect: You suffer no damage from the hit, and make the following attack.

Attack: Charisma +4 vs. Will

Hit: You automatically hit with any powers with the psyche keyword against the target until the end your next turn.

Miss: This power is not expended, but you cannot target the same creature again until the start of your next turn.

Sustain Move: You automatically hit with any powers with the psyche keyword against the target until the end your next turn. You cannot sustain if you do not hit the target with a power with the psyche keyword.

THREAT ANALYST

You don't analyze the patterns of combat but the actions and motivations of individuals, their goals and intents. You can pinpoint specific threats and coordinate others to properly remove this threat without firing a shot. Thankfully, you have weapons as a plan B.

THREAT ANALYST PATH FEATURES

Target Focus (11th level): Once per encounter, select a single creature in line of sight to be your focus until the end of the encounter. Each time you hit your focus with a ranged weapon, the target is marked until the end of your next turn. If you hit the target while it is marked, you deal +3 damage.

All In (11th level): When you spend an action point to make an attack against your focus, you gain a +2 power bonus to the attack roll, a +4 bonus to AP, and can score a critical hit on an 18, 19, or 20 with the attack.

Threat Compensation (16th level): Whenever your focus moves, you can shift 1 square as an immediate reaction.

THREAT ANALYST EXPLOITS

THOUGHT PROCESS Threat Analyst Attack 11

You predict where the enemy will move.

Encounter • Martial, Reliable, Tactical

Move Action

Close burst 10

Target: Your focus

Attack: Intelligence +2 vs. Will

Hit: The target suffers a -2 penalty to all attack rolls and grants combat advantage to all allies in open range until the end of your next turn.

Special: You can use this power again with an action point (replacing the action).

ARCHAIC PSYCHOLOGICAL PREDICTION

Threat Analyst Utility 12

Your knowledge of the enemy runs deep, beyond what your allies or even enemies know.

Encounter • Martial

Move Action

Open

Target: You and up to 4 allies

Effect: The target gains a +2 power bonus to AC and Reflex defense against your focus until the start of your next turn.

Sustain Move: The effect persists. You can sustain only once.

THIS ONE ESPECIALLY

Threat Analyst Attack 20

Of all the targets, this is the one that must be taken down immediately.

Daily • Martial, Weapon

Minor Action

Open

Target: You and up to 4 allies

Effect: The target makes a basic attack against your focus.

EPIC DESTINIES

Epic destinies aren't so much "epic" as they are really, really important. Having lasted this long means you're part of the top 0.01% of world's population specialized in the field you have chosen. Everyone listens when you speak, and authority and respect is assumed, not earned. Your immortality comes from the record of your achievements in history books written centuries after your passing.

MASTER

The master is the single greatest expert on the planet on a specific subject. You are the foremost authority with no equal. All others bend to your word. Long after you have passed on, your papers and essays will be analyzed for hidden truths previously undiscovered. Your name will be uttered in the same breaths of legends from centuries past. Whatever vocation you have chosen, competitors and publishers will jostle for your contract should you leave your present employment.

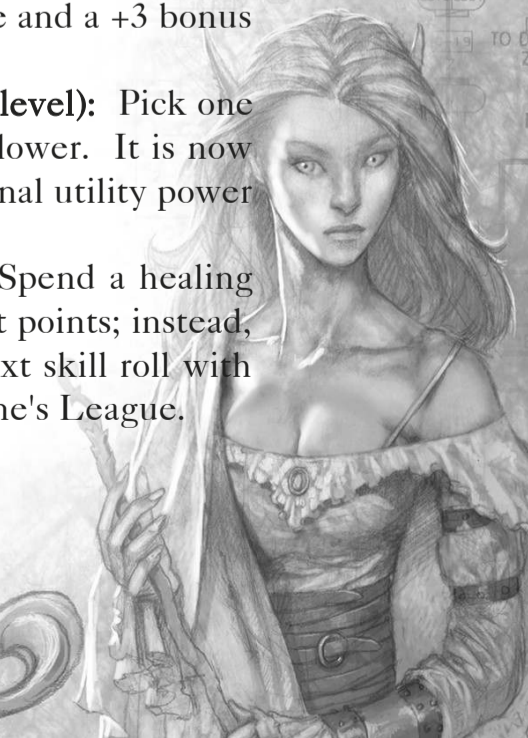
Prerequisite: 21st level

MASTER PATH FEATURES

Out of Anyone's League (21st level): Gain a +2 bonus to one ability score of your choice and a +3 bonus to one skill of your choice.

Against the Laws of Physics (24th level): Pick one your daily utility powers of level 22 or lower. It is now an encounter power. Select one additional utility power of any level, from any class.

Beyond Impossible (30th level): Spend a healing surge as a minor action but regain no hit points; instead, you gain a +20 power bonus to your next skill roll with the skill you selected with Out of Anyone's League.



MASTER POWER

PIONEER

Master Utility 26

You're not tired. You're just getting warmed up.

Daily

Free Action

Personal

Effect: Spend any number of healing surges, and recover all your used encounter powers. You can spend any number of action points until the end of the encounter.

Special: Once you use this power, you cannot recover it except by taking an extended rest.

MOST DANGEROUS

No one who hunts you knows your real name. You're a ghost. Enemies and allies don't have just one nickname for you; there are several. Few are aware of all your accomplishments. Most of these victories were erased or never directly connected to you. Others you must deny. Your career might never have existed at all. Missions that you took were probably illegal, extremely difficult, with no room for failure. Your handle or moniker labels you as one of the most wanted individuals on the planet.

Prerequisite: 21st level

MOST DANGEROUS PATH FEATURES

Second Nature (21st level): You reroll natural 1s and 2s on attack rolls and skill checks, but you must take the second result even if it is another 1 or a 2.

Implausible Speed (24th level): You can use two action points per encounter and if you reach a milestone, you gain two action points.

Vorpal Ways (30th level): Once per hit, if you roll the maximum result on any of your initial damage dice, you can roll that die again and add it to your damage total.

MOST DANGEROUS POWER

REPUTATION EARNED

Most Dangerous Utility 26

Your enemy will soon discover why your name is so feared.

Encounter

Free Action

Personal

Effect: You can take an additional standard action and an additional move action on this turn and on your next turn.

RESPECTED

Your uniform weighs you down with the number of medals and honors bestowed. You have reached the point where brandishing such decorations is meaningless. Every soldier that passes you knows your face and gives you the courtesy you have earned. You can sway thousands by your command. Your advice is taken to heart by presidents, premiers, and kings. You don't win battles. You win wars.

Prerequisite: 21st level

RESPECTED PATH FEATURES

"Try Again and Aim This Time" (21st level): As an immediate interrupt, you can allow one ally in line of sight to reroll a missed attack roll.

Chess Play (24th level): When an ally is bloodied or reduced to below 0 hit points, as an immediate reaction, you can grant any other ally in line of sight a standard, a move, and a minor action.

Master Tactician (30th level): As a standard action, you can give one minor action, one move action, and one standard action to be split among up to three allies of your choice in line of sight.

RESPECTED POWER

NOT TOLERATE LOSING

Respected Utility 26

You make every ally in the battle know how you feel about defeat. You make them fear you more than the enemy.

Daily

Standard Action

Close burst 10

Target: Each ally in burst

Effect: The target regains one expended power. The target also gains an action point he must use before the end of his next turn.

TEAM

It has never been about personal glory or selfish ideals. From the beginning, you have stood tall among others you have treated as equals, others that have returned that honor a hundred times over. You have all lost count how many engagements you have shared, the taken bullets, the close calls. It was always, and will always be, about the team. It's been years or even decades and none of you will quit until the others do. You each push to be the best and as a result, you all are.

Prerequisite: 21st level

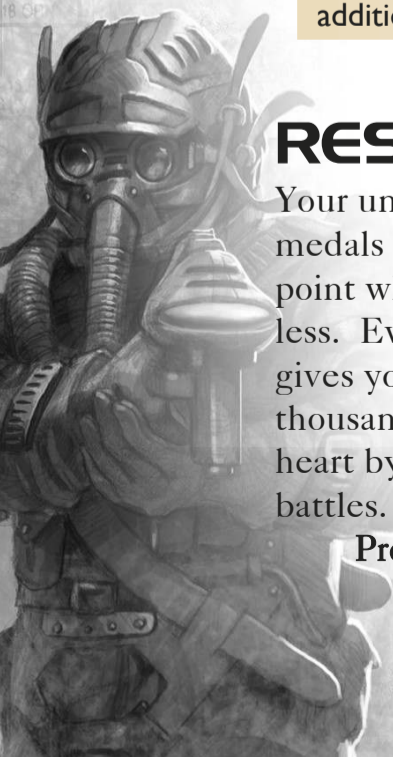
TEAM PATH FEATURES

Team Support (21st level): Spend a healing surge as a minor action but regain no hit points; instead, all allies with the Team destiny in line of sight automatically save against one effect a save can end (except dying) at the start of their next turn.

Where the Need is Greatest (24th level): As a minor action, you can give one of your healing surges to any other ally with the Team destiny in line of sight. The target ally must use the surge before the end of the encounter or it is lost.

Brothers and Sisters of Blood (30th level): For every ally with the Team destiny in line of sight, you gain a cumulative +1 bonus to all skill checks and damage rolls (maximum +4).

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TEAM POWER

FOR THE SAKE OF THE TEAM

Team Utility 26

You give an ally the precious time they need complete the task.

Encounter • Martial

Free Action

Close burst 10

Target: One ally with the Team destiny in burst

Effect: The target can take one standard action, one move action, and one minor action before the end of your turn.

ULTIMATE

As the legendary fighter, you have too many laurels to count. In the old age, you would have been given freedom by the Caesar or awarded a lordship and a manor for your deeds. You have the blood of kings. History is written by the winners and you have seldom seen defeat.

Prerequisite: 21st level

ULTIMATE PATH FEATURES

Why Won't You Die? (21st level): Attacks cannot score critical hits against you (take normal damage).

Glory of the Fight (24th level): If you kill a non-minion enemy, you gain a standard, a move, and a minor action that you must use before the end of your next turn.

Risky Maneuver (30th level): As a free action, you can reduce all your defense values to 1. After you are hit three times by enemy attacks, your defenses return to normal and your next attack roll is an automatic critical hit.

ULTIMATE POWER

LASTING IMAGE

Ultimate Utility 26

You are ok with dying, but if this is your time or not, you will be damned if you will let this opponent get away with what it just did.

Daily

No Action

Personal

Trigger: You fail your final death save.

Effect: You regain consciousness and stand up. You cannot die until the end of the encounter. You can take a single action on your turn, losing all other actions except free actions. You can still take immediate actions and opportunity attacks. You gain a +2 bonus to all attack rolls and a +5 bonus to all damage rolls until the end of the encounter. At the end of the encounter, you die.

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CHAPTER FIVE

SKILLS & FEATS

There are five new skills: Computer Use, Demolitions, Engineer, and Sciences, and Vehicle Operation).

ATHLETICS SKILL EXPANSION

Good Throw: If you are trained in Athletics, you gain a +2 proficiency bonus with grenades and improvised thrown weapons.

100 COMPUTER USE (Intelligence)

Knowing where the "on" switch is and understanding a point/click interface is a common skill expected of everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance. Computer Use is also employed in the researching of online materials.

Modification / Repair a Computer: Five minutes or more.

Circumventing System Security: 1 round or as part of a skill challenge.

Action	Computer Use DC
Installing advanced hardware	10
Implanting a virus	15
Writing a virus or malware	20
Circumventing basic security	20
Circumventing advanced security	25
Circumventing military security	35

RESEARCH

Make a Computer Use check when using online resources to search for information.

Research: 1 round or as part of a skill challenge.

- **DC:** Varies depending on the task you are attempting (see table).
- **Success:** You locate the information you are seeking.
- **Failure:** The information is not found. You can keep looking if you have the time.

State of Concealment	DC
The right keyword in a search engine	15
Non-descriptive filename in an incorrect directory	20
Locked behind a password firewall	25
Paragon	+5
Epic Tier	+10

General Difficulty	DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

DEMOLITIONS (Intelligence)

Trained only / Special

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.

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.

ATTACKING WITH EXPLOSIVES

Using Demolitions involves setting an explosive before an encounter or during one.

Setting Explosives: Standard action or as part of a skill challenge.

- **DC:** Varies depending on the task you are attempting.
- **Wiring Explosives Together:** DC15 for every additional explosive wired up (not cumulative with additional blocks). Additional explosives increase damage and burst (See Explosives). Only one detonator is required per wired explosive but the explosives must be all in the same square. You can string several explosives at several locations up to be triggered at the same time. Each square must have one detonator.
- **Timed Detonator:** DC15. Timed explosives detonate at a set time and cannot be prematurely detonated. Detonation requires no action.
- **Remote Detonator:** DC15. Detonation requires a minor action (or a readied action). Regardless of who takes the action to detonate, who sets the explosive makes the attack.
- **Triggered Explosives:** DC20. These go off when a target either enters its square, or before it moves out of its burst area (see equipment for the variety of detonators). Detonation is considered an opportunity attack.
- **Failure:** The explosive fails to detonate. Since the roll is usually known, you may attempt to reroll
- **Failure by 10 or More:** The explosive goes off as the detonator is being installed. You cannot accidentally detonate explosives when wiring them together, only when implanting the detonator.
- **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 deal +2 damage with the explosive. If you beat the DC roll by 15 or

more, you deal an additional +3 damage with the explosive. Your final Demolitions skill roll is also the DC someone other than you needs to beat to disarm your explosive.

- **Effective Training:** If you are trained in Demolitions, you gain a +2 proficiency bonus to attack rolls with the Explosive keyword.

Example: Kathryn Lindune wants to set off two blocks of explosives each at ten different locations, all at once. They must all be the same. She makes them remote detonated. One remote detonator must be placed at every location but the two blocks at each location only require one detonator. Kathryn can trigger any number of detonators with a single action but each detonator triggers two blocks of explosives. She can, if she wishes, trigger all ten with a single action.

DISARMING EXPLOSIVES

Disarming an explosive that has been set requires a Demolitions check.

Disarming Explosives: Standard action or as part of a skill challenge.

- **DC:** Equal to the Demolitions check made when the explosive was set. The GM can set another DC.
- **Failure:** You do not disarm the explosive.
- **Failure by 10 or More:** The explosive goes off.

Special: Although a trained skill, anyone may attempt to disarm an explosive, even if they don't have ranks in Demolitions. Anyone attempting to disarm explosives without training in Demolitions suffers a -4 penalty to the roll.

General Detonator	Demolitions Disarm DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

ENGINEER (Intelligence)

Trained only

This is the broad skill dealing with all applications of technology, allowing you to craft and repair mechanical objects. These include electronics, general machines, power armor and vehicles.

RECOVERING OBJECT HIT POINTS

You can use Engineer to recover hit points from damaged gear.

Recovering Object Hit Points: 10 minutes.

- **DC:** (Your Engineer Roll) - 15 = (Hit Points recovered)
- The repair costs \$10 worth of components for every hit point recovered.
- **Failure:** The GM may roll the hit point recovery



anyway to incur a cost penalty to wasted supplies.

REPAIRING BROKEN GEAR

Most repair checks are made to fix complex electronic or mechanical devices if they break either from an attack or from an attempt to modify.

Repairing Breaks: 1 hour, or during an extended rest.

- **DC:** 15 (heroic), 20 (paragon), 25 (epic)
- **Success:** Items with listed hit points are raised to 1 hit point and may require additional work to recover lost hit points. Items without listed hit points are restored to normal function.
- **Cost of repairing a break:** 10% of original item (heroic), 5% of original item (paragon), 2% of original item (epic).
- **Failure:** The device is not repaired. GM's discretion whether the repair can be attempted again.

SABOTAGE

You can use Engineer to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

Sabotage Attempt: Standard action

- **DC:** 15 with modifiers depending on which effect you are attempting (see table).
- **Opportunity Attacks:** Sabotage attempts provoke opportunity attacks.
- **Target:** One device or robot in your square or adjacent to you. You must be able to access vital components of the target before you can attempt to sabotage it.
- **Duration:** Until the effect is repaired, unless stated otherwise.
- **Unique Effects:** Consult the table below for sample effects. Other effects may be possible at the GM's discretion.
- **Activation:** The effects of the sabotage occur instantly. You can increase the DC by 3 to set a triggering condition for the sabotage.
- **Detection and removal:** An Engineer check is required to spot and remove sabotage (one for each). The DC is the same as the DC to perform the sabotage.
- **Special:** A character can take 10 on an Engineer check outside of an encounter.

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Effect	Modifier
Keep a security door closed	0
Reduce vehicle speed by 25% (round down) ¹	0
Reduce vehicle speed by 50% (round down) ¹	+5
Reduce vehicle speed by 75% (round down) ¹	+10
Reduce vehicle speed to 0 (round down) ¹	+15
Force a vehicle control roll	+5
Slow a Target (save ends)	+5
Blind a Target (save ends)	+5
Dazed a target (save ends)	+5
Immobilize a target (save ends)	+10
Stun a target (save ends)	+10

¹ This effect does not stack.

SCIENCES (Intelligence)

This is the general study of the natural world and the cosmos around it. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider.

Special: Sciences is a knowledge skill. It can be used to replace Nature at a -2 penalty to the skill bonus. It does not offer a bonus if you are already trained in Nature. Science cannot be used in replacement of any other knowledge skills.

VEHICLE OPERATION (Dexterity)

You know how to drive or pilot both ground vehicles and aircraft. You can eventually learn how to control anything regardless of the complexity of the controls. Routine tasks such as ordinary driving don't require a skill check. You only make a check when experiencing unusual circumstance (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

Vehicle Action: Operating a vehicle can be part of a move or standard action. You can only perform one action involving a vehicle per turn but you can employ several stunts during that action. This includes the same stunt multiple times (unless the stunt is not usable multiple times) or different stunts. You roll for each stunt separately. If your vehicle has carryover speed from the previous turn, you must use at least a move action this turn (you can coast at the current speed and perform no stunts). If you don't/can't take a move action, then the vehicle immediately goes into a crash.

If you perform a stunt that requires a standard action, all stunts you perform this turn are part of that

standard action, and you can perform any number of standard or move action stunts as part of that action as you are able.

The vehicle operates only on your turn, and you cannot perform a vehicle move action outside of your turn. Even if you're forced to make a control roll outside of your turn, the effects of that roll do not go into effect until the start of your next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on your turn.

- **DC:** Various
- **Success:** You perform the stunt/s.
- **Failure—Control Roll, Sliding, or Crashing:** You fail the stunt and suffer consequences. This can be a control roll (a second chance to recover), a slide, or a crash. Some stunts are easy, and they neither require a skill check nor have consequences. If you're still crashing, sliding, or are otherwise out of control at the start of your turn, you still must use a move action to continue any carryover movement (unless you want to abandon all hope of regaining control).

Control Roll: A control roll occurs when you fail a Vehicle Operation check. You gain a chance to recover by making another Vehicle Operation check against the same DC. If you succeed, you do not crash and you may attempt the stunt again (if you can—some stunts can only be attempted once per turn). If you fail the control roll, you go into a crash. Other situations (such as complex stunts or dangerous terrain) may also require a control roll. Control rolls take no action.

Crash: If you are crashing, you lose control of your vehicle and cannot perform any stunts involving your vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

If crashing, at the start of your turn, you decelerate at your speed rating and continue to do so every turn until your movement is 0 or until you hit an obstruction or difficult terrain. When your speed reaches 0, you can regain control and use your vehicle again (if functional). If you have movement remaining when you hit an obstruction or difficult terrain, your vehicle (and you) takes damage (see Rules Involving Vehicles).

If you fail a control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes, taking 2d6 damage at the start of every turn it spends rolling.

Slide: Sliding can be either a consequence or a stunt. If you fail certain stunts, you go into a slide. In an uncontrolled slide, you move your remaining speed in the same direction before you attempted the stunt. You can attempt no other

stunts until you regain control of the vehicle. At the start of your next turn, you must make a control roll (DC dependent on your sliding movement) or continue the slide. If you hit an obstruction or difficult terrain before being able to recover, the slide becomes a crash.

Action Point: If trained in Vehicle Operation, you can spend an action point to automatically succeed on a failed control roll, instead of taking an extra action.

Note: Certain vehicles are large enough to ignore terrain conditions and/or the effects of a crash (see Rules Involving Vehicles).

- **How to Handle Speed Change:** It can be somewhat confusing dealing with a speed rating rather than a fixed speed value. Here are some important rules to remember:

If you decelerate your speed to 0, the vehicle is considered stopped.

Your speed at the end of your turn is your carryover speed for next turn.

The vehicle's current speed is affected by what point in an action you perform the acceleration or deceleration maneuvers. If you change speed at the beginning of the action, the new value is your speed for this turn. If you change speed at the end of the action, your current speed is considered unchanged, but your carryover speed is set to the new value. If you change speed part-way through an action, both your current speed and carryover speed are set to the new value: if you have already moved more squares on your turn than your new speed, you cannot move any further this turn.

You cannot decelerate below 0. To move backwards, you must stop and then accelerate in reverse.

- **Acceleration:** You increase your speed this turn.
Normal: You increase your vehicle's speed up to your vehicle's speed rating. This action is safe and does not involve a skill check.

Aggressive: You gain a +1 bonus to your speed rating and add this value to your speed.

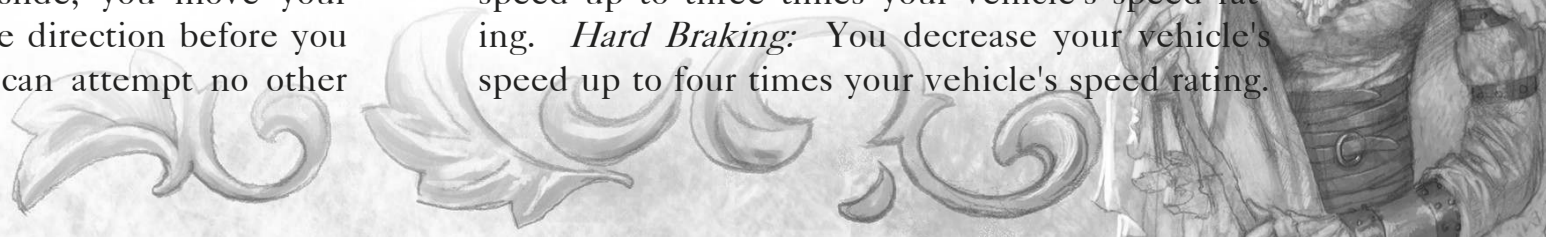
Floor It: You gain a bonus to your speed rating equal to half your speed rating (round down). You add this value to your speed.

Action: Part of a move action, once per turn. Failure results in no acceleration this turn. You can accelerate at the end of your action to increase your carryover speed while not affecting your movement this turn.

- **Deceleration:** You reduce your speed or attempt to stop altogether.

Normal: You decrease your vehicle's speed up to twice your vehicle's speed rating. This action is safe and does not involve a skill check.

Aggressive: You decrease your vehicle's speed up to three times your vehicle's speed rating. **Hard Braking:** You decrease your vehicle's speed up to four times your vehicle's speed rating.



Action: Part of a move action, once per turn. Failure results in no deceleration this turn and may require a control roll (GM's discretion). You can decelerate at the end of your action to reduce your carryover speed while not affecting your movement this turn.

- **Driver's Attack:** If you want to make a non-vehicle-based attack (like shooting from the window or fighting someone in the car) while controlling a vehicle, you must make a Vehicle Operation check. If you fail, you still make the attack, but must make a control roll immediately afterwards. Attempting melee or ranged attacks while driving inflicts a -4 penalty to attack rolls. If you are controlling a weapon on a turret remotely, that penalty is reduced to -2 (feats can decrease this).

Action: By attack power. This is not a vehicle action, so no other stunts can be combined with it. You must have one hand on the steering wheel or you automatically fail the Vehicle Operation check.

- **Evasive Driving:** You can swerve and weave to avoid enemy fire. By performing this stunt successfully, you gain a bonus to both AC and Reflex defense. You must move at least 3 squares this turn in order to gain any bonus. When using evasive driving, the DC of your Vehicle Operation check is determined by the amount of the bonus you wish to gain: you cannot select a lower bonus if you fail the check. You gain the bonus to AC and Reflex defense until the end of your next turn.

Action: Part of a standard action, once per turn. You cannot use evasive driving in the same action as a jump.

- **Flight Conditions:** Weather effects modify the DC of Vehicle Operation checks. Ground vehicles reduce this modifier by 5. Huge vehicles (ground or air) reduce this modifier by 5 (10 if a ground vehicle) while Gargantuan vehicles and larger (ground or air) reduce this modifier by 10 (15 if a ground vehicle). Add these modifiers for all stunt DCs in these conditions.

- 104 • **Jump:** A heroic jump (DC 20) distance is the vehicle's modified speed before the jump divided by 10. A paragon jump (DC25) distance is the vehicle's modified speed before the jump divided by 5. An epic jump (DC 30) distance is the vehicle's modified speed before the jump divided by 2. After landing (successful or not), your speed is reduced by half.

Action: Part of a standard action.

Failure: If you fail by 5 or less, you make the jump, but lose control and are in a slide (no control roll). If you fail by 5 or more, your vehicle rolls and crashes (no control roll). If you fail by 10 or more, you drive into the ground or fall short as part of a crash, suffering damage (no control roll).

- **Lane Change:** You can attempt to slide a square left or right as part of your action without having to change direction. This is a fast maneuver requiring

your vehicle to have a speed of at least 5.

Normal: Initiating a lane change while moving up to twice your speed rating does not require a skill check.

Weaving: If travelling faster than three times your speed rating, a control roll is required.

Action: Part of a move action.

- **Road Conditions:** Terrain modifies the DC of Vehicle Operation checks. Flying vehicles ignore this modifier. Huge ground vehicles reduce this modifier by 5 while Gargantuan ground vehicles and larger reduce this modifier by 10 (instead of 5). Add these modifiers for all stunt DCs in these conditions. This is not difficult terrain—terrain designated as difficult is too hazardous for most vehicles and usually results in a crash (Gargantuan vehicles can ignore difficult terrain).
- **Slide:** If you intentionally create a slide and succeed, you have full control over the slide, can adjust the angle of the vehicle, and regain control at any time. If you are still sliding at the start of your next turn, then you must make a control roll to maintain control. If you fail the control roll, you continue the slide but it becomes uncontrolled. Even though you are pointed in a different direction, you do not move in that direction unless you attempt a turn.

Action: Part of a move action.

- **Tight Fit:** Vehicles cannot squeeze, but there may be situations where the GM judges that there is only a small margin of error when maneuvering, such as when moving over a narrow bridge or dense forest.

Action: Part of a move action.

- **Turning:** The faster you go when you turn, the higher the DC. After you make any degree of turn, you must move at least $\frac{1}{4}$ your current speed before turning again. Otherwise, it instantly turns into a slide.

Normal Speed: If moving your speed rating or slower, no check is required.

45 Degree Turn: No check is required when moving up to twice your speed rating. If you perform a 45 degree turn while your speed is equal to or greater than twice your speed rating, you lose 1 square from your current speed after the turn (1 off your carryover speed and 1 off any remaining movement you have this turn).

90 Degree Turn: If you perform a 90 degree turn while the vehicle's speed is greater than its speed rating, you lose half your current speed after the turn (half your carryover speed and half any remaining movement you have this turn). For example, if your speed was 10 and you performed a turn 5 squares into your movement, your remaining movement is 2 and your carryover speed is 5.

Faster: Adjust the DC depending on the speed of the turn, adding +5 for sharper turns and/or +5 for each multiple of speed rating in excess of the ones listed.

Bootlegger: A bootlegger turn allows you to

IRON WILL

Prerequisite: Warrior ladder

Benefit: You gain resist 1 to all damage.

NATURAL EQUILIBRIUM, IMPROVED

Prerequisite: Survivor ladder feature

Benefit: You gain a +4 bonus to Stealth checks when in a natural environment (forest, grass, snow, etc) (instead of +2).

OLYMPIAN

Prerequisite: Runner ladder

Benefit: When you use total defense, you gain a +10 bonus to Reflex defense instead of +2, and you gain a +2 bonus to speed until the start of your next turn

PRIORITY TARGET, IMPROVED

Prerequisite: Savant ladder

Benefit: If you apply your Intelligence modifier to your AC or Reflex defense, your modifier increases by +1 (+2 total). In addition, if you don't use any attack powers on your turn, until the start of your next turn, you gain a +3 bonus to AC and Reflex defense (instead of +2).

SHRUG MORE OF IT OFF

Prerequisite: Survivor ladder

Benefit: When you use total defense, you gain a +5 bonus to Fortitude defense instead of +2, and you gain a +4 bonus to hardness until the start of your next turn

TRACK AND FIELD

Prerequisite: Olympian

Benefit: Gain a +1 feat bonus to your speed (max 7).

CLASS FEATS

MASTERMIND

EXTENDED AUTHORITY

Prerequisites: Combat Authority, Field Advantage

Benefit: Increase your aura range by 1.

IN THE NECK

Prerequisite: Mastermind

Benefit: If you score a critical hit on an enemy with a ranged weapon, up to four allies in open range gain a +1 bonus to attack that enemy with ranged weapons until the start of your next turn.

PRONOUNCED AUTHORITY

Prerequisite: 11th level, Mastermind, Field Advantage

Benefit: Select 1 additional Field Advantage aura.

SYNCHRONICITY

Prerequisite: Mastermind

Benefit: Whenever you spend an action point, one adjacent ally can make a basic attack.

FACEMAN

PASSION PLAY

Prerequisite: Faceman, Lover, Not a Fighter

Benefit: Your AC with Lover, Not a Fighter increases to +3.

THE RIGHT CLOTHES

Prerequisite: Faceman, Not with These Guys

Benefit: The range for Not with These Guys is expanded to 1-10.

GRAPPLER

IMPROVED PROTECTIVE STANCE

Prerequisite: Grappler

Benefit: If within reach of a target you have marked, use a move action to shift your speed -2, and pull your marked target with you.

STAY DOWN

Prerequisite: Grappler

Benefit: An adjacent enemy that stands up provokes an opportunity attack from you.

GUNSLINGER

HYDROSTATIC SHOCK, IMPROVED

Prerequisites: Gunslinger, Hydrostatic Shock

Benefit: Increase the damage dice of Hydrostatic Shock from 1d6 to 1d8.

IMPROVED KATA

Prerequisites: 11th level, Gunslinger

Benefit: You gain one additional use of *kata* per encounter, though you can still only use it once per turn.

HEAVY

AREA DENIAL, IMPROVED

Prerequisites: Heavy, *area denial*

Benefit: With *area denial*, you can make a ranged basic attack as an opportunity action instead of an immediate interrupt. **105**

EASIER TARGET

Prerequisites: 11th level, Heavy, Easy Target

Benefit: Your damage bonus from Easy Target improves to +4.

INFILTRATOR

EXPANDED

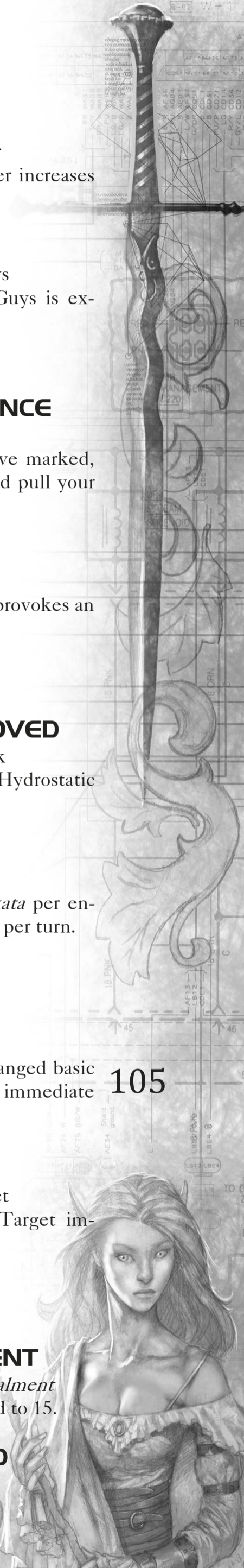
CONCENTRATED CONCEALMENT

Prerequisite: Infiltrator, *concentrated concealment*

Benefit: The range of this ability is increased to 15.

QUICK AND QUIET, IMPROVED

Prerequisite: Infiltrator, Quick and Quiet



Benefit: Increase the damage dice of Quick and Quiet from 1d6 to 1d8.

MAN-AT-ARMS

FOCUS BURST, IMPROVED

Requirements: 11th level, Man-At-Arms, *focus burst*
Benefits: Gain a +2 bonus to damage with *focus burst*.

UNWILLING COVER

Requirements: 11th level, Man-At-Arms, Meat Shield
Benefits: While grappling an enemy of your size, you can use a minor action to gain the benefit of your Meat Shield class feature.

SNIPER

IMPROVED MARKSMAN TALENT

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

IRON SIGHTS

Prerequisite: Sniper
Benefit: The minimum range for sniper powers is reduced to 2.

SPECIALIST

ANATOMY EXPERT, IMPROVED

Prerequisite: Specialist, *anatomy expert*
Benefit: Your ongoing damage with *anatomy expert* increases by 1.

EXPANDED FIELD OF EXPERTISE

Prerequisite: 11th level, Specialist
Benefit: You gain a third power from Field of Expertise.

PARENTAL PRIDE

Prerequisite: Specialist
Benefit: All powers you use that recover hit points restore +2 hit points. This improves to +3 hit points at 11th level and +4 hit points at 21st level.

REALLY, REALLY SMART

Prerequisite: Specialist, Smart Enough to Avoid Danger
Benefit: Your AC with Smart Enough to Avoid Danger increases to +3.

TECHIE

IMPROVISED ADAPTATION

Prerequisites: Techie, Trained in Engineer
Benefit: When gaining widgets from reverse engineering technology, you acquire one-quarter the value of the item in widgets instead of one-fifth. You also gain a +5 bonus to Engineer checks when attempting reverse

engineering. You also are able to fabricate gear up to your level +1 (this is cumulative with other feats or abilities with similar effects).

NIMBLER FINGERS

Prerequisites: Techie
Benefit: While you are wielding a firearm, its damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This stacks with any other effect that increases damage die size.

OVERDRIVE, IMPROVED

Prerequisites: Techie, *overdrive*
Benefit: When you use *overdrive*, you can roll twice and take the higher result. At the end of the encounter, you gain a +5 feat bonus to your Engineer check to avoid the target breaking.

VANGUARD

IMPACT FORCE, IMPROVED

Prerequisites: Vanguard, Impact Force
Benefit: The damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This is cumulative with effects that do the same.

MOBILE STANCE, IMPROVED

Prerequisites: 11th level, Vanguard, Mobile Stance
Benefit: As a minor action, you can shift 2 squares as long as the shift brings you closer to your closest enemy.

GENERAL FEATS

99TH PERCENTILE

Prerequisites: 11th level
Benefit: You can take 10 on knowledge and monster knowledge checks with skills you are trained in, and you can take 10 with these skills during an encounter as a standard action.

ADEPT ENGINEER

Prerequisite: Trained in Engineer
Benefit: You are able to fabricate gear up to your level +3.

AKIMBO

Prerequisites: Dexterity 13
Benefit: When wielding a one-handed small arm in each hand, you can expend as much ammunition in your secondary weapon as your primary weapon per hit to add a +1 bonus to ranged weapon damage rolls. At 21st level, this damage bonus increases to +2.

AMMUNITION EFFICIENCY

Prerequisite: 11th level, Strength 14
Benefit: When you hit with an auto power while wielding a heavy auto weapon with which you are proficient,

Stunt or Condition	Consequences	DC	Action
Acceleration			
Normal	None	—	Move
Aggressive	None	10	Move
Floor it	None	20	Move
Driver's attack	Control Roll	15	Depends on action
Deceleration			
Normal	None	—	Move
Aggressive	Slide	10	Move
Hard Braking	Slide	15	Move
Evasive driving			
+1 to AC & Reflex saves	Control Roll	15	Standard
+2 to AC & Reflex saves	Control Roll	20	Standard
+3 to AC & Reflex saves	Control Roll	25	Standard
+4 to AC & Reflex saves	Control Roll	30	Standard
+5 to AC & Reflex saves	Control Roll	35	Standard
Flight conditions			
Strong wind		+5	—
Raging storm		+10	—
Tornado / Hurricane		+15	—
Jump	Crash	Special	Standard
Lane change			
Normal	None	—	Move
Weaving	Control Roll	20	Move
Road conditions			
Gravel		+5	—
Rain / Snow		+10	—
Slide			
Speed < 10	Control Roll	10	Move*
Speed 10 – 20	Control Roll	15	Move*
Speed 21 – 30	Control Roll	20	Move*
Speed 31 – 40	Control Roll	25	Move*
Speed 41 – 50	Control Roll	30	Move*
Speed 51 – up	Control Roll	35	Move*
Tight Fit			
< / = Vehicle's speed rating	Crash	20	Move
> Vehicle's speed rating	Crash	25	Move
> x2 Vehicle's speed rating	Crash	30	Move
Turning			
Any degree (normal speed)	None	—	Move
45 Degree turn (up to x2)	None	—	Move
90 Degree turn (up to x2)	Slide	10	Move
45 Degree turn (more than x2)	Slide	10	Move
90 Degree turn (more than x2)	Slide	15	Move
Handbrake	Control Roll	20	Move
Drift	+10	—	
Velocity			
Fast	Control Roll	10/+2	—
Stupid fast (+1 AC/Reflex saves)	Control Roll	15/+5	—
Absurdly fast (+2 AC/Reflex saves)	Control Roll	20/+8	—

* If you are controlling the slide.

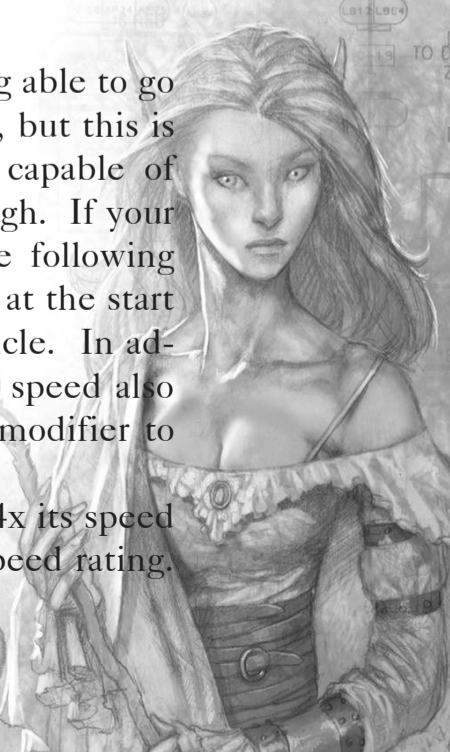
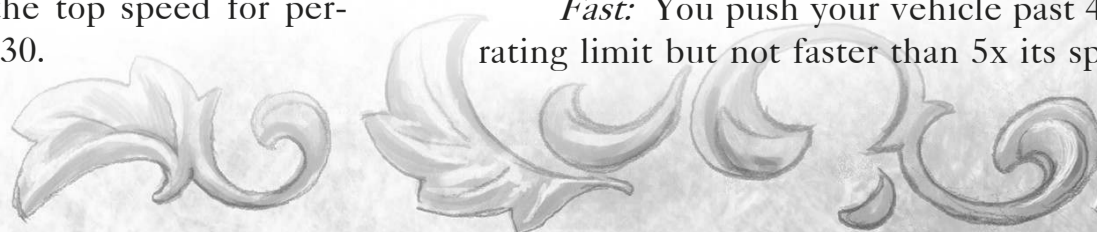
change your vehicle's heading to any direction. You can only attempt a bootlegger turn if your speed is between 4 and 20. Any slower and you cannot make the turn; any faster and you automatically fail the skill check. If successful, you face the new direction but your speed is reduced by half, as a 90° turn.

Drift: Your speed rating must be at least 5 to perform a drift. If you succeed, you do not lose any speed from a turn of 90 degrees or less, or your speed is reduced by ¼ instead of ½ for bootlegger turns. Drifting also raises the top speed for performing a bootlegger turn to 30.

Action: Part of a move action.

- **Velocity:** Vehicles are listed as not being able to go faster than four times their speed rating, but this is only the safe upper limit. They are capable of much faster speeds if one is daring enough. If your speed this turn places it in one of the following categories, you must make a control roll at the start of each move action involving your vehicle. In addition, all other stunts you make at this speed also increase their DC. You don't add the modifier to the velocity DC, only to other stunts.

Fast: You push your vehicle past 4x its speed rating limit but not faster than 5x its speed rating.



You suffer a +2 modifier to all other stunt DCs.

Stupid Fast: If your speed score is between 5x your speed rating and 7x your speed rating, you obviously think you're some kind of race car driver. You suffer a +5 modifier to all other stunt DCs. If you are going stupid fast by the end of your turn, your vehicle gains a +1 bonus to AC and Reflex defense until the end of your next turn.

Absurdly Fast: If your speed is between 7x your speed rating and 10x your speed rating, you obviously need to slow down. You suffer a +8 modifier to all other stunt DCs. If you are going absurdly fast by the end of your turn, your vehicle gains a +2 bonus to AC and Reflex defense until the end of your next turn.

Action: Part of a move action.

Generic Stunt	Vehicle Operation DC	Action
Easy Stunt	15	Depends on stunt
Hard stunt	20	Depends on stunt
Crazy stunt	25	Depends on stunt
Insane stunt	30	Depends on stunt

Aircraft: Instead of crashing, aircraft that fail a control roll lose altitude equal to double their speed and enter a slide. As long as the aircraft is functional, you can attempt to regain control of it. You can attempt another control roll check at the start of your next turn. Unlike ground vehicles, aircraft do not decelerate during a slide. The vehicle and all occupants are considered helpless if the craft impacts on the ground or another object (impact deals maximum damage; if damage is greater than or equal to a creature's bloodied value, it dies).

Working with Stunts: Stunts should be considered miniature skill challenges, requiring several rolls in sequence to accomplish a variety of stunts. There are many ways to navigate around the driving rules to accomplish what you want. Despite not having a limit on the number of stunts you can perform with an action, you still must check for each stunt in the order you designate (they don't all happen at once). Utilizing this logic, you can accomplish several combinations of maneuvers with a single action.

- Make a jump and accelerate after landing in order to maintain your speed.
- Decrease your speed after turning in order to reduce the minimum distance you have to take before turning again.
- Using tight fit, accelerating, and jumping from a narrow platform.
- Intentionally create a slide and turn that slide into drift for an extra dash of theatrics.
- Spin the vehicle 180 degrees, accelerate in the original direction to maintain your original speed, and use a driver's attack.

INHERENT SKILL VARIETY

You may select alternative powers based upon your trained skills. If you are trained in a certain skill and have reached the appropriate level, you can select one of the following as a substitute power. You must still meet the level requirement for the power.

Bluff & Diplomacy: If trained in both Bluff and Diplomacy, you can select any of the following powers from the faceman class:

- Winning Smile
- Fast-Talk
- I Know this Trick
- Unshakeable Persona
- Butt In

Demolitions: You can select any of the explosive-based feat powers (see Feats) as an alternative power.

Vehicle Operation: You can select any of the vehicle-based feat powers (see Feats) as an alternative power.

FEATS

Refer to the 4th EDITION DUNGEONS & DRAGONS on how to gain feats. Players in *Ultramodern4* can select any feats from the PLAYER'S HANDBOOK they are eligible for. In addition, *Ultramodern4* presents dozens of additional feats based on class and ladder selections and new general feats to help characters better take advantage of new rules.

LADDER FEATS

BRICK HOUSE

Prerequisite: Juggernaut ladder

Benefit: Gain +5 hit points.

CHIEF OF THE WATCH

Prerequisite: Veteran ladder

Benefit: Select one of your 1st level at-will attack powers. That power can be used as a basic attack.

COMMAND PRESENCE, IMPROVED

Prerequisite: Born Leader ladder

Benefit: Increase the range of any Command Presence auras you have in effect by 1.

INCREDIBLE PRESENCE

Prerequisite: Born Leader ladder

Benefit: Select three Charisma- or Intelligence-based skills to gain a +1 bonus.

IRON ARM

Prerequisite: Warrior ladder

Benefit: You gain a +1 shield bonus to AC.



you gain a +1 feat bonus to the damage roll. At 21st level, this damage bonus increases to +2.

ARMOR PROFICIENCY (MODERN LIGHT)

Benefit: You gain training with all modern light armor.

ARMOR PROFICIENCY (MODERN HEAVY)

Prerequisite: Armor Proficiency (Modern Light)

Benefit: You gain training with all types of modern heavy armor

ARMOR PROFICIENCY (ADVANCED)

Prerequisite: Armor Proficiency (Modern Heavy or Modern Light)

Benefit: You gain training with any advanced armor in a class of armor (light or heavy) you are proficient in.

BETTER THAN 20/20

Benefit: Gain +20 to long range with any ranged weapon.

Special: This does not stack with Far Shot.

BURST FIRE

Effect: When you hit with an auto power, you gain a +1 feat bonus to the damage roll. At 21st level, this damage bonus increases to +2.

CLOSE AFFILIATION

Benefit: You do not need to pay for additional uses of one contact. Once you apply this feat to a contact, it cannot be transferred. You may select this feat first and apply it to a contact you gain later.

Special: You can select this feat first and apply it to a contact you gain later.

CROSSFIRE

Benefit: You can flank from two squares away from an enemy as long as you and an ally are in a straight line through the center of the target and are wielding ranged weapons.

CROSSFIRE, IMPROVED

Prerequisite: 21st level, Crossfire

Benefit: You can flank three squares away from an enemy as long as you and an ally are in a straight line through the center of the target. You both must be using Ranged weapons and use them with attack powers to employ this feat.

CURB STOMP

Prerequisite: 11th level

Benefit: You gain the *curb stomp* feat power.

CURB STOMP

Feat Attack

You don't care if they have a dental plan.

At-Will • Martial

Move Action

Melee touch

Requirement: You cannot be prone.

Target: One prone creature

Effect: The target takes your Strength modifier damage.

DECK FIRE

Benefit: You do not suffer the attack penalties with ranged attacks with small arms while prone.

DEFLECTING SHOT

Benefit: You reduce the penalty for firing ranged weapons against an enemy in cover by 1.

DISCHARGE BURN

Prerequisite: 11th level

Benefit: When firing a one-handed small arm at an adjacent target, you inflict +1 damage on a hit.

DUCT TAPE

Benefit: Gain the *duct tape* feat power.

DUCT TAPE

Feat Utility

A million and one uses.

At-Will • Martial

Standard Action

Melee touch

Effect: You never run out of duct tape. You can use duct tape for any purpose for which the GM agrees duct tape can be used. Common uses include:

- Gain a +1 power bonus to your next Engineer or Heal check.
- Affix a small item (such as a flashlight or a tracker) to a weapon.
- Create one foot of rope (up to thirty feet).
- Mark up to five feet on the ground or on an object.
- Restrain one helpless creature (DC20 to escape).
- Prevent a restrained creature from speaking.

FEATHER TRIGGER

Benefit: You can choose to give any of your ranged weapon powers the Auto keyword when you make an attack.

FIREARM EXPERTISE

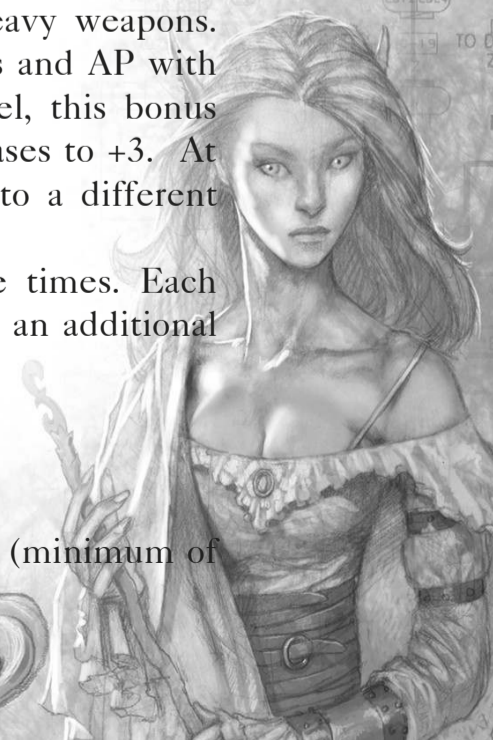
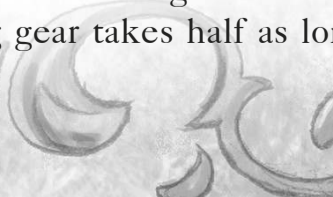
Benefit: Choose one-handed small arms, two-handed small arms, heavy weapons, or super heavy weapons. You gain a +1 feat bonus to damage rolls and AP with the chosen weapon group. At 11th level, this bonus increases to +2 and at 21st level, it increases to +3. At each new level, you can shift this feat to a different weapon group.

Special: You can take this feat multiple times. Each time you select this feat, you can choose an additional weapon group.

FIDGETY FINGERS

Prerequisites: Trained in Engineer

Benefit: Building gear takes half as long (minimum of



one day).

FULLY AUTOMATIC ADEPT

Benefit: When you make an auto attack, you use only half the normal ammunition with each attack roll.

GRAPESHOT

Benefit: You gain the *grapeshot* feat power.

GRAPESHOT

Feat Attack

You packed the barrel with glass, rocks, and broken cutlery.

Encounter • Martial, Weapon

Standard Action Close blast 4

Requirement: You must be wielding a shotgun.

Target: Each creature in blast

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is pushed to the closest square out of the blast. Increase to 4 [W] + Dexterity modifier damage at 21st level.

Miss: Half damage and no movement.

Special: Once per encounter, you can use this power again if you spend an action point to use it.

GREAT THROW

Benefit: Your proficiency bonus with thrown weapons increases by +1.

GUN-SOMETHING-SOMETHING

Benefit: You treat one-handed small arms as melee weapons when firing into adjacent squares.

HAND SIGNS

Benefit: You can communicate silently without requiring phones or radios. The range of this communication is 20 squares (extendable with binoculars or cybernetic implants). You must be in line of sight with a target and the target must also have the Hand Signs feat or beat a DC15 Perception check.

Special: This can be used with "Open" keyword powers but receivers must have the Hand Signs feat.

HIGH PRECISION

Benefit: If you hit with a ranged attack with a firearm without the auto property, you can reroll one damage die that results in a 1, but you must use the second result. At 21st level, you can reroll two damage dice.

IMPROVED GARROTE USE

Prerequisite: Proficient with garrote

Benefit: If you grab a target while wielding a garrote, the target is restrained instead of immobilized, although you can move the target with a push, pull or slide. Your damage die when wielding a garrote increases to 1d4.

CALCULATED MISTAKE

Prerequisite: 11th level

Benefit: Select one Charisma, Intelligence, or Wisdom-based skill. If you roll a natural 1 when rolling for that skill, you are considered to have rolled a 20.

LEARNED THE HARD WAY

Prerequisite: Trained in Demolitions

Benefit: When you fail a Demolitions roll by 10 or more, you do not cause a detonation.

MASTER GARROTE USE

Prerequisite: 11th level, proficient with garrote, Improved Garrote Use

Benefit: When you make an attack with a garrote, the AP increases to 4 instead of 0. Your damage die when wielding a garrote increases to 1d6.

PROPER FIRING POSITION

Prerequisite: Proficiency with two-handed small arms or heavy weapons

Benefit: When making a ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to damage. This bonus increases to +4 at 11th level and +6 at 21st level. The penalty is unaffected.

RAPID RELOAD

Prerequisite: 21st level

Benefit: Replacing a clip or power cell requires a minor action instead of a move action.

RECOIL ABSORPTION

Benefit: When wielding a two-handed small arm, you do not suffer the normal -1 penalty when firing two-handed small arms while moving. You cannot combine this with the Heavy's Sure-Footed ability.

RIFLE BUTT STRIKE

Benefit: You gain the *rifle butt strike* feat power.

RIFLE BUTT STRIKE

Feat Attack

An opponent thinks it has the upper hand on you. You prove him wrong.

At-Will • Martial, Weapon

No Action

Melee 1

Special: You can only use this power on your turn and only once per round.

Trigger: A non-minion enemy makes an opportunity attack against you.

Target: The triggering enemy

Effect: The target takes Strength modifier damage.

Level 25: The target takes 1d6 + Strength modifier damage.

ROLLING KIP

Prerequisite: 11th level

Benefit: If you fall prone but don't suffer any other effects, you can make a DC20 Acrobatics roll as an immediate reaction to immediately stand up.

SIGN OF WEAKNESS

Benefit: The first time a creature is bloodied in an encounter, your next hit against that creature gains a bonus to the damage roll equal to your Wisdom modifier. This may only occur once per target per encounter.

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FROM REAR DEFOGGER (16 ONLY) ZONE F30



STEADY THE WEAPON

Prerequisite: Strength 16

Benefit: When you make an auto attack with a heavy auto weapon with which you are proficient, you gain a +1 bonus to the damage roll. This bonus increases to +2 at 21st level.

SUSTAINED BOMBARDMENT

Benefit: When using a heavy auto weapon with a daily or encounter attack power that targets a burst or blast area, the affected area is also considered difficult terrain until the start of your next turn.

THE PRESENCE

Prerequisite: 11th level, Charisma 16

Benefit: Anytime any ally spends a healing surge within 5 squares of you, they recover additional hit points equal to your Charisma modifier.

Special: If you have Born Leader's By Example ability, this recovery increases by +2.

WEAPON MASTERY

Prerequisite: 21st level

Benefit: Choose a specific weapon group and a specific weapon property (e.g.: two-handed ESP, one-handed SPP). When you make a ranged weapon attack with that type of weapon, you can score a critical hit on a natural roll of 19 or 20.

EXPLOSIVE FEATS

EXPLOSIVE SPECIALTY

Benefit: Select one of the following powers.

Special: You can select this feat multiple times, each time selecting a different power.

A REAL TOSSER Feat Attack

Touchdown, crowd goes wild!

Daily • Explosive, Martial

No Action

Special

Trigger: You detonate explosives. Explosives must be able to inflict at least 1[W] damage.

Effect: All medium or smaller targets in the affected area that are not knocked prone are pushed outside of the blast radius. If a target hits an obstruction, it takes 1[W] damage. This affects all targets in the blast radius, regardless if you hit or not.

BETWEEN THE KNEES Feat Attack

Buh?

Daily • Booster, Explosive, Martial

No Action

Special

Trigger: You detonate explosives that are able to inflict at least 1[W] damage.

Effect: The explosive deals 1[W] extra damage. A target in the same square as the explosive takes an additional 1[W] extra damage.

BLAST VECTOR Feat Utility

You position the explosive in such a way to maximize damage potential.

Daily • Martial

Free Action

Personal

Effect: Gain a +20 power bonus to your next Demotions check when planting explosives.

CUT THE GROUND WIRE, NOT THE LEAD WIRE Feat Utility

Movies are full of it. Every bomb is unique and each must be addressed assuming whoever created it was insane when he built it.

Daily • Martial

Free Action

Personal

Effect: Gain a +5 power bonus to all Demolitions checks made to disarm explosives.

EXPLOSIVES ATTACK Feat Attack

The explosive was perfectly timed, detonating in the midst of the enemy's ranks.

Encounter • Explosive, Martial, Weapon

Special

Special

Special: Refer to the Explosives table for action, damage, range, and area burst.

Target: Each creature in range

Attack: Intelligence +2 vs. Reflex.

Hit: 1[W] + Intelligence modifier damage. Increase to 2[W] + Intelligence modifier damage at 21st level. If you score a critical hit, the target is dazed until the end of your next turn.

Miss: Half damage.

IMPROVED EXPLOSIVES ATTACK

Feat Attack

That was beyond good timing. Your opponent was staring right at the bomb when it went off.

Daily • Explosive, Martial, Weapon

Special

Special

Special: Refer to the Explosives table for action, damage, range, and area burst.

Target: Each creature in range

Attack: Intelligence vs. Reflex

Hit: 2[W] + Dexterity modifier damage. Increase to 4[W] + Intelligence modifier damage at 21st level.

Effect: Each creature in the area is dazed until the end of your next turn.

Miss: Half damage.

MASTERFUL EXPLOSIVES ATTACK

Feat Attack

That blast must have caused some chain reaction or perhaps you misjudged the amount used because the resulting explosion was much larger than even you had expected.

Daily • Explosive, Martial, Weapon

Special

Special

Special: Refer to the Explosives table for action, damage, range, and area burst.

Prerequisite: 21st level

Target: Each enemy in range

Attack: Intelligence vs. Reflex

Hit: 5[W] + Dexterity modifier damage.

Miss: Half damage.



THAT WAS CLOSE Feat Utility

Your heart skips as you realize your mistake. You pull the tool away at the very last second.

Daily • Martial

No Action

Personal

Trigger: You fail a demolitions roll by 10 or more.

Effect: Repeat the check with a +10 bonus.

WELL, THAT WAS EASY Feat Utility

The rest of the bomb can wait for now, the first step is to remove the cover and check the wiring.

Daily • Martial

No Action

Personal

Prerequisite: 21st level

Effect: You succeed at a single Demolitions check.

WILHELM SCREAM Feat Attack

A truly epic explosion that sends enemies flying.

Daily • Explosive, Martial

No Action

Special

Prerequisite: 21st level

Trigger: You detonate explosives that are able to inflict at least 1[W] damage. The explosive must have a blast radius of at least 1.

Effect: The radius of the explosive increases by 1. After rolling damage, all creatures within the blast are pushed 2d4 squares beyond the blast radius and are knocked prone. If the target hits an obstruction, it is stunned until the start of your next turn.

EXPLOSIVES SPECIALTY, IMPROVED

Prerequisites: Explosive Specialty.

Benefit: Your range with thrown weapons increase to 10/20 and you gain a +1 feat bonus to attack with all thrown weapons. Additionally, you can render the squares affected by a grenade detonation or explosion either heavily obscured instead of lightly obscured or render the terrain difficult (the affected squares still remain lightly obscured). This lasts until the end of the next turn in which the explosive was detonated.

MARTIAL TRAINING FEATS

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These feats represent expanded possibilities for unarmed combat. Many of these feats employ a special critical effect, which is in addition to the normal effects of a critical hit but cannot be combined with any other special critical effects from martial training feats. If you have several critical effects at your disposal via martial training feats, you must decide which one will be applied. You can decide the critical effect after the attack roll. These critical effects cannot be inflicted upon vehicles or opponents larger than you.

BALANCE AND DIRECTION

Prerequisite: Unarmed Combat

Benefit: You are trained in the advanced hand-to-hand skills of karate, muay thai, taekwondo, or any other martial art focused on pure foot and fist fighting. If you are unarmed or wielding only natural weapons, you gain a

+1 feat bonus to all defenses against melee attacks.

Critical: If you score a critical hit with an unarmed attack, the target is weakened and grants you combat advantage until the end of your next turn.

BEST ON THE MAT

Prerequisite: Evolution of Pankration

Benefit: You gain a +1 feat bonus to grabs and attack powers involving grabs while prone. You gain a +2 feat bonus to damage against grabbed opponents while you are prone.

BOUNCING COMBO

Prerequisite: 21st level, Unarmed Combat

Benefit: If you bloody or drop an enemy with an unarmed attack, you can take a move action that must be used before the end of your turn. You can only gain one move action this way per round, and you can only use it to walk, run, or shift.

DEEP IN A CLINCH

Prerequisite: Evolution of Pankration

Benefit: You do not release an opponent from a grab if you are dazed.

EARNED THE BELT

Prerequisite: 11th level, Evolution of Pankration

Benefit: You can sustain two grabs with only a single minor action. You can move a grabbed target one square with a move action without requiring a Strength attack.

EVOLUTION OF PANKRATION

Prerequisite: Unarmed Combat

Benefit: You are trained in the contact martial art of hapkido, jujutsu, sambo, or any other martial art involving pinning or submission. You do not grant combat advantage if prone. If you grab a prone opponent, he is restrained instead of immobilized (you are still capable of forcing movement on the target) and cannot stand until he escapes.

Critical: If you roll a natural 20 on a grab attempt or attack power that involves a grab, the target cannot attempt to escape from the grab on its next turn.

GAME OF STICKS

Prerequisite: Unarmed Combat

Benefit: You are trained in kali, jogo do pau, silambam, or any other stick based martial art. When wielding a quarterstaff, it gains the reach property.

Critical: If you score a critical hit with a quarterstaff, the target drops one held item and is dazed until the start of your next turn.

HAM HANDS

Prerequisite: 21st level, Unarmed Combat

Benefit: If you hit a target one size larger than you or smaller with an unarmed attack, you can spend a move

action to immobilize that target until the start of your next turn. This takes up a hand.

JUMPING KNEE

Prerequisite: Unarmed Expanded Profile

Benefit: When you hit with an unarmed attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the hit. If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

KAYFABE MANEUVER

Prerequisite: Superior Position

Benefit: You can move a target you have grabbed with a move action instead of a standard action.

MASTER DEGREE MARTIAL ARTIST

Prerequisite: 21st level, Unarmed Combat, at least one other martial training feat

Benefit: With unarmed attacks, you score a critical hit on a natural roll of 19 or 20.

NON-LETHAL INTENT

Benefit: If you inflict damage with a melee attack equal to half the target's bloodied value in a single turn, you can elect to inflict no damage for that entire turn and instead stun the target until the start of your next turn. In addition, if the damage equals or exceeds the target's bloodied value, you can elect to inflict no damage for that entire turn and instead knock the target prone and render it unconscious for five minutes. Any further damage wakes the target up.

SWORDS OF GRACE

Prerequisite: Unarmed Combat

Benefit: You are trained in gatka, kendo, or various other defensive weapon-based martial arts. When wielding a one-handed light blade, you do not grant combat advantage when flanked.

Critical: Once per round, if you score a critical hit while wielding a one-handed light blade, you can immediately make a melee basic attack against the same target.

SUPERIOR POSITION

Benefit: When an enemy attempts to escape from a grab you are sustaining, regardless if the target uses Acrobatics or Athletics, it rolls against the higher of your Fortitude or Reflex defenses.

TAG TEAM

Prerequisite: 11th level, Unarmed Combat

Benefit: If an ally hits an enemy adjacent to you with a melee attack, you can deal damage to that enemy equal to your Strength or Dexterity modifier as an immediate reaction.

THE RITUAL OF DANCE AND DAMAGE

Prerequisite: Unarmed Combat, Unarmed Expanded Profile

Benefit: Like many martial arts like capoeira and wushu, your combat style has become flamboyant and entertaining when not directly involved in the harming of another. While you are unarmed or wielding only natural weapons and are in reach of an enemy, you can shift two squares as a move action instead of one as long as you remain in reach of that enemy.

Critical: If you score a critical hit with an unarmed attack, you can shift up to your speed as free action and gain combat advantage against all adjacent enemies until the end of your next turn.

THINK BIG

Prerequisite: 11th level

Benefit: You can gain the benefits of martial combat feat critical effects against targets one size larger than you.

TRUE ENLIGHTENMENT OF THE ART

Prerequisite: Unarmed Combat

Benefit: This path is part of the core belief system of many martial arts, though wushu is the most obvious. As a minor action, you can spend a healing surge to gain resist 5 to all damage until the end of your next turn.

Critical: If you score a critical hit and you have spent a healing surge on this feat since the start of your last turn, you gain a bonus equal to half your healing surge value to your next melee damage roll.

UNARMED COMBAT

Benefit: You are proficient with your fists in combat. Your unarmed attack gains a +3 proficiency bonus and the off-hand property. The base damage die of your unarmed attack improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d10). If you gain a natural enhancement bonus with unarmed attacks, they deal 1d6 critical damage per plus.

UNARMED COMBAT, IMPROVED

Prerequisite: Unarmed Combat

Benefit: Your damage die with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

UNARMED COMBAT, MASTER

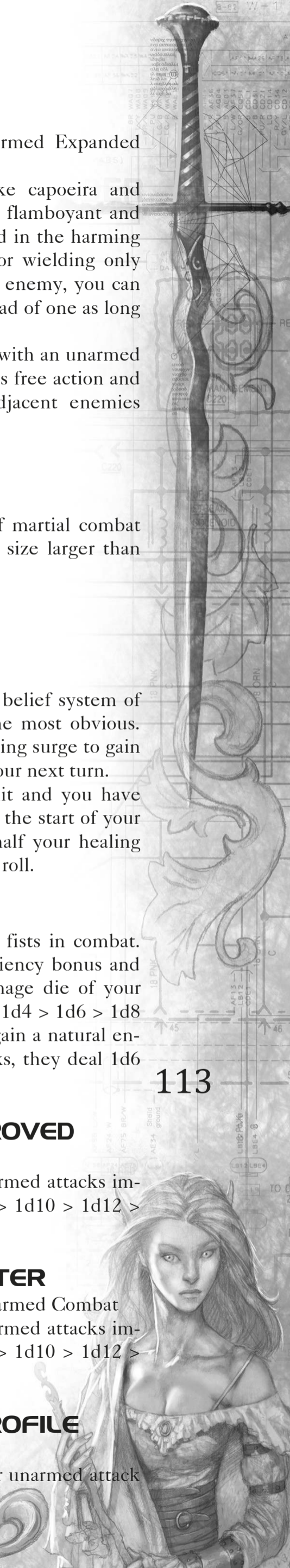
Prerequisite: 11th level, Improved Unarmed Combat

Benefit: Your damage die with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

UNARMED EXPANDED PROFILE

Prerequisite: Unarmed Combat

Benefit: Your legs become part of your unarmed attack



profile. You can spend a move action before making an unarmed melee attack to gain a +2 bonus to all damage rolls with that attack. At 11th level, this bonus increases to +3 and at 21st level, it increases to +4.

WAY OF THE TURN

Prerequisite: Unarmed Combat

Benefit: You specialize in aikido, judo, shuai jiao, or any other martial art specializing in redirecting an opponents' momentum or throwing them to the ground. When you hit with a melee attack that inflicts at least 1 [W] damage, you can choose to inflict half damage and knock your opponent prone.

Critical: If you score a critical and choose to use this feat, the target is stunned until the start of your next turn.

VEHICLE FEATS

AIRCRAFT SPECIALIZATION

Prerequisite: Trained in Vehicle Operation

Benefit: Gain a +3 bonus to all Vehicle Operation checks with an aircraft.

CHECKERED PAST

Benefit: Gain one of the following powers.

Special: You can select this feat multiple times, each time selecting a different power.

DROP THE HAMMER Feat Utility

You shift with lightning precision, slamming the accelerator almost through the floor.

Daily • Martial, Vehicle

Move Action **Personal**

Effect: Gain a +3 power bonus to your vehicle's speed until the end of your next turn.

Sustain Move: The effect persists. You can sustain this power as long as you accelerate with your vehicle action. You cannot decelerate with this vehicle action.

Special: This is a vehicle action. You can perform any stunts you are able to that require a move action before or after the effect (except decelerate).

HIT THE APEX Feat Utility

You cut the corner with inches to spare and let out the wheel slightly to keep momentum out of a corner.

Daily • Martial, Vehicle

No Action **Personal**

Effect: Gain a +5 power bonus to any Vehicle Operation checks when attempting a turn until the end of the encounter. Speed decreases after concluding a turn are reduced (no loss for 45 degree turns, 1/4 reduction for 90 degree turns or greater).

HOLDING TRAFFIC Feat Utility

You bob and weave through traffic, preventing a car from passing.

Daily • Martial, Vehicle

Standard Action **Personal**

Effect: Until the start of your next turn, your vehicle occupies two additional squares in width in relation to other vehicles.

Sustain Standard: The effect persists. You cannot sustain if you do not have at least one free square on either side of your vehicle.

Special: This is a vehicle action. You can perform any stunts you are able to that require a move action before or after the effect. You can use this power at any point during the action, even during your movement.

HOLE SHOT Feat Utility

You best your opponent off the starting line.

Daily • Martial, Vehicle

No Action **Personal**

Effect: Gain a +6 bonus to Initiative if controlling a vehicle at the start of an encounter.

IN THE FENCE Feat Attack

You scrape and bump the enemy vehicle, eventually forcing it into a maneuver it may not recover from.

Daily • Martial, Reliable, Vehicle

Standard Action **Close burst 1**

Target: One vehicle

Attack: Dexterity vs. Reflex

Hit: 4d6 + Dexterity modifier damage + your vehicle's resist value, and the target must make a control roll (heroic DC 15; paragon DC 20; epic DC 30) or go into a slide.

Special: This is a vehicle action. You can perform any stunts you are able to that require a standard or move action before or after the attack. You can attack at any point during the action, even during your movement.

PUSHING AND SHOVING Feat Attack

It may be your ride home, but sometimes desperate times calls for desperate measures.

Encounter • Martial, Vehicle

Standard Action **Close burst 1**

Target: One vehicle

Requirement: You must be moving at least your speed rating.

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dexterity modifier damage + your vehicle's resist value. Your vehicle takes half damage (employ your resist value). An enemy vehicle reduced to half its hit points with this hit must make a vehicle control roll (heroic DC 15; paragon DC 20; epic DC 30) or enter a slide. Increase damage to 2d6 + Dexterity modifier + vehicle's resist value at 21st level.

Sustain Standard: Repeat the attack against the same target.

Special: This is a vehicle action. You can perform any stunts you are able to that require a standard or move action before or after the attack. You can attack at any point during the action, even during your movement.



SPEED DEMON Feat Utility

You control a vehicle with such precision; it's more like an extension of your body.

Daily • Martial, Vehicle

Standard Action **Personal**

Effect: Gain a +10 power bonus to Vehicle Operation checks with all stunts during this action.

Special: This is a vehicle action. You can perform any stunts you are able to that require a move action.

THREAD THE NEEDLE Feat Utility

Your vehicles slides and drifts back into the chase.

Daily • Martial, Vehicle

Immediate Interrupt **Personal**

Trigger: The vehicle you are controlling is struck by an attack.

Effect: Gain a +5 power bonus to the vehicle's AC and Reflex defense against the attack. If you are still hit, the vehicle's resist value increases by 6 against the attack. You also gain a +5 power bonus for any control rolls you are forced to make until the end of your next turn.

VORTEX DRAFT Feat Attack

You compromise the target vehicle's maneuverability by allowing it to get too close to you. You use the reduction in drag to gain a speed boost. As you pull away, the updraft pulls your enemy off the road.

Daily • Martial, Reliable, Vehicle

Standard Action **Range 2**

Target: One vehicle behind you

Attack: Dexterity +2 vs. Reflex

Hit: Make a Vehicle Operation check. The result is the Vehicle Operation DC the target vehicle must pass or go into a slide.

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

Special: This is a vehicle action. You can perform any stunts you are able to that require a standard or move action before or after the attack. You can attack at any point during the action, even during your movement.

DRIFT KING

Prerequisite: Racing Record

Benefit: Ignore the DC modification for performing a drift with ground vehicles.

FLAT OUT

Prerequisite: Aircraft Specialization or Ground Vehicle Specialization.

Benefit: Select ground vehicle or aircraft. All vehicles of this type that you control gain a +1 bonus to their speed.

Special: You can select this feat twice and select another type of vehicle.

GROUND VEHICLE SPECIALIZATION

Prerequisite: Vehicle Operation

Benefit: Gain a +3 bonus to all Vehicle Operation checks with a ground vehicle.

JAGGED EDGE

Prerequisite: Racing Record

Benefit: Select ground vehicles or aircraft. You reduce

all DCs for stunt rolls by 5 with the chosen vehicle type.

Special: You can select this feat twice and select another type of vehicle.

RACING RECORD

Prerequisite: Aircraft Specialization or Ground Vehicle Specialization

Benefit: Select ground vehicles or aircraft. You don't have to make stunt rolls for the following stunts with the vehicle type of your choice: Normal acceleration, aggressive acceleration, normal deceleration, aggressive deceleration, 90 degree turns (up to x2 speed), 45 degree turn (more than x2 speed), and fast velocity.

Special: You can select this feat twice and select another type of vehicle.

TRAFFIC OFFENSE

Prerequisite: Ground Vehicle Specialization

Benefit: When you impose a control roll on an enemy vehicle, increase the opponent's DC by 5. In addition, when you perform evasive maneuvers, you gain an additional +1 to AC and Reflex defense.

MULTICLASS FEATS

ASSAULT PIONEER

(Multiclass Techie)

Prerequisite: Int 13

Benefit: You gain training in Demolitions or Engineering. You can also use *shiny red button* once per encounter.

A TRUE SOLDIER

(Multiclass Man-At-Arms)

Prerequisite: Dex 13

Benefit: You gain training in two small arms of your choice. You gain the Brotherhood man-at-arms class feature. In addition, once per encounter, you can use the *action shot* man-at-arms class feature. That power gains the reliable keyword.

FIELD PROMOTION

(Multiclass Mastermind)

Prerequisite: Int 13

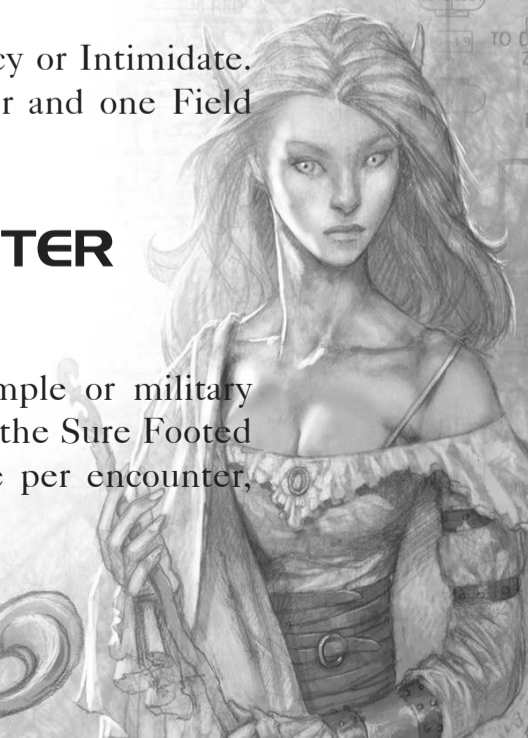
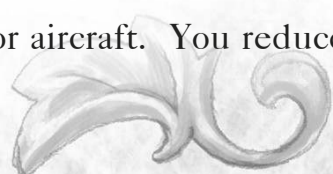
Benefit: You gain training in Diplomacy or Intimidate. You also gain the Mastermind's Spotter and one Field Advantage aura.

FIRST PERSON SHOOTER

(Multiclass Heavy)

Prerequisite: Con 13

Benefit: You gain training in two simple or military auto weapons of your choice. You gain the Sure Footed heavy class feature. In addition, once per encounter, you can use the *area denial* power.



LUCHA LIBRE

(Multiclass Grappler)

Prerequisite: Wis 13 or Int 13

Benefit: You gain training in Athletics. You also gain the Impeccable Shooter feature. In addition you gain the *catch as catch* and *in your face* abilities as encounter powers.

SPECIAL FORCES MEMBER

(Multiclass Sniper)

Prerequisite: Wis 13 or Dex 13

Benefit: You gain training in Stealth. You are proficient with all simple and military weapons with the sniper property. In addition, twice per encounter, you can use the sniper's Marksman Talent class feature.

SECRET AGENT

(Multiclass Faceman)

Prerequisite: Cha 13

Benefit: You gain training in Bluff or Diplomacy and gain the Eyes on Me faceman class feature. In addition, once per encounter, you can use the *wrong place—wrong time* power.

THIEF AND A ROGUE

(Multiclass Infiltrator)

Prerequisite: Dex 13

Benefit: You gain training in Acrobatics or Thievery. You also gain the Most Dangerous Prey class feature. You can also use the Quick and Quiet class feature once per encounter.

TIME ABROAD

(Multiclass Vanguard)

Prerequisite: Dex 13 or Str 13

Benefit: You gain training in Athletics or Acrobatics. You gain training in any two simple or military melee weapons of your choice. In addition, you gain the Impact Force class feature.

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(Multiclass Specialist)

Prerequisite: Wis 13 or Int 13

Benefit: You gain training in Heal. In addition, select one of the following specialist class features, Diagnose and Cure or Natural Healer. You can use that power once per encounter.

WATCHED A LOT OF ASIAN MOVIES

(Multiclass Gunslinger)

Prerequisite: Dex 13

Benefit: You gain training in Acrobatics. You gain proficiency in two simple or military one-handed small-arms of your choice. In addition, you gain the gunslinger's Converging fire and Reflex Shot class features.

CONTACTS

Contacts can be selected as a feat or purchased like equipment. As a purchase, they are often a one-time unique ability. Once they are called upon, most are gone forever. Depending on the cost, they may offer additional help, supplies, or information. You can gain access to a single contact for one of the following:

- Help with a skill challenge or a skill check
- Location of a black market item

When a contact is utilized, he or she is given a name and is activated. If they remain a contact, they can only be used again for that same purpose and not for any other.

e.g.: A \$500 contact is activated and asked for a single skill check using Streetwise. The contact's name will be Felix Feather. Since a \$500 contact can be used for multiple single skill checks, you can employ that contact again but only for the purposes of requiring a Streetwise skill check. If Felix was initially asked for a Heal check, then Felix will only be available for further Heal checks.

Contacts are not given details until they are needed. You may give them names beforehand but not necessarily careers or back stories. You can pay for any level of contact at any time and the power of the contacts ability should be reflected in who they are (a +20 bonus to Streetwise is not thug but a high level corporate or criminal employer). While it is the player's choice when the contact will be activated, the actual character remains under the control of the GM.

CONTACT \$100

Benefit: One use of a +5 skill against an entire single skill challenge or one use of a +10 skill against a single skill check. You may instead also employ the contact to search for a black market item with a +10 bonus to acquisition.

Special-Cost: You can upgrade this contact to be a permanent resource. The cost increases to \$1,000 and can only be used once every level.

CONTACT \$500

Benefit: One use of a +10 skill against an entire single skill challenge or one use of a +15 skill against a single skill check. You may instead also employ the contact to search for a black market item with a +15 bonus to acquisition.

Special-Feat: This can be chosen as a heroic tier feat. If chosen, you can employ the contact once every two levels. The first use is free. Additional uses cost \$100.

Special-Cost: You can upgrade this contact to be a permanent resource without using a feat. The cost increases to \$5,000 and can be used once every level.

Direct Help: You can elect to add this contact as part of an encounter. This contact becomes at level 5 soldier of the GMs discretion and will depart (if alive) at the



CHAPTER SIX

EQUIPMENT

RESISTANCE & HARDNESS

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In *DUNGEONS & DRAGONS*, monsters and players can sometimes be granted resistance to a specific type of damage (and sometimes all damage). This is indicated by a resist value (resist 5 poison, for example). Creatures and vehicles can have resistance against many different types but for the purposes of *Ultramodern4*, they will usually only be granted resistance values against cold, fire, lightning, and thunder damage. *Ultramodern4* introduces a new energy type, focus, which deals with damage from focused energy weapons like lasers, nuclear accelerators, and plasmas.

Armor, cover, and vehicles will often have resistance to one or several of these energy types.

Hardness: Many items will list a hardness value, which is shorthand for 'resist all damage. Several items, like certain armors, grant a resist value to specific energy types (cold, fire, force, etc) instead of or in addition to a hardness value. If a resist value is indicated, use this value instead of its hardness value.

Armor Penetration (AP): When you hit with a weapon with an AP value, you reduce the hardness value by your AP (for that hit only) before rolling damage. If your attack lists an energy type (cold, fire, force, etc) and the target has a resist value different than its hardness against that energy type, you AP re-

duces the indicated resist value instead.

If you score a critical hit using a weapon with armor penetration, not only does AP ignore its value of the target's hardness, it also adds its value in additional damage.

LEVEL ADJUSTMENT

Several pieces of gear (especially certain weapons and armor) are so advanced, that despite the costs involved, simply fielding the item makes the group as a whole more powerful. Listed under the item's description may be a level adjustment. This modifier is added to the average party level if any member of the team uses that gear in a combat encounter. This only applies to combat encounters and only if the character using the item is actually present during it. Weapon level adjustments are not cumulative if wielded by the same character, but armor and weapons adjustments are.

For example, if one character had two +1 level adjustment weapons, the party would suffer a +1 level adjustment, but if that same character wore armor with a +1 level adjustment, the party is now +2 their level. If two characters each wielded a weapon with a +1 level adjustment, then the party would be at +2 their level. Use this modified level in the building of combat encounters.

TECH LEVEL

An item's Tech Level is an indicator of how advanced its technology is. Most items have a Tech Level (TL) of 0, meaning they have no considerable advantage over other items. Higher levels involve lasers, magnetics, powered armor, and plasma weapons, which are not available in most modern settings. Equipment is listed having a TL of 1, 2, 3, or 4. If an item doesn't have an indicated TL, it is 0.

Note: Unlike in the world of *Amethyst*, Tech Level does not relate to an item's enhancement level.

Setting the Tech Level: When you create your own campaign, set the TL from 0 to 4. Under most circumstances, players only have access to equipment of that level or lower, however, common exceptions may occur. If the GM allows exceptions, items from higher Tech Levels gain a bonus for each level higher than what the game is set at.

Weapons: For each higher Tech Level, weapons gain +1 damage.

Armor: For each higher Tech Level, armor gains +1 to AC.

Equipment: Items that grant a skill bonus gain an additional +1 bonus for each higher Tech Level.

Vehicles: Vehicles do not gain bonuses from higher tech levels (they often offer other benefits).

Modifications for Tech Level: If setting a game at a higher TL, apply the following additional features:

Cost: If setting a game at TL1 or higher, the cost of gear at that level and lower levels (except TL0) is reduced to 10%.

Level: The level requirement for equipment at your level and lower level is reduced to 1.

Properties: If acquiring weapons with the capacitor, gauss, laser, pincher, plasma, SPP, or sonic properties, characters don't gain access to abilities associated with that property until reaching the unmodified level requirement.

TECH LEVEL 0

The familiar technology of the modern day.

TECH LEVEL 1

Vehicles: Vertical take-off fan craft and wingless jets are much more stable and can fly rings around more primitive craft. Aircraft designs are no longer dominated by their massive aeroforms. Ground vehicles still use wheels but now mass transit magnetic vehicles appear as an alternative.

Weapons: Magnetic propelled weapons are reduced for personal use, though can still be clumsy. Self-propelled projectiles become available.

Living: Rapid healing injections, designer drugs, gene therapy, and beneficial viruses are common. Healing time is cut in half.

TECH LEVEL 2

Vehicles: Magnetic vehicles reduce in size and now replace wheels in common transport. Fanjets shrink and become more efficient.

Weapons: Advanced magnetics make better railguns. Prototype power armor appears.

Living: Most known diseases are curable or extinct. Healing time cut to a third. Nano healing is in its infancy.

TECH LEVEL 3

Vehicles: Robotics appear with functional artificial intelligence. Power armor is now mass produced. Jet power provides massive thrust in small packages.

Weapons: Laser weapons are now common.

Living: Nanotechnology can heal any wounds and even regenerate limbs.

TECH LEVEL 4

Vehicles: Antigravity replaces jet power.

Weapons: Disruptors, vapor rifles, and plasma weapons become available.

Living: Complete body reconstruction.

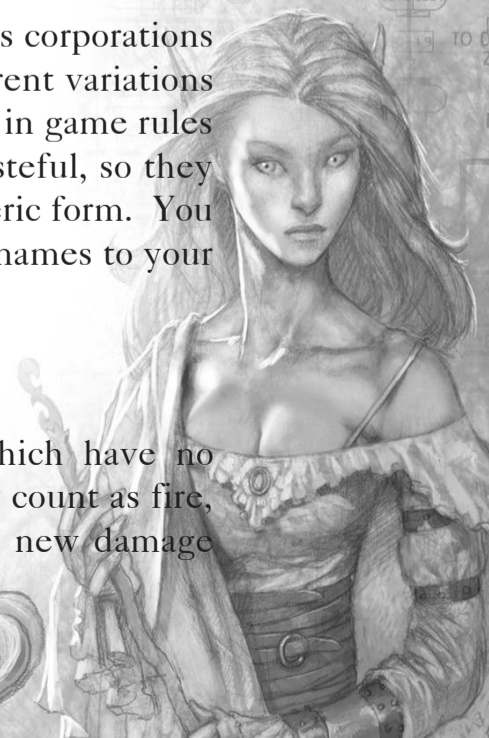
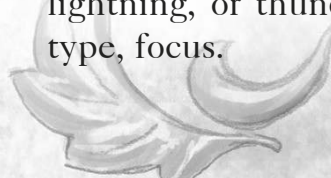
WEAPONS

The earliest weapons were rocks. Basic armor was created to defend against swords and spears. The protection got lighter and stronger as the blades improved. But soon the armor became too costly. While many people assume the firearm heralded the end of plate armor, it would actually be the development of easier and cheaper weapons like the crossbow, placed in the hands of the untrained in the thousands. The only proper defense against this was strategy and numbers. Firearms would come later and change the battlefield even more. The armor became weaker, lighter, but easier to maneuver in. Firearms would progress slowly, adding in larger calibers and faster firing rates. The traditional chemical propelled projectile was uncontested for centuries, though it would be enhanced with electronically stacked and caseless rounds. The longest strides in warfare would come with micronization—making advanced weapons like railguns and lasers smaller.

In any setting, there would be dozens corporations and organizations offering dozens of different variations of weapons, with few practical differences in game rules terms. To list every variety would be wasteful, so they are presented here only in their most generic form. You are welcome to apply any fictional or real names to your equipment.

DAMAGE TYPES

Most traditional firearms use bullets, which have no special damage type. Other weapons may count as fire, lightning, or thunder. There is only one new damage type, focus.





Fire: Although plasma weapons use the focus damage type, any critical damage inflicted, as well as damage inflicted on adjacent targets, counts as fire.

Focus: Any concentrated energy beam including lasers, plasma, and nuclear weapons carry the focus damage type. Few defenses can resist against focused energy.

Lightning: Pincher weapons inflict lightning damage.

Thunder: Sonic weapons inflict thunder damage.

WEAPON GROUPS

The weapons covered here are grouped into categories based on their general utility:

Heavy Weapons: These weapons are much larger two-handed models that require a stable foothold in order to fire. Without the aid of strength or a tripod, these weapons become impractical. Few individuals can wield a heavy weapon proficiently. Examples of these weapons include machine guns and rocket launchers.

Properties: Firing a heavy weapon provokes opportunity attacks. 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 start of your next turn (you can shoot first and then move to avoid the penalty).

Small Arms, One-Handed: These are single-handed firearms which are renowned for their ease of use and compact style, making them an easy choice for those preferring stealth. These weapons include basic

pistols and small machine guns.

Properties: Firing a one-handed small arm does not provoke opportunity attacks. These weapons include basic pistols and small machine guns. They cannot be wielded by larger creatures (i.e.: advanced armor or vehicles).

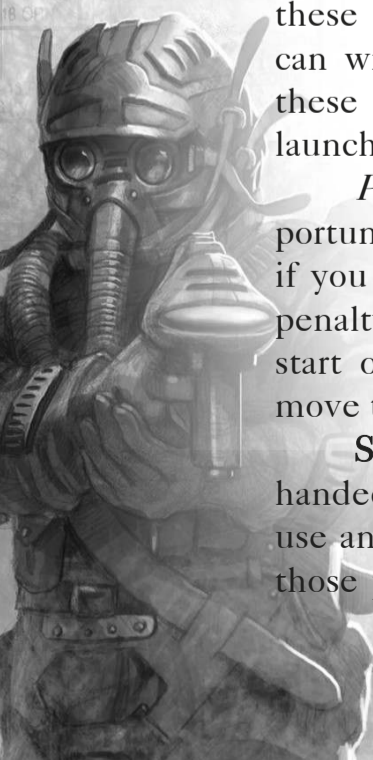
Small Arms, Two-Handed: These are larger, slightly clumsier weapons usually preferred for their long range, high stopping power, and larger clip capacities. These include machine guns, most sniper rifles, and assault rifles.

Properties: Firing a two-handed small arm provokes opportunity attacks. Because of their cumbersome nature, if you move more 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 (you can shoot first and then move to avoid the penalty).

Specialty Weapons: These are weapons with a unique function that require specific training. These include sonic weapons, pulse weaponry, and rocket launchers.

Properties: Specialty weapons can only be used with either a regular ranged basic attack or their own weapon powers. They also count as one-handed, two-handed, or heavy weapons as appropriate.

Super Heavy Weapons: These are weapons with the potential of incredible damage but with a cumbersome design. All super heavy weapons come equipped with either a vehicle mount or a tripod. These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire. Examples



include heavy guns and artillery weapons.

Level Adjustment: All super heavy weapons have a +1 level adjustment modifier.

Properties: Firing a super heavy weapon provokes opportunity attacks. You must use a standard action to plant a super heavy weapon in the ground. Once planted it cannot be moved unless you use a standard action to uproot it. If not rooted and you fire a super heavy weapon, you are pushed one square, knocked prone, and dazed after the attack. If you cannot be pushed, you are stunned until the start of your next turn. You cannot fire super heavy weapons if you are prone. You also cannot fire super heavy weapons against adjacent targets.

RESIZING WEAPONS

Weapons can be held or mounted. They can be wielded by ground troops or by massive armored robots. Weapons do not scale in damage if purchased for use on a vehicle or by a larger user. However, since weapons are listed as three different classifications, larger ones can be treated as smaller ones if wielded by a larger user or mounted on a vehicle.

When in doubt, remember the following rule: Two-handed small arms are bigger than one-handed small arms; heavy weapons are bigger than two-handed small arms, and super heavy weapons are bigger than heavy weapons.

One-Handed Small Arms: These weapons cannot be resized, though they can be mounted.

Two-Handed Small Arm: A Large or larger user treats resized two-handed small arms as one-handed small arms in regards to attack penalties through movement and by how many hands are required for use. The weapon does not alter its size or weight, though it can no longer be wielded by a Medium or smaller user. If you mount a two-handed small arm to a vehicle, this becomes a detachable weapon. If attached to a vehicle, it no longer suffers from attack penalties through movement, though it still requires two-hands to use and provokes opportunity attacks if fired.

Heavy Weapons: A Large or larger user treats resized heavy weapons as two-handed small arms in regards to attack penalties through movement. The weapon does not alter its size or weight, though it can no longer be wielded by a Medium or smaller user.

If you mount a heavy weapon to a vehicle, this becomes a detachable weapon. If attached to a vehicle, it is treated as a two-handed small arm in regards to attack penalties through movement, though it still occupies the turret as a heavy weapon.

Super Heavy Weapons: A Large or larger user treats resized super heavy weapons as heavy weapons in regards to attack penalties through movement. It still cannot attack adjacent targets. The weapon does not alter its size or weight, though it can no longer be wielded by a Medium or smaller user.

If you mount a super heavy weapon to a vehicle, it is treated as a heavy weapon in regards to attack penal-

ties through movement, though it still occupies the turret as a super heavy weapon. It still cannot attack adjacent targets.

Weapon Mounts/Turrets: Several vehicles and even powered armor feature weapon mounts or turrets. Each entry will list what kind of weapon can be mounted. When a maximum size of the weapon is indicated, this is the unmodified weapon's size, not a resized weapon. You can always mount smaller weapons than indicated, but never larger. You cannot combine smaller weapons mounts into one larger mount unless a vehicle allows it.

WEAPON PROPERTIES

In addition the properties listed in the D&D PLAYER'S HANDBOOK, weapons in *Ultramodern4* can also have these additional features:

Augment: An augment weapon uses your unarmed attack to determine its proficiency bonus and damage dice. An unarmed attack can only benefit from one augment weapon at a time.

Auto: A weapon with the auto property can fire 1 round of ammunition per attack roll with any ranged attack power without the auto keyword. You fire 5 rounds of ammunition per attack roll with attack powers with the auto keyword. Some attack powers have additional abilities when firing weapons with the auto property.

Capacitor: Capacitor weapons resulted from plasma bottle research. It builds upon this by combining elements from both plasma and laser technologies. For the capacitor weapons, the shooter can dial up the strength of the energy burst. The weapon charges up by siphoning energy from its cell. The weapon discharges plasma energy but also uses plasma as its accelerator.

Property: Capacitors have three settings. Each additional charge per attack roll increases its damage die by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10)

2 charges – 1 step

3 charges – 2 steps

4 charges – 3 steps

This may be combined with the powers that increase weapon damage as well.

Special: All capacitor weapons also have the plasma property.

Conceal: These weapons are so small, they grant a +2 bonus to Thievery checks to conceal them.

Exp: Explosives are burst effects. The number listed next the "Exp" entry indicates the size of the burst. If an explosive's area of effect is impeded by indestructible terrain (like in a dungeon corridor), the explosion carries over to unaffected squares. If one line of squares (at least 3 squares) is occupied by indestructible terrain, the entire affected area shifts over to occupy the same number of free squares. If both sides of an explosion are occupied by indestructible terrain (like a narrow corridor), the blast carries up and down the corridor one square for every line of the original burst ob-



structed. This rule does not apply if the obstructing terrain can be damaged by the explosion. The number listed next the "Exp" entry indicates the size of the burst.

Point of Impact: All explosives with an AP of 2 or more gain a +4 bonus to AP only in the center square of the impact. This value does not increase with additional explosives.

Special: You can use blast weapons only with a regular ranged basic attack.

Gauss: Coil and rail weapons involve a process by accelerating metal shells using magnetism. The specific process is complicated and both coil-based and rail-based technology fires their shells using different means. These weapons discharge extremely fast and deliver astounding kinetic potential.

Property: Gauss weapons reduce cover penalties by 2. Additionally, if you roll the maximum result on any of your damage dice on a hit, all other damage dice on that same hit gain a +1 bonus to damage. This is cumulative if other rolls are maximum as well. This also applies if you score a critical hit.

Rail Special Rule: Once per attack roll, if a rail weapon shell kills a target, you can make a single free regular ranged basic attack on one target in direct line of effect in the weapon's range.

Grenade: Grenades use their own form of attack that depends on the specific grenades. Refer to grenades later.

Guided: These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

Power (Encounter): No Action. Before firing, you can either gain a +5 power bonus to attack or reroll if the attack misses (you must take the second result).

Heavy Auto: These weapons have no single shot option. They always fire at least 10 rounds of ammunition per attack roll, regardless of the power being used. Some attack powers have additional abilities when firing weapons with the heavy auto property.

Property: Heavy auto weapons inflict additional damage as the firer becomes more experienced using these kinds of weapons. When wielding a heavy auto weapon with which you are proficient, you gain a +1 item bonus to damage rolls with every successful strike. At 21st level, this bonus increases to +2 damage.

Laser: Any condensed, well-defined beam of light can be considered a laser. These weapons concentrate radiation to a focal point, burning the target with intense heat. Later developments increased the size and potential of these beams. Lasers are often confused with pulse plasma weapons. The largest difference is that lasers cut through while plasma splashes. Lasers weapons give away their firer but deliver devastating damage few can resist. They can also track targets easier with subsequent attacks. There are laser pistols, rifles, and thumper cannons.

Property: Lasers inflict focus damage.

Property: If you hit with a laser, you gain a +1 item bonus to attack that same target until the end of

your next turn.

Power (Daily): Free action, when you hit, the target is blinded (save ends).

Nuclear: These are directed energy weapons similar to plasma and laser guns. Where a laser inflicts condensed radiation and plasma inflicts severe heat, weapons with the nuclear property inflict damage via a high-energy beam of atoms. Upon impact, they disrupt the molecular structure of the target. Tissue damage from radiation is a frequent side effect. This technology has been dubbed a "dirty solution", as it emerges frequently before the advancement of high-powered lasers and plasma weapons.

Property: Nuclear weapons inflict focus damage.

Property: If you hit with a nuclear weapon, every subsequent hit on the same target gains a +1 power bonus to damage. This is cumulative up to +3 and is lost if you don't hit that target before the end of your next turn.

Power (Daily): Free action, when you hit, the target is weakened (save ends).

Pincher: These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

Property: This weapon deals lightning damage. If the target takes any damage from your weapon, you can use one of the following powers against it (one per hit):

Power (At-Will): Free action. Target suffers a -3 penalty to all saving throws until the start of your turn.

Power (Encounter): Free action. The target is stunned until the start of your next turn.

Power (Daily): Free action. The target is stunned (save ends).

Power (Daily): Free action. Targeted vehicle suffers a -5 penalty to Vehicle Operation skill checks (save ends). The vehicle brakes every round until it saves.

Plasma: The plasma pulse concept deals with the weapon firing a toroid of superheated gas inside a magnetohydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains solid for a significant time, or until it strikes its target, where the heat burns at an intense temperature. There are plasma pistols, rifles, and capacitor cannons.

Property: If you hit, you may inflict your enhancement bonus in extra damage to an adjacent creature to the initial target.

Property: If you hit, you may deal your enhancement bonus in extra fire damage to an adjacent creature to the initial target.

Power (Daily): Free action, when you hit. Deal fire damage equal to your enhancement bonus to each creature in burst 1 of the target.

Self Propelled Projectile (SPP): SPP weapons are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the barrel. Although more expensive, they are useful in engagements when range is important. The ammunition for SPP weapons are known as sabot rounds, as the shell ejected breaks apart, exposing the

SMALL ARMS, ONE-HANDED

Weapon	Prof	Dam	Range	AP	Price	Wt	Clip	Load	Lvl	Crit	Properties
Revolver	+2	1d4	15/30	0	150	2	6	4	I	1d4	Off-hand
Pocket pistol	+2	1d4	10/20	0	200	1	6	4	I	1d4	Conceal, off-hand
Shot pistol	+2	1d8	5/10	0	300	3	2	4	I	1d8	Shotgun
Autoloader	+2	1d6	15/30	0	360	2	15	4	I	1d6	Off-hand
Caseless pistol	+2	1d6	15/30	0	360	3	40	8	I	1d6	Off-hand
Elite revolver	+2	1d8	15/30	0	360	4	5	8	I	1d8	
ESP pistol	+2	1d6	15/30	0	360	3	30	8	I	1d6	Auto/heavy auto
Hand cannon	+1	1d8	15/30	5	360	4	3	8	I	1d6	High-crit
Machine pistol	+2	1d6	15/30	0	360	3	30	4	I	1d6	Auto
Machine stub	+2	1d6	20/40	0	360	4	20	8	I	1d6	Auto, versatile
SPP pistol	+2	1d6	20/40	0	3,600	3	10	8	3/TL1	1d8	SPP
Coil pistol	+2	1d6	20/40	0	4,000	4	10	12	3/TL1	1d8	Gauss
Rail pistol	+2	1d8	20/40	2	5,000	4	10	12	4/TL2	1d8	Gauss, high-crit
Laser pistol	+2	1d6	20/40	2	7,000	3	M20	12	5/TL3	1d8	Laser
Pellet pistol	+2	1d6	20/40	2	10,000	3	M15	12	5/TL3	1d6	Nuclear
Plasma pistol	+2	1d6	20/40	5	10,000	3	M20	16	5/TL4	1d10	Plasma
Thumper pistol	+2	1d6	20/40	5	20,000	3	M30	16	7/TL4	1d10	Auto, high-crit, laser
Capacitor pistol	+2	1d6	20/40	5	20,000	3	M30	20	7/TL4	1d10	Auto, capacitor, plasma

SMALL ARMS, TWO-HANDED

Weapon	Prof	Dam	Range	AP	Price	Wt	Clip	Load	Lvl	Crit	Properties
Assault rifle	+3	1d8	20/40	2	360	9	50	4	I	1d6	Auto
Shotgun	+2	1d10	10/20	0	360	10	6	4	I	1d6	Shotgun
• Undermount	+2	1d10	10/20	0	360	3	3	4	I	1d6	Shotgun
Sniper rifle	+2/+4	1d8	20/40	2	360	8	6	4	I	1d6	Sniper
Machine shotgun	+2	1d10	10/20	0	450	15	40	8	I	1d8	Auto, shotgun
Submachine gun	+3	1d6	20/40	0	450	6	60	8	I	1d6	Auto
Caseless rifle	+3	1d8	20/40	0	520	10	100	8	I	1d6	Auto
ESP rifle	+3	1d8	25/40	2	520	15	70	8	I	1d6	Auto/heavy auto
Sniper cannon	+2/+3	1d10	25/50	5	520	13	6	8	I	1d8	Sniper
Sensor gun	+2/+3	1d8	20/40	5	5,200	16	10	12	3/TL1	1d8	Sniper, SPP
Sonic rifle	+2	1d8	15/30	0	5,200	17	M20	8	3/TL1	1d6	Sonic
SPP rifle	+3	1d8	30/60	0	5,200	14	20	8	3/TL1	1d8	SPP
Coilgun	+3	1d8	30/60	5	9,000	15	16	12	4/TL2	1d8	Gauss
Kinetic flash rifle	+3	1d8	30/60	5	9,000	20	50	12	4/TL2	1d8	Auto, gauss
Railgun	+3	1d8	30/60	10	10,000	15	16	16	5/TL3	1d8	Gauss, high-crit
Solid laser rifle	+3	1d8	30/60	10	10,000	15	M20	14	5/TL3	1d8	Laser
Ultimate sniper	+2/+4	1d8	50/100	10	15,000	18	10	20	5/TL3	1d8	Gauss, high-crit, sniper
Cyclotron rifle	+3	1d8	20/40	5	30,000	15	M20	20	5/TL3	1d6	Nuclear
Gauss repeater	+3	1d8	30/60	10	30,000	15	60	20	5/TL3	1d8	Auto, gauss, high-crit
Nuclear pulse rifle	+3	1d8	20/40	5	45,000	20	M80	20	5/TL3	1d6	Auto, nuclear
Plasma rifle	+3	1d8	30/60	10	50,000	17	M15	20	7/TL4	1d10	Plasma
Capacitor rifle	+3	1d8	30/60	10	60,000	17	H100	25	7/TL4	1d10	Auto, capacitor, plasma
Thumper rifle	+3	1d8	30/60	10	60,000	17	H70	20	7/TL4	1d10	Auto, high-crit, laser



HEAVY WEAPONS

Weapon	Prof	Dam	Range	AP	Price	Wt	Clip	Ld	Lvl	Crit	Properties
Hvy. machine gun	+1	1d10	20/40	0	520	45	120	8	1	1d6	Heavy auto
Lt. machine gun	+1	1d8	20/40	0	520	35	240	8	1	1d6	Heavy auto
Machine cannon	+1	1d8	20/40	5	520	55	120	12	1	1d6	Heavy auto
Minigun	+1	1d10	30/40	0	680	55	300	12	1	1d6	Heavy auto
ESP maelstrom	+1	1d8	40/80	0	680	70	400	16	1	1d6	Heavy auto
Satellite sniper	+2/+4	2d6	60/120	10	680	40	10	16	1	1d6	High-crit, sniper
Coil light gun	+2	2d6	60/120	10	13,000	50	40	20	4/TL2	1d8	Gauss
Sonic devastator	+2	2d6	15/30	0	13,000	60	H40	16	3/TL1	1d6	Sonic
Solid laser cannon	+2	2d6	50/100	10	21,000	65	H30	24	5/TL3	1d8	Laser
Particle lance	+2	2d6	50/100	15	45,000	30	H30	24	5/TL3	1d6	High-crit, nuclear
Linear collider	+2	2d6	40/80	15	50,000	20	M100	24	5/TL3	1d6	Heavy auto, nuclear
Railcannon	+1	2d6	60/120	20	50,000	85	120	24	5/TL3	1d8	Gauss, heavy auto, high-crit
Thumper cannon	+1	2d6	50/100	20	50,000	85	H200	28	7/TL4	1d8	Heavy auto, high-crit, laser
"God's Eye" sniper	+2/+4	2d8	80/160	20	50,000	55	10	35	7/TL4	1d8	Gauss, high-crit, sniper
Pulse mini-gun	+1	2d6	50/100	20	65,000	110	H200	35	7/TL4	1d10	Heavy auto, plasma
Pulse apocalypse	+1	2d6	50/100	20	85,000	110	H200	35	7/TL4	1d10	Capacitor, heavy auto, plasma

SUPER HEAVY WEAPONS

Weapon	Prof	Damage	Range	AP	Price	Wt	Clip	Ld	Lvl	Crit	Properties
Mortar	+1	Grenade ¹	25/50	Special	360	80	1	8	1	—	Grenade
Autocannon	+1	1d8+8	60/120	20	520	200	200	16	1	1d10	Auto
Rotary cannon	+1	1d6+6	50/100	10	1,800	55	400	16	1	1d10	Heavy auto
Volley gun ESP	+1	1d8+8	60/120	25	3,400	350	600	20	1	1d8	Heavy auto, special
Super-kill sniper	+2/+4	1d10+10	90/180	30	65,000	150	5	24	5/TL3	1d12	Gauss, high-crit, sniper
Particle beam gun	+2	2d6+6	60/120	30	65,000	350	H20	24	5/TL3	1d8	Nuclear
Mass driver	+2	1d10+10	80/160	30	105,000	500	10	25	5/TL3	1d10	Gauss, high-crit
Dense Focus plasma cannon	+2	1d12+12	60/120	30	625,000	350	H200	25	7/TL4	1d12	Heavy auto, high-crit, plasma

¹Grenades gain +1 to their area burst when fired from a mortar.

contained self-propelled projectile inside. They have definitive advantages, such as explosive warheads and guidance systems.

Property: The weapon can fire underwater, though its range is halved.

Power (Encounter): Free action, when you make an attack roll. Reroll the attack and take the second result.

Shotgun: Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly further out.

Critical: On a critical hit, the target is knocked prone.

Property: Shotguns inflict +2 damage if fired at 2 squares or closer. At long range, they only deal half damage.

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

Power (Daily): Free action. Use this power when you hit with the weapon. Add +5 to attack for the purposes of Marksman Talent.

Special: Sniper weapons list two bonuses for proficiency. Use a move action to gain your full proficiency bonus. Once you do so, you continue to use the higher bonus until you move from your square.

Targeting Scope: All sniper rifles are equipped with a targeting scope (see equipment). Using a sniper weapon increases your open range to 10 squares.

Sonic: The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175 decibel (dB) acoustic waves in all directions. Newer sonic weapons utilize high frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the user.

Property: Sonic weapons inflict thunder damage.

Power (Daily): Free action, when you hit, the target is deafened (save ends) and dazed until the start of your next turn.

Sonic Stunner Special Rule: On a hit, the target is weakened and slowed (save ends both). Additional impacts do not alter the results. On a critical hit, the target is also dazed until the start of your next turn.

Special: A sonic weapon may be downgraded to transmit a normal voice across 10x its long range to any other target without fear of anyone else overhearing unless they are in line of effect.

SPECIALTY WEAPONS (Can only be used with a regular ranged basic attack or its own.)

Weapon	Prof	Dam	Range	AP	Price	Wt	Clip	Ld	Lvl	Crit	Properties
Air-Dart Pistol	+2	Special	10/20	0	100	4	6	2	I	—	
Capsicum spray	+1	Special	2/4	0	20	2	3	2	I	—	I-handed
Electroshock gun	+2	I/special	2/4	0	360	3	3	4	I	—	I-handed, pincher
• Undermount	+2	I/special	5/10	0	360	3	I	4	I	—	I-handed, pincher
Field artillery	+1	3d6+6	80/160	5	25,000	600	I	16	I	1d6	Exp3, super heavy
Flamethrower	+0/+1	1d8	—	0	840	20	12	12	I	1d6	Heavy weapon
• Undermount	+0/+1	1d8	—	0	840	5	3	12	I	1d6	
Glue gun	+1	Special	20/40	0	1,000	15	6	12	I	—	Exp I, heavy weapon
Grenade launcher	+1	Grenade	10/20	Special	360	9	I	4	I	—	I-handed, grenade
• Undermount	+1	Grenade	10/20	Special	500	3	I	4	I	—	I-handed, grenade
Grenade weapon	+1	Grenade	15/30	Special	520	40	6	4	I	—	Grenade, heavy weapon
Ground heavy gun	+1	2d6+6	60/120	25	25,000	400	4	16	I	1d6	Exp I, super heavy
Laser-guided Rocket launcher	+2	2d6+6	80/160	20	3,400	30	I	12	I	1d6	Exp I, guided, heavy weapon
Net gun	+3	Special	5/10	0	840	10	I	8	I	—	2-handed
Pinch pulsar	+2	2d4/ special	20/40	5	17,000	15	3	12	3/TLI	1d4	2-handed, pincher
• Undermount	+2	2d4/ special	20/40	5	17,000	15	I	12	3/TLI	1d4	pincher
Plasma artillery	+3	1d10+10	50/100	30	425,000	200	H4	40	7/TL4	1d10	Exp 2, plasma, super heavy
Pulse blaster	+3	1d8	30/60	10	325,000	20	H5	30	7/TL4	1d10	Exp I, heavy weapon, plasma
Smart guided Rocket launcher	+2	3d6+6	80/160	15	4,200	30	I	20	I	1d6	Exp3, guided, heavy weapon
Rocket Artillery	+1	2d6+6	60/120	15	25,000	800	12	4	I	1d6	Exp I, heavy weapon
Rocket launcher	+1	2d6+10	60/120	15	840	20	I	4	I	1d6	Exp I, heavy weapon
Wave stunner	+3	Special	10/20	0	65,000	12	M5	20	2/TL2	—	2-handed
• Undermount	+3	Special	10/20	0	65,000	12	M1	20	2/TL2	—	
Vapor rifle	+3	12	20/40	20	425,000	12	H6	30	7/TL4	1d12	2-handed

READING THE WEAPON TABLE

AP: How much of the opponent's hardness or resist value the weapon ignores each time you hit.

Clip: The capacity of a loaded clip or cell. Check ammunition for prices.

Load: The cost in load points for fielding additional gear.

Level: The level and tech level of the item.

Price: All costs are listed in \$. All weapons are restricted.

Weight (Wt): The weight of the weapon in pounds.

Critical: This is the additional damage you score with a critical hit. This dice increases with each enhancement bonus (e.g.: If you have a +2 enhancement with a 1d6 critical rating, you do 2d6 with a critical hit).

ARCHAIC MELEE WEAPONS

It should be noted that unlike medieval days, swords and axes aren't nearly as common as they used to be. Even with the increase of globalization and cultural mingling, there still won't be katana-wielding guards walking around in business attire. If you still wish to purchase non-magical weapons from the **D&D PLAYER'S HANDBOOK**, multiply the cost of the weapon by 10 (a

bastard sword would cost \$300).

Armor Piercing: The AP of any is 0 unless otherwise specified or it is magical. A magic weapon has an AP equal to twice its enhancement bonus.

Critical: The critical rating of an unlisted, unenchanted melee weapon is 1d4 if the weapon does 1d4 damage, 1d6 for weapons that do 1d6 to 1d10 damage, and 1d8 for weapons that do more than 1d10 damage.

Going Medieval: Of course, you could always use your firearms as melee weapons in a pinch. They are treated as improvised weapons of the appropriate type (one-handed or two-handed). If you are proficient with clubs, you gain a +2 proficiency bonus to melee attacks with firearms.

WEAPON DESCRIPTIONS

Air-Dart Gun: The air-dart gun resembles a standard pistol except it fires a small needle via an air compressor. The needle inflicts no damage but can deliver any number of medical injections. You must determine which injection to use when you load the weapon.

Brass Knuckles: A no fuss weapon, brass knuckles add 1 extra damage to unarmed melee attacks.

Capsicum Spray: This item employs a chemical irritant like capsaicin (common in some fruits, plants, and most chilies), also known as a lachrymatory agent. When a target is struck, the spray affixes a sticky, waxy

MELEE WEAPONS, ONE-HANDED

Weapon	Prof	Damage	AP	Price	Wt	Ld	Cell	Level	Crit	Properties	Class
Brass knuckles	+2	+1	0	5	—	—	—	I	1d4	Augment, off-hand	Simple melee
Buzz baton	+2	1d4	0	360	1	4	—	I	1d4	Off-hand, pincher	Simple melee
Chainsaw	+0	1d6	0	40	10	—	—	I	1d6	High-crit, 2-handed	Simple melee
Collapsible baton	+2	1d4	0	10	1	4	—	I	1d4	Off-hand	Simple melee
Combat knife	+2	1d6	0	50	1	4	—	I	1d6	Off-hand	Simple melee
Garrote	+1	1	0	1	—	—	—	I	1d4	Special, two-handed	Military melee
Razor	+1	1d4	0	1	—	—	—	I	1d4	Off-hand	Simple melee
Tonfa	+1	1d4	0	50	3	2	—	I	1d4	Off-hand	Military melee
Laser-cut tanto	+2	1d6	5	360	1	8	—	I	1d4	Off-hand	Military melee
Harmonic blade	+3	1d4	5	4,200	2	3	M	2/TL1	1d4	Off-hand, special	Simple melee
Piton-Gauntlet	—	Special	2	4,200	5	4	M	2/TL1	1d8	Augment, high-crit, off-hand	Military melee
Power-Hooks	—	Special	4	4,200	8	4	M	5/TL3	—	Augment, off-hand	Military melee
Punch Gun	—	Special	0	4,200	2	2	—	I	1d4	Augment, off-hand, special	Military melee
Tesla Glove	—	Special	0	4,200	3	7	H	7/TL4	—	Augment, off-hand, pincher	Military melee

liquid to the skin which is colorless and odorless. The spray contains almost pure capsaicin with a scoville rating of more than 10,000,000, double the intensity of pepper spray. Most are built with a compressed canister while others eject a breakable projectile.

Property: On a hit, the target is dazed until the start of your next turn.

Critical: The target is stunned until the start of your next turn.

Caseless: Caseless firearms use unique clipless, jacketless weapons. A square-shaped round contains the entire firing mechanism. The shell is encased inside a solid propellant coffin, connected to others, and when fired, incinerates its case, ejecting the remnants with the bullet. This makes an efficient system where no clips are used and no cases are ejected. Caseless weapons have massive clip capacities.

Electronic Stacked Projectiles (ESP): No longer are bullets loaded from an external clip and fired via firing pin. Now they are loaded directly into the barrel, separated only by the propellant. The concept dates back to traditional fireworks, except the stacked projectile weapon doesn't need to fire its entire payload when ignited. Electrical pulses launch the bullets in proper order. This removes the need for a clip, a firing pin, or any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

Special: Some ESP weapons are listed as “auto/heavy auto”, meaning they can switch from auto to heavy auto as a free action. You cannot switch modes during a power.

Volley Gun Property: The volley gun has an incredible rate of fire. As a free action, you can set it heavy auto+, unleashing 20 rounds per attack roll and adding 1d8 damage. The volley gun cannot be turned

into a heavy weapon for Large users.

Flamethrower: This weapon shrunk in size over many years. Though still two-handed, it no longer requires an unsafe nozzle to an even more hazardous backpack. Despite rumors and urban legends, neither older nor modern flamethrower tanks explode easily if ruptured.

Property: The flamethrower inflicts fire damage.

Special: A flamethrower lists two bonuses for proficiency. Use a move action to gain your full proficiency bonus. Once you do so, the higher bonus persists until you leave your current square. An attack with a flamethrower uses the following basic attack:

FLAMETHROWER ATTACK Basic Attack

LET'EM BURN!

At-Will • Martial, Weapon

Standard Attack

Close blast 5

Prerequisite: You must be wielding a flamethrower.

Target: Each creature in blast

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. Increase to 2 [W] + Dexterity modifier damage at 21st level.

Special: Once per encounter, when you hit, the target takes additional ongoing 4 fire damage (save ends).

Garrote: A simple wire, when used properly, can disable or kill an opponent in seconds.

Requirement: You can only use a garrote against a target granting you combat advantage which is not aware of you. You can only use the garrote with a melee basic attack or specific powers which utilize the garrote.

Property: When you hit with a garrote, you grapple the target. The target cannot speak while grappled. The target is dazed while the grapple is in effect. The target also suffers a -2 penalty to escape attempts.

Glue Gun: This large weapon, resembling a rocket launcher with an oversized ammo drum, utilizes a mag-

GLUE GUN ATTACK

Basic Attack

That's OK; don't get up.

At-Will • Martial, Weapon, Zone
Standard Attack

Area burst 1 in
weapon range

Prerequisite: You must be wielding a glue gun.

Target: Each creature in burst

Attack: Dexterity vs. AC

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

Aftereffect: The target is restrained (save ends).

netic accelerator to launch metallic spheres which break apart upon impact, releasing expanding foam that solidifies soon after. This traps the target and anything else unfortunate enough to step upon or roll over it.

Special: An attack with a glue gun uses the following basic attack.

Vehicle: A vehicle hit by this attack must make a control roll (DC 15 + ½ your level) or stop. If the vehicle is moving faster than twice its speed rating, it crashes.

Effect: The attack creates an area of sticky material that lasts until the end of the encounter or five minutes. Any creature that enters an affected square is immediately targeted by this attack.

Special: If a creature already restrained by a glue round is hit again, it suffers a -1 penalty to the saving throw (cumulative up to -5).

“God’s Eye” Sniper: The “God’s Eye” uses a proprietary digital scope that analyzes intended targets and determines weak points for improved stopping power. It is able to find holes in cover, faults in armor plating, and spots on a target to cause the most damage (axles, hearts, etc). However, the weapon was deemed too costly and now is only sold to private security agencies and mercenary groups.

Property: When used with sniper powers, this weapon adds a +2 bonus to all attack rolls for the purposes of Marksman Talent.

Grenade Launcher/Weapon: All grenade launchers can load any grenade, or explosives .5 lbs or less.

Harmonic Blade: Beginning its life as a surgical scalpel, this device evolved quickly to accomplish the ethically opposite goal. The blade requires a built-in power source enabling it to slice or penetrate through virtually any substance. It accomplishes this by vibrating in excess of 75,000 Hz. More advanced designs translate little of this pulsation to the user's hand, though it does still occur. As a result, using a harmonic blade for more than a few minutes generates significant muscle fatigue. Because a larger blade translates more of its energy to the wielder, there has not been a practical harmonic blade longer than a few inches.

Property: The harmonic blade counts as a dagger. If you have Heal as a trained skill, you gain a +2 bonus to damage with this weapon. This weapon's damage increases to 1d6 if a target grants you combat advantage. This critical damage is not increased if the weapon's damage is increased. The additional critical damage this weapon inflicts is ongoing damage (save ends).

Netgun: Similar to the glue gun, the netgun is designed only for personal use and is less messy.

Special: An attack with a netgun uses the following basic attack.

NET GUN ATTACK

Basic Attack

You want it alive, at least for the time being.

At-Will • Martial, Weapon
Standard Attack

Area burst 1 in
weapons range

Prerequisite: You must be wielding a net gun.

Target: Each creature in burst. You cannot target vehicles.

Attack: Dexterity vs. AC

Hit: The target is restrained until the start of your next turn. You can still move the target.

Aftereffect: Target is restrained (save ends).

Special: If a creature already restrained by a net round is hit again, it suffers a -1 penalty to the saving throw (cumulative up to -5).

Piton-Gauntlet: These devices are not strictly speaking gauntlets, as your fingers are free to hold other objects. The gauntlet mounts to your forearm. This weapon is effectively a captive bolt pistol. When activated, it propels a titanium rod three inches from your fist (or as much as a foot for larger models). Spring action recoil returns the rod to its housing an instant later. The ejection system utilizes compressed air supplied by an internal power cell.

Property: The piton-gauntlet grants the high-crit property to unarmed attacks and its critical damage die is 1d8.

Power-Hooks: These impressive devices are oversized augmented manipulators attached to synthetic muscles and hydraulic pumps. The entire assembly wraps around the arm and most of the shoulder. Purchasing two links the two assemblies around the back.

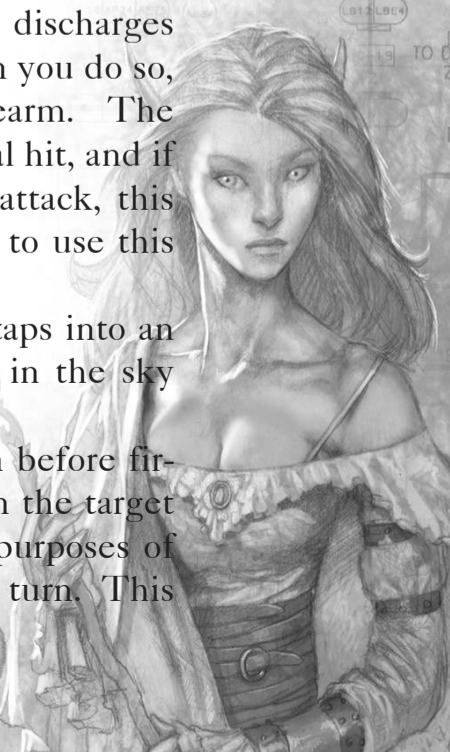
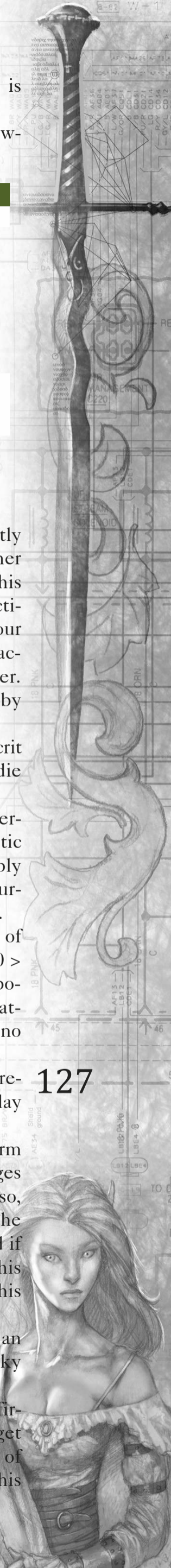
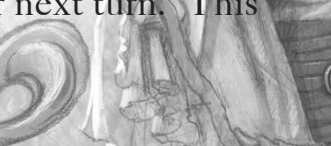
Property: Power-hooks increase the damage die of unarmed attacks by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). You also gain a +2 item bonus to Strength ability checks (but not Strength attacks). Your hands are not free and you can wield no other weapons if using power-hooks.

Punch-Gun: Effectively an impact-triggered firearm, the punch-gun only discharges when a short relay is triggered by your unarmed attack.

Property: Built into the mechanism is a firearm (1d4 damage, clip 3). This weapon only discharges when you hit with an unarmed attack. When you do so, you can also automatically hit with the firearm. The extra damage is counted as part of the original hit, and if you score a critical hit with your unarmed attack, this damage is also maximized. You can choose to use this ability or not.

Satellite Sniper: The Satellite Sniper taps into an overhead observer in high orbit. This eye in the sky can see through walls and any form of cover.

Property: If you take a standard action before firing, you ignore all cover and concealment on the target and gain an additional +1 to attack for purposes of Marksman Talent until the start of your next turn. This



bonus can be suppressed with jamming systems and ECM.

Tesla-Glove: This unique item is equipped with more than a half-dozen resonant transformers that conduct severe electrical shocks to a target.

Property: If you don't hit any target during your turn, at the start of your next turn, increase the damage of your next hit with this weapon by +2. This is cumulative up to +6 damage. After you hit any target, the bonus is reduced to 0. When an encounter begins, unless you are surprised, the glove is assumed to be primed to +6 damage.

Undermount: Several weapons are offered as an undermount, meaning they attach to another weapon. When you purchase an undermount, it can only function if married to a non-specialty two-handed small arm. You can only mount one undermount weapon at a time to another weapon.

Property: You can switch from a weapon to its undermount weapon as a free action. Removing or attaching an undermount takes a standard action.

AMMUNITION

Ammunition must be purchased separately. Ammunition cannot be recovered except for air dart injections. Make a save for every air dart needle that misses to recover the injection. The needle is still lost.

A NOTE ON CLIPS

It would be frustrating to micromanage one's clip usage. When purchasing ammunition, you are assumed to purchase clips as well for the capacities you need. You are not strolling into an encounter with boxes of loose ammunition. You are expected and assumed to be prepared. GMs are not expected to enforce clip counting and if the players want to reload half-empty clips, they can. They can always reload their clips after the encounter.

ALTERNATE AMMUNITION

You cannot mix alternate ammunition types in the same clip. You can only use one type of alternate ammunition property per attack power.

Armor Piercing: *Gain:* +5 AP; *Drawback:* You cannot score a critical hit, and you can apply no critical effect; *Use:* Caseless rounds, ESP Bullets, Gauss iron flechettes, Sabot SPPs, traditional bullets, heavy shells;

Special: You cannot increase damage on hits that only inflict 1 point of damage.

Explosive: *Gain:* +1 burst area; *Drawback:* -10 AP; *Use:* Heavy shells, rockets.

Tracer: *Benefit:* +1 to attack rolls in long range; *Drawback:* -1 damage on each damage die; *Use:* Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets; *Requirement:* Auto or heavy auto weapons only.

Rubber: *Benefit:* Medium and smaller targets are dazed until the start of your next turn. A critical hit causes the target to be stunned instead of dazed until

AMMUNITION

Ammunition Type	[W] Application	Load	Cost
Battery cell – M (1)	Various	4	50
Battery cell – H (1)	Various	16	150
Capsicum Cartridge (3)	—	4	4
Caseless round (20)	1d6	4	2
Caseless round (20)	1d8	4	3
Electroshock Cartridge	1	4	25
ESP Bullet (20)	1d6	4	2
ESP Bullet (20)	1d8	4	3
ESP Bullet (20)	1d10	4	4
Flame Tank (1 tank)	1d8	8	50
Gauss iron flechette (1)	1d6	4	1
Gauss iron flechette (1)	1d8	4	2
Gauss iron flechette (1)	1d10	4	4
Gauss iron flechette (1)	2d6	4	6
Gauss iron flechette (1)	2d8	4	10
Gauss iron flechette (1)	2d10	4	20
Glue Clip (6)	—	8	200
Heavy Shell (1)	2d6+6	4	100
Heavy Shell (1)	3d6+6	4	100
Needles, Air Dart (5)	—	4	5
Net cartridge (1)	—	4	4
Sabot SPP (6)	1d6	4	2
Sabot SPP (6)	1d8	4	3
Shotgun Slug (4)	1d8/1d10	4	2
Traditional bullet (20)	1d4/1d6	4	2
Traditional bullet (20)	1d8	4	2
Traditional bullet (20)	1d10	4	5
Traditional bullet (20)	2d6/1d6+6	4	5
Traditional bullet (10)	2d8/1d8+8	4	5
Traditional bullet (10)	2d10/1d10+10	5	7

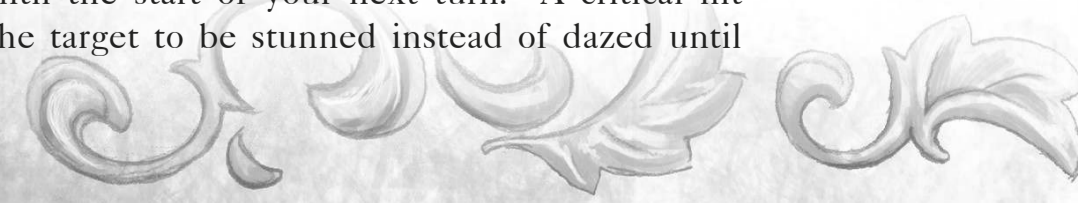
the start of your next turn. *Drawback:* A hit inflicts no damage; larger targets, solos, and elites are unaffected. *Use:* Caseless rounds, ESP bullets, sabot SPPs, shotgun shells, traditional bullets; *Requirement:* Non-auto or non-heavy auto; *Special:* You can only use rubber rounds with powers that inflict at least 1[W] damage.

Hollow Point: *Gain:* Increase additional critical damage by 1 die; *Drawback:* -2 AP. *Requirement:* Weapon must have an AP of at least 2. *Use:* Caseless rounds, ESP Bullets, Sabot SPPs, Traditional bullets.

Ammunition Type	Level	Cost
Armor Piercing	1	x2
High Explosive	1	x4
Tracer	1	x2
Rubber	1	x2
Hollow Point	1	x2

GRENADES AND EXPLOSIVES

Grenades: These explosives come equipped with an impact detonator and can be used as a grenade (thrown or in a launcher) without requiring a Demolitions skill check. When doing so, employ a *grenade attack*. A weapon with the grenade property can still be used with another detonator but this requires the purchase of a detonator and a Demolitions skill check to place it.



GRENADE ATTACK

Basic 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 explosives table above for damage, range, and area burst. If you are wielding a grenade launcher, use that weapon's range.

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage. Increase to 2[W] + Dexterity modifier damage at 21st level.

Miss: Half damage and no special effects.

Explosives: Explosives all require a detonator and are not equipped with one. Explosives can be triggered without a Demolitions check but the roll is required to plant a detonator.

Physical: On a hit, all grenades and explosives with the physical damage type knock Medium or smaller creatures prone. A critical hit will knock Large or smaller creatures prone.

Range: All grenades 1 lb. or less have a thrown range of 5/10 if you are Medium or smaller size, 8/16 if you are Large or larger size. All non-grenade explosives and grenades larger than 1 lb. have an effective range of 5 or 8 squares (no long range) and suffer a -2 penalty to attack rolls. You cannot throw explosives heavier than 5 lbs.

EXPLOSIVE ATTACK

Basic 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: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage. Increase to 2[W] + Intelligence modifier damage at 21st level.

Miss: Half damage and no special effects.

READING THE TABLE

AP: How much of the target's hardness or resist value the grenade ignores each time it hits. The AP increases with each block used.

Point of Impact: The AP for all explosives and grenades with an AP of 2 or more gain a +4 bonus to AP to the center square of the impact. This value does not increase with additional explosives.

Exp: The burst area of the explosive or effect. All targets within the burst radius take damage from the explosion or suffer from the grenade's effects.

Cost: This is the price to acquire the explosive. All explosives are restricted.

Damage: Damage from explosives and splash weapons is classified according to type, energy (of a specific type) or physical.

Detonator: Indicates the type of detonator re-

quired to trigger the explosive:

Ignition—requires an ignition source (a flame or another explosive).

Explosive—requires another explosive

Detonator—requires an actual detonator.

Note: Grenades are automatically equipped with impact detonators.

Symp (Sympathetic): A sympathetic explosive will be detonated if caught in the radius of another explosion.

Properties: Like weapons, explosives have weapon properties.

Weight: This column gives the weapon's weight.

Critical: This is the additional damage you score with a critical hit. The number of dice increases with each enhancement bonus (e.g.: If you have a +2 enhancement with a 1d6 critical rating, you do 2d6 with a critical hit).

EXPLOSIVE AND GRENADE TYPES

0-Point Annihilator: This plasma explosive was originally designed to cut through the new generation of fortified materials in construction but found use later in military applications to ensure advanced technology couldn't fall into enemy hands. This replaces the phosphorus grenade as that proved ineffective against new armor.

Property: On a hit, the target suffers -3 hardness to their armor until repaired.

Concussion: This light explosive uses air pressure as well as the shrapnel from its casing to disrupt enemy lines. They are often employed in mines to break up dense collections of personnel.

Special: The concussion explosive does 1 point of damage. Against a helpless target, the damage increases to 1d8.

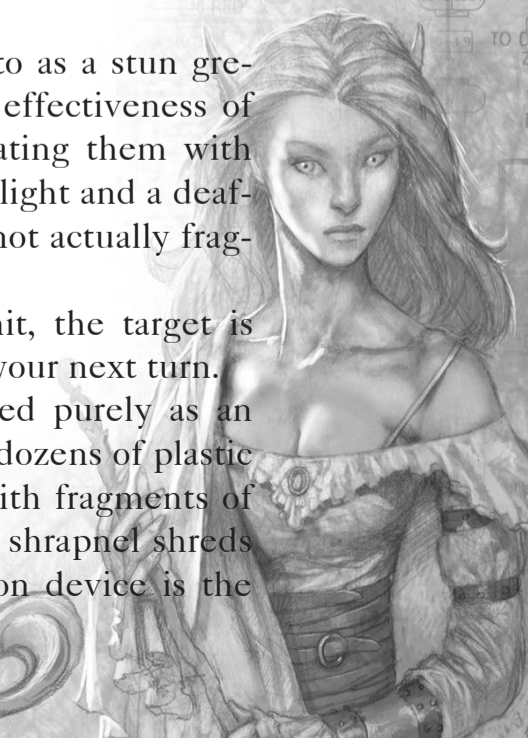
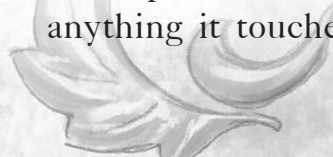
EMP: EMPs do not inflict any damage, but instead, discharge an electromagnetic pulse that disrupts electronics.

Property: On a hit, robots, prosthetic bodies, and servers are stunned until the start of your next turn; if you score a critical hit, the effect is (save ends). Vehicles suffer a -5 penalty to all Vehicle Operation checks (save ends). The vehicle brakes every round until it saves.

Flashbang: Also simply referred to as a stun grenade, a flashbang reduces the combat effectiveness of opponents by confusing and disorientating them with sudden blinding magnesium generated light and a deafening blast. The explosive body does not actually fragment so no shrapnel is dispersed.

Flashbang Special Rule: On a hit, the target is blinded and deafened until the start of your next turn.

Fragmentation: Frags are designed purely as an antipersonnel explosive by discharging dozens of plastic or steel flechettes blowing out along with fragments of the explosive's own shell. This deadly shrapnel shreds anything it touches. The fragmentation device is the



GRENADES

Weapon	Dam	Type	Exp	AP	Ld	Wt	Cost	Properties	Symp	Detonator	Crit	Level
Anti-Armor	2d6+6	Physical	1	20	16	0.5	500	High-crit	No	Detonator	1d10	1
Concussion	1 ¹	Physical	1	0	1	0.5	10	Special	No	Detonator	1 / 1d6	1
EMP	None	None	3	0	4	0.5	200	Special	No	Detonator	—	1
Flashbang	Special	Special	2	0	4	0.5	50	Special	No	Detonator	—	1
Fragmentation	1d8	Physical	2	5	8	0.5	100	Special	No	Detonator	1d6	1
High-Yield (HMX)	2d6	Physical	1	5	4	0.5	75	High-crit	No	Detonator	1d10	1
Nerve Toxin	1d8	Poison	2	0	16	0.5	500	Unique	No	Detonator	1d8	1
Plasma	2d6	Plasma	1	5	4	0.25	500	Special	No	Detonator	1d10	3/TL3
Riot	None	Poison	1/2/3	0	4	0.5	75	Special	No	Detonator	—	1
Smoke-Signal	None	None	0	0	2	0.5	5	Special	No	Detonator	—	1
Smoke-Screening	None	None	2/3/4	0	4	0.5	10	Special	No	Detonator	—	1
White Phosphorus	1d8	Fire	1/2/3	0	16	0.5	500	Special	No	Detonator	1d6	1

EXPLOSIVES

Weapon	Dam	Type	Exp	AP	Ld	Wt	Cost	Properties	Symp	Detonator	Crit	Level
Auto Fuel	1d6	Fire	1	2	—	1g./8lb.	5	Special	Yes	Ignition	1d4	1
Exposed gunpowder	1d6	Physical	1	2	—	1	10		Yes	Ignition	1d4	1
Fertilizer / ANFO	1d6	Physical	1	2	—	1	10		No	Explosive	1d4	1
Jet Fuel	1d8	Fire	1	2	—	1g./8lb.	10	Special	No	Explosive	1d6	1
Moldable	1d10	Physical	1	5	4	1	50	High-crit	No	Detonator	1d8	1
Nitroglycerin	1d12	Physical	1	2	—	1	50	Special	Yes	Explosive	1d10	1
TNT	1d8	Physical	1	2	4	1	20		No	Explosive	1d6	1
0-Point Annihilator	2d6	Plasma	1	10	4	1	500	Special	No	Detonator	1d10	3/TL3

¹This damage cannot be increased with attribute or power bonuses.

standard grenade configuration.

Fuel, Auto/Jet: Despite what movies will have you believe, it is not easy to set jet fuel ablaze. Standard automotive fuel, however, is very different.

Property: Fuel inflicts fire damage. Creatures in the area upon detonation suffer ongoing 5 fire damage (save ends). The area is filled with flame until the end of the encounter (or five minutes). Any creature moving into an affected square on its turn or starting its turn in an affected square suffers the basic damage of the fuel (1d6 or 1d8).

Moldable Explosive: This soft, malleable explosive is less effective for grenade use, being more specialized for standard demolition. It can be cut, formed, wrapped, and combined with others of its type. Moldable explosive is more expensive than standard explosive but effective in its capacity. Moldable explosives cannot be triggered without a detonator (even if caught in another explosive's detonation).

Nerve Toxin: A deadly and illegal weapon, this explosive expels a gas that attacks the nerve cells of a living creature. A potent gaseous mixture blending a batrachotoxin and taipoxin and several other agents produces a deadly gas which causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure.

Property: Nerve toxin grenades are a gas effect that only affects living creatures.

Effect: On a hit, the target suffers ongoing 5 poison damage (save ends) and is dazed (save ends).

Nitroglycerin: One of the oldest explosives, nitro is not longer actively used in the majority of military forces. This is due to its instability.

Special: Nitroglycerin will always detonate if

caught in the blast radius of another explosive, if dropped from a height of more than 5 feet, or if ignited.

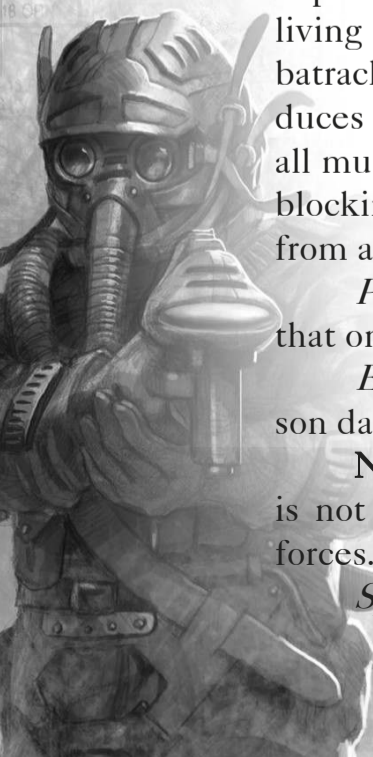
Plasma Grenade: The military spec of the 0-point plasma charge, this miniaturized variant is less powerful but more effective as an anti-personal device, designed specifically with advanced armor in mind. The grenade is half the size of equivalent models, requiring a sabot casing when loaded into launchers (included when you purchase one).

Property: On a hit, the target suffers -1 hardness to their armor until repaired.

Riot Grenade: Riot grenades are used to disperse crowds and disorientate attackers. The grenade does not explode but rather open valves, releasing compressed nerve gas. The gas replicates a smoke field, except it causes skin and eye irritation on contact, throat and nose irritation if inhaled.

Property: These grenades occupy 1 square the round they are deployed, expanding an additional square every additional round until they reach burst 3. Targets that start a turn in an affected square or enter an affected square are slowed. Targets affected for two rounds are blinded. Targets affected for three rounds are also weakened. When the target enters an unaffected square, he recovers from the conditions at the start of his next turn (assuming he doesn't re-enter an affected square).

Smoke Grenade: There are three types of smoke grenades: screening grenades, signal grenades, and white phosphorous grenades. Most smoke grenades are employed as signaling devices, though they can also be used to screen unit movements, conceal advancement and hinder enemy fire. Signal smoke grenades cannot be used for screening, though screening grenades can be used as a signal grenade. Screening grenades either





expel a hexachloroethane/zinc (HC) mixture that is also an irritant or a terephthalic acid mixture (TA), which is harmless. Signal grenades use potassium chlorate, lactose, and a colored dye to work. Signal grenades are available in several colors, including white, red, yellow, green, and purple. The white phosphorus grenade is a smoke grenade with an explosive burst. Rather than burning to make smoke, the phosphorous ignites in the air after spreading. The brilliant yellow flame produces phosphorus pentoxide, the smoke, as a byproduct. The intense heat allows the grenade to double as an anti-personal weapon. The heat is devastating in close quarters.

Screening Special Rule: Screening grenades fill a burst 2 on impact, expanding an additional square at the start of each turn until reaching burst 4. The smoke obscures all sight. Everyone inside or on opposite sides of the smoke from an attack is granted total concealment. After five rounds, a saving throw can end the effect. Wind disperses the smoke (GM's discretion on the severity required and the length the cloud lasts).

White Phosphorus Special Rule: This grenade has the same effect as the screening grenade except it also delivers damage and ongoing 4 fire damage on a hit (save ends).

TNT (Trinitrotoluene): TNT is the standard explosive to which all others are compared. Although no longer employed in military applications, it is still common in black market circles and in civilian use (e.g.: mining). Unlike moldable explosive, TNT can accidentally detonate if caught in the blast of another explosion.

ARMOR

When knights in heavy armor vanished from the battlefield, their absence was not missed, offset by the increase of badly trained militia. Officers would send waves of men into battle with just enough training to know which direction to point the barrel. What armor they were given was barely enough to stop a knife, let alone a bullet. Eventually, protection did get better, but so did the bullets. However, it would take the advancement of micronized power systems and synthetic muscles before war would see to reappearance of the knight in heavy armor.

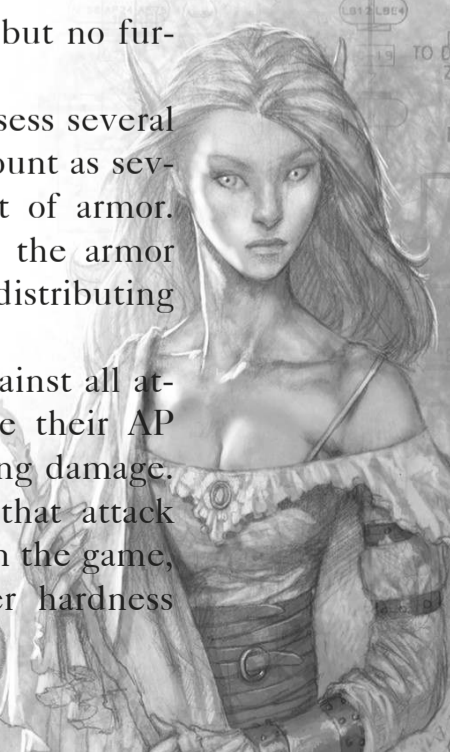
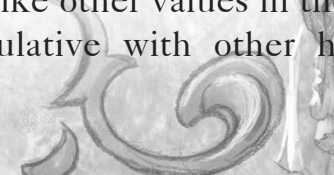
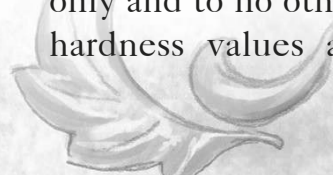
READING THE ARMOR TABLE

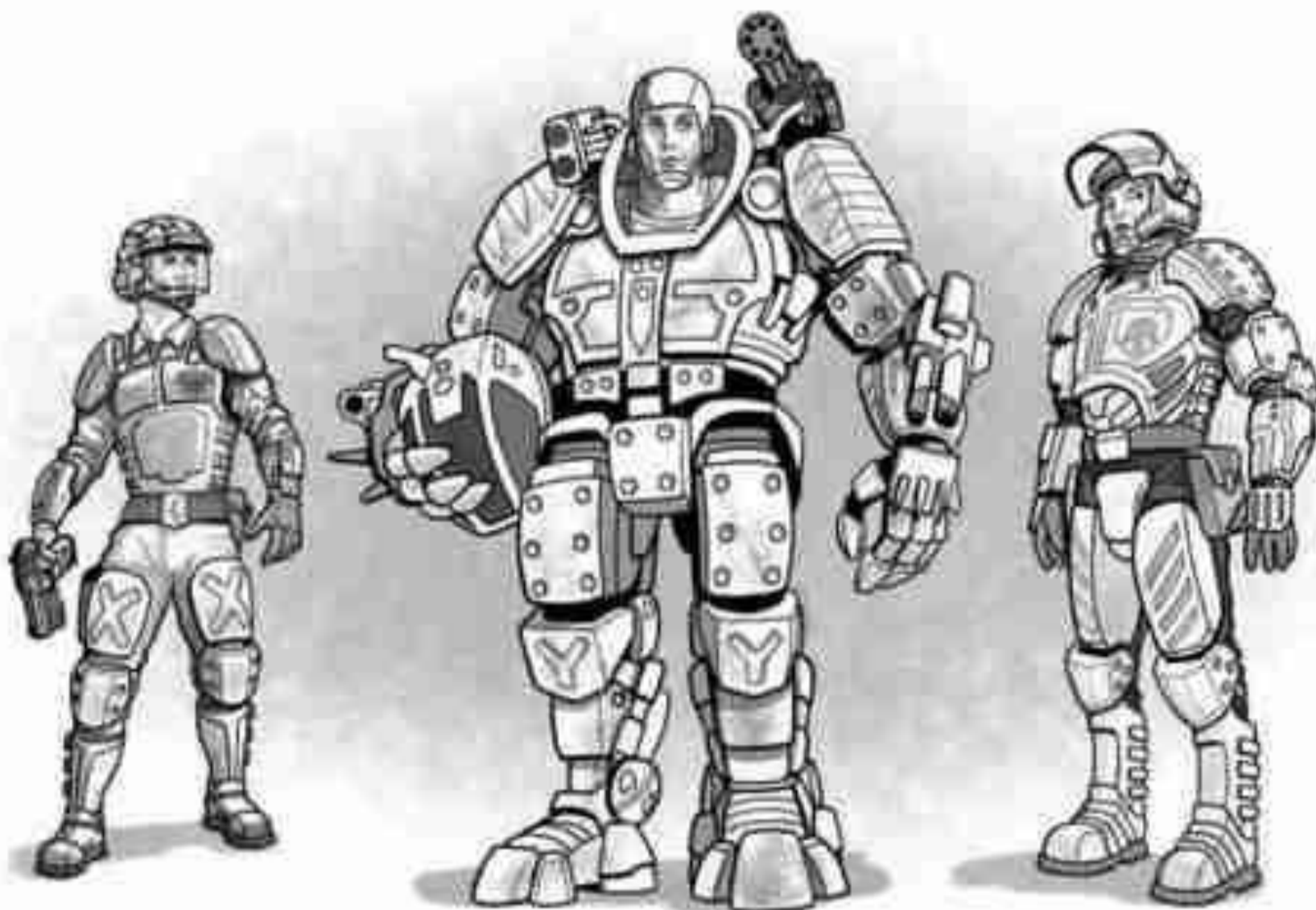
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Hit Points: Powered or advanced armors have their own hit points. The only way these armors can suffer direct damage is to use the threshold rule. Armor reduced to zero hit points is not destroyed, but no further damage can be transferred to it.

Gear: Unlike weapons, armor may possess several additional features, and as such, they may count as several different items instead of just one set of armor. This entry lists how many different items the armor counts as. This value is only useful when distributing equipment fairly to a party.

Hard[ness]: This is the resist value against all attacks. Weapons with an AP value remove their AP value from your hardness rating before rolling damage. Your modified hardness rating applies to that attack only and to no others. Unlike other values in the game, hardness values are cumulative with other hardness





values. Hardness does not apply to any elemental damage types (cold, fire, lightning, etc).

Level: The level and tech level of the item.

Load: The cost in load points for fielding the item.

Speed: Along with the normal rules covering armor and how it reduces speed, advanced armor can sometimes boost or replace your speed altogether. The weight of advanced armor does not affect your speed as the armor is designed to support itself.

Thresh. (Threshold): The maximum number of points of damage you can transfer from a hit to the powered armor's hit points. Remaining damage is carried through to the character. This takes no action.

Power: Certain armor requires power to operate. Each armor that does so requires a single H cell, which lasts six encounters before needing to be replaced.

LIGHT MODERN ARMOR

Aramid Combat Suit: Over the regular survival suit, the combat suit employs rigid plates and flexible aramids. Additional layers of nylon separate staggered sheets of thin polymer plastic. Variations of the ACS can be found in many Special Forces as well as law enforcement teams.

Resistance: You gain resist 5 fire.

Aramid Survival Suit: Aramid suits employ a combination of flexible aramid fabrics and rigid ceramic and metal plates. This suit covers the wearer completely, sealing her from the outside environment. This is a popular, though expensive, civilian issue for mountain climbers, survivalists, or vigilantes wanting to replicate

their favorite comic book hero.

Resistances: You gain resist 5 fire, resist 5 cold, and resist 2 focus.

Special: The armor bonus of the suit grants drops by 3 when wet.

Ballistics Armor: This is a light, but still somewhat clumsy collection of ceramic and polymer plates placed strategically to withstand impacts without severely hampering maneuverability. It is a common basic military grade armor employed by less developed countries.

Nanotech Armor: The emergence of nanotech armor was decades after the micronization boom. The technology was proven but cost prohibitive and many governments didn't favor such advancement when a lost suit could affect national security. These concerns faded as nanotechnology became more commonplace.

Despite this, the suit is not often employed in military circles and is usually seen with corporate security. Nanotech armor employs molecule-sized machines to alter the composition of the suit depending on the impact. The combat suit remains elastic and comfortable otherwise. Anytime an impact occurs, the micro-machines react with a response of less than 0.0015 seconds. The impact point becomes immediately inflexible and solid, deflecting the attack.

Power—Reflection Deflection (Encounter): Immediate Interrupt. If you are hit by a non-area attack, you take no damage.

Spider Silk Suit: Computer controlled looms weave super thin synthetic silk into an extremely flexible nylon. When struck by any attack, the spider silk resists as hard as steel but will still flex like soft rubber.

LIGHT MODERN ARMOR

Light Armor	Armor	Check	Speed	Price	Wt	Hard	HP	Thresh.	Ld	Level	Gear	Power
Synthetic Weave	+2	—	—	25	10	0	—	—	4	1	1	—
Ballistics Armor	+3	-1	—	35	20	0	—	—	4	1	1	—
Aramid	+3	-1	—	25,000	25	0	—	—	8	8	2	—
Survival Suit												
Aramid	+3	—	—	45,000	25	0	—	—	16	8	2	—
Combat Suit												
Nanotech Armor	+4	-1	—	45,000	25	0	—	—	20	16/TL2	2	H6
Spider-Silk Suit	+4	—	—	1,125,000	15	0	—	—	16	16/TL1	3	—
VAC Suit	+4	—	—	1,125,000	35	0	—	—	20	17/TL2	2	H6

HEAVY MODERN ARMOR

Heavy Armor	Armor	Check	Speed	Price	Wt	Hard	HP	Thresh.	Ld	Level	Gear	Power
Flack Longcoat	+6	-1	-1	45	30	0	—	—	4	1	1	—
Carbide Armor	+7	-1	-1	55	40	0	—	—	4	1	1	—
Tactical Body Armor	+7	-1	-1	360	30	0	—	—	8	1	2	—
Yowie Suit	+5	-2	-1	360	40	0	—	—	8	1	2	—
Advanced Wasteland	+8	-2	-1	520	35	0	—	—	12	2	2	—
Dragon-Mail	+9	-1	-1	45,000	40	4	—	—	20	8	2	—
Full Combat Warrior	+10	—	-1	65,000	45	5	—	—	20	17	3	—

ADVANCED ARMOR

Advanced -Light	Armor	Check	Spd	Price	Wt	Hard	HP	Thresh.	Ld	Level	Gear	Power
SLA Jackal	+4	—	**	1,125,000	265	5	15	5	40	23/TL3	3	H6
LA Wolf	+5	-1	—	1,625,000	565	5	20	5	40	23/TL3	3	H6
EA Maddox	+5	-1	—	1,625,000	700	5	30	5	60	25/TL4	3	H6
Advanced -Heavy	Armor	Check	Spd	Price	Wt	Hard	HP	Thresh.	Ld	Level	Gear	Power
LHA Kodiak	+11	-2	-1	105,000	945	5	20	5	30	17/TL3	3	H6
HA Vandal	+11	-2	-1	105,000	1,000	5	20	5	40	17/TL3	3	H6
HA Vulture	+10	—	-1	105,000	850	5	20	1	50	20/TL3	3	H6
SHA Demigod	+13	—	-1	1,625,000	1,050	5	30	5	50	20/TL4	3	H6
SHA Goliath	+14	-2	-1	2,125,000	1,850	5	40	10	60	25/TL4	3	H6
XH Atlas	+9	-2	5	105,000	20,000	10	50	50	60	15/TL3	4	H6
XH Fortress	+13	-1	5	1,125,000	15,000	10	40	10	60	18/TL4	4	H6
XH Dragon	+14	-2	6	2,125,000	30,000	10	60	60	60	25/TL4	4	H6

SHIELDS

Advanced -Light	Bonus	Check	Speed	Price	Wt.	Hard	Ld	HP	Thresh.	Level	Power
ADS	+2	—	—	325,000	10	0	5	—	—	22	H/H20
Deployable Shield	**	**	—	9,000	10	2	3	—	—	11	H
Energy Envelope	+3	—	—	225,000	10	0	5	20	20	21	H
Forced Entry Shield	+3	-4	-2	75	10	2	1	—	—	1	—
Kinetic Baffle	0/+4	—	—	65,000	15	0	4	—	—	17	H
Repulsor Engine	0/+4	—	—	45,000	15	0	4	—	—	16	H
Riot Shield	+2	-3	-2	150	25	2	1	—	—	1	—

It employs several thicker pads of carbon fiber in key areas.

Agility: You gain a +2 item bonus to all Acrobatics checks.

Resistance: You gain resist 5 lightning.

Synthetic Weave: This full body set includes thicker pads for cushioning impact and for reducing damage from slashing. They are a popular basic outfit and the comfortable choice for many in the field. Synthetic weave can be laced into other fabrics, reinforcing their stopping power. Synthetic weave can emulate leather, nylon, or even suede in its appearance and has the look of common clothes of virtually any grade.

VAC Suit -- Visible Active Camouflage: The VAC resembles a lightened version of the heavier titanium carbide armor. What it offers in addition is a holographic camouflage net that can alter the physical properties of the suit to resemble nearly any terrain it is using. It can also alter your appearance if need be. It can-

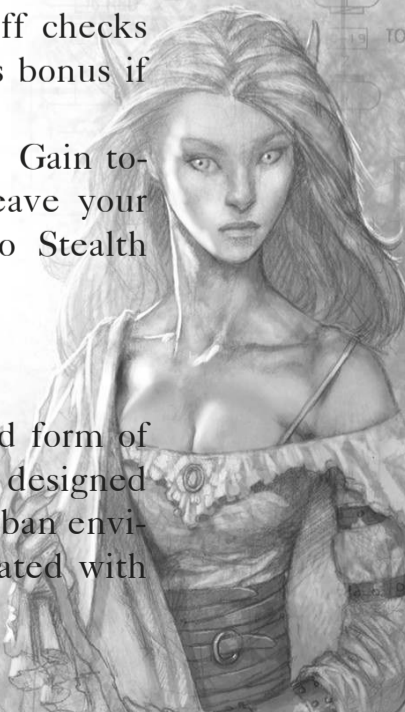
not alter your height, weight, or voice nor can it give the illusion you are significantly taller or shorter. The moment you interact with anything physical, that portion of the illusion breaks down. The illusion can only conceal weapons or gear you can realistically store within your armor.

Imitation: You gain a +2 bonus to Bluff checks when imitating another person. You lose this bonus if you speak.

Shroud—Power (At-Will): Move action. Gain total concealment. This effect ends if you leave your square. You also gain a +4 item bonus to Stealth checks.

HEAVY MODERN ARMOR

Advanced Wasteland Armor: An evolved form of the full combat warrior, the wasteland suit was designed to combat more severe threats outside of an urban environment. Initially designed for regions saturated with



pollution, its use expanded its use to severe cold, heat, or even situations involving nuclear fallout (though the latter has never been tested). Cooling systems maintain internal temperature. A sealed helmet processes external gases.

Resistances: You gain resist 5 poison, resist 5 cold, resist 5 fire, and resist 5 focus.

Targeting: You gain a +1 item bonus to damage rolls with ranged weapons at long range.

Carbide Armor: Super strong plates of tungsten carbide are strapped inside flexible nylons shirts and pants to offer remarkable stopping power. These plates are heavy and can be clumsy on the wearer.

Dragon-Mail: Based on medieval scale mail, Dragon-mail utilizes overlapping discs no bigger than gold coins interlaced together to form a durable but flexible covering. The discs, comprised of silicon, ceramic, and titanium, spread out impacts across the entire body, allowing for greater protection. The exacting pattern of the scales is positioned perfectly to maximize protection where needed most.

Property: You gain an item bonus to saving throws against ongoing damage equal to your enhancement bonus to Fortitude defense.

Flack Longcoat: This clumsy but stylish piece of subtle outerwear contains a thick inner layer of flexible aramid patches to resist cutting and piercing. It leaves the head vulnerable, even with the collar up.

Full Combat Warrior: Every generation of military is given a new variant of the combat warrior design. This newest model is a mixture of aramid padding and titanium plates in water-resistant layers of nylon and metallic fibers covered by patterned camouflage. It offers an insulated backpack-mounted computer system that controls various systems on the suit. It is used predominantly by the militaries of industrialized nations when deployed in hostile environments.

Equipment: Nightvision goggles.

Resistance: You gain resist 5 fire.

Stealth: You gain an item bonus to Stealth checks equal to your enhancement bonus to Will defense

Targeting: You gain a +1 item bonus to damage rolls with ranged weapons at long range.

Tactical Body Armor: This is a slightly detuned version of the full combat warrior armor. It offers similar protection in a lighter package. It sacrifices several of its carbide plates to make the suit less expensive for those on a budget. This military issue is used in replacement for the full combat warrior when mobility is more important or when missions are not expected to last through multiple engagements.

Resistance: You gain resist 5 fire.

Yowie Suit: Not designed for actual combat, this clumsy but effective piece of camouflage does offer some rudimentary protection. It is not terribly heavy but its overlapping layers of fake foliage renders fast movement nearly impossible. Pouches and straps conceal various other camouflage patterns which can unfold or release to alter the appearance of the suit.

Stealth: While in forest terrain, you do not suffer

any armor check penalties to Stealth while in the suit, and you gain an item bonus to Stealth checks equal to your enhancement bonus to Will defense.

ADVANCED ARMOR

EA (Executive Advanced) Maddox: The maddox blurs the line between the light skinsuits and the larger augmented powered armors of the heavier class. Limbs end in powered prosthetic extensions augmenting your natural hands. Your head sits in the torso, not under a helmet. The maddox's most notable feature are vectored thrust nozzles installed in the legs and back.

Air Cushion: You reduce fall distance by 20 feet when calculating damage and suffer half damage from falls.

Gauntlets: Unarmed attacks with the Maddox inflict 1d8 damage.

Immunity: You gain immunity to poison.

Resistances: You gain resist 10 fire and resist 10 cold

Power—Dash (Encounter): Free Action. Shift 5 squares.

Power—Jump Jets (Encounter): No Action. Gain a +20 bonus to your next Athletics check when jumping.

Power—Skimmer (At-will, special): Move action. You gain a fly speed equal to your normal speed. You have a height limit of 1 square. You can use skimmer as many rounds per encounter as your enhancement bonus to Reflex defense.

LA (Light Advanced) Wolfe: A heavier version of the Jackal, the Wolfe was designed first and reached the prototype phase before being halted and replaced by the Jackal. Its weight was trimmed and more advanced muscle fibers were woven.

Boosters: You gain an item bonus to Athletics checks when jumping equal to your enhancement bonus to Reflex defense.

Immunity: You gain immunity to poison.

Maneuverability: You gain an item bonus to all Acrobatics checks equal to your enhancement bonus to Reflex defense.

Power—Dash (Encounter): Free Action. Shift 5 squares.

SLA (Super-Light Advanced) Jackal: The Jackal forms itself to the curvature of the body. It employs a combination of lightweight polymers and aramids reinforced with carbon fullerene rings. Solid limbs are made from silicon carbide ceramic that slide perfectly to allow movement via a magnetorheological fluid. The suit covers the entire body and seals the occupant inside.

Air Cushion: You reduce any fall distance by 20 feet when calculating damage, and you suffer half damage from falls.

Boosters: You gain an item bonus to Athletics checks when jumping equal to your enhancement bonus to Reflex defense.

Gauntlets: Unarmed attacks with the Jackal inflict

1d6 damage.

Immunity: You gain immunity to poison.

Maneuverability: You gain an item bonus to Acrobatics checks equal to your enhancement bonus to Reflex defense. You gain a +1 item bonus to speed.

Power—Dash (Encounter): Free Action. Shift 5 squares.

Power—Jump Jets (Encounter): No Action. Gain a +20 bonus to your next Athletics check when jumping.

XH (Extreme Heavy) Atlas: The atlas is not as much a powered armor as it is a tank with legs. It possesses no other points of articulation. It's also nearly useless in a dense urban environment. Despite those issues, it is also the most powerful armored strongpoint most armies ever field in combat.

Auto-Reload: You have a mechanism to reload your weapons (since you have no arms). You can reload three clips/cells before needing external loading (you either have to exit the suit to reload or have an ally do it for you). Reloading still takes a move action using this system. External reloading takes two standard actions.

Immunity: You gain immunity to poison.

Large Armor: You are a Large creature. This does not affect your reach.

Level Adjustment: +1

Weapon Limbs: You have neither limbs nor manipulators to hold onto external weapons. You have no reach and cannot make opportunity attacks. You are equipped with three super heavy weapon mounts. You suffer a -3 penalty to attack rolls against Medium or smaller adjacent targets.

Nightvision: You gain darkvision.

Mecha: The Atlas's motive system has its own speed rating. You ignore penalties for difficult terrain.

XH (Extreme Heavy) Dragon: There is very little the Dragon cannot go up against. Its only weakness is its size. If it can enter a combat arena, the Dragon simply wins wars. It combines the best of the Atlas and Fortress designs.

Gauntlets: Your unarmed attacks inflict 1d10 damage.

Gravity Drive: You suffer no damage from a fall.

Large Armor: You are considered a Large creature. You gain reach 2.

Nightvision: You gain darkvision.

Regeneration: The armor has regeneration 1.

Immunity: You gain immunity to poison.

Level Adjustment: +1

Sensor Net: Gain an item bonus to Perception checks equal to your enhancement bonus to Will defense.

Power—Phase (Encounter): Move Action. Teleport 5 squares.

Power—Repair Drone (Encounter): Move Action. The armor recovers 5 hit points.

Weapon Mount: You gain a shoulder or arm mounted assembly. You can mount a heavy weapon to it.

XH (Extreme Heavy) Fortress: Where the Atlas

operates as a mobile weapons emplacement; the Fortress emerged after as defense system required to defend machines like the Atlas, vulnerable at close range. The Fortress found uses on its own in situations where massive ranged firepower was not a requirement.

Gauntlets: Your unarmed attacks inflict 1d10 damage. If you already inflict 1d10 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Immunity: You gain immunity to poison.

Large Armor: You are considered a Large creature. You gain reach 2.

Level Adjustment: +1

Weapon Mount: You gain a shoulder or arm mounted assembly. You can mount a heavy weapon to it.

HA (Heavy Advanced) Vandal: The Vandal is best when used in a role only it could fill. It is a ground-based tank killer, a heavy infantry support unit, and a mobile weapons platform all in one.

Gauntlets: Unarmed attacks with the Vandal do 1d10 damage with an AP of 5.

Amplified Strength: The range and maximum weights of thrown weapons are doubled.

Firearm Stabilization: Even though you are medium-sized, you are treated as Large for the wielding of all weapons.

Immunity: You gain immunity to poison.

Level Adjustment: +1

Weapon Mount: You gain a shoulder or arm mounted assembly, which frees up a hand. This mount can act as a hand for two-handed small arms, heavy weapons, or super heavy weapons, or you can mount a single one-handed small arm to it.

Power—Wheels (At-Will): Move action. Activate or deactivate transport mode (a sphere-based motive system built from your armor's feet). Your speed increases to 7. You can neither shift nor charge while using the wheels. Each time you move, you must move at least 2 squares.

HA (Heavy Advanced) Vulture: When the final production model of the Vulture was revealed, very little of the prototype survived. Gone were the sharp angles and jutting flight control systems, replaced by smooth curves and vectored thrusters. The Vulture remains low to the ground as it scurries under the cover of terrain, striking opponents while never offering itself as a target.

Amplified Strength: The range and maximum weights of thrown weapons are doubled.

Boosters: You gain an item bonus to Athletics checks when jumping equal to your enhancement bonus to Reflex defense.

Air Cushion: You reduce fall distance by 20 feet when calculating damage and suffer half damage from falls.

Gauntlets: Unarmed attacks with the Vulture inflict 1d8 damage.

Immunity: You gain immunity to poison.

Power—Jump Jets, Sustained (Encounter): Minor



action. You gain a fly speed of 10 until the end of your next turn.

Power—Jump Jets, Burst (Encounter): No Action. Gain a +20 bonus to your next Athletics check when jumping.

LHA (Light Heavy Advanced) Kodiak: This suit resembles an oversized piece of medieval plate, reinforced by limbs of titanium, and amplified by synthetic muscle fibers running through the entire assembly.

Amplified Strength: You gain an item bonus to Athletics checks and Strength checks (but not Strength attacks) equal to your enhancement bonus to Fortitude defense. The range and maximum weights of thrown weapons are doubled.

Gauntlets: Unarmed attacks with the LHA Kodiak inflict 1d8 damage with an AP of 4.

Immunity: You gain immunity to poison.

SHA (Super Heavy Advanced) Demigod: One of the largest power armors available, the Demigod was once considered the reigning king until the Goliath entered the scene. Despite losing its top position, the Demigod never lost its popularity, finding a balance between size and capabilities. The demigod could still fit in normal hallways and usually held enough armament to level a block. One of its strong suits, unmatched against its competition, are its hydraulic limbs, believed to be the most powerful of its class.

Amplified Strength: You gain an item bonus to Athletics checks and Strength checks (but not Strength attacks) equal to your enhancement bonus to Fortitude defense. The range and maximum weights of thrown weapons are doubled.

Boosters: You gain an item bonus to Athletics checks when jumping equal to your enhancement bonus to Fortitude defense.

Firearm Stabilization: Even though you are medium-sized, you are treated as Large for the purposes of wielding weapons.

Gauntlets: Unarmed attacks with the Demigod deal 2d6 damage with an AP of 10.

Immunity: You gain immunity to poison.

Level Adjustment: +1

Weapon Mount: You gain a shoulder or arm mounted assembly, which frees up a hand. This mount can act as a hand for two-handed small arms, heavy weapons, or super heavy weapons, or you can mount a single one-handed small arm to it.

SHA (Super Heavy Advanced) Goliath: The Goliath isn't clumsy or slow though it can't compete with the speed of most other designs. What it does boast is unparalleled defense capacity and offense potential. Because of the weight and size, the Goliath is seldom seen in tight urban environments and is often flanked by heavy mobile artillery with the sole purpose of protecting the line from opposing anti-armor attacks. When the situation calls for armored vehicles to enter a city, it is the Goliath which walks in first. It is the iconic image of battlefield superiority.

Amplified Strength: Gain an item bonus to Athletics checks and Strength checks (but not Strength at-

tacks) equal to your enhancement bonus to Fortitude defense. Add +1 square to the distance of any push effect you inflict. The range and maximum weights of thrown weapons are doubled.

Gauntlets: Unarmed attacks with the Goliath inflict 1d10 damage with an AP of 5.

Immunity: You gain immunity to poison.

Level Adjustment: +1

Regeneration: The armor has regeneration 1.

Rooted: The Goliath cannot be affected by forced movement by allies or enemies, even beneficial ones.

Sensor Net: You gain an item bonus to Insight checks and Perception checks equal to your enhancement bonus to Will defense.

Weapon Mount: You gain a shoulder or arm mounted assembly, which frees up a hand. This mount can act as a hand for two-handed small arms, heavy weapons, or super heavy weapons, or you can mount a single one-handed small arm to it.

SHIELDS

Active Dissuasion System: The successor of the forerunner energy envelope, the ADS contains a more powerful capacitor to respond to outside attack. The resulting system did not actually offer superior protection; in fact, it was slightly worse. The ADS capacitor prevents breakdown of its energy shield by temporarily overcharging the repulse field a microsecond before impact. This maintains shield integrity, but also discharges a significant electric shock, which can disable or kill nearby targets. The ADS takes two battery cells: one for its shield and one for its force feedback system.

Augmentation: Gain +2 item bonus to all melee damage rolls.

Power—Force Feedback (At-Will): Immediate Reaction. If you are hit by a melee attack, spend a battery charge and deal 4 lightning damage to the creature that hit you.

Deployable Shield: This arm-mounted device remains concealed and unobtrusive until needed. By command of its user, it instantly unfolds and slides into position to offer protection. A single energy cell is required for the deployment of the shield. While collapsed, it doesn't grant its shield bonus but it neither imposes its check nor movement penalty.

Standard Configuration: Use a minor action to deploy or collapse the shield. While deployed, the shield uses up a hand but grants a +2 shield bonus to AC (with a -2 check penalty).

Tower Configuration: Use a move action to deploy or collapse the shield. While deployed, the shield uses up a hand but grants a +3 shield bonus to AC. You are slowed while the shield is deployed this way.

Energy Envelope: The most advanced active defense system available, the energy shield is capable of protecting its user from all incoming attacks. Because it covers its user to only a centimeter from his skin, it can defend against all outside attack. Its only drawback is its tendency to neutralize when its user makes a direct



physical attack.

Backpack Mount: The energy envelope does not use up a hand.

Hit Points: The envelope has its own hit points, the same as advanced armor. These hit points cannot be repaired. The energy envelope regains all lost hit points after an extended rest.

Limitation: You lose your shield bonus to AC until the start of your next turn if you hit with a melee attack.

Forced Entry Shield/Riot Shield: The forced entry and riot shields are modern safeguard in urban combat. Both feature reinforced clear polycarbonate sections with heavier bulletproof composites in key areas. The forced entry shield replaces most of the transparency in favor for heavier opaque materials in an open slot to look through. It is also considerable larger.

Forced Entry Shield Property: You suffer a -2 penalty to ranged attacks.

Riot Shield Property: You suffer a -1 penalty to ranged attacks.

Repulsor Engine: This device is less a method of resisting damage and more of a way of discouraging attack. It resonates an acoustic, magnetic, and gravitational pulse from its user, preventing or dissuading targets from delivering melee attacks.

Property: Gain a +4 shield bonus to AC against opportunity attacks.

Power—Induce Pressure Wave (Daily): Minor Action. All adjacent Large or smaller creatures are pushed 1 square. A creature that cannot be pushed is stunned until the start of your next turn. Sacrifice the battery cell to increase the area effect to a close burst 3 and the push to 4 squares. After resolving the push, the repulsor engine is deactivated until the end of the encounter (the cell must also be replaced).

Kinetic Baffle: This reactive system generates a contained energy field that only responds to high energy attacks from distant targets. It cannot react to close or massive targets and is inoperable if a creature blocks its sensor net.

Property: You gain a +4 shield bonus to AC against ranged attacks as long as no creatures are adjacent to you.

GEAR

Like weapons and armor, players can often field more powerful equipment dependant on their mission parameters. Unlike a fantasy setting, you are not expected to be carrying everything around with you wherever you go.

ACQUIRING ILLEGAL ITEMS

Only characters employed in security, law enforcement, or military channels can purchase weapons without a permit; the requirements and costs for permits vary by society and are up to the GM to set. Generally, civilians are not allowed to possess firearms or any melee weapons other than weapons that may have an alternate

function (razor, chainsaw). Acquiring weapons during a campaign may involve illegally smuggling weapons if you do not have access to legal channels.

To locate and acquire restricted items requires a Streetwise check. The DC to search for the item is equal to the item's load points +25. If you succeed in the DC, you find the item but the cost may increase by a percentage equal to the Streetwise DC.

READING GEAR

Level: The level and tech level of the item.

Load: The cost in load points for fielding additional gear. Some items have no load value. These items must be purchased.

Price: All costs are listed in \$.

GEAR DESCRIPTIONS

Acoustic Amplifier: This tiny device wraps around the ear and amplifies incoming acoustic data.

Property: You gain an item bonus to Perception checks when listening equal to your enhancement bonus to Will defense.

Anti-Gravity Generator (Personal): The subject using this belt device is able to fly.

Power (Encounter): Minor action. The generator grants you a fly speed of 6 until the end of your next turn. The generator has an altitude of 30 squares. While using flight, you suffer a -2 penalty to AC and Reflex defense. You can sustain the power as a minor action for 1 additional turn.

Battery Flare: A battery powered candle, the consumable charge lasts four hours and brightly illuminates a close burst 5.

Bayonet Plug: This is not a weapon but an adapter to add a melee weapon to any small arm. Only one- and two-handed small arms can be equipped with a melee weapon. One-handed small arms can be equipped with a dagger only. Two-handed small arms can be equipped with any light blade. You cannot equip a specialty weapon or a heavy weapon with a bayonet.

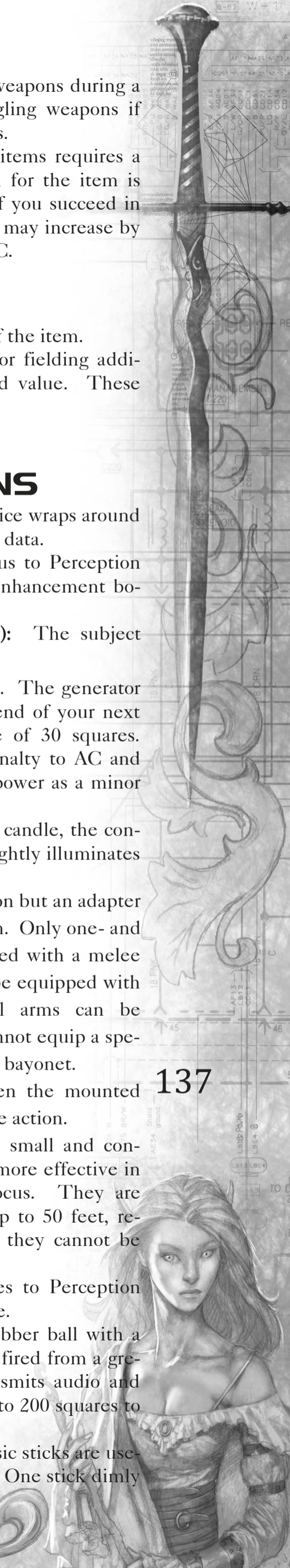
Property: You can swap between the mounted melee weapon and your firearm as a free action.

Binoculars: Though often times small and concealed, other models are clumsier but more effective in bringing distant objects into close focus. They are sturdy, waterproof, and survive falls up to 50 feet, regardless of their capacity. If broken, they cannot be repaired.

Effect: You reduce any penalties to Perception checks due to distance by 5 when in use.

Camera Ball: This three inch rubber ball with a weighted flat bottom can be thrown or fired from a grenade launcher. Once it lands, it transmits audio and video input in a full 360 degree arc up to 200 squares to a receiving monitor.

Chemical Light Sticks: These basic sticks are useful for illumination and entertainment. One stick dimly



COMBAT ACCESSORIES

Item	Price	Wt	Load	Lvl
Bayonet Plug	20	—	1	1
Detonator				
Cell/Radio Remote ¹	75	—	1	1
Friend/Foe Trigger ¹	150	—	2	1/ TL1
Impact Trigger ¹	5	—	1	1
Magnetic Trigger ¹	75	—	1	1/ TL1
Motion Trigger ¹	50	—	1	1
Pressure Trigger	20	—	1	1
Timer ¹	5	—	1	1
Trip Trigger	10	—	1	1
Wired Remote ¹	50	—	1	1
Laser Sight	1,000	—	4	5
Suppressor ¹	50	—	1	1
Scope, Digital	1,000	—	4	1
Scope, ET/M	5,000	—	8	10/ TL3
Scope, Targeting	680	—	2	1

SKILL SYNERGIES

Item	Price	Wt	Load	Lvl
Demolitions Kit, +1	360	1	1	1
Demolitions Kit, +2	680	1	4	3
Demolitions Kit, +3	4,200	1	8	9
Medical Kit, +1	360	1	1	1
Medical Kit, +2	680	1	4	3
Medical Kit, +3	4,200	1	8	9
Medical Kit, +4	25,000	1	16	15
Medical Kit, +5	125,000	1	25	20
Medical Kit, +6	625,000	1	30	25
Repair Kit, +1	360	1	1	1
Repair Kit, +2	680	1	4	4
Repair Kit, +3	4,200	1	8	9
Repair Kit, +4	25,000	1	16	15
Repair Kit, +5	125,000	1	25	20
Repair Kit, +6	625,000	1	30	25

illuminates a close burst 5 for 1 hour.

Climbing Boots: Boots are free to characters, but these are better.

Property: Gain a +1 item bonus to climb checks.

Clothing: They say clothing makes a man. In this case, they can also help you with skill checks.

Property: In an appropriate situation (GM's call) you gain the listed bonus to skill checks. With the exception of wearing synthetic weave, you gain no benefits from these clothes if trying to wear them underneath or (if possible) over your armor or other clothes. Casual wear grants no benefit.

Business--Gain a +1 bonus to Bluff and Diplomacy checks.

Formal--Gain a +2 bonus to Bluff and Diplomacy checks.

Fatigues--Gain a +1 bonus to Intimidate and a +1 bonus to Stealth if wearing a pattern that matches the environment. Each terrain type requires its own pattern.

Demolitions Kit: Needed for any decent work with explosives, the demolitions kit includes wires, plugs, and various tools. It does not include detonators or explosives. It includes a small battery that powers a circuit tester.

Property: You gain the kit mark as an item bonus

UNIQUE ITEMS

Item	Price	Wt	Ld	Lvl
Acoustic Amplifier	360	2	4	3
Anti-Gravity Generator	125,000	30	20	20/ TL4
Boosters	See Text.	--	--	--
Agility Mark 1	100	--	--	1
Agility Mark 2	840	--	--	6
Agility Mark 3	9,000	--	--	11/ TL2
Agility Mark 4	45,000	--	--	16/ TL2
Agility Mark 5	225,000	--	--	21/ TL3
Agility Mark 6	1,125,000	--	--	26/ TL3
Alertness Mark 1	100	--	--	1
Alertness Mark 2	840	--	--	6
Alertness Mark 3	9,000	--	--	11/ TL2
Alertness Mark 4	45,000	--	--	16/ TL2
Alertness Mark 5	225,000	--	--	21/ TL3
Alertness Mark 6	1,125,000	--	--	26/ TL3
Endurance Mark 1	100	--	--	1
Endurance Mark 2	840	--	--	6
Endurance Mark 3	9,000	--	--	11/ TL2
Endurance Mark 4	45,000	--	--	16/ TL2
Endurance Mark 5	225,000	--	--	21/ TL3
Endurance Mark 6	1,125,000	--	--	26/ TL3
Regeneration Mark 1	625,000	--	--	25/ TL3
Regeneration Mark 2	2,125,000	--	--	28/ TL3
Strength Mark 1	100	--	--	1
Strength Mark 2	840	--	--	6
Strength Mark 3	9,000	--	--	11/ TL2
Strength Mark 4	45,000	--	--	16/ TL2
Strength Mark 5	225,000	--	--	21/ TL3
Strength Mark 6	1,125,000	--	--	26/ TL3
Camera Ball	3,400	1	2	5
Electro Optical Sensor	105,000	2	20	19
Filament Camera	1,800	0.5	2	6
Flash Goggles	2,600	0.5	2	7
Force Shield	425,000	10	30	23/ TL3
Gravity Lens	21,000	2	16	14/ TL3
Grip Gloves	1,800	--	8	6/TL2
Holographic Generator	425,000	5	30	23/ TL2
Infrared Goggles	17,000	1	4	13
Lie Detector	3,400	1	4	8
Metal Detector	3,400	2	4	8
Nano-Healer	1,000	--	4	5/TL3
Portable Jammer	5,000	6	20	10
Ultrasound Goggles	625,000	1	8	25/ TL2
VAC Coat ¹	125,000	5	20	20/ TL3

to Demotions checks.

Detonator: Planted explosives require a detonator to trigger. Actual varieties list in the dozens but fall into three categories, chemical, electrical, or mechani-

MISCELLANEOUS

Item	Price	Wt	Ld	Lvl
Battery Flare	2	0.5		
Binoculars	50			
Briefcase	20	2		
Bolt cutter	50	5		
Caltrops (10)	40	2		
Chemical	1	—		
Light Sticks (5)				
Climbing Boots	50			
Clothing				
Business	100	3		
Casual	10	2		
Formal	500	3	4	
Fatigues	100	3		
Compass	1	—		
Digital Audio Recorder	10	—		
Digital Camera	20	—		
Digital Video Camera	25	0.5		
Electric Torch	15	0.5		
Fire Extinguisher	20	2		
Glow-Paint	5	—		
Gas Mask	50			
Sunglasses	50	—	—	
Handcuffs	5	—	—	
Handheld Assistant	50	0.1	2	
Lighter	1	—	—	
Pillow	1	—	—	
Parabolic Microphone	350	4		
Perfume/Cologne	100	—	—	
Puppet	5	—	—	
Shovel	5		—	
Sleeping Bag	5		—	
Soap	1	—	—	
Spike Strip	500	22	4	3
Standard	15	30		
Adventurers Kit				
Suspension Filament	200	0.5	2	I/ TL2
Tent (2-6 person)	10	5		
Tourniquet				
Towel	1	—	—	
Two-Way Radio (1)	20			
Watch, Automatic	10	—	—	
Whistle	1	—	—	

MUSICAL INSTRUMENTS

Item	Price	Wt	Ld	Lvl
Bagpipes	150	9	—	—
Clarinet	100	2	—	—
Fiddle	100	4	—	—
Harmonica	10	0.5	—	—
Drums	250	25	—	—
Horn, coiled	175	5	—	—
Horn, fanfare	80	4	—	—
Horn, slide	100	5	—	—
Lute	75	4	—	—
Mandolin	75	5	—	—
Oboe	125	2	—	—
Sitar	75	4	—	—
Synthesizer	150	5	—	—
Violin	100	4	—	—

cal.

Cell/Radio Remote: A cell/radio detonator has unlimited range but can be jammed. Detonation requires a minor action.

Friend / Foe Trigger: This detonator uses a ther-

mal and passive sonic detection system. It can also be programmed to detonate for anyone but specific people. There is no limit on its parameters. It can be set to detonate the moment a target crosses over the square the explosive is in or in any square the blast effects. Detonation is an immediate reaction that does not count against your normal limit.

Impact Trigger: After the safety is pulled, impact triggers detonate when they hit an object and thus can only be used as a grenade.

Magnetic Trigger: These unique detonators only function on explosive payloads 2 lbs. or less. The detonator locks on any metal object moving within a close burst 6. When triggered, the detonator (and the explosive) shifts up to 6 squares to attach to the target and detonate. If there is any form of cover or impedance, the detonator stops at the blocked square and detonates. Detonation is an immediate reaction that does not count against your normal limit.

Motion Trigger: This detonator detects movement in its burst area and detonates regardless of the target. It can be set to detonate the moment a target crosses over the square the explosive is in or in any square the blast effects. Detonation is an immediate reaction that does not count against your normal limit.

Pressure Trigger: These trigger the moment a weight is pressed upon the detonator. They explode once weight is applied and not when it is removed. Large and larger targets automatically trigger pressure detonators upon entering a square containing one. Medium and smaller targets make a save to avoid the sensor if they enter a square with one. If the Demotion skill roll succeeds at proper placement, Medium targets cannot avoid the sensor if they enter the square. The sensor can be manually adjusted to only detonate on Large or larger targets. Detonation is an immediate reaction.

Timer: Timers utilize a mechanical or digital timer to countdown. The actual detonator is usually chemical or mechanical. Detonation requires no action.


Trip Trigger: This detonator requires setting a trip wire. You can run up to 5 squares of wire but the detonation only occurs in the square where the explosives are placed. Because the wire needs to be raised to be triggered, there is a +2 bonus to any Perception checks to spot the wire.

Wired Remote: This simple detonator runs an electrical pulse along a wire that triggers the mechanical, chemical, or electrical detonator. The maximum range of any wired detonator is 150 squares. Detonation requires a minor action.

Electro Optical Sensor: The EOS is equipped with a 360 degree motion sensor meant to detect both ground and aerial targets within 40 squares.

Property: Targets must beat a DC30 Perception check or be detected. It sends all information to a source monitor that cannot be more than 30 squares away.

Electric Torch: These do not employ fragile bulbs but instead utilize electronically regulated light-



emitting diodes that make the end product more efficient, brighter, and more durable for the wilderness adventurer. It employs a miniature electrical generator and capacitor. By either shaking the light or winding a crank, the capacitor charges, allowing the unit to power its LED transmitter.

Property: Brightly illuminates a close blast 10. It lasts 5 minutes (or until the end of the encounter) before fading out and requiring a recharge (standard action).

Filament Camera: This device uses a microscopic wire 10 squares long. Through a remote at one end, it can navigate around corners and through vents. It transmits visual and auditory information back to its source. Because of the size of the wire, it is virtually invisible (DC35 Perception DC) to spot.

Fire Extinguisher: This is a compressed container capable of putting out almost any kind of fire from combustible metals to burning oils.

Power (Consumable 5): Standard action. Remove ongoing fire damage on a target or on a square. Normal fires in the square are extinguished.

Flash Goggles: This simple eyewear protects the wearer from any blinding effects from bright light, whether natural or technological. They respond to incoming illumination and darken within 0.0005 seconds.

Power (Daily): Immediate interrupt, when you are blinded. Nullify the blinding effect.

Force Shield: This item cannot be held and must be rooted in the ground. When it activates, it sends up an impenetrable force field.

Power (Encounter): Standard action. You create a 4 square wall, starting in an adjacent square. The wall grants superior cover until the end of the encounter. Those in an adjacent square can make ranged attacks through it. The wall can be dropped as a standard action.

Gas Mask: This flexible and compact unit, when donned, attempts to filter all outside gasses and will protect the wearer from many airborne poisons. It will not protect the user if the environment has no proper atmosphere at all.

Property: You gain a +3 item bonus to Fort and Will defense against inhaled gas/poison attacks, and a resist 5 poison against inhaled poison attacks.

Glow-Paint: This is a spray can that, when applied to a surface, creates illumination.

Effect (Consumable 10): Spray 1 square which dimly illuminates that square and all other squares in a close burst 1 for six hours.

Gravity Lens: The lens resembles a 10x13 photo frame with a handle on one side when unfolded from its compact package. When attached to a wall, it allows to the user to peer through it as if looking through a window. It detects secret doors, compartments, caches and so forth as well as snares and pits.

Property: You gain a +4 item bonus to Thievery checks when attempting to open a lock and a +4 item bonus to Demolitions checks when attempting to disarm. You gain a +4 item bonus to Perception checks

when taking 10 to search a room.

Grip Gloves: You are able to climb walls with ease.

Property: You gain a climb speed of 2.

Handcuffs: These high tensile steel restraints require a DC 30 Strength check or a DC25 Thievery check to break.

Handheld Assistant: This advanced piece of miniaturized electronics permits wireless access to the internet as well as providing dozens (if not thousands) of useful applications from being a GPS or radio to mimicking bodily functions and the sounds of laser swords.

Property: You gain a +1 item bonus to any knowledge or monster knowledge check as well as a +1 item bonus to Computer Use checks.

Holographic Generator: This backpack carried device deploys its own legs when activated. The fabric of the pack conceals most of the gear. Only a reflective sphere on a pindle rises from the top. The device can make terrain look and sound like any natural terrain. Creating terrain can hide structures, equipment, and people within the area. This can cloak an entire party and vehicles if need be. This device is not portable and cannot be moved when activated. Theoretically, one can stage gunfire from a cloaking dome and no one can trace the location.

Power (Encounter): Standard action, close burst 5. You create a holographic field which cannot be moved until the end of the encounter. Targets inside the field gain total concealment against targets outside the field until they leave the burst.

Infrared Goggles: These non-telescoping goggles still provide stereoscopic vision and allow the wearer to see in total darkness.

Property: You gain darkvision.

Laser Sight: A laser sight may be used in conjunction with a scope. It paints a target with precision where the weapon's bullet will strike. This also doubles as a psychological device where some targets may be more open to intimidation if noticing a green target on their chest. If she wishes, a sniper may swap it for an infrared diode, which is invisible to everything except infrared goggles (darkvision). The standard sight uses a green diode pumped solid-state laser which is effective up to the maximum range of any weapon.

Property: You may attach a laser sight to any weapon. When you do, you may use a move action to gain a +1 bonus to your next attack roll. You do not gain this bonus using powers with the auto keyword.

Lie Detector: No paper, needles, or wire, this device is a simple palm-shaped item that is placed gently on the subject's body.

Property: You gain a +4 item bonus to Insight checks against detecting deception.

Medical Kit: This formidable medical kit has everything from the first aid kit along with eye pads and cooling gel pads for burns. Other implements include splints, alcohol pads, an epinephrine injector, homeostatic pads, and various scalpels and scissors for emergency surgical procedures. Even the most trained medical professionals can pull off miracles with a medi-

cal kit.

Property: You gain the mark as an item bonus to Heal checks.

Metal Detector: This small device extends a small probe that scans for metal objects.

Property: The detector grants a +5 item bonus on Perception checks to search for metal items.

Nano-Healer: Beyond just patching holes, the nanobots enter the body via an injection gun and repair damage from within. The bots quickly run out of power after a few minutes.

Power (Consumable): Standard action. The target spends a healing surge. Only one nano-healer can be used per target per encounter.

Pillow: A small fabric pillow often filled with chicken feathers. It is not useful in hand-to-hand combat.

Perfume/Cologne: Rarely found, exotic perfumes comprise of unique scents not found on the average corner market. One finds these tiny bottles in high-class stores that usually sell little else. Each bottle is filled and finished by an expert hand, often encased in high quality glass or crystal. The raw materials alone for exotic perfumes rise ridiculously high, involving sometimes thousands of different flowers picked from the corners of the globe. One such rare brand comprises of 10,000 different roses from over three countries.

Effect (Consumable 20): Standard Action. You gain a +1 item bonus to Bluff or Diplomacy checks for 1 hour. However, for the duration, you also suffer a -3 penalty to Stealth checks.

Portable Jammer: This device impedes all incoming and outgoing wireless communication. This includes cell phones, radio detonators, WiFi, and wireless neural implants.

Power (Consumable 20): Standard action, close burst 20. You sever all communication moving in, out, or through the field until deactivated. You must use a standard action to deactivate the field.

Puppet: A puppet often finds its use entertaining children and simpletons. Using the puppet to mock others will always fail to deflect retaliation.

Repair Kit: An item requiring an Engineer skill roll to improve or repair is greatly aided with the benefit of a repair kit. These include diagnostic tools, a soldering gun, fine point insulated needle pliers, and wire cutters. It also comes equipped with a variety of wires, clips, resistors, banana plugs and crocodile clips.

Property: You gain the mark as an item bonus to Engineer checks.

Scope, Digital: This replaces a regular targeting scope. **Property:** Reduce cover penalties against your target by 1.

Scope, Electro-Thermal/Magnetic: An enhanced digital targeting scope, the ETM system can see past barricades, into rooms, safes, and even people. It can target lock weak points on potential targets like axles or hearts.

Property: This replaces a targeting scope. If you hit, you gain a +1 bonus to the attack roll for the pur-

poses of Marksman Talent. You can also ignore one square of obstructing terrain for the purposes of line of sight (but not line of effect).

Scope, Targeting: This is a standard long-range targeting scope. Attaching the targeting scope enables the weapon to become a sniper type for the use with sniper attack powers. It does not bestow Sniper property abilities; it only allows it to be used with powers with the sniper keyword. You cannot apply the auto keyword to a power already with the sniper keyword, and vice-versa.

Sleeping Bag: Sleeping bags enclose one (or two snug) occupants in a synthetic bag capable of protecting against temperatures as cold as -50 degrees C. It resists wind and is even resistant to combustion. It is waterproof.

Property: While inside, you gain a +2 bonus to Endurance checks against cold weather.

Soap: When stranded in a combat arena, everyone will thank the one traveler who brought soap.

Standard Adventurers Kit: Similar to a fantasy adventurer's kit, it includes the following: 2 battery flares, 5 chemical light sticks, 1 compass, 1 sleeping bag, 1 lighter, 1 canteen (waterskin) and 1 week of emergency rations.

Sunglasses: These are not cheap knock-offs.

Property: If blinded by an external effect, your enemies have concealment instead of total concealment.

Suppressor: These attachments muffle the flash and sonic blast of explosively propelled firearms. By slowing the expanding gases exiting the barrel, the suppressor stems the acoustic signature but does not silence it completely. The sounds reduce as they reflect inside the lengthy metal or polymer attachment. Suppressors cannot be used on shotguns or heavy weapons. Affixing a suppressor takes a standard action.

Property: You do not automatically alert enemies if you make a ranged attack. Opponents must make a Perception check against your Stealth check.

Suspension Filament: Often used in covert military applications, suspension filament is a super strong wire that is virtually invisible to the naked eye. Only light reflection can detect it when it is being disturbed (DC 25 Perception skill check in daytime, DC35 at night). The wire supports more than 800 lbs before breaking. It also has the ability to disintegrate when not needed as it requires a slight electrical charge to remain intact. When this specific charge stops, the wire breaks apart into separate atoms. When its taut status is loosened (no weight pulling), it disappears, leaving virtually no trace (the wire becomes an odorless gas). Each unit supplies 500 feet of cable. Only the length that had force applied will disintegrate, not the whole roll. This function can be deactivated before use and can also be implemented in a grapple hook.

Synthetic Tent: Tents come in 2, 4, and 6 person capacities. Most tents utilize flexible poles and are available in dome, tunnel, single-hoop, and geodesic

styles. It takes 10 minutes to set up and take down properly.

Effect: While inside, you gain a +2 to Endurance checks against cold weather.

Tourniquet: A strong piece of fabric tied around injured limbs to prevent severe traumatic bleeding.

Power (Consumable): Move action. You gain a +2 item bonus to saving throws against ongoing damage until you save.

Towel: A strong piece of absorbent fabric to prevent severe traumatic soaking.

Ultrasound Goggles: The goggles translate sonic vibrations into visual stimuli. A sound that's loud to the point of painful to the ears causes the goggles to cease being useful. The goggles transmit high frequency pulses and detect their ricochet off objects.

Property: You gain darkvision.

Power (Encounter): Minor Action. You can see invisible targets and hidden targets as if they were visible until the beginning of your next turn.

VAC Coat: The device, usually a backpack stored with a remote bracelet to operate, creates an electromagnetic field that warps light around it, removing the target from sight, even from darkvision and infrared.

Power (Consumable 10 * Illusion): Standard Action. You become invisible until the end of the end of your next turn, until you are hit by a melee or ranged attack, or until you use an attack power that causes damage on a target, whichever comes first. You can sustain this power as a standard action; doing so consumes another charge. The VAC coat regenerates 5 uses per extended rest.

Watch, Automatic: Automatic mechanical, self-winding or perpetual motion, watches no longer requires batteries or a manual wind. Modern watches employ a balance wheel that winds via the motion of the wearer's arm. This allows the watch to keep perfect time without requiring manual winding or any power source. The compact and complicated device is water resistant, shock resistant, and cannot be over-wound with abuse. They are completely silent.

Whistle: For the wimps that can't do it on their

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BOOSTERS

Drug Shot: A less popular option from micromachines or viral injections is drug therapy, which is both cumbersome and painful. The process is accomplished via a jet injector and although several doses can be loaded into a gun, users are forced to carry several with them. This is because, unlike the other two options, a drug shot is temporary. It also has side effects.

Drug Special Rule: A drug injection only lasts until the end of an encounter. After the encounter, you suffer the same enhancement and/or item bonuses as a penalty to any skills or rolls affected until you have taken an extended rest. Each purchase supplies 5 injections.

Injecting during combat. Injecting drugs during

combat takes a move action and provokes an opportunity attack. Effects occur at the start of your next turn.

Injecting out of combat: If you inject out of combat, a drug shot lasts one hour. It ends at the end of the next encounter or the end of the hour, whichever comes first.

Micromachine Booster (MM): One of the most advanced versions of the nanobot booster, these permanent micromachines are self-replicating and self-powered, tapping into the energy of the human body it is injected into. MMs cannot be exchanged. An Anti-Nano is administered that seeks out and kills an existing injection in the body so a new injection can be administered. Micromachines are a tech level 3 innovation.

Viral/Gene Therapy: Viral Therapy can accomplish similar results but doesn't create some of the more breathtaking effects that MM injections do. These are genetically engineered viruses that rewrite a specific genetic code before terminating themselves. They were used initially as therapy to correct genetic errors, curing various hereditary diseases. Further advances allowed for beneficial viruses that could improve the human body beyond what is normally possible. Viral therapy is a tech level 2 innovation.

Injection Limits: You can only have two injections in your system at any time.

BOOSTER TYPES

Agility: This booster improves overall reaction time and swiftness.

Enhancement Bonus: Gain the listed enhancement bonus to Reflex defense.

Property: Gain the booster's enhancement as an item bonus to Acrobatics checks. *Level 21:* Gain a +1 item bonus to speed.

Power (Encounter): Minor action. Stand up from prone.

Level 11 Power (Daily): Free action. Reroll an Acrobatics and use the second result.

Alertness: This injection boosts mental awareness, concentration, and memory recall. It sharpens the mind and prevents distraction.

Enhancement Bonus: Gain the listed enhancement bonus to Will defense.

Property: Gain the booster's enhancement as an item bonus to Perception checks.

Property: Gain a +1 item bonus to initiative. *Level 11* —Gain a +2 item bonus to initiative. *Level 21* —Gain a +3 item bonus to initiative.

Endurance: This booster improves overall health, boosts resistance to poisons and other toxins, and enhances recovery from injury.

Enhancement Bonus: You gain the listed enhancement bonus to Fortitude defense.

Property: Gain the booster's enhancement as an item bonus to Endurance checks.

Power (Daily): Move action. If you are bloodied, spend a healing surge.

Property: Gain resist 5 poison. *Level 11*—Gain resist 10 poison. *Level 21*—Gain resist 15 poison.

Regeneration: Advanced micromachines buzz around inside the body, fixing injuries when they present themselves.

Property: Gain a +5 item bonus to your healing surge value.

Power (Daily): Minor action. If bloodied, spend a healing surge.

Level 28 Power (Daily): Minor action. Gain regeneration 5 until the end of the encounter.

Strength: This booster increases muscle tension and reduces tendon strain on bones. It also improves overall body chemistry by burning calories faster and more efficiently to increase energy.

Enhancement Bonus: You gain the listed enhancement bonus to melee damage rolls.

Property: Gain the booster's enhancement as an item bonus to all Athletics checks and Strength ability checks (but not Strength attacks).

VEHICLES

Most adults in a modern and “normal” world can operate ground vehicles with relative ease. Aircraft are different case entirely, requiring specific training to prevent a catastrophe. The rarity of vehicles and their advancement is dependent on the specifics of the setting.

Capacity: The standard person capacity or crew. In most cases, only one person is needed to operate the vehicle; other crewmembers serve as gunners or copilots. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry in pounds. You cannot replace cargo for people comfortably.

FW—Firewall: This is a defense the vehicle has against outside wireless intrusion. This value is not used in standard *Ultramodern4* and is included as reference for *NeuroSpasta*, UM4's official setting.

Maneuver: The modifier added to any Vehicle Operation checks attempted with the vehicle.

Speed [Rating]: The maximum number of squares the vehicle can accelerate per round. Vehicles become harder to control the faster they go. For aircraft, this is listed as fly speed. Refer to the vehicle's description for movement limitations and capabilities. All aircraft listed have a vertical take-off capacity, so have no minimum forward movement.

AC: The vehicle's AC. If you have the Improved Vehicle Combat feat and the vehicle is Huge or smaller, you may add your Dexterity modifier or your Intelligence modifier to this value. A vehicle must be moving for these bonuses to be in effect. Like any defense, add ½ your level.

Hard[ness]: The vehicle's resistance to all damage.

Special: Most vehicles (like civilian cars) provide basic cover but if an enemy misses the target gaining cover from a vehicle by the cover penalty, the vehicle

takes the damage instead.

HP -- Hit Points: The vehicle's hit points. Vehicles do not have threshold. Reducing a vehicle to 0 hit points does not destroy it; it only renders it non-functional. Reducing a vehicle to its negative hit point value causes it to explode. The vehicle bursts into flame, immediately inflicting 3d6 damage to every creature that moves through or enters a square the vehicle occupies or adjacent to it until the end of the encounter.

Size: The size of the vehicle. Vehicles may be larger to fill up extra squares, but they do not have reach. Driver(s) and passengers do not threaten adjacent squares when inside a vehicle.

Cost: This is the price to acquire the vehicle.

Load: The cost in load points for fielding the vehicle.

VEHICLE TRAITS

The following features are common with all vehicles.

Cover: Vehicles offer cover or superior cover for those inside (see later) unless they function as a mount (like the ATV, motorcycle, and personal transport).

Hardness: All vehicles have hardness as a natural side-effect of their construction. Hardness value is also added as a damage bonus to ramming attacks and collisions.

Immunity: All vehicles are immune to poison attacks, though this does not extend to the occupants unless stated otherwise.

GROUND VEHICLES

4-wheel All-Terrain Vehicle (ATV): All-terrain vehicles are miniaturized motorized buggies usually employed for recreation purposes.

Special: ATVs operate like mounts for the purposes of combat.

Resistance: The ATV has resist 5 cold.

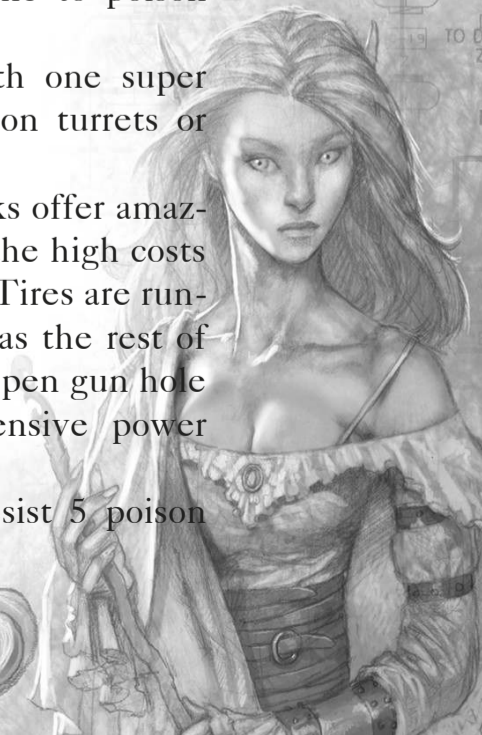
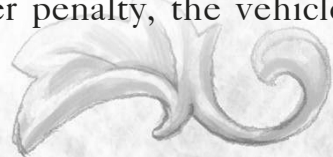
Armored Personnel Carrier (APC): Slow and awkward, armored personnel carriers can track their history back for over a century. The enclosed cabin and cargo area provide sufficient protection through heavy gauge steel. The vehicle drives on massive tires with a durable suspension able to withstand a drop from two stories.

Immunity: Anyone inside is immune to poison against outside attacks.

Turrets: APCs come equipped with one super heavy weapon turret or two heavy weapon turrets or three two-handed small arm turrets.

Armored Truck (AT): Armored trucks offer amazing resistance to outside damage without the high costs or the impracticality of an APC or a tank. Tires are run-flat and the wheels are as well protected as the rest of the truck. The enclosed cabin may have open gun hole sliders that increase offensive and defensive power while still offering cover to those inside.

Resistance: Anyone inside gains resist 5 poison against outside attacks.



GROUND VEHICLES

Vehicle	Capacity	Cargo	Man	Spd	AC	Hard	FW	HP	Size	Ld	Lvl	Cost
4-wheel ATV	1+1	100	-1	4	10	3	--	10	M	4	I	1,800
APC	1+8	1,000	-3	4	20	20	25	30	G	20	I	35,000
Armored truck	1+6	3,000	-2	4	15	10	23	30	H	20	I	30,000
Buggy	1+1	50	0	5	15	5	--	20	L	6	I	3,400
Bus	1+30	5,000	-4	3	13	5	23	30	G	15	I	21,000
Generic sedan	1+3	200	-1	5	15	5	19	20	L	8	I	13,000
Generic sedan	1+3	200	0	6	15	5	19	18	L	8	3/ TL1	130,000
Generic sedan	1+3	200	+1	7	15	5	19	17	L	8	5/ TL2	160,000
Light multi-ped vehicle	1+1	100	-1	4/6	15	30	27	30	L	30	8/ TL3	250,000
Heavy multi-ped vehicle	2+2	500	-3	3/5	22	30	32	40	G	30	8/ TL3	350,000
Motorcycle	1+1	20	0	7	10	2	--	20	M	6		2,600
Motorcycle	1+1	20	+1	8	10	2	--	18	M	6	3/ TL1	26,000
Motorcycle	1+1	20	+2	9	10	2	--	17	M	6	5/ TL2	75,000
MRAP-APC	1+6	500	-4	4	15	20	27	30	G	25	I	85,000
Personal transporter	I	20	0	3	10	I	--	5	M	4	I	360
Sports car	1+1	50	0	6	15	5	21	20	L	20	I	27,000
Sports car	1+1	50	+1	7	15	5	21	18	L	20	3/ TL1	150,000
Sports car	1+1	50	+2	8	15	5	21	17	L	20	5/ TL2	200,000
Sport utility vehicle	1+7	500	-2	5	15	5	22	20	L	20	I	27,000
Sport utility vehicle	1+7	500	-1	5	15	5	22	22	L	20	3/ TL1	130,000
Sport utility vehicle	1+7	500	0	5	15	5	22	24	L	20	5/ TL2	160,000
Superbike	I	5	0	8	12	2	--	15	M	20	I	105,000
Superbike	I	5	+1	9	12	2	--	13	M	20	3/ TL1	50,000
Superbike	I	5	+2	10	12	2	--	12	M	20	5/ TL2	125,000
Supercar	1+1	20	0	8	15	5	27	20	L	20	I	105,000
Supercar	1+1	20	+1	9	15	5	27	19	L	20	3/ TL1	175,000
Supercar	1+1	20	+2	10	15	5	27	18	L	20	5/ TL2	225,000
Tank	1+3	500	-4	3	22	30	27	40	G	30	6	105,000
Transport truck	1+4	1,500	-2	4	13	5	20	20	H	8	I	17,000

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Turret: ATs are equipped with a single heavy weapon turret.

Automobiles (generic sedan, sports car, sport utility vehicle, and supercar): The average car is electric or a hybrid, has all-wheel-drive and all-wheel steering, is equipped with a cellular link, cruise control, a heads-up-display and cup holders. ABS, TCS, AVS, A/C, GPS and DCS are all commonplace. Higher-end machines have climate control, an entertainment system and leather seats.

Resistance: Anyone inside gains resist 5 poison against outside attacks.

Buggy: This refers to semi-enclosed vehicles with a wide footprint upon the ground (with the tires spaced far to the corners). They are much larger than a standard car. The buggy encloses the crew in a steel and plastic frame that offers protection from a crash but

does not seal an environment. The body is formed in such a way that shifting a tumbled vehicle back to its wheels is a relatively simple procedure. Thick steel roll bars prevent damage to the frame or the people inside. They are not designed for urban use.

Special: You gain a +1 bonus to control rolls with a buggy.

Light Multi-Ped Vehicle: Since the development of the main multi-ped tanks being used in various battle theatres across the world, several groups began the natural trend to making the designs smaller and more maneuverable. This was in response to demands for a miniature assault vehicle as a solution to the tight environments of modern day congested cities. Unlike the main production multi-peds often seen on news programs, the LMPV was built for, as is used primarily by, civilian security and law enforcement groups. Although powered armor and slave systems as well as androids

have evolved to render most multi-peds absolute, a few LMPVs can still be found in circulation around the globe, often times flanked by their successors.

Arms: Main arms have a Strength of 20. Melee hits cause 1d8 damage. The arms count as unarmed combat but the limbs are cumbersome and suffer a -2 penalty to all attack rolls.

Grapples: One grappling hook with 500 feet of nano-wire. This can easily support the weight of one LMPV and up to two passengers.

Immunity: Anyone inside is immune to poison against outside attacks.

Level Adjustment: +1

Motive System: All multi-peds have dual movement systems they can switch with a minor action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain.

Sensors: Darkvision 50 squares.

Turrets: 2 two-handed small arm turrets OR 1 heavy weapon turret.

Motorcycle/Super Bike: Although motorcycles can range from all-terrain enduros to racing bikes, this entry is skewed towards the latter—designed for city streets rather than dirt roads. They have run-flat tires and a GPS.

Special: Motorcycles and superbikes operate like mounts for the purposes of combat.

MRAP-APC: The successor of the traditional APC, the MRAP is taller, built on the foundation of a V-hull design. This increases crew survivability from mines and other triggered explosives. Very often, the vehicle survives the blast as well. Both the crew compartment and the drivetrain are protected by the same sloping armor design.

Property: The MRAP gains a +20 bonus to hardness against triggered explosives and explosives detonating under the vehicle.

Multi-Ped Armored Vehicle: With the advancement of robotics and artificial muscles, an attempt was made to incorporate this technology into modern weaponry. The first generation legged-tank didn't see much use out of the test bed. The second variety was too large and cumbersome. Every prototype that emerged for ten years never went into production because the advantages of the multi-ped system were offset by the inherent vulnerability of leg joints to enemy fire.

Multi-ped tanks are substantially lighter than their heavy treaded cousins. They are much faster, often equipped with a backup wheel system for more maneuverability. They can traverse over any terrain, though they find the most use in urban deployments. Special equipment include composite armor, environment control, fire extinguishers, IR smoke dispensers, a military radio, laser and visual rangefinders, military radar, satellite uplink, thermograph and image enhancement.

Arms: The arms have a Strength of 26. Melee hits cause 2d6 damage. The arms are cumbersome and suffer a -4 penalty to all attack rolls. The arms have reach

2.

Immunity: Anyone inside is immune to poison against outside attacks.

Level Adjustment: +2

Manipulators: The multi-ped has two micro-manipulator arms. They have Strength 15 and reach 1.

Motive System: All multi-peds have dual movement systems they can switch with a minor action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain and can pass through squares occupied by medium or smaller obstacles or enemies.

Sensors: Darkvision 50 squares. The multi-ped tank can see invisible targets within 10 squares.

Turret: 2 two-handed small arm turrets and 1 heavy weapon turret OR 2 heavy weapon turrets OR 1 super heavy weapon turret.

Personal Transport: The PT started as a novelty endorsed by a few schools and fewer cities. Eventually, larger companies jumped into the market with competing designs, presenting a cheaper, more efficient transportation alternative for dense population centers. Variations include stand-up and sit-down models, covered and open, all-terrain and city-use. They are all battery powered with a range of 150 kilometers before requiring a recharge.

Special: Motorcycles and superbikes operate like mounts for the purposes of combat.

Tank: Tanks continued to evolve almost to extinction. Anti-tank weaponry became so advanced, many drivers and crew found themselves riding in crawling coffins. The advancements of armor could not match the research dedicated to their penetration. Modern tanks offer the same level of protection, but are much more maneuverable than their predecessors.

Immunity: Anyone inside is immune to poison against outside attacks.

Level Adjustment: +2

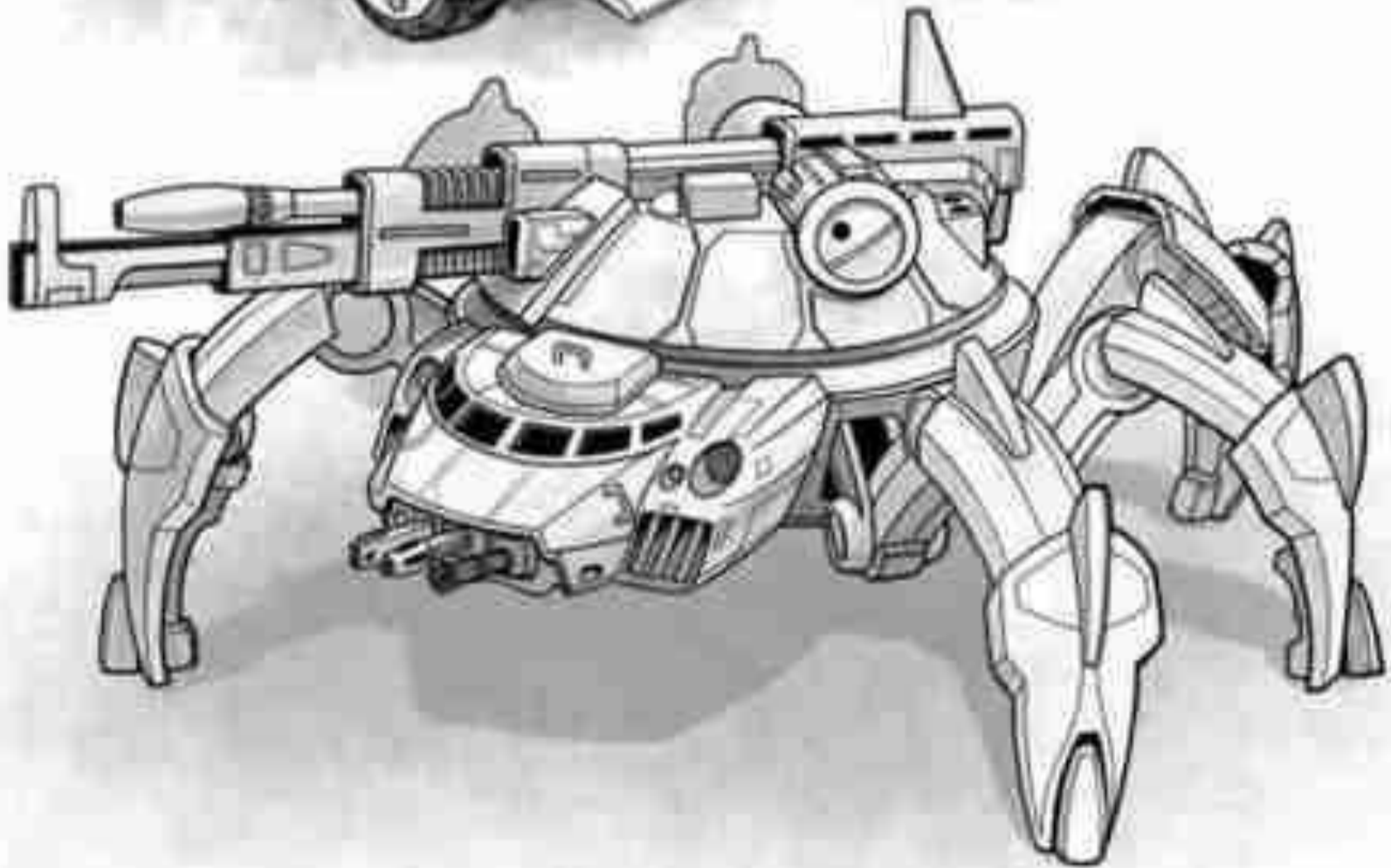
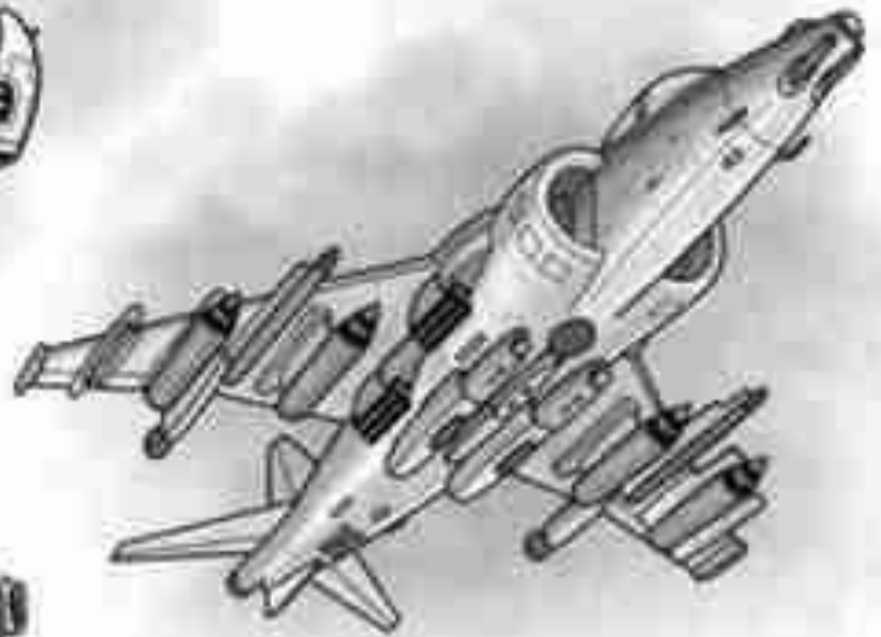
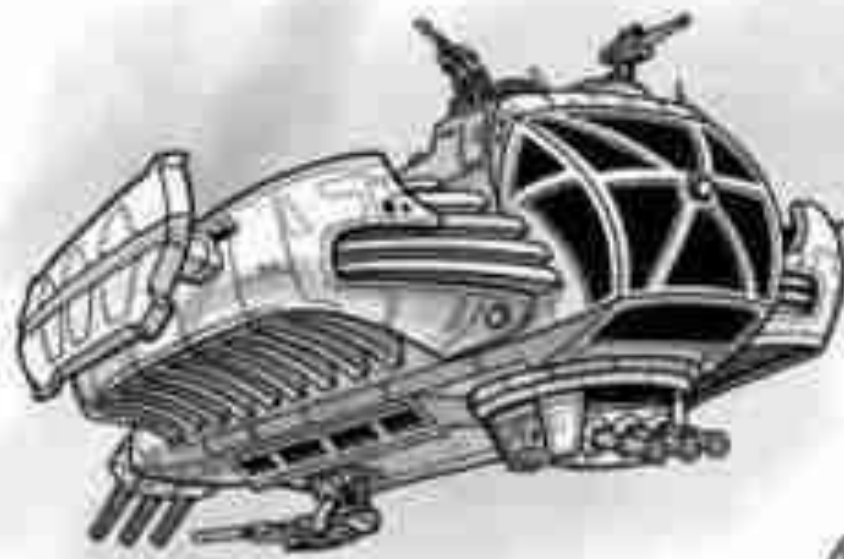
Movement: Tanks suffer no penalties for difficult terrain. Terrain behind a tank's movement is no longer considered difficult terrain.

Turrets: Tanks are equipped with 3 heavy weapon turrets. You can replace 2 in exchange for 1 super heavy weapon mount.

Transport Truck: The wheeled truck occupies a wide range of vehicles, from open bed vehicles to the all terrain 4x4s.

AIRCRAFT

Advanced Aerial Vehicle: This military aircraft uses fanjets to keep itself airborne and is unable to stay aloft otherwise, as it is not equipped with an aeroform. The fanjets have a built-in redundancy which can compensate if the craft loses one of its engines. It operates as both a transport and as an attack vehicle capable of parking over a location and securing ground like a tank. It doesn't deliver the massive punch of a focus attack



helicopter but it can nearly equal one in an even engagement. Its size and payload have dubbed it a "flying fortress". The rear cargo area can hold up to six fully armed soldiers

Movement Mode: The AAV can hover. It is also has the *Clumsy Grounded* keyword.

Sensors: Darkvision 80 squares.

Turrets: 2 two-handed small arm turrets and 1 heavy weapon turret OR 2 heavy weapon turrets.

Power-ECM (At-Will). Immediate Interrupt. If the AAV is hit with a ranged attack, the triggering attack roll suffers a -3 penalty.

AIRCRAFT

Vehicle	Capacity	Cargo	Man	Spd	AC	Hard	FW	HP	Size	Ld	Lvl	Cost
Advanced Aerial Vehicle	1+6	1,500	-1	7	15	20	30	70	H	40	8/ TL3	325,000
Attack Helicopter	1+1	500	-1	7	15	20	30	60	H	40	6	125,000
Attack Helicopter	1+1	500	0	8	15	20	30	62	H	40	5/ TL2	275,000
Buzzboy	1	5	-1	8	15	5	20	20	M	8	2/ TL2	50,500
Helicopter	2+2	500	-2	6	15	10	22	30	H	20	1	21,000
Helicopter	2+2	500	-2	7	15	10	22	35	H	20	5/ TL2	250,000
Hover-Car	1+3	200	-1	5/6	15	5	20	20	L	20	1/ TL3	155,000
Tilt-Jet Transport	2+8	2,500	-4	7	15	10	50	30	G	30	1	50,000

Attack Helicopter: Modern attack helicopters dominate the modern urban battlefield. They have unmatched nightvision and threat analysis, equipped with laser range finder, thermal imaging night sights, and a digital computers. Both the fuel and ammunition are compartmented to enhance survivability.

Movement Mode: Attack helicopters can hover. It is also has the *Clumsy Grounded* keyword.

Sensors: Darkvision 100 squares.

Turret: 2 heavy weapon turrets or 3 two-handed small arm turrets. One weapon turret can be controlled by the pilot without having to make a control roll.

Power-ECM (At-Will). Immediate Interrupt. If the AAV is hit with a ranged attack, the triggering attack roll suffers a -3 penalty.

Power—Active Camouflage Denial System (At-Will): Move action. Target an area burst 2 in 30 squares. Until the start of your next turn, all attack penalties against targets with concealment inside in the area are reduced to 0. Targets using concealment for Stealth are visible.

Buzzboy: The buzzboy is a nickname assigned to a variety of one man aerial transports developed from a trio of companies from America, Sweden, and Japan. The “buzzboy” name was coined and copyrighted by American AcroTran, though it is now the brand name of all transports of this type. They are used in law enforcement, traffic control, and military divisions assigned to urban warfare. They are occasionally fitted with weapons but are mostly used for reconnaissance. They can also be controlled by an artificial or synthetic intelligence or by remote via cyberlink. They have no room for passengers. The craft wraps around its user.

Movement Mode: The buzzboy can hover.

Sensors: Darkvision 50 squares.

Turret: 1 two-handed small arm turret.

Helicopter: Standard helicopters are a common sight. They are agile despite their size, come equipped with a jet-stabilization system, and can ferry several armed personnel into a conflict. This entry is not for a heavy transport or for a nimble 2-person craft, but for the mid-size multi-purpose aircraft. They are still significantly more maneuverable than their predecessors, able to navigate the forest of city towers with no chance

of clipping a rotor.

Movement Mode: Helicopters can hover. They also have the *Clumsy Grounded* keyword.

Hover Car: Everyone wanted a flying car. They were promised a flying car. It's the mark of a futuristic world, the sure sign of progress. Despite wireless internet and miniature portable computers, the public will not be satisfied until they have their flying car. Thankfully, when it finally arrived, it came with an auto-drive to prevent those same people from killing themselves the first day they took their flying car for a spin. High cost also prevented most people from buying them.

Movement Mode: The hover car can hover. It also has two speed values; the first value is its ground speed; the second speed is its fly speed.

Tilt-Jet Transport: The tilt-jet is one of the fastest transports available, replacing tilt-rotors as the main heavy mover for urban environments. They are mostly reserved for company presidents. The jets rotate for quick take-offs and offer up to a 200% increased horizontal acceleration over regular helicopters.

Movement Mode: The tilt-jet transport can hover but cannot move past x2 speed. If it attempts to move faster, it enters overland mode and the movement is considered overland flight. In overland mode, the tilt-jet can accelerate up to x8 speed without a control roll but suffers a -4 penalty to all other control rolls. It is also has the *Clumsy Grounded* keyword.

MODIFICATIONS

Only one modification one any type can be applied although you can apply different grades of the same type. For example, you can apply interlaced armor plating grade I and II and have the values compound but you cannot apply two grade I interlaced armor platings. Each higher grade is a substantial increase in product quality and is not a simply repeat of the previous grade. There is no limit to the number of modifications you can place in a vehicle.

Complete Composite Retrofit: Ultra high molecular-density polyethylene plates are directly bolted to the outer panels of the vehicle, removing any illusion of the transport's purpose. Additional levels occasionally re-

MODIFICATIONS

Modification	Cost (\$)
VIN Registration Change	500
Nawz!	840
EPCM I	1,000
Interlaced Armor Plating I	1,000
Weapon mount (two-handed small-arm)	1,000
Electronics Flash Reprogramming	1,800
Reinforced Mainframe I	1,800
Suspension Upgrade I	1,800
Interlaced Armor Plating II	3,400
Suspension Upgrade II	4,200
Weapon mount (two-handed small-arm)	1,000
EPCM II	5,000
Reinforced Mainframe II	5,000
Weapon Turret (heavy weapon)	5,000
Forced Induction I	9,000
Interlaced Armor Plating II	9,000
Reinforced Mainframe III	13,000
Complete Composite Retrofit I	17,000
Suspension Upgrade III	17,000
EPCM III	25,000
Premiere Performance Suspension	25,000
Complete Composite Retrofit II	45,000
Forced Induction II	85,000
EPCM IV	125,000
Visual Active Camouflage	125,000
Complete Composite Retrofit III	325,000
Forced Induction III	625,000

place but often times compound previous levels of protection. A second layer is often spaced from the previous layer while layers themselves are enhanced with reactive and electronically charged armor. These modifications transform the craft into an armored strongpoint which cannot conceal its purpose.

Grade I Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 30.

Grade II Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 32. Maneuver rating decreases by 1.

Grade III Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 34. Maneuver rating decreases by 1. Speed decreases by 1.

Electronic/Physical Counter Measures (EPCM):

This is not one modification but several accomplishing similar ends. Reactive plating, adaptive camouflage, and regenerative countermeasures assist in making even an immobile vehicle harder to target with both close and ranged attacks. Reactive systems run off the vehicle's power source and any gains by this system are lost if the vehicle disrupts.

Grade I Property: Gain a +1 bonus to the vehicle's AC.

Grade II Property: Gain a +1 bonus to the vehicle's AC.

Grade III Property: Gain a +6 bonus to the vehicle's resistance value (+6 to Resist Cold, Fire, and Thunder; +3 against weapon attacks). In addition, any weapon with the Guided property that employs its power automatically misses.

Electronics Flash Reprogramming: EFP involves removing the vehicle's engine control system, which

controls the vehicle's power output by dictating throttle response injection timing by replacing or reprogramming the unit for higher and more efficient output.

Property: Speed rating increases by +1.

Forced Induction: This involves installing a larger supercharger or turbocharger. Later levels include larger wastages and anti-surge/blow-off valve. Eventually, secondary forced induction systems may be included as well as larger intercoolers.

Grade I Property: Increase speed rating by +1

Grade II Property: Increase speed rating by +1

Grade III Property: Increase speed rating by +1

Interlaced Armor Plating: Though it does increase weight, this modification attempts to maintain the overall appearance of the vehicle without any visible evidence of the increased protection. Normal windows are replaced with bulletproof glass. Aramid plates are inserted behind the body panels. Later upgrades involve upgrading the reinforced glass with even tougher ballistics glass, though windows no longer roll down and a cursory examination reveals the heavy defense. Grade 1 is B3/IA compliant, providing optimal defense against most one-handed small arms. Grade 2 is B4/II compliant, increasing small arm defense to include heavy caliber pistols. Grade 3 is B5/IIA compliant and includes protection against most two-handed small arms.

Grade I Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 10.

Grade II Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 12. Maneuver rating decreases by 1.

Grade III Property: Gain a +2 bonus to Hardness with a maximum total hardness rating of 14. Maneuver rating decreases by 1. Speed decreases by 1.

Premiere Performance Suspension: This expensive modification involves installing an intelligent active suspension system which includes computer enhanced systems like TCS (Traction Control System), ASR (Anti-Slip Regulation), and ESC (Electronically Stability Control).

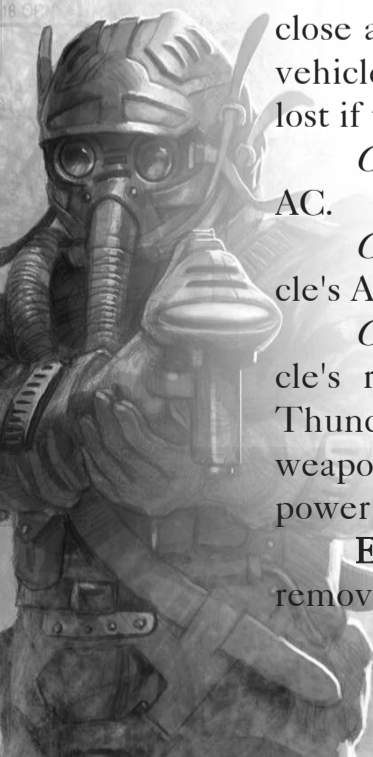
Property: Gain a +1 bonus to maneuver rating.

Reinforced Mainframe: This does not increase the defense of a vehicle as it reinforces the mechanism to sustain more punishment from natural and aggressive driving by strengthening the chassis with strut and sway bars, adding run-flat tires, and replacing key components with harder and lighter materials, like carbon fiber. Later grades include adding in a roll cage and tie braces.

Grade I Property: Vehicle gains +5 hit points. Vehicle must have at least 20 hit points for this modification and it cannot have more than 30 total hit points after this modification is implemented.

Grade II Property: Vehicle gains +10 hit points. Vehicle must have at least 30 hit points for this modification and it cannot have more than 50 total hit points after this modification is implemented.

Grade III Property: Vehicle gains +15 hit points. Vehicle must have at least 60 hit points for this modification and it cannot have more than 120 total hit points



after this modification is implemented. Maneuver rating decreases by 1.

Suspension Upgrade: This modification starts to improve performance with stiffer coils and springs. Finally, various parts of the vehicle are replaced with lighter carbon fiber and aluminum components. You must purchase every lower grade in order to purchase a higher grade.

Grade I Property: Reduce maneuver penalty by 1 (maximum maneuver value of 0).

Grade II Property: Reduce maneuver penalty by 1 (maximum maneuver value of 0).

Grade III Property: Reduce maneuver penalty by 1 (maximum maneuver value of 0).

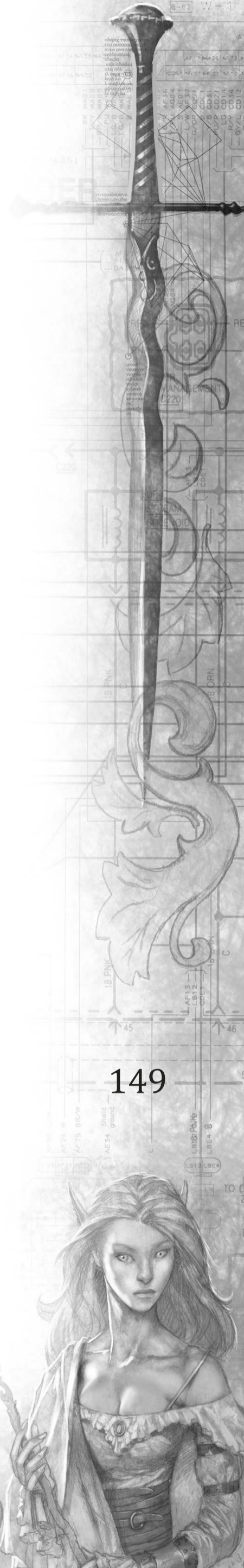
VIN Registration Change: This alters the vehicle's identification number, making the Automatrix (if your game as one) think your vehicle is different than it is. By altering your VIN, you remove the AM's capacity to track you, although all VINs are registered. Unless it is told the new VIN is registered to you, it won't know you are the owner of the vehicle and people attempting to track your location via your VIN must be aware of the new number. Note that in some jurisdictions failure to maintain proper vehicle registration is illegal (GM's discretion). This modification is only useful in high tech settings (like *NeuroSpasta*).

Visual Active Camouflage System: This is an active cloaking system than can conceal a vehicle when it is not engaged in combat.

Property: You can take a move action to gain total concealment. This effect ends the moment you leave your square. You also gain a +4 bonus to Stealth checks.

Power (Daily, Illusion). Standard Action. You become invisible until the end of the encounter. If you are hit by a melee or ranged attack, you enter water (and every round in water), you are hit with debris or you fire any heavy weapons, you must make a saving throw or become visible.

Weapon Mount / Turret: Adding a weapon mount to a vehicle without one costs \$1000 for a two-handed small arm and \$5000 for a heavy weapon. A vehicle must have a listed hit point total equal or greater than 30 to mount a two-handed weapon turret and equal to greater 40 to mount a heavy weapon (unless stated otherwise). These installations are not fixed in a single direction and all have a range of movement depending on where the mount was installed and the realistic capacities of the turret where it was mounted. Most vehicles can have only one weapon mount. Each vehicle and weapon configuration must be dealt individually (GM's discretion). Some vehicles can mount heavy weapons across multiple turrets; other vehicles can't even have a basic machine gun bolted on.





CHAPTER SEVEN

NEW AGE OF WARFARE

LOADOUT

Loadout is non-permanent equipment characters are issued by their associated organization for a given mission/adventure. If they are not part of an organization and are completely independent, then they are expected to purchase all their own equipment. As this can make certain encounters more difficult, GMs are encouraged to keep the party's access to equipment in mind when planning encounters.

150 Loadout is a point-buy system where the group can acquire more expensive items well beyond their pay grade, though totally within a government's.

ENCUMBRANCE

Although there are no penalties for encumbrance in the basic 4TH EDITION system, the GM is recommended to inflict penalties on characters carrying unrealistic levels of gear. There are four simple guides when dealing with encumbrance.

Common Load: Your day to day loadout is a number of pounds equal to half your Strength score. Anything higher than this, or carrying bulky items (such as weapons) overtly, is unusual and may draw comment and/or unwelcome attention from authorities.

Agile Load: The realistic maximum load for an athletic or acrobatic character is a number of pounds equal to your Strength score. Heavier loads signifi-

cantly hinder agile movement and definitely impede stealth.

Combat Load: A standard combat load is around twice your Strength score but can be as high as three or four times depending on the situation. This includes the weight of armor and weapons.

Hazard Load: A hazard load could be as high as ten times your Strength score as you are expected to not only carry some measure of defense and offense, but various survival items like rations and medical supplies. If you are dropped into a large combat arena or if deployed for a long duration mission, this load level may apply.

This load should not be measured to the ounce and is only meant as a guide, meaning it should only be enforced if flagrantly abused

Possible Penalties: Characters can suffer a -1 or -2 penalty to attack rolls, up to a -5 penalty on skill checks, or can even be slowed and/or weakened as long the character is heavily encumbered. The GM should use common sense to judge when a load would negatively impact a character's efforts.

Utilizing encumbrance and loadout, you can equip a variety of items you would not normally be able to acquire. However, to acquire truly powerful items, players must pool their load points together. This is the only way to field powerful weapons, armor, and gear in certain encounters. A loadout budget also alters depending on the situation. Certain situations

may offer a load bonus. If this is indicated, it usually translates to a longer or more difficult pending encounter/s.

LOAD POINTS

Load points are reset at the beginning of an adventure. Players cannot save up points between them. Any unused points are lost when the players finish selecting their gear.

Load Feature	Load Points
Per character within the heroic tier	4
Per character within the paragon tier	5
Per character within the epic tier	7
1 and 3 planned encounters in adventure	3
4 and 6 planned encounters in adventure	5
7 or more planned encounters in adventure	8
Echo Loadout	5
Delta Loadout	10
Bravo Loadout	20
Alpha Loadout	25

Alpha Loadout--Intelligence suggests enemy is equipped with mechanized infantry (power armor/mobile artillery). High AP weapons and anti-mech loadout suggested.

Bravo Loadout--Intelligence suggests possible armored vehicles and heavily armed opposition. Hazard and combat loads suggested. Incognito not required. AP Weapons may be required.

Delta Loadout--Intelligence suggest numerous armed and well trained opposition. Recommend anti-infantry and no loadouts designed for anti-armor.

Echo Loadout--Urban pacification and espionage setup. This is the default setting. Unless stated otherwise, the players are assumed to be in Echo-load. Heavy weapons and mechanized forces are not suggested.

Refer to Armor, Equipment, and Weapons for load costs. Load costs are separate from money and do not factor equipment that characters have obtained with their personal assets. Knowing this, the GM should still exercise restraint in allowing a group to take a powered armor on riot control. Characters do not "own" equipment they acquire with load points and the items in question are returned after the mission has concluded. The characters may be expected to account for lost or damaged items depending on the organization.

Specific Mission Assignment: If an upcoming mission specifically details an objective which can only be accomplished with specific equipment, instead of assigning the load points and hoping the players have foresight, the GM may assign the item directly and deduct it from the allotted load point budget. The players would not receive the load points but the item in question. When this occurs, the players cannot exchange the assigned item for load points.

ADVANCED ARMOR

Advanced armor is enhanced with a power system that affects movement and maneuverability. Wearing advanced armor, you ignore the weight of the armor and use its new size (if it is larger). Advanced armor also has its own hit points: these cannot be reduced directly, but you can transfer damage from a successful attack against you to your advanced armor up to the armor's threshold value. Using threshold takes no action but can only occur once per hit. Advanced armor is not destroyed if its hit points are reduced to 0 but its hit points cannot be recovered by any healing effect or by a healing surge. Only an Engineering check can recover armor hit points and this takes time and money. Advanced armor often grants additional powers and properties.

HARDNESS AND ARMOR PENETRATION

Hardness: Hardness indicates armor's capacity to ignore certain types of damage. Unless noted otherwise, this value is the same as resist all damage up to the listed amount. Hardness can be ignored with attacks with an indicated AP (Armor Penetration) value.

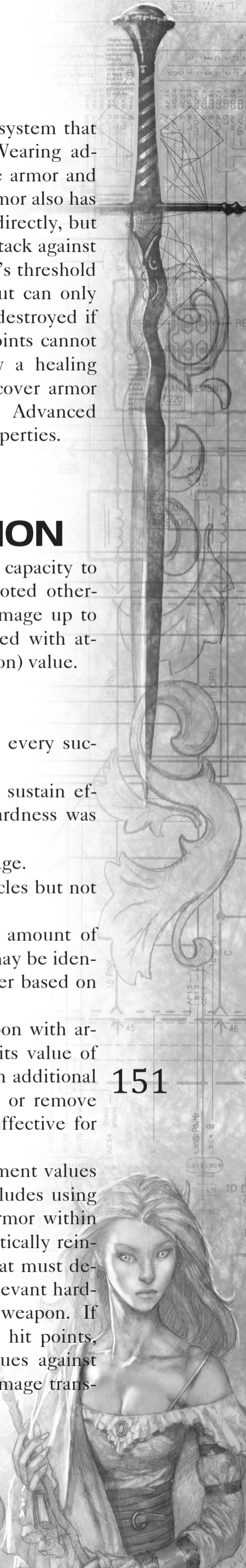
HARDNESS RECAP

- The hardness value is subtracted from every successful hit.
- The hardness value is subtracted from sustain effects caused from a power in which hardness was employed in its primary attack.
- Hardness is not applied to ongoing damage.
- Hardness values apply to ramming vehicles but not against falling damage.

Armor Penetration: AP indicates the amount of hardness a weapon ignores. Two weapons may be identical in damage but one may penetrate better based on how it is designed.

If you score a critical hit using a weapon with armor penetration, not only does AP ignore its value of the target's hardness, it also adds its value in additional damage. AP does not permanently nullify or remove hardness and the hardness value remains effective for the next hit.

Although armor and identical enhancement values do not stack, hardness values do. This includes using protection from cover as well as wearing armor within vehicles, or if wearing armor over a cybernetically reinforced body. When firing an AP weapon that must defeat multiple hardness values, add all the relevant hardness values and compare it to the AP of the weapon. If an item that has hardness also has its own hit points, you don't add the individual hardness values against damage to that item's hit points (such as damage transferred through threshold).



WEAPON USE

Weapons break down into two categories: melee and ranged. In this game, the vast majority of weapons are ranged. These weapons are divided into four sub-categories: one-handed small arms, two-handed small arms, heavy weapons, and super heavy weapons. One-handed small arms do not grant opportunity attacks but two-handed, heavy, and super heavy weapons do. If you move or are moved more than 1 square, you suffer a -2 penalty to attack rolls with two-handed small-arms until the start of your next turn. Heavy weapons (which are also two-handed) grant opportunity attacks to adjacent squares and 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 (you can shoot first and then move to avoid the penalty). Super heavy weapons provoke opportunity attacks and require a standard action to setup. If you do not setup a super heavy weapon, after you make an attack with it you are pushed 1 square, knocked prone, and dazed until the start of your next turn. If you cannot be pushed, you are stunned until the start of your next turn. You also cannot use super heavy weapons against adjacent targets.

Specialty weapons are unique weapons which can only be used with a basic attack. They are also classed as one-handed small arms, two-handed small arms, heavy or super heavy weapons. Any of these weapons can also carry properties like auto or heavy auto. Auto fires 1 round of ammunition per attack roll using normal (non-auto) attacks. When employing an auto power, an auto weapon fires 5 rounds of ammunition per attack. Heavy auto weapons are similar except they always fire 10 rounds of ammunition per attack, regardless if the power has the auto keyword or not. Heavy auto weapon inflict additional damage if you are proficient with the weapon (+1 at heroic per hit, +2 at epic). It is possible to use an entire clip's capacity in a single round if one is not careful and selective.

Other properties are explained in the weapons section.

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.

Reloading Weapons: All weapons are manual or clip-loading. Reloading one weapon of any type requires a move action. Certain powers and feats may alter this. Reloading does not provoke opportunity attacks.

BASIC AUTOFIRE ATTACK

In addition to the basic melee and ranged attacks available to all characters, there is also a burst attack utilizing the auto keyword. You must be proficient in the weapon to use this power.

SPRAY AND PRAY

Basic Attack

You could have won the gold medal for that stunt.

At-Will • Auto, Martial, Weapon

Standard Action

Area burst 1 in
weapon range

Target: Each creature in burst you can see.

Attack: Dexterity -2 vs. Reflex, one attack per target.

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

EXPLOSIVES

All planted explosives require a detonator. Many 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 can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher and detonate upon impact.

You can use a grenade or explosive only with powers with the explosive keyword. There are special basic attacks for explosives and grenades.

Planted explosives require a detonator and a Demolitions check. For every additional block of explosive used (all the explosives wired to the attack), add an additional +1[W] damage and +1 AP. 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 per detonation based on your level: Heroic 3[W] damage; Paragon 4[W] damage; Epic 6[W] damage.

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

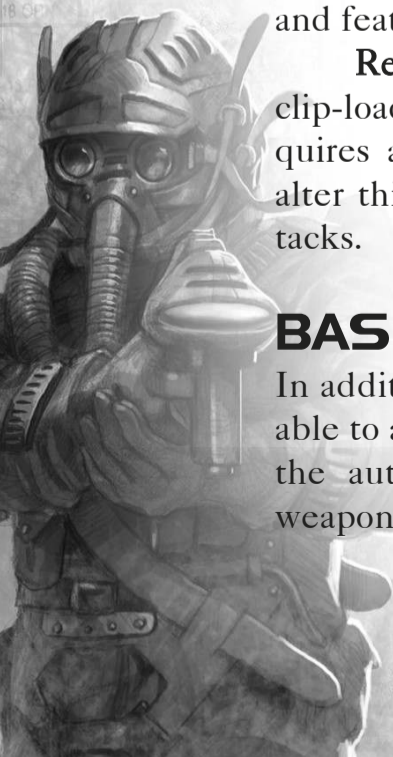
You can use any explosives with an explosives attack, even grenades. If you use grenades as a planted demolition, make a Demolition skill check and detonate using an *explosive attack*, not a *grenade attack*.

Damaging Structures: If planting explosives around structures (buildings, bridges, dams, etc), there is no damage limit. Planted explosives automatically deal critical damage to structures.

Direct Attachment: If you attach a planted explosive directly to a target or detonate one in the same square as a target that is unwilling or incapable of evading the attack. The target is automatically hit and is considered helpless against the attack.

Sympathetic Detonation: Explosives caught in an explosive blast have a chance to explode as well. Make a save for each square which contains collateral explosives and for each type of collateral explosive. The GM may determine whether an explosive may be collateral in a given instance. A moldable explosive may not go up but a tank of gasoline might. The collateral explosive is included as an additional block in the initial power only if the 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.

E.g.: 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.

Proxy Detonation: If a character who sets an explosive with a timed detonator (or one that is not directly triggered) is killed, rendered unconscious or otherwise indisposed, the explosive still goes off per its conditions on the indicated turn. If an explosive is triggered by someone other than the character who made the Demolitions check, the one who set the explosive still uses the power, but the one triggering it uses the action.

Throwing Explosives: Thrown explosives that detonate on impact may require a Demolitions check to arm (grenades are automatically armed as part of the grenade attack), but then may be thrown by any character (use the *grenade attack* power).

Aftereffects: After an explosive or grenade is detonated, the affected squares remain lightly obscured until the start of the attacker's next turn.

GRENADE ATTACK Basic Attack

You hope it's not a dud.

At-Will • Explosive, Martial, Weapon

Standard Action **Special**

Requirement: You must be wielding a grenade, grenade launcher or thrown explosive.

Special: Refer to the grenade and explosive table for damage, range, and area burst.

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage. Increase to 2[W] + Dexterity modifier damage at 21st level.

Miss: Half damage.

EXPLOSIVES ATTACK Basic 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 succeed on a Demolitions check.

Special: Refer to the grenade and explosive table for damage and area burst.

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage. Increase to 2[W] + Intelligence modifier damage at 21st level.

Miss: Half damage.

RULES INVOLVING VEHICLES

For the most part, vehicles won't be included in combat encounters. When they are, they involve a radical departure from how movement rules normally work. Vehicles have acceleration rather than speed, though it is still called a speed rating. You retain the same movement speed from round to round (carryover speed) unless you take an action to increase or reduce it. For example, you can't decide to end your movement after 5 squares on your turn if you have a carryover speed of

40 unless you perform a difficult stunt to decelerate your movement to 5 squares. Otherwise, you still move 40 squares this turn.

Speed: The speed rating for a vehicle is not its top speed but the safest speed it can accelerate per round. Every round, you can add to your movement from your previous round or decelerate. A vehicle's speed at the end of your turn is its "carryover speed". This sets the vehicle's speed at the start of its controller's next turn. Your vehicle has a carryover speed of 0 if the vehicle has stopped before the start of your turn. If you have any carryover speed (even if only 1), you must take a move action with your vehicle on your turn or crash. If you do not perform a maneuver, or adjust your speed, you simply move squares equal to your carryover speed from the previous turn.

Reverse movement does not count towards forward movement when calculating speed carried over from the previous round.

In open terrain, a vehicle can safely move a maximum of 4 times its Speed Rating. A vehicle cannot safely accelerate faster than its Speed Rating. A vehicle cannot safely decelerate faster than 2 times its Speed Rating. Pushing any of these rules involves a stunt.

Facing: Vehicles usually can only move in the direction they are facing. To change direction involves a turn.

Control: Regardless of the number of occupants, only one person can control a vehicle. The vehicle operates only on that character's turn. Even if the driver is forced to make a control roll outside of his turn, the effects of that roll are deferred until the start of the target's next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on the driver's turn. You cannot perform a vehicle action outside of your turn. If you have carryover speed and you do not use an action to move, the vehicle crashes.

Crash: A crash is a catastrophic failure in vehicle control. In most crashes, you continue your remaining movement along your current heading. In others (like jumps), you immediately stop your movement.

If you crash, at the start of your turn you decelerate at your speed rating if you haven't immediately struck an obstruction. If you hit difficult terrain, or you hit an obstruction (like a wall or another vehicle), your movement stops. The vehicle and all occupants inside take damage according to the vehicle's current speed.

Speed	Damage
Less than 5	No damage
5-6	1d8
7-9	2d8
10-13	3d8
14-18	4d8
19-24	5d8
25-31	6d8
32-39	7d8
40-48	8d8
49-58	9d8
59-69	10d8

If there are no obstructions to crash into, you continue decelerating at your speed rating until your movement is 0 or until you hit an obstruction or difficult terrain.

When a vehicle starts crashing, all targets in the vehicle are dazed until the crash is resolved.

If you failed a Vehicle Operation control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes. The vehicle takes 2d6 damage at the start of every turn it spends rolling.

Aircraft: Aircraft that fail their control roll lose altitude equal to x2 their speed. Aircraft never fall under the effects of a crash unless they impact on something. As long as the aircraft is functional, you can attempt to regain control of it. If failing a control roll, an aircraft loses altitude and slides. You can attempt another control roll at the start of your next turn. Unlike vehicles, aircraft do not decelerate in a slide. The vehicle, as well as all creatures on board, is considered helpless if the craft impacts on the ground.

Jump Failure: If you fail by 5 or less, you make the jump, but enter an uncontrolled slide. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

Seatbelts: Occupants in vehicles are assumed to be strapped in when a vehicle crashes (unless they are moving around inside the vehicle). If a vehicle suffers damage from rolling or crashing, occupants strapped in suffer half the damage inflicted on the vehicle. Those not secured take full damage.

Escape: If all appears hopeless during a crash, occupants can try to escape. This involves a DC 15 Acrobatics or Athletics check (DC 20 for the driver, +5 if the creature is strapped in). Because all the occupants are dazed during a crash, they each have one chance per turn to try to escape. A driver who attempts to escape no longer has any control over the vehicle. Any target failing the escape roll by 5 or less still escapes but takes damage equal to the vehicle's current speed.

Lighter than Air Vehicles: Blimps and thermals do not require an aeroform. They cannot lose altitude when sliding or crashing. They remain suspended in the air via a series of "lifting bags" contained inside a larger carrier. This can be another balloon or a rigid superstructure. Only by puncturing these bags can this type of vehicle crash. Each airship of this type list the number of internal lifting bags. An attacker that inflicts 20 damage or more on an aircraft may puncture a balloon instead of causing damage to the craft (attacker's choice). If so, the hit inflicts no damage on the vessel. Half of an airship's lifting bags must be punctured for an airship to be affected. Once half the lifting bags are punctured, the airship drops 20 feet (5 squares) at the start of each turn, dropping an additional 20 feet for every additional bag punctured. Every bag punctured also imposes a cumulative -1 penalty to the vessel's maneuverability. Only by destroying the vessel can it

crash violently.

Vehicle Size: Certain (ground) vehicles are large enough to withstand difficult terrain and/or the effects of a crash. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain for the purposes of movement penalties and crashing. The severity of the terrain may impede even these vehicles. Trees may stop a tank but not a behemoth.

Vehicles Huge or smaller cannot enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Both situations are considered a crash.

A vehicle cannot squeeze or adjust its occupying squares. It also cannot go prone. Large creatures cannot control vehicles no matter how big the vehicles are; whether a Large creature even fits in the vehicle is up to the GM's discretion.

Character Actions: Most character actions don't apply to the vehicles they control or ride inside. Certain other actions are limited while inside or on a vehicle.

Bull Rush or Charge: Vehicles cannot charge, though they can ram, which fulfills the same role as a bull rush (see Vehicle Actions, below).

Delay/Ready Action: You can use delay or ready actions while inside a vehicle. You can also ready a vehicle action while controlling a vehicle, but if you do so, you cannot use a vehicle action on the same turn.

Flanking: Vehicles cannot flank, though occupants can. Creatures in vehicles cannot gain the benefits of both flanking and cover.

Movement: Vehicles cannot double move, run, or shift. Creatures inside a vehicle can move freely inside of it. Disembarking is a move action: the creature moves to any square adjacent to the vehicle. This is not a shift and provokes an opportunity attack. Movement made as part of a power (like Tumble) can be used to disembark a vehicle. If so, your movement is not reduced.

Driver Attack Powers: A driver attempting melee or ranged attacks while driving suffers a -4 penalty to attack rolls. The driver must also make a control roll. If the driver is controlling a weapon on a turret remotely, this penalty is reduced to -2. This does not apply to powers with the Vehicle keyword.

Passenger Attack Powers: Passengers suffer a -2 penalty to all attack rolls while riding in a vehicle. If using a weapon on a weapon mount, this penalty is reduced to -1.

Total Defense: A vehicle occupant (including the driver) can use total defense inside a vehicle. The vehicle does not gain the benefits of total defense. A creature using total defense gains superior cover when inside a vehicle.

Using Skills: Any skill that could be negatively impacted by the motion of a vehicle (such as Heal or Engineer) suffers a penalty of -2 to -6, at the GM's discretion.

Skill versus Armor: Driving skills can also gain you temporary improvements to your AC and/or Reflex de-

fense (Fortitude remains fixed). See the Vehicle Operation skill.

Stunts: Stunts are driving achievements involving a skill checks. Failure results in a control roll, a slide, or a crash. See the Vehicle Operation skill.

Defense Values: The vehicle's AC is listed in the vehicle table. Add half the driver's level to this value. If you have the Improved Vehicle Combat feat and the vehicle has a carryover speed of at least 2 and is Huge or smaller, add the higher of your Dexterity modifier or your Intelligence modifier to the vehicle's AC until the end of your next turn.

Fortitude Defense: Vehicles are especially resistant to attacks that target Fortitude defense. The vehicle's Fortitude defense equals its AC + its resistance value + half the driver's level. It is not modified by speed, feats, or your ability modifier.

Reflex Defense: A vehicle's Reflex defense is 10 unless the vehicle has a carryover speed of at least 2. If moving, your vehicle's Reflex defense equals its AC value + its maneuver value + half the driver's level + other bonuses (speed, skill, feats, or ability). If you have the Improved Vehicle combat feat and the vehicle has a carryover speed of at least 2 and is Huge or smaller, add your Dexterity modifier or your Intelligence modifier to the vehicle's Reflex defense until the end of your next turn.

Will Defense: Vehicles have no Will defense and attacks against vehicles that target Will automatically miss. Creatures within vehicles may still be targeted by these attacks, but note that the vehicle's structure may block line of sight or line of effect.

Targeting and Cover: Creatures inside/on a vehicle receive protection depending on the situation and the attack.

Cover: Vehicles grant cover to their occupants. If a creature inside/on a vehicle performs an action that targets a square beyond that vehicle, that creature is assumed to have revealed itself. It no longer gains any benefit from cover by the vehicle. If revealed, the creature regains cover at the start of its next turn as long as it is still in the vehicle. A creature can gain superior cover if using total defense (see Character Actions). If an attack targeting a vehicle occupant with any cover would have hit the target without the cover, the attack hits the vehicle instead.

Modifiers Inside: While inside/on a vehicle, occupants suffer a -2 penalty to their Reflex defense against attacks from outside a vehicle.

Reach: Creatures inside/on a vehicle have reach 1 beyond a vehicle.

Selecting Defense: Creatures inside/on a vehicle targeted by an attack from an opponent outside the vehicle may choose to use the vehicle's AC or Reflex defense in lieu of their own. Certain vehicles prevent occupants from being targeted by disease or poison attacks. Opponents attacking a vehicle may choose to target the vehicle itself instead of occupants. A vehicle's resist rating is only effective against hits against the vehicle, not the occupants.

Ranged Weapons and Vehicles: Some vehicles have turrets. Some are open or have access ports to allow occupants to fire ranged weapons against targets outside the vehicle.

Two-Handed / Heavy Weapons: Occupants are always assumed to be moving the same distance as the vehicle if firing un-mounted two-handed or heavy weapons for purposes of penalties to attack rolls when moving with these weapons. The penalties for moving and for being inside a vehicle stack. If a two-handed small arm or heavy weapon is mounted to a vehicle's turret, the weapon is considered to be not moving and only incurs the turret penalty as listed above (-1).

Super Heavy Weapons: Super heavy weapons are too large to be fired without a mount. They are considered heavy weapons when mounted, meaning attempts to fire them while the vehicle is moving incur a -4 penalty to attack rolls.

Sniper Weapons: You can neither use sniper powers nor employ Marksman Talent if occupying a moving vehicle.

Conditions: Vehicles cannot be blinded, dazed, deafened, dominated, marked, stunned, surprised, or weakened. A vehicle can only be immobilized or restrained if its speed is 0 (if the vehicle has any carryover speed, it is immune to these effects). A vehicle cannot be knocked prone, rendered unconscious, or made helpless. Vehicles can still be petrified or weakened. If a vehicle is slowed, its speed rating (not its speed) is reduced to 2. It can still decelerate using its full speed rating.

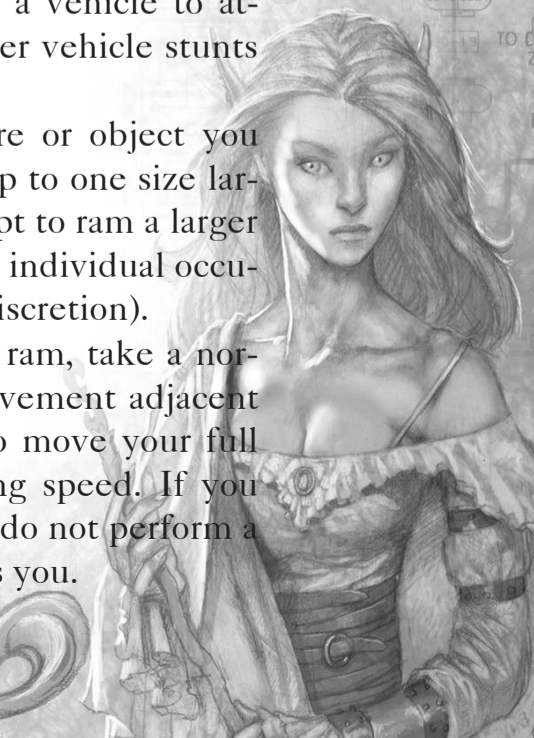
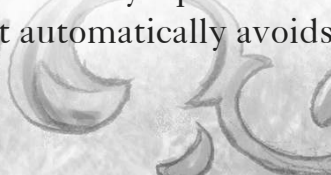
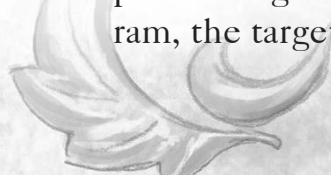
Destroying Vehicles: Reducing a vehicle to zero hit points renders it non-functional. A vehicle reduced to its negative hit point value bursts into flame, immediately inflicting 3d6 damage to every creature that moves through or enters a square the vehicle occupied or adjacent to it until the end of the encounter.

VEHICLE ACTIONS

For details on vehicle actions and stunts, see the Vehicle Operation skill description. Additionally, characters controlling vehicles can use the Ram action and the *trade paint* basic attack.

RAM: STANDARD ACTION

- **Vehicle:** You must be controlling a vehicle to attempt a ram. You can perform other vehicle stunts normally as part of this action.
- **Target:** You can ram any creature or object you could target with a melee attack, up to one size larger than your vehicle. If you attempt to ram a larger target, you crash. You cannot target individual occupants of a vehicle (subject to GM discretion).
- **Movement:** Before you attempt a ram, take a normal move action and end your movement adjacent to the target. You do not need to move your full speed: take note of your remaining speed. If you pass through an enemy square and do not perform a ram, the target automatically avoids you.



- **Attack:** Dexterity or Intelligence vs. the target's Fortitude defense.

Miss: The target avoids you, and you continue moving your remaining speed.

Hit: The effect of the ram is determined by the size of the target.

One Size Larger: All occupants of your vehicle are dazed until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for your vehicle is d8; for the target it is d6, and the target only takes half damage. You push the target 1 square and shift into the vacated square. Your current speed is reduced to 0.

Same Size: All occupants of your vehicle and the target (or occupants of the target vehicle) are dazed until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for both your vehicle and the target is d6. You push the target a number of squares equal to 1/4 your remaining (not current) speed. Your carryover speed becomes 1/4 of your current speed.

One Size Smaller: The target (or occupants of the target vehicle) is dazed until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for your vehicle is d6, and the vehicle only takes half damage; for the target it is d8. You push the target a number of squares equal to 1/2 your remaining (not current) speed. Your carryover speed becomes 1/2 of your current speed.

Two or More Sizes Smaller: The target (or occupants of the target vehicle) is stunned until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for the target is d10; your vehicle takes only 1 damage per die. You push the target a number of squares equal to your remaining (not current) speed -1. Your carryover speed becomes your current speed -1.

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Speed	Damage
Less than 5	No damage
5-6	1 die
7-9	2 dice
10-13	3 dice
14-18	4 dice
19-24	5 dice
25-31	6 dice
32-39	7 dice
40-48	8 dice
49-58	9 dice
59-69	10 dice

- **Colliding:** If the target has carryover speed, add it to your current speed before calculating damage.
- **Impossible Push:** If the target is not pushed or cannot be pushed, you crash instead. The target takes damage as indicated above: resolve the effects of the crash on your vehicle as normal.

TRADE PAINT

Basic Attack

Your vehicles are neck and neck. You bully each other for room. Only one will prevail.

At-Will • Martial, Vehicle

Standard Action

Close burst 1

Target: One enemy vehicle

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dexterity modifier damage + your vehicle's hardness. Your vehicle takes 1 point of damage (ignoring hardness). If you score a critical hit, the target must either make a control roll or your hit gains an AP of +10. If the target vehicle is reduced to half its hit points with this hit, it must make a control roll. The DC for the control roll is as follows: Heroic 15; paragon 20; epic 30. Increase damage to 2d6 + Dexterity modifier + Vehicles Hardness Rating at 21st level.

VEHICLE

OVERLAND MOVEMENT

Vehicles can travel at much faster speeds when given time to accelerate. Further, they have no need to rest so can travel longer (assuming multiple drivers).

Referring to basic Overland Speed in the **D&D PLAYER'S HANDBOOK**, every additional point of speed above 7 increases hourly and daily movement by half a mile and five miles respectfully.

Vehicles that use up a cell per day are assumed to be at rest when the party takes an extended rest. If at least one party member remains active and can drive while the remainder takes extended rests, fuel/energy expenditures and travel distances for a 24-hour period are doubled.

SIMPLE VEHICLE RULES

Some players and GMs may dislike complicated vehicle rules. In this case, all vehicle encounters can be handled narratively using the rules for skill challenges in the **DUNGEON MASTER'S GUIDE**. Appropriate skills for such challenges are Acrobatics and Athletics (for weathering hard maneuvers), Engineer (to push the vehicle past its normal limits), Insight and Perception (to anticipate and react swiftly to other vehicles), Streetwise (to assay and navigate the area), and of course Vehicle Operation. Apply the vehicle's Maneuver rating as a modifier to checks when appropriate.

OPTIONAL RULES

A NEW DAY COMES

Although most games may follow the traditional fantasy route, it is not realistic to believe that all the excitement of a modern or science fiction adventure will cover the period of a single day. Therefore extended rests only occur when the GM says they do.

Extended rests are only used for the purposes of resetting powers and healing surges. During a standard adventure, a GM can allow an extended rest every 5 encounters, combining both combat and non-combat encounters. This can go into effect in encounter-heavy episodes, especially ones where numerous combat en-

counters occur concurrently.

HARDNESS FOR COVER

Most cover is invulnerable (like hills), so it has neither hardness nor hit points. A GM may apply hardness to various cover types for realism. Hit points are optional. The object only suffers hit point loss per hit equal to its hardness value.

Types of Cover	Hardness	HP
Window glass	0	1
Drywall/gypoc wall	1	5
General furniture	3	8
Tempered or toughened glass	5	1
Wooden wall or door	5	10
Ceramic post, pillar, or sculpture	5	30
Cement board or polymer	5	20
Composite door or wall	5	20
Steel wall or door	10	30
Concrete wall or barricade	20	30

Employing Hardness for Cover: With basic and superior cover, if an attack on a target misses due to the penalty from cover, the attack is still considered a hit; the target receives the additional hardness from cover. In this case, any miss effect would only be implemented if the attack missed completely.

BATTLE TRUTH

These rules are designed to tweak the existing combat rules to better emulate gritty modern action movies.

Armor Class: All player characters (and only player characters) receive a +4 bonus to Armor Class.

Bloodied: Living (non-robotic) bloodied creatures suffer a -2 penalty to all skill checks and attack rolls. Speed is reduced by half (round down). Once bloodied, a character cannot recover hit points above their bloodied value. All these penalties last until the end of the encounter.

Cover and Concealment: Cover and concealment penalties now increase by 1 for each level (-3 and -6).

Damage: All damage that penetrates a creature's hardness (damage directly inflicted) is doubled. This includes falling damage. Ongoing damage is unchanged.

Hardness: Increase the hardness of all armors and shields (not cover) by +4 (including those with a hardness of 0).

Helpless: A surprised creature or one granting combat advantage to an unseen opponent is considered helpless. Further, a coup de grace can render the target unconscious or kill it (player's choice).

Heroics: Player characters reduced below 0 hit points by a single hit are reduced to only 0 hit points.

Near Death: If brought above 0 hit points, a creature suffers a -5 penalty to all skill rolls and attack modifiers, and is slowed and dazed until it can rest for 24 hours, regardless of how many hit points are recovered. A creature brought above 0 hit points cannot recover hit points more than its healing surge value by any means until it has rested for 24 hours and can only recover up

to its healing surge value per 24-hour period until reaching its bloodied value.

AND THEN THERE WERE DRAGONS . . .

You can also convert *Ultramodern4* to be more compatible with traditional **DUNGEONS & DRAGONS**. To do this, apply the following changes would have to be implemented:

AP & Hardness: These values may be ignored completely, or maintained as a means of distinguishing high tech and low tech equipment. If used, magic weapons should have AP equal to their enhancement bonus.

Classes and Ladders: Characters who choose a standard class may still select a ladder but this is only recommended for low or no-magic games. The enhancement bonuses and monetary windfalls should be ignored for magic-based games. If the GM feels that applying ladders skews the power balance between standard and Ultramodern4 classes, then a recommended rule would require standard classes only gaining ladder features as a feat choice (1 feat for 1st level ladder features; additional feats would be required later when ladder benefits are available).

Equipment Costs: Equipment in this book can be enhanced using the appropriate enhancement level and cost given in the **PLAYER'S HANDBOOK**. This gear can be explained as either being technologically superior or magically enchanted (depending on the details of the setting). If implementing this, players ignore enhancement bonuses with their ladders.

Vehicles: The vehicle rules described in this book apply only to modern vehicles. Normal D&D vehicles use the system's existing rules. Alternatively, all vehicles can use the narrative vehicle rules to avoid confusion.

Weapon Types (Optional): To better integrate with traditional classes with limited weapon availability, one-handed small arms can be considered equivalent to hand crossbows and two-handed small arms can be considered equivalent to crossbows. Only apply this rule if traditional D&D classes are supposed to be prevalent and of equal sophistication to *Ultramodern4* characters in your campaign.

For a **DUNGEONS & DRAGONS** campaign setting designed around a merging of fantasy and science fiction, may we recommend *Amethyst*, which presents a proper cost system for advanced weapons as well as traditional-style 'modern' classes. Apply the guidelines above when integrating material from this book into an *Amethyst* game. It is up to the GM whether non-humans in that setting are eligible for *U4* ladders and classes.





CHAPTER EIGHT

ANTAGONISTS & ENEMIES

NeuroSpasta: In *Ultramodern4s* official setting, opponents are able to hack and be hacked via wireless link. Creatures listed in the following pages will have a Passive Perception (PP) and a Firewall defense. Ignore this if not using *NeuroSpasta's* hacking rules.

ADVERSARIES

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The following list of creatures can be used to portray insurgents, thugs, mercenaries, gangsters, and any other number of opponents. These rules have been streamlined in order to allow a wide range of enemies. Although considered generic, the term 'adversary' only refers to opponents with the adversary traits listed below, not other enemy units in the encounter.

Any non-solo creature with three powers or less can technically be given an adversary ability. Although possible, it is not recommended that you have two different groups of adversaries in an encounter, though you can mix adversaries with non-adversaries, like special elite units.

ADVERSARY TRAITS

When building an encounter involving common adversaries, choose one of the following special rules below. All adversaries involved in the encounter gain this rule.

DRONE

Drones are built or are gathered in massive numbers, designed to overwhelm opponents in enormity rather than capabilities. Certain losses in combat are expected.

More Than Expected: Each time two drone minions are killed in an encounter, place an identical minion adversary with the drone ability anywhere within ten squares of a fallen drone that is not in line of sight of a player character. Do not adjust experience.

FANATIC

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, for the completion of the task they place before themselves. They are often, but not always, religious zealots.

For the Cause: A fanatic gains a +2 bonus to Fortitude defense and a +2 bonus to Will defense. In addition, he gains the *martyrdom* power.

Martyrdom (immediate reaction; the fanatic is reduced to 0 hit points or less; encounter)

All fanatics in line of sight may shift three squares.

GUERRILLA

Guerillas avoid presenting themselves as a target. They are often underequipped and undermanned, offsetting that deficiency with stealth. They will pre-

fer quick attacks and maneuverability over straight open gunplay.

Dirty Fighter: The guerilla inflicts +2 extra damage against targets granting the guerilla combat advantage. In addition, all enemies suffer an additional -1 penalty to attack rolls against the guerilla when he is behind cover or has concealment.

HIVE

A hive shares one mind or has many minds synchronized to operate as one in the combat arena. Although technically possible with organic brains, this is seen almost exclusively with robots. Every hive unit knows the location of all other hive units.

We Are One: A hive can sacrifice its move action to give another hive a move action. Hives cannot receive more than two move actions per round. A hive can replace two move actions with one standard action.

IRONCLAD

Occasionally, an opponent may not be particularly well trained but may be particularly well funded. They may have better weapons and better armor because of the economy of their government or because of their position in the army, despite deficiencies in other fields.

Tough Man: An ironclad gains a bonus to hardness and in the AP of his ranged weapons based on his level.

Hardness:

Level 1 to 10: +3

Level 11 to 20: +4

Level 21 to 30: +5

Armor Penetration

Level 1 to 10: +1

Level 11 to 20: +2

Level 21 to 30: +3

Minion: When an ironclad minion is reduced to 0 hit points or less, it is considered bloodied and regains 1 hit point. If a bloodied ironclad minion is reduced to 0 hit points or less, it is killed.

MOB

Mobs supply courage and strength through numbers. A mob is populated by underequipped, untrained individuals and must offset that by overwhelming their foes. They are often civilians.

Group Confidence: If mob creatures outnumber their opponents by 2-to-1, each mob creature gains +2 bonus to damage rolls.

REGIMENTED UNIT

Regimented units work as a team and must deploy in numbers in an encounter to be effective. On their own, they are useless. Unlike a mob, however, these forces have undergone training to work together, and as such are not known for acts of stupidity, like breaking from a line.

Reliable Backup: The regimented unit gains a +2

enhancement bonus to AC while adjacent to another allied regimented unit. The regimented unit gains the *combat drill power*.

Combat Drill (immediate reaction; an adjacent allied regimented unit moves more than three squares; at-will)

TRAINED

After years in some form of military, these adversaries know to maximize their effectiveness when with others equally trained. Unlike a regimented unit, these are closer to pure soldiers and do not have to be linked arm-and-arm to be effective.

Encouraging Reaction: When a trained adversary scores a critical hit, one other allied trained adversary in the encounter can make a basic attack as an immediate reaction.

Against the Fallen: When an allied trained adversary is killed, gain a +1 enhancement bonus with your next attack roll.

Note on Adversaries: The listings below are intentionally generic with weapon assignments that are easily adjustable to cater to your encounter. Feel free to swap the descriptions of weapons to suit your needs. Weapon damage does not change.

Ill-Equipped Combatant **Level 1 Minion Skirmisher**
Medium natural humanoid **XP 25**

Initiative +3

Senses Perception +4 (PP 14)

HP 1; a missed attack never damages a minion

AC 18; **Fortitude** 15, **Reflex** 14, **Will** 14, **Firewall** 16

Speed 6

Standard Actions

⊕ **Hatchet** (weapon) • **At-Will**

Attack: Melee 1 (one creature) +6 vs. AC

Hit: 5 damage

⊙ **Pistol** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +5 vs. AC

Hit: 5 damage

Str 12 (+0) **Dex** 13 (+1) **Wis** 8 (-1)

Con 10 (+0) **Int** 10 (+0) **Cha** 10 (+0)

Skills Intimidate + 5, Thievery +5

Equipment Pistol, hatchet.

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Chain Brawler Level 1 Skirmisher
Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +4 (PP 14)
HP 26; **Bloodied** 13
AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13, **Firewall** 16
Speed 6

Traits

Leverage Swing

When using his length of chain, the chain brawler does +3 extra damage against prone targets.

Standard Actions

⬇ **Length of Chain** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +6 vs. AC
Hit: 1d6+3 damage. The chain brawler can choose to knock the target prone instead of inflicting damage.

☞ **Rifle** (weapon) • **At-Will**

Attack: Ranged 20/40 (one creature); +6 vs. AC
Hit: 1d8+4 damage; AP 1

Str 12 (+1) **Dex** 14 (+2) **Wis** 9 (-1)
Con 10 (+0) **Int** 10 (+0) **Cha** 10 (+0)

Skills Intimidate +5, Stealth +7, Thievery +7
Equipment Length of chain, rifle

Man With Pipe Wrench Level 2 Minion Skirmisher
Medium natural humanoid XP 31

Initiative +4 **Senses** Perception +6 (PP 16)
HP 1; a missed attack never damages a minion
AC 19; **Fortitude** 16, **Reflex** 15, **Will** 15, **Firewall** 17
Speed 6

Standard Actions

⬇ **Pipe Wrench** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 4 damage

☞ **Rifle** (weapon) • **At-Will**

Attack: Ranged 20/40 (one creature); +6 vs. AC
Hit: 5 damage

Str 12 (+2) **Dex** 12 (+2) **Wis** 9 (+0)
Con 14 (+3) **Int** 10 (+1) **Cha** 10 (+1)

Alignment Any **Languages** Any
Skills Intimidate +6

Equipment Pipe wrench, rifle

Phallic Compensator Level 2 Artillery
Medium natural humanoid XP 125

Initiative +2 **Senses** Perception +6 (PP 16)
HP 32; **Bloodied** 16
AC 14; **Fortitude** 14, **Reflex** 14, **Will** 13, **Firewall** 15
Speed 6
Hardness 3

Standard Actions

⬇ **Pistol** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +8 vs. AC
Hit: 1d8+4 damage

Standard + Move Actions

⬇ **Length of Chain** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +6 vs. AC
Hit: 1d6+3 damage. The chain brawler can choose to knock the target prone instead of inflicting damage.

☞ **Grenadier** (weapon) • **Recharge** ☞ ☞

The phallic compensator shifts 3 squares and makes a *grenade launcher* attack.

Str 12 (+2) **Dex** 12 (+2) **Wis** 9 (+0)
Con 14 (+3) **Int** 10 (+1) **Cha** 10 (+1)

Alignment Any **Languages** Any
Skills Endurance + 9

Equipment Grenade launcher, pistol

Knife-Man Level 3 Skirmisher Minion
Medium natural humanoid XP 38

Initiative +6 **Senses** Perception +5 (PP 15)
HP 1; a missed attack never damages a minion
AC 19; **Fortitude** 18, **Reflex** 18, **Will** 16, **Firewall** 20
Speed 6

Standard Actions

⬇ **Assorted Knives** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 5 damage

☞ **Handgun** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +7 vs. AC
Hit: 5 damage

Str 14 (+3) **Dex** 16 (+4) **Wis** 8 (+0)
Con 11 (+1) **Int** 10 (+1) **Cha** 10 (+1)

Alignment Any **Languages** Any

Skills Intimidate + 6, Stealth +9

Equipment Knives, handgun

Bell-Tower Bastard Level 3 Lurker
Medium natural humanoid XP 150

Initiative +6 **Senses** Perception +10 (PP 20), Darkvision
HP 44; **Bloodied** 22
AC 17; **Fortitude** 14, **Reflex** 15, **Will** 16, **Firewall** 17
Speed 6

Standard Actions

⬇ **Combat Knife** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6+3 damage

☞ **Sniper Rifle** (weapon) • **At-Will**

Attack: Ranged 40/80 (one creature); +9 vs. AC
Hit: 1d8+6 damage; AP 5, and the target is immobilized (save ends).

Standard + Move Actions

☞ **Boom, Headshot** (weapon) • **Recharge** ☞ ☞

Attack: Ranged 40/80 (one creature); +9 vs. AC
Hit: 2d8 +6 damage, and the target is dazed (save ends); AP 4
Miss: The bell-tower bastard regains the use of this power

Str 14 (+3) **Dex** 13 (+2) **Wis** 18 (+5)
Con 12 (+2) **Int** 11 (+1) **Cha** 10 (+1)

Alignment Any **Languages** Any

Skills Intimidate +7, Stealth +7, Athletics +6

Equipment Combat knife, sniper rifle

Qualified Combatant Level 3 Soldier
Medium natural humanoid XP 150

Initiative +6 **Senses** Perception +6 (PP 16)
HP 44; **Bloodied** 22
AC 19; **Fortitude** 14, **Reflex** 15, **Will** 14, **Firewall** 19
Speed 6

Standard Actions

⬇ **Combat Knife** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6+5 damage

☞ **Rifle** (weapon) • **At-Will**

Attack: Ranged 20/40 (one creature); +8 vs. AC
Hit: 1d8+6 damage

⬇ **Knifefighter** (weapon) • **At-Will**

The qualified combatant may make two combat knife attacks.

Str 14 (+3) **Dex** 16 (+4) **Wis** 10 (+1)
Con 12 (+2) **Int** 11 (+1) **Cha** 10 (+1)

Alignment Any **Languages** Any
Skills Intimidate +7, Stealth +9, Athletics +6

Equipment Rifle, Combat Knife



Gang Filler Level 4 Skirmisher Minion
Medium natural humanoid XP 44

Initiative +7 **Senses Perception** +7 (PP 17)
HP 1; a missed attack never damages a minion
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 15, **Firewall** 20
Speed 6

Standard Actions

☞ **Rifle (weapon) • At-Will**
Attack: Ranged 10/20 (one creature); +9 vs. AC
Hit: 8 damage

⊕ **Brass Knuckles/Kubaton (weapon) • At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 7 damage, and the target is pushed 1 square. If the target cannot be pushed, it takes 2 extra damage.

Str 12 (+3) **Dex** 16 (+5) **Wis** 11 (+2)
Con 11 (+2) **Int** 11 (+2) **Cha** 10 (+2)

Alignment Any **Languages** Any

Skills Intimidate +7, Stealth +10

Equipment Brass knuckles/kubaton, rifle

Cell Lieutenant Level 4 Elite Controller (Leader)
Medium natural humanoid XP 350

Initiative +4 **Senses Perception** +8 (PP 18)
HP 106; **Bloodied** 53
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 20, **Firewall** 20
Saving Throws +2
Speed 6
Action Points 1

Standard Actions

☞ **Shotgun (weapon) • At-Will**
Attack: Ranged 5/10 (one creature); +9 vs. AC
Hit: 2d6+5 damage, and the target is knocked prone.

↔ **Enough Screwing Around • At-Will**
Effect: Allies in a close burst 4 can make a saving throw or make a basic attack.

Move Actions

Redeployment • At-Will
Effect: One ally in a close burst 5 shift 3 squares.

Triggered Actions

Help Me! • At-Will
Trigger: An ally is bloodied
Effect (immediate reaction): All allies in line of sight of the cell lieutenant shift 3 squares.

Str 11 (+2) **Dex** 14 (+4) **Wis** 12 (+3)
Con 13 (+3) **Int** 14 (+4) **Cha** 16 (+5)

Alignment Any **Languages** Any

Skills Intimidate +10, Bluff +10, Stealth +9

Equipment Shotgun

Ammo Waster Level 5 Minion Artillery
Medium natural humanoid XP 50

Initiative +4 **Senses Perception** +7 (PP 17)
HP 1; a missed attack never damages a minion
AC 21; **Fortitude** 18, **Reflex** 19, **Will** 17, **Firewall** 20
Speed 6

Standard Actions

☞ **SMG (weapon) • At-Will**
Attack: Ranged 10/20 (one creature) +13 vs. AC
Hit: 7 damage

Move Actions

↗ **Wild Spray (weapon) • At-Will**
Requirement: The ammo waster hits with his SMG this turn
Effect: The ammo waster makes one SMG attack against one enemy within 2 squares of the original target.

Str 13 (+3) **Dex** 14 (+4) **Wis** 12 (+3)
Con 12 (+3) **Int** 12 (+3) **Cha** 11 (+2)

Alignment Any **Languages** Any

Skills Intimidate +7, Stealth +9

Equipment SMG

Machine Gun Menace Level 5 Artillery
Medium natural humanoid XP 200

Initiative +3 **Senses Perception** +9 (PP 19)
HP 52; **Bloodied** 26
AC 18; **Fortitude** 18, **Reflex** 17, **Will** 17, **Firewall** 18
Speed 5

Standard Actions

☞ **Heavy Machine Gun (weapon) • At-Will**
Attack: Ranged 25/50 (one creature); +12 vs. AC
Hit: 2d6+6 damage

↗ **Bring Down the Rain (weapon) • At-Will**
Attack: Wall 4 in 25/50 (each creature in wall); +10 vs. Reflex
Hit: 1d8+6 damage

Str 13 (+3) **Dex** 13 (+3) **Wis** 14 (+4)
Con 16 (+5) **Int** 12 (+3) **Cha** 11 (+2)

Alignment Any **Languages** Any

Skills Intimidate +7, Athletics +10

Equipment HMG



Watcher in the Crowd Level 5 Lurker
Medium natural humanoid XP 200

Initiative +10 **Senses Perception** +9 (PP 19)
HP 48; **Bloodied** 24
AC 19; **Fortitude** 17, **Reflex** 19, **Will** 19, **Firewall** 19
Speed 6

Traits

A Looker

Until the watcher in the crowd hits with his *concealed knife*, he gains a +3 bonus to all defenses and a +3 bonus to Bluff and Intimidate skill checks.

Standard Actions

⚡ **Concealed Knife** (weapon) • At-Will

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8+6 damage, and the target takes ongoing 5 damage (save ends)

Move Actions

Slip Out • At-Will

Effect: Shift 4 squares and gain a +1 bonus to AC until the start of the watcher in the crowd's next turn.

Relay Information • At-Will

Attack: Ranged 20 (one creature); +8 vs. Will
Hit: The target grants combat advantage to all allied adversaries of the same type as the watcher in the crowd until the start of the watcher in the crowd's next turn.

Str 10 (+2) **Dex** 18 (+6) **Wis** 16 (+5)
Con 12 (+3) **Int** 16 (+5) **Cha** 18 (+6)

Alignment Any **Languages** Any

Skills Bluff +11, Intimidate +10, Stealth +11

Equipment None

Band Brother Level 6 Minion Artillery
Medium natural humanoid XP 63

Initiative +6 **Senses Perception** +10 (PP 20)
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 19, **Will** 19, **Firewall** 22
Speed 6

Standard Actions

🔫 **Assault Rifle** (weapon) • At-Will

Attack: Ranged 20/40 (one creature); +14 vs. AC
Hit: 7 damage; AP4

Str 14 (+5) **Dex** 16 (+6) **Wis** 14 (+5)
Con 14 (+5) **Int** 13 (+4) **Cha** 12 (+4)

Alignment Any **Languages** Any

Skills Intimidate +9, Stealth +11

Equipment Assault rifle

Flesh Fortress Level 6 Brute
Medium natural humanoid XP 250

Initiative +5 **Senses Perception** +10 (PP 20)
HP 86; **Bloodied** 43
AC 18; **Fortitude** 18, **Reflex** 17, **Will** 17, **Firewall** 19
Speed 6

Standard Actions

🔫 **Assault Rifle** (weapon) • At-Will

Attack: Ranged 20/40 (one creature); +11 vs. AC
Hit: 2d6+7 damage

Move Actions

Hulking • Recharge ☹️ ☹️ ☹️

Effect: The flesh fortress saves from any and all of the following conditions: dazed, immobilized (but not if restrained), slowed and weakened.

Str 18 (+7) **Dex** 14 (+5) **Wis** 14 (+5)
Con 16 (+6) **Int** 12 (+4) **Cha** 12 (+4)

Alignment Any **Languages** Any

Skills Intimidate +11, Athletics +12

Equipment Assault rifle

Proximity Threat Level 7 Minion Skirmisher
Medium natural humanoid XP 75

Initiative +8 **Senses Perception** +9 (PP 19)
HP 1; a missed attack never damages a minion
AC 23; **Fortitude** 21, **Reflex** 22, **Will** 21, **Firewall** 23
Speed 6

Standard Actions

🔫 **Auto-Shotgun** (weapon) • At-Will

Attack: Ranged 10/20 (one creature); +13 vs. AC
Hit: 6 damage, and the target is knocked prone.

🔫 **Auto-Shotgun** (weapon) • At-Will

Effect: Shifts 4 squares
Attack: Ranged 10/20 (one creature); +9 vs. AC
Hit: 6 damage, and the target is knocked prone.

Str 13 (+4) **Dex** 17 (+6) **Wis** 14 (+5)
Con 15 (+5) **Int** 12 (+4) **Cha** 12 (+4)

Alignment Any **Languages** Any

Skills Intimidate +9, Stealth +11

Equipment Auto-shotgun

Force Commander Level 7 Elite Soldier (Leader)
Medium natural humanoid XP 600

Initiative +9 **Senses Perception** +10 (PP 20)
HP 160; **Bloodied** 80
AC 25; **Fortitude** 21, **Reflex** 23, **Will** 23, **Firewall** 26
Speed 6

Saving Throws +2 **Action Points** 1

Traits

Sleep When You're Dead • Aura 5

When an ally in the aura is bloodied or reduced to 0 hit points or fewer, it makes a basic attack. If at 0 hit points or lower, the target drops after the attack.

Standard Actions

🔫 **Machine Pistol** (weapon) • At-Will

Attack: Range 10/20 (one creature); +12 vs. AC
Hit: 2d8+6 damage

Triggered Actions

Empty The Clip • Recharge ☹️ ☹️ ☹️

Trigger: The force commander hits with a *machine pistol* attack.

Effect (Free Action): The force commander makes a *machine pistol* attack. This repeats until the force commander misses or hits 4 times.

Intimidating Son of a Bitch • At-Will

Trigger: The force commander is hit.

Effect (immediate interrupt): The attacker must re-roll his attack and take the lower result.

Str 14 (+5) **Dex** 18 (+7) **Wis** 14 (+5)
Con 16 (+6) **Int** 15 (+5) **Cha** 12 (+4)

Alignment Any **Languages** Any

Skills Acrobatics +12, Intimidate +9, Stealth +12

Equipment Machine pistol

FROM REAR DEFOGGER (16 ONLY) ZONE F30



Advanced Combatant **Level 8 Minion Artillery**
Medium natural humanoid **XP 88**

Initiative +8 **Senses Perception** +11 (PP 21)
HP 1; a missed attack never damages a minion
AC 25; **Fortitude** 21, **Reflex** 21, **Will** 19, **Firewall** 25
Speed 6

Standard Actions

☞ **Bullpup Rifle** (weapon) • **At-Will**

Attack: Ranged 20/40 (one creature); +16 vs. AC
Hit: 8 damage; AP4

Move Actions

☞ **Snapshot** (weapon) • **At-Will**

Effect: The advanced combatant makes a *bullpup rifle* attack

Str 14 (+6) **Dex** 18 (+8) **Wis** 14 (+6)
Con 15 (+6) **Int** 12 (+5) **Cha** 13 (+5)

Alignment Any **Languages** Any

Skills Intimidate +9, Stealth +13

Equipment Bullpup rifle

Pyrophiliac **Level 8 Artillery**
Medium natural humanoid **XP 350**

Initiative +6 **Senses Perception** +10 (PP 20)
HP 71; **Bloodied** 35
AC 20; **Fortitude** 18, **Reflex** 16, **Will** 17, **Firewall** 20
Speed 6

Traits

Smoke 'Em If You Got 'Em

Any adjacent enemy to the pyrophiliac when the pyrophiliac uses his *flame thrower*, or *flame strafe* attack suffers 5 fire damage.

Standard Actions

☞ **Flame Thrower** (fire, weapon) • **At-Will**

Attack: Close blast 5 (each creature in blast); +15 vs. Reflex
Hit: 2d6+5 damage, and the target takes ongoing 5 fire damage (save ends).

☞ **Flame Orgasm** (fire, weapon) • **At-Will**

Attack: Wall 5 within 10 (each creature in wall); +15 vs. Reflex
Hit: 2d6 +5 damage, and the target takes ongoing 5 fire damage (save ends).

Str 16(+7) **Dex** 14 (+6) **Wis** 14 (+6)
Con 17 (+7) **Int** 12 (+5) **Cha** 12 (+5)

Alignment Any **Languages** Any

Skills Athletics +11, Intimidate +12

Equipment Flamethrower

Insidious Assassin **Level 9 Lurker**
Medium natural humanoid **XP 400**

Initiative +12 **Senses Perception** +13 (PP 23)
HP 74; **Bloodied** 37
AC 23; **Fortitude** 21, **Reflex** 23, **Will** 21, **Firewall** 23
Speed 6

Traits

Assassin's Advantage

The insidious assassin deals 8 extra damage against targets that grant the insidious assassin combat advantage.

Standard Actions

☞ **Not a LARP Blade** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8+8 damage, and the target is weakened (save ends).

Move Actions

Prime Position • **At-Will**

Effect: Shift to any adjacent square of an adjacent enemy and all adjacent enemies grant the insidious assassin combat advantage.

Triggered Actions

Pervasive Wound • **Encounter**

Trigger: The insidious assassin hits a target granting combat advantage to the insidious assassin.
Effect: The target takes ongoing 5 damage until the end of the encounter or until the target drops.

Str 16(+7) **Dex** 18 (+8) **Wis** 18 (+8)
Con 14 (+6) **Int** 16 (+7) **Cha** 16 (+7)

Alignment Any **Languages** Any

Skills Acrobatics +13, Stealth +16

Equipment Knife, pistol

Out of Place Kung-Fu Guy
Level 10 Minion Skirmisher

Medium natural humanoid **XP 125**
Initiative +11 **Senses Perception** +11 (PP 21)
HP 1; a missed attack never damages a minion
AC 27; **Fortitude** 25, **Reflex** 26, **Will** 25, **Firewall** 28
Speed 7

Standard Actions

☞ **One Chance Hit** (weapon) • **At-Will**

Attack: Melee 1 (one creature) +16 vs. AC
Hit: 14 damage

Move Actions

Headstrong • **At-Will**

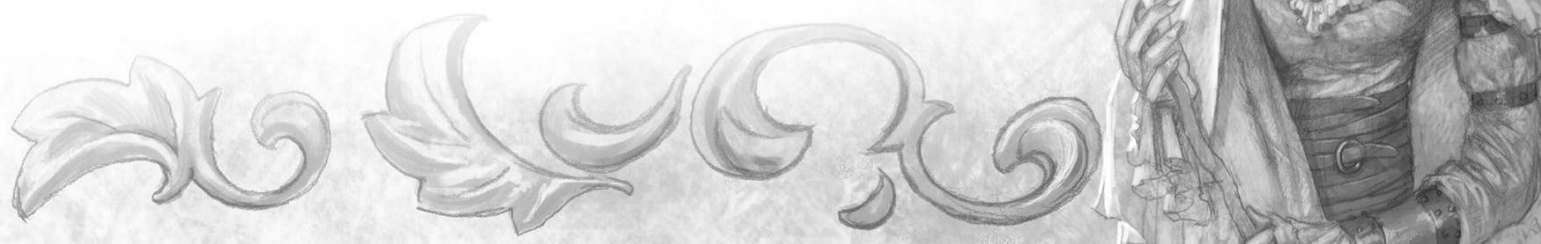
Effect: The out of place kung-fu guy gains a +2 bonus to AC and Reflex defense and shifts 1 square.

Str 18(+9) **Dex** 18 (+9) **Wis** 14 (+7)
Con 18 (+9) **Int** 12 (+6) **Cha** 12 (+6)

Alignment Any **Languages** Any

Skills Athletics +14, Intimidate +12

Equipment Nothing



Land Whale **Level 12 Brute**
XP 700
Medium natural humanoid
Initiative +7 **Senses Perception +10 (PP 20)**
HP 148; **Bloodied** 74
AC 24; **Fortitude** 24, **Reflex** 20, **Will** 22, **Firewall** 24
Speed 3
Hardness 5

Standard Actions

☞ **Autocannon** (weapon) • **At-Will**
Attack: Ranged 30/60 (one creature); +17 vs. AC
Hit: 3d6+10 damage; AP 5

Standard + Move Actions

☞ **Monster On the Field** (weapon) • **At-Will**
Attack: Ranged 30/60 (one creature); +16 vs. AC
Hit: 2d6+18 damage; AP 5

↔ **Sweep the Enemy** (weapon) • **Recharge** ☹☹
Attack: Area burst 5 within 40 (each creature in burst); +15 vs. Reflex
Hit: 1d8+14 damage; AP 5, and the target is marked until the land whale is dropped.

Str 18 (+10) **Dex** 12 (+7) **Wis** 14 (+8)
Con 18 (+10) **Int** 12 (+7) **Cha** 12 (+7)

Alignment Any **Languages** Any
Skills Intimidate +10, Athletics +11
Equipment Autocannon

Seriously, Katana **Level 14 Minion Skirmisher**
XP 250
Medium natural humanoid

Initiative +13 **Senses Perception +14 (PP 24)**
HP 1; a missed attack never damages a minion
AC 30; **Fortitude** 28, **Reflex** 30, **Will** 26, **Firewall** 30
Speed 6

Standard Actions

⬇ **Katana, Seriously** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 16 damage; AP 4

⬇ **Untalented Strike** (weapon) • **At-Will**
Effect: The seriously, katana gains a +2 bonus to attack and makes a *katana, seriously* attack. He then suffers a -2 penalty to AC and Reflex defense until the start of his next turn.

Str 18(+11) **Dex** 18 (+11) **Wis** 14 (+9)
Con 18 (+11) **Int** 12 (+8) **Cha** 12 (+8)

Alignment Any **Languages** Any
Skills Acrobatics +16, Athletics +16, Intimidate +14,
Equipment Katana

Drug Nut **Level 14 Elite Skirmisher**
XP 2,000
Medium natural humanoid
Initiative +14 **Senses Perception +14 (PP 24)**
HP 280; **Bloodied** The drug nut does not get bloodied
AC 30; **Fortitude** 30, **Reflex** 28, **Will** 28, **Firewall** 29
Saving Throws +2 **Action Points** 1
Speed 6
Hardness 5

Standard Actions

⬇ **Any Improvised Weapon** (weapon) • **At-Will**
Attack: Melee 1 (one creature) +19 vs. AC
Hit: 3d6+12 damage

⬇ **One-Handed Choke** (weapon) • **Recharge** ☹☹
Attack: Melee 1 (one creature) +19 vs. AC
Hit: 3d8+12 damage, and the target grabbed.

Juicer • At-Will

Effect: The drug nut shifts 4 squares and gains 10 temporary hit points.

Standard + Move Actions

⬇ **Menacing Lift** (weapon) • **At-Will**
Attack: Melee 1 (one creature) +19 vs. AC
Hit: 3d8+12 damage and the target is dazed and takes ongoing 5 damage (save ends both).

Str 18 (+12) **Dex** 18 (+12) **Wis** 14 (+9)
Con 20 (+12) **Int** 15 (+9) **Cha** 12 (+8)

Alignment Any **Languages** Any
Skills Acrobatics +16, Athletics +17, Intimidate +14
Equipment Nothing

Formidable Opponent **Level 15 Artillery**
XP 1,200
Medium natural humanoid

Initiative +11 **Senses Perception +14 (PP 24)**
HP 112; **Bloodied** 56
AC 27; **Fortitude** 26, **Reflex** 27, **Will** 26, **Firewall** 28
Speed 6

Standard Actions

⬇ **Rifle Butt** (weapon) • **At-Will**
Attack: Melee 1 (one creature) +20 vs. AC
Hit: 2d8+8 damage

☞ **Customized Rifle** (weapon) • **At-Will**
Attack: Ranged 40/70 (one creature) +22 vs. AC
Hit: 3d6+15 damage; AP 5, and the target is weakened OR slowed (save ends).

Move Actions

☞ **Called Shot** • **Recharge** ☹☹
Effect: The formidable opponent hits with his next customized rifle attack this turn.

Triggered Actions

☞ **Head Shot** • **Encounter**
Trigger: The formidable opponent hits with his next customized rifle attack.
Effect (Free Action): The triggered attack is a critical hit.

Str 16 (+10) **Dex** 18 (+11) **Wis** 14 (+9)
Con 16 (+10) **Int** 15 (+9) **Cha** 14 (+9)

Alignment Any **Languages** Any
Skills Acrobatics +16, Intimidate +14, Stealth +16
Equipment Assault Rifle

Pistol Packer **Level 16 Minion Artillery**
Medium natural humanoid **XP 350**
Initiative +13 **Senses Perception +14 (PP 24)**
HP 1; a missed attack never damages a minion
AC 30; Fortitude 28, Reflex 30, Will 26, Firewall 30
Speed 8

Traits

Shifty

The pistol packer can shift a square as a minor action.

Minor Actions

⊕ Hammer Shot (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +23 vs. AC
Hit: 10 damage; AP2

Str 14(+10) Dex 20 (+13) Wis 14 (+10)

Con 14 (+10) Int 16 (+11) Cha 12 (+9)

Alignment Any Languages Any

Skills Acrobatics +18, Athletics +15, Intimidate +15,

Equipment Two pistols

Big Boss **Level 16 Elite Brute (Leader)**
Medium natural humanoid **XP 3,200**

Initiative +11 **Senses Perception +15 (PP 25)**

HP 380; Bloodied 190

AC 30; Fortitude 30, Reflex 28, Will 30, Firewall 30

Speed 6

Hardness: 5

Saving Throws +2

Action Points 1

Traits

Health Bar (healing)

At the start of its turn, if the big boss is not bloodied, he regains 5 hit points.

Weak Point

When an enemy scores a critical hit on the big boss, the big boss suffers 20 extra damage

Standard Actions

⊕ Groovy Gauntlet (weapon) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8+11 damage and, the target is knocked prone.

↘ Street Howitzer (weapon) • At-Will

Attack: Ranged 30/60 (two adjacent creatures); +21 vs. AC
Hit: 3d6+8 damage; AP8

↘ Grenade Bandolier (weapon) • Recharge ☞ ☞

Attack: Area burst 1 in 10 (all creatures in burst); +19 vs. Reflex
Hit: 3d6+8 damage; AP2, and the target is knocked prone and dazed/stunned until the start of the big boss's next turn.

Triggered Actions

Second Phase • Encounter

Trigger: The big boss is reduced to 0 hit points or lower.

Effect (immediate reaction): The big boss regains 190 hit points and all his standard actions are reduced to move actions.

Str 18 (+12) Dex 16 (+11) Wis 14 (+10)

Con 20 (+13) Int 16 (+11) Cha 10 (+8)

Alignment Any Languages Any

Skills Acrobatics +12, Intimidate +9, Stealth +12

Equipment Machine pistol

Double-Y Chromey **Level 19 Minion Skirmisher**
Medium natural humanoid **XP 600**
Initiative +15 **Senses Perception +14 (PP 24)**
HP 1; a missed attack never damages a minion
AC 34; Fortitude 34, Reflex 32, Will 31, Firewall 34
Speed 6

Standard Actions

⊕ Hammer Shot (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +23 vs. AC
Hit: 10 damage; AP2

Triggered Actions

Resilient Biology • Encounter

Trigger: The double-y chrome is hit with an attack.

Effect (immediate interrupt): The attack misses.

Str 14(+10) Dex 20 (+13) Wis 14 (+10)

Con 14 (+10) Int 16 (+11) Cha 12 (+9)

Alignment Any Languages Any

Skills Acrobatics +18, Athletics +15, Intimidate +15,

Equipment Rifle

POWERED ARMOR

Any augmented motive system that employs articulation can be classed as power armor. Also called a power slave and a combat suit, these receive input from an implanted user without the need for prosthesis or a neural implant. Powered armor is often only seen in TL3 and higher campaigns.

EMPEROR

The emperor was built as an anti-tank vehicle, able to shift navigating dense urban environments to gaining a high ground through its jet system. Synthetic muscle fibers make the emperor resemble some skinless mon-

Emperor **Level 9 Elite Artillery**
Large natural construct **XP 800**

Initiative +9 **Senses Perception +11 (PP 21); darkvision**

HP 168; Bloodied 84

AC 23; Fortitude 23, Reflex 23, Will 21, Firewall 26

Saving Throws +2

Action Points 1

Speed 6, fly 8

Hardness 10

Standard Actions

⊕ Slam (weapon) • At-Will

Attack: Melee 2 (one creature); +14 vs. AC
Hit: 1d8+6 damage; AP4, and the target is knocked prone

⊕ Railgun (weapon) • At-Will

Attack: Ranged 40/80 (one creature); +16 vs. AC
Hit: 2d8+8 damage; AP 10

↘ Alpha Strike (weapon) • Recharge ☞ ☞

The emperor flies 7 squares and makes 3 railgun attacks.

Minor Actions

↘ Shoulder-Mounted Machine Gun (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +16 vs. AC
Hit: 2d6+6 damage; AP 2

Triggered Actions

Ablative Armor • Encounter

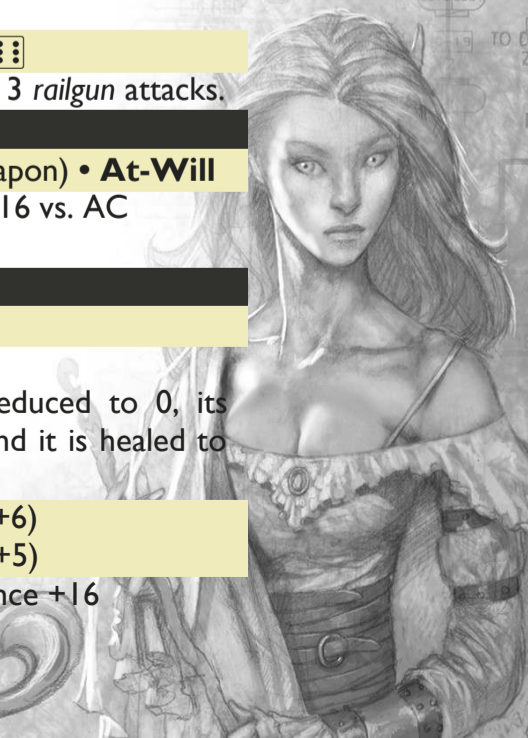
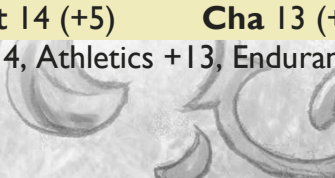
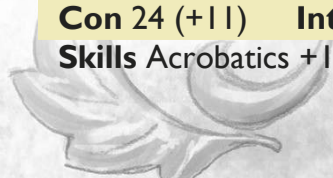
Trigger: The emperor is bloodied

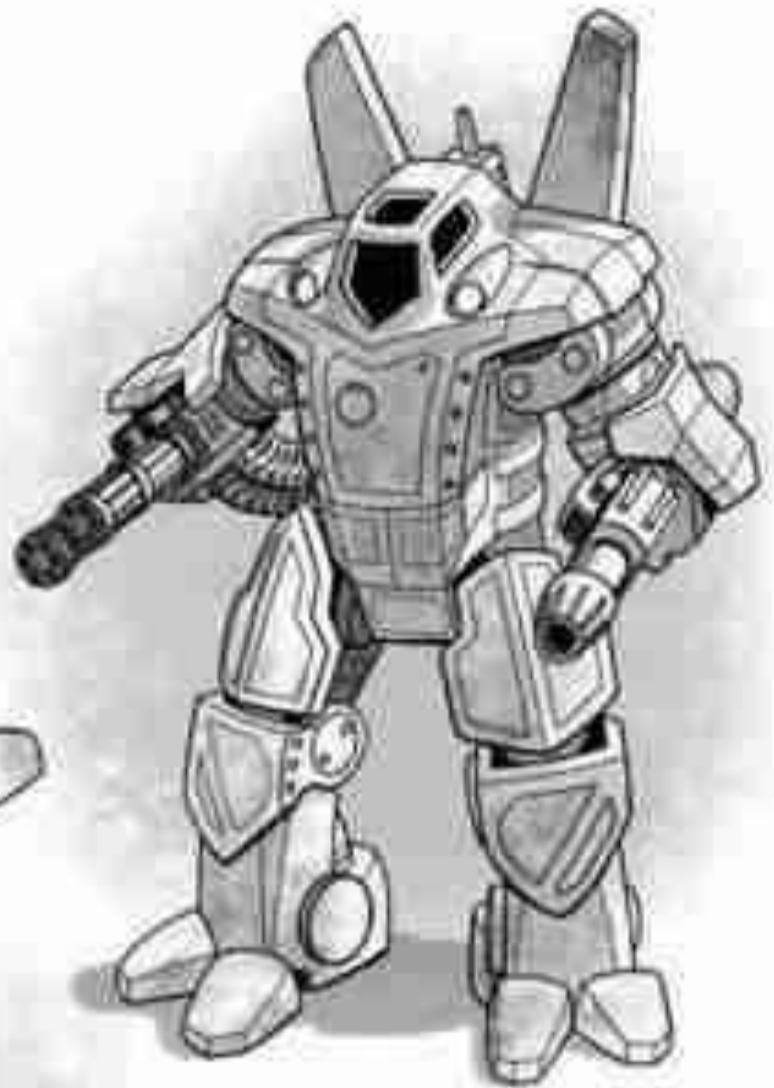
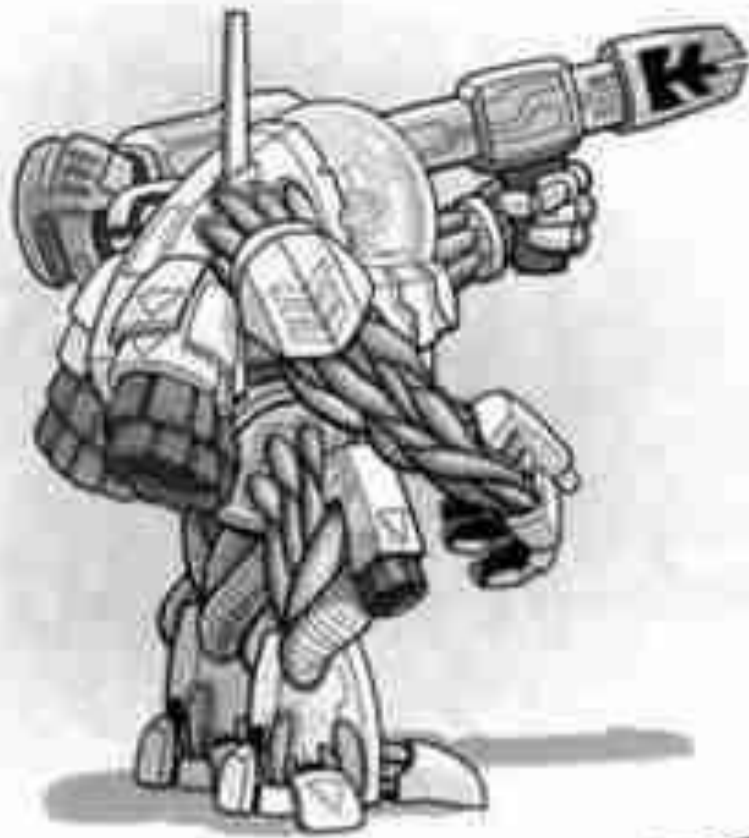
Effect: The emperor's hardness is reduced to 0, its ground and fly speed increases by 1, and it is healed to full hit points.

Str 20 (+8) Dex 20 (+9) Wis 14 (+6)

Con 24 (+11) Int 14 (+5) Cha 13 (+5)

Skills Acrobatics +14, Athletics +13, Endurance +16





ster. When given the opportunity, the emperor avoids open fields because of its vulnerability to small arms fire.

HOSTILE ARMORED RESPONSE MECH - HARM

It was the intention of the HARM's designers to play on the old saying of "stay out of harm's way." Such is true about this intimidating machine. The HARM is a multi-ped urban assault craft that blurs the line between powered armor and tank. It requires a single user that occupies its control "coffin". Unlike most armors, the controller's appendages don't leave this area. The HARM is also not humanoid, resembling more of an ant or even a scorpion. Despite resembling multi-ped tanks, the HARM is smaller and design to move into areas larger vehicles cannot enter.

HARM

Large vehicle

Level 15 Elite Artillery

XP 2,400

Initiative +9 **Senses Perception** +13 (PP 23); Darkvision

HP 252; **Bloodied** 126

AC 27; **Fortitude** 29, **Reflex** 26, **Will** 25, **Firewall** 29

Saving Throws +2

Action Points 1

Speed 6

Hardness 10

Traits

Fortified Platform

The HARM cannot be knocked prone or subject to forced movement.

Standard Actions

⚔ Heavy Piton Leg (weapon) • At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 3d6+13 damage, and the target is pushed 3 squares and knocked prone.

⚡ Electronic Pulse Rifle (weapon) • At-Will

Attack: Ranged 30/60 (one creature); +22 vs. AC

Hit: 3d6+13 damage; AP10, and the target is knocked prone.

✈ Artillery Role (weapon) • At-Will

The HARM makes an *electronic pulse rifle* attack. If it hits, it makes a second attack against the same target.

Standard + Move Actions

✈ Air Mortar (weapon) • At-Will

Attack: Area burst within 30/60 (all creatures in burst); +20 vs. Reflex

Hit: 3d6+10; AP10, and the target is knocked prone.

Move Actions

Deployment • At-Will, Stance

Effect: The HARM cannot move or be moved until it deactivates deployment. Its AC increases to 29 but its Reflex defense decreases to 24. HARM can no longer make *heavy piton leg* or *perimeter sweep* attacks.

Str 30 (+17) **Dex** 18 (+11) **Wis** 12 (+8)

Con 30 (+17) **Int** 14 (+9) **Cha** 13 (+8)

Alignment Any

Languages Any

Skills Acrobatics +16, Athletics +24, Endurance +24

MINOTAUR BATTLE ARMOR

This hefty armor is often compared to an oversized football player. It was designed originally as a front-line attack unit, specialized in breaching enemy strongholds. It has also been seen used in law enforcement, where its main cannon is replaced with another hefty gauntlet.

Minotaur Battle Amor

Level 5 Elite Brute

Large natural construct

XP 400

Initiative +2 **Senses** Perception +12 (PP 22); Darkvision

HP 176; **Bloodied** 88

AC 19; **Fortitude** 19, **Reflex** 19, **Will** 19, **Firewall** 24

Saving Throws +2 **Action Points** 1

Speed 7

Hardness 10

Traits

Minotaur Rush

The minotaur is immune to attacks of opportunity. When the minotaur moves, it ignores difficult terrain and squares occupied by enemies. Slide enemies in squares the minotaur enters 1 square. The minotaur cannot be knocked prone.

Standard Actions

⦿ 120mm Cannon (weapon) • At-Will

Attack: Ranged 30/60 (one creature); +10 vs. AC

Hit: 2d8+6 damage; AP 5

⦿ Slam (weapon) • At-Will

Attack: Melee 2 (one creature); +10 vs. AC

Hit: 2d6+6 damage; AP3

⚡ Iron Onslaught (weapon) • Recharge ☹☹

Effect: The minotaur shifts up to 9 squares in a straight line. The minotaur makes a *slam* attack against each enemy in reach during this movement. On a hit, the target is knocked prone. The minotaur can only attack each target once.

Triggered Actions

⚡ Eruption • Encounter

Trigger: The minotaur is bloodied.

Effect (immediate reaction): The minotaur immediately stands up if prone and recovers from all conditions it suffers from. The minotaur makes an *iron onslaught* attack.

Str 26 (+10) **Dex** 10 (+2) **Wis** 14 (+4)

Con 28 (+11) **Int** 12 (+3) **Cha** 12 (+3)

Alignment Any

Languages Any

Skills Athletics +15, Endurance +16, Intimidate +9

UNIQUE OPPONENTS

These are bosses and singular villains that punctuate a major encounter.

MERC LEADER

The merc leader is a major field commander, the highest ranking enemy officer on the battlefield. Taking him out will greatly demoralize enemy units.

Merc Leader Level 10 Elite Controller (Leader)

Medium natural humanoid (human)

XP 1000

Initiative +8 **Senses** Perception +13 (PP 23); Darkvision

HP 208; **Bloodied** 104

AC 24; **Fortitude** 23, **Reflex** 24, **Will** 22, **Firewall** 27

Saving Throws +2

Action Points 1

Speed 6

Traits

Knighly Presence

All allied creatures in the encounter gain a +2 bonus to damage rolls and saving throws. If the merc leader is killed, all allied creatures suffer a -2 penalty to damage rolls and saving throws until the end of the encounter.

Standard Actions

⦿ Pinpoint Pistol (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +16 v. AC

Hit: 2d6+5 damage

✈ Spastic Fingers (weapon) • At-Will

Effect: The merc leader makes two *pinpoint pistol* attacks.

Patton Complex • Recharge ☹☹

Effect: One non-elite, non-solo ally regains hit points equal to one quarter the target's original hit points.

Minor Actions

Relay Command • At-Will

Effect: One ally makes a basic attack. If that ally misses, select another ally to make a basic attack. Only one ally can make a basic attack this way per round.

Triggered Actions

Placed Loyalty • At-Will

Trigger: The merc leader is hit by a ranged attack.

Effect (Immediate Interrupt): One ally within 4 squares swaps his location with the merc leader and suffers the hit instead.

Str 16 (+8)

Dex 16 (+8)

Wis 16 (+8)

Con 16 (+8)

Int 18 (+9)

Cha 14 (+7)

Alignment Any

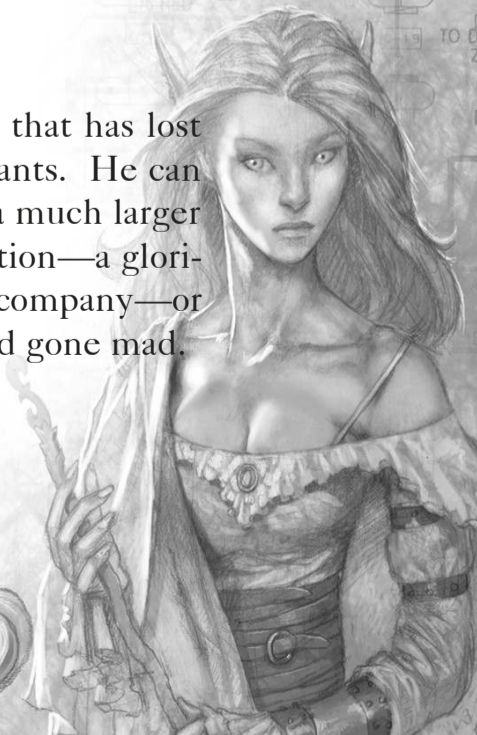
Languages Any

Equipment Pistol

Skills Bluff +13, Diplomacy +13, Endurance +13, Athletics +13, Intimidate +13

SHELL

A shell is a heavily modified human being that has lost his humanity to numerous cybernetic implants. He can be a one of a kind unit or a foot soldier of a much larger malevolent army. He may be a rare aberration—a glorified thug owned by a nefarious mercenary company—or the common side effect of a dystopian world gone mad.



Shell **Level 11 Solo Brute**
XP 3000
Medium natural humanoid
Initiative +11 **Senses** Perception +13 (PP 23); Darkvision
HP 620; **Bloodied** 310
AC 25; **Fortitude** 25, **Reflex** 24, **Will** 20, **Firewall** 27
Saving Throws +5 **Action Points** 2
Speed 6
Hardness 5

Traits

Regeneration

If the shell is bloodied, it regains 5 hit points at the start of its turn.

Indomitable

The shell cannot be dazed, marked, or weakened.

Standard Actions

⊕ **The Clamps** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +16 vs. AC
Hit: 3d6+9, and the target is grabbed. If grabbed by both clamps, the target suffers a -2 penalty to escape from the grab.

⊕ **Concealed Pulse-Rifle** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +16 vs. AC
Hit: 2d6+6, and the target is stunned until the start of the shells next turn.

⊕ **Tech-Phile** (weapon) • **At-Will**

Effect: The shell makes two the clamps attacks.

⊕ **Rend** (weapon) • **Recharge** ☼ ☼ ☼

Effect: The shell inflicts 3d6+11 damage to any target it is grabbing with both clamps

Str 28 (+14) **Dex** 16 (+8) **Wis** 8 (+4)

Con 28 (+14) **Int** 10 (+5) **Cha** 8 (+4)

Alignment Evil **Languages** Any

Equipment None that can be recovered

Skills Endurance +19, Athletics +17, Intimidate +13

THE JACKAL

The Jackal is world famous assassin. No one knows if this is a title for one individual or several. This name has popped up often through history, almost to the point of folklore. Wherever an unidentified killer marks an important political figure, the Jackal is often the first blamed before a proper accusation can be made. In truth, he might never have existed at all.

The Jackal **Level 12 Elite Lurker**
XP 1400
Medium natural humanoid (human)

Initiative +16 **Senses** Perception +17 (PP 27); Darkvision
HP 188; **Bloodied** 94
AC 24; **Fortitude** 23, **Reflex** 24, **Will** 22, **Firewall** 27
Saving Throws +2 **Action Points** 1
Speed 6

Traits

Instinctual Camouflage

When the Jackal benefits from any cover or concealment, enemies suffer an additional -2 penalty to attack him.

Oswald Complex

When the Jackal scores a critical hit, he gains an action point.

Standard Actions

⊕ **Close & Personal** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8+6 damage, and The Jackal follow up with an identical attack. The Jackal can repeat this until he hits 3 times.

⊕ **Assassin Round** (weapon) • **At-Will**

Attack: Ranged 100/200 (one creature); +17 vs. AC
Hit: 3d6+10 damage, and the target takes ongoing 1 damage until the end of the encounter or until the target drops. This damage is cumulative with successive hits with *assassin round* (maximum ongoing 10 damage).

⊕ **Interdiction Attack** (weapon) • **At-Will**

Attack: Close blast 8 (all enemies in blast); +15 vs. Reflex
Hit: 2d6+6 and the target is slowed (save ends).

Move Actions

⊕ **Cover to Cover** • **At-Will**

Effect: The Jackal shifts 4 squares and can make a Stealth check.

Str 16 (+9) **Dex** 22 (+12) **Wis** 16 (+9)

Con 16 (+9) **Int** 20 (+11) **Cha** 15 (+8)

Alignment Any evil **Languages** Any

Equipment Knife, Pistol, Rifle

Skills Bluff +14, Diplomacy +14, Intimidate +14, Stealth +20

MISPLACED MARTIAL ARTS MASTER

Everyone wonders why he won't carry a gun. Someone could just shoot him easy. And yet, he wields no firearms, is able to avoid enemy fire, and is able to kill most enemies with his thumb. He demands respect, for his kung-fu is very good. Do not disappoint him.

Misplaced Martial Arts Master **Level 13 Solo Soldier**
XP 4,000
Medium natural humanoid (human)

Initiative +8

Senses Perception +19; darkvision; blindsight 10

HP 670; **Bloodied** 335

AC 31; **Fortitude** 31, **Reflex** 31, **Will** 29, **Firewall** 34

Immune Poison, disease

Saving Throws +5

Action Points 2

Speed 6

Traits

Like a Bullet

When Misplaced Martial Arts Master runs, he gains a +4 bonus to AC and Reflex defense. When he charges, he does not miss on his attack roll.

Standard Actions

⊕ **Hiyaa!** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +18 vs. AC
Hit: 3d6+10 damage, and the target is knocked prone.

⊕ **Roundhouse** (weapon) • **At-Will**

Attack: Close burst 1 (all creatures in burst); +16 vs. Reflex
Hit: 2d8+7 damage, and the target is dazed until the start of the misplaced martial arts master's next turn.

⊕ **Front Kick** (weapon) • **Recharge** ☼ ☼ ☼

Attack: Melee 1 (one creature); +18 vs. AC
Hit: 3d6+10 damage, and the target is rendered unconscious (save ends). If the target suffers any damage, it is no longer unconscious.

Move Actions

⊕ **Backbreaker** (weapon) • **At-Will**

Attack: Melee 1 (one prone creature); +16 vs. Fortitude
Hit: 3d6+12 damage, and the target is dazed, slowed, and weakened (save ends each).

Str 22 (+12) **Dex** 22 (+12) **Wis** 16 (+9)

Con 22 (+12) **Int** 14 (+8) **Cha** 15 (+8)

Alignment Evil **Languages** Any



JAGANNATH

The Jagannath is not a powered armor as such, since it has no organic controller. Although it originally began as an augmented suit, it was proven to be too complicated and cumbersome to contain an operator. Instead, it was outfitted with an advanced artificial intelligence. Alas, most of the AIs used had flaws in their insulation system, rendering the armor susceptible to moisture and humidity. If contaminated, the Jagannath develops the unfortunate tendency to become unstable and act independently of its programming.

Jagannath **Level 15 Solo Skirmisher**
Large natural construct **XP 6,000**

Initiative +8

Senses Perception +19; darkvision; blindsight 10

HP 770; Bloodied 385

AC 31; Fortitude 31, Reflex 29, Will 29, Firewall 33

Immune poison, disease

Saving Throws +5

Action Points 2

Speed 6

Hardness 10

Traits

Unfeeling

The Jagannath cannot be marked, dominated, or surprised.

Standard Actions

☹ Nuclear Caster (force, weapon) • At-Will

Attack: Range 20/40 (one creature); +20 vs. AC

Hit: 3d6+13, and the target takes ongoing 10 damage (save ends).

⬇ Slam (weapon) • At-Will

Attack: Melee 2 (one creature); +18 vs. AC

Hit: 3d8+13 damage, and the target is pushed 3 squares OR grabbed.

↶ Caster Surge (force, weapon) • Recharge ☼☼

Attack: Area burst 3 within 20/40 (all creatures in burst); +18 vs. Reflex

Hit: 2d8+8, and the target takes ongoing 10 fire damage (save ends).

Move Actions

⬇ Direct Kill (force, weapon) • At-Will

Attack: Melee 2 (one creature the Jagannath is grabbing); +18 vs. Fortitude

Hit: 3d6+13, and the target takes ongoing 10 damage (save ends).

Minor Actions

Nano-Reconstruction • At-Will

Effect: The jagannath regains 10 hit points.

Topographical Analysis • At-Will

Effect: The jagannath gains a +2 bonus to attack rolls and can ignore difficult terrain until the start of the jagannath's next turn.

Phase Shield • At-Will

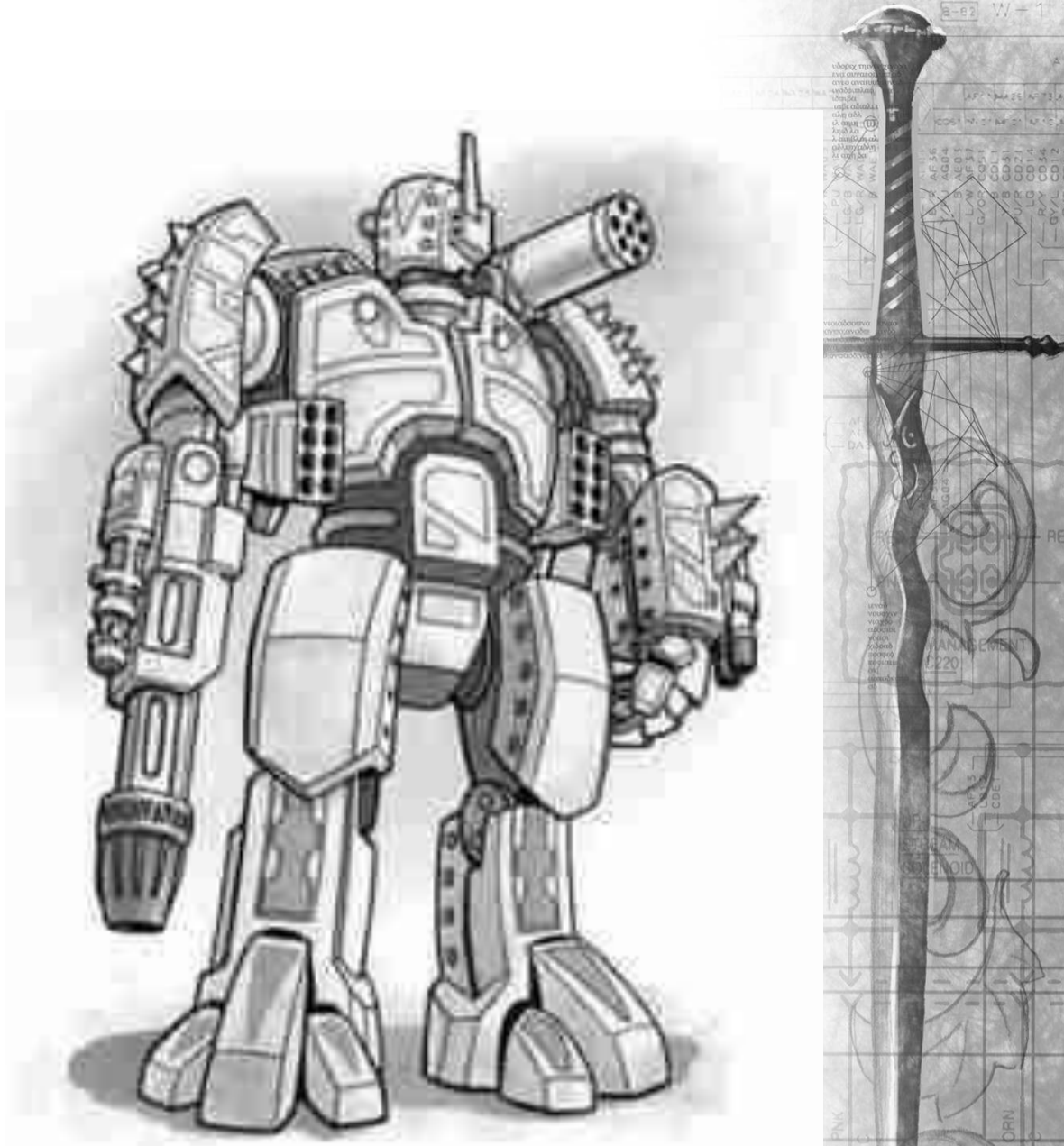
Effect: The jagannath gains a +1 bonus to all defenses until the start of the jagannath's next turn and can shift 1 square.

Str 30 (+20) Dex 12 (+8) Wis 21 (+15)

Con 26 (+18) Int 14 (+15) Cha 19 (+14)

Alignment Unaligned

Languages All





CHAPTER NINE

ADVENTURING

Ultramodern4 can be approached in one of several ways. Will it be a single arc campaign or a series of individual episodes? Will there be a connecting thread between the events or will each day be a reset switch. Will these adventures involve nonstop gunplay and violence or will there be moments of storytelling and character development.

THE REWARDS

170 ARE STILL SWEET

The biggest difference between an adventure in Ultramodern4 and a traditional fantasy game is a lack of a financial reward system for every enemy kill (assuming the game is not a techno-fantasy where characters are shooting at dragons). The best way around this is to include a financial reward system which is paid out after the end of an adventure (which is the same as a major quest in D&D terms). These would come in the form of raw credits, not paintings, jewels or magic items. If the player takes an item as loot (a piece of equipment or a weapon, for example), the value of that item is deducted from that character's share of the group's financial reward at the end of the adventure. Considering an average adventure will have fewer combat encounters than the equivalent fantasy quest, each ladder includes additional windfalls the player

may opt for instead the granted ability.

SET PIECES

And sometimes you just want action. *Ultramodern4* can be about plot, or it can be about gunplay. Occasionally, a group may find itself involved in a life or death struggle including several encounters back to back. Even though the intervals between encounters might not be considered a "short rest," they can count as one, allowing the resetting powers and the spending of healing surges. You can then jump right back into another combat encounter and stack these quick battles into one large action scene. These action "set pieces" usually occupy a single session. Set pieces are not episodes but can often be the hook or climax of one. You can also extend the sequence of events and expand a set piece into an entire episode. This can be especially helpful after an adventure with little to no gunplay. The useful thing about set pieces is variety. You can use the same map in several different ways. Here are only a few examples.

SPI - THE RUINED CITY

Unlike the urban city map, the ruined city map is a congested powder keg. The characters have found themselves (intentionally or accidentally) in a confined city block with little room to maneuver and enemies,



real or imagined, hiding in every corner.

Area A - Tower: This is a bell or clock tower seven floors high. It is the highest location on the map. Entering from the east takes one right to the stairs. The outlook is only two squares wide. The ledge grants cover against all attacks. From this altitude, characters from this location have clear line of sight to any target on the map not in a building. Targets in buildings may have normal or superior cover depending on each situation. For example, targets in Area B can be attacked as there is no roof but the southern walls are intact, offering cover depending on how close targets are to the wall.

Hardness: 5

Hit Points: 100 and the building collapses. Those on the top floor fall 70 feet to the ground.

Area B - Gutted: This building has taken a shell or has suffered a bomb detonation. The southern and western walls are still intact but the roof and most of the north and eastern walls have collapsed. Although there are no functional stairs, characters can still climb to the second and third levels. Level 3 has a concrete barrier, offering cover from Area A (the tower). Vehicles attempting to escape by driving through this building (around the bus in Area E) will find themselves stuck

for up to 10 rounds (or until cleared).

Hardness: 5

Hit Points: Doing 50 damage to any functional walls (south or west) will bring the second and third levels down like a pancake (10 foot and 20 foot drop respectfully). Creatures within suffer a +10 vs. Reflex attack for 3d6 damage.

Area C - Blockade: Three vehicles are blocking the road to the west. They are placed in such a way that ramming any of them would be futile (as the vehicle behind is too large to be moved when struck by the other two). This assumes players are not driving a tank, as that will be able to smash through pretty much anything.

The vehicles might drive into position to block the way, starting the encounter, or they might have been there to begin with. The vehicles don't have accessible keys and cannot be easily moved. Vehicles can grant cover.

Hardness: 5

Hit Points: 40 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every target that moves through or enters a square the vehicle occupies and for every adjacent



square. This lasts until the end of the encounter.

Area D – Impossible: A hastily erected obstruction occupies this entire road, end to end. Half of it is stacked garbage and the other half is larger chunks of debris that have been covered in gasoline and lit on fire. Rushing this barricade is useless. It cannot be destroyed and absorbs all damage inflicted. The fire inflicts 2d6 damage to every target that moves through or enters a square the fire is occupying and for every adjacent square. This effect lasts for the entire set piece's duration.

Area E – Bus: A large, weathered, and aged city bus has been wedged across this street, operating as a barricade similar to Area C. It is still intact and functional but is even more difficult to move than the trucks in Area C. Targets can have up to superior cover from anything on the other side. The top of the bus is 10 feet up, allowing cover against opponents at ground level.

Hardness: 5

Hit Points: 60. If it is destroyed, it explodes. The fire inflicts 2d6 damage to every target that moves through or enters a square the fire is occupying and for every adjacent square. This lasts for the entire set piece's duration. Destroying the bus does not remove the obstruction.

Area F – Café: This tiny café has been gutted from weapon fire. The door to the south has broken down and there's a large gap to the sky above. The stairs have collapsed, forcing characters to climb to the roof on level 2. On the other hand, the moderate walls to the west and south offer cover. From the roof, characters have view of the road and to the roof of the building in Area G. They also have cover against every attack except from those originating in Area L.

Hardness: 5

Hit Points: 100 as this building is fairly well made. If someone really wants to punish it, the southern and western walls can collapse (50 each) but this still won't bring down the roof. Reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20 foot drop respectfully). Creatures on the upper level suffer a +10 vs. Reflex attack for 2d6 damage.

Area G – Undamaged: This small house has managed to escape damage. It has three rooms, including a bathroom and kitchen. A set of stairs lead to the roof. Regardless of the application of the set piece, characters will find a family in here (father, mother, and daughter). The roof grants cover against every attack except from those from the roof in Area L. There are few windows on the lower level, and the flaming car in front blocks line of sight to the south.

Hardness: 5 for inner walls, 2 for outer walls.

Hit Points: 100 and reducing the entire structure to 0 hit points will bring the roof down (10 foot drop). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage. The family members are non-combatants and if caught in the collapse, they will die.

Area H -- Drop: This house is very similar to the one in Area G except that this one was not as lucky.

Building decay or an explosive has brought down the center of the roof. There are still three rooms but the house is abandoned. Roof access is still available via a ladder. The roof grants cover from every opponent.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 100 and reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20 foot drop respectfully). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage.

Area I – Not Much: This building has been completely destroyed. A set of stairs leads up to a second floor, except that the second floor is gone save for a small patch by the south. Luckily, all four walls are still standing, granting cover to those behind. However, it doesn't take much to bring one of these walls down. The real threat comes from the roof in Area J, which has clear line of sight to anyone not against the southern wall.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 40 for each wall and it collapses.

Area J – Looming: This area is on the southern edge of the combat area, so it's not detailed on its lower level. Its top level, 30 feet up, has clear line of sight to the entire road except from areas blocked by the building in Area K. It grants cover against attacks except from those in the tower in Area A (unless a character moves right against the ledge barrier).

Hardness: 5

Hit Points: 150 as this building is virtually intact. Destroying this building will cause it to collapse. Creatures within suffer a +10 vs. Reflex attack for 3d6 damage. Those on the roof, fall 30 feet.

Area K – Office: The largest building in the block, this area has only one functional floor, as both the stairs and elevator shaft have collapsed. The building is intact with thick concrete walls.

K1 – Restaurant: There are tables and a bar in the southeast corner. The windows are large and don't offer much for concealment.

K2 – Kitchen: This area is well-stocked with a functional fridge. Characters can find various kitchen implements from knives to stand mixers.

K3 – Women's Restroom: The water flows and the toilets flush.

K4 – Men's Restroom: The water does not flow and the toilets do not flush.

K5& K6 – Hallway: Broken windows supply access points but not much of a firing angle. Buildings in Area I and Area J block line of sight.

K7 – Conference Room: Scattered tables and chairs can be used as cover or stacked to form a barricade in a pinch. A rear door provides access.

K8 – Storage: Characters will find food for days. There are hundreds of cans and cartons of various non-perishables.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 500. This building cannot be hurt by small arms fire.

Area L – Looming 2: This area is on the northern edge of the combat area, so it is not detailed on its lower



level. Its top level, 30 feet up, has clear line of sight to the entire road except from areas immediately in front of the buildings in Areas F, G, and H. It grants cover from all attacks except from those in the tower in Area A.

Hardness: 5

Hit Points: 150 as this building is virtually intact. Destroying this building will cause it to collapse.

Creatures within suffer a +10 vs. Reflex attack for 3d6 damage. Those on the roof fall 30 feet.

Area M – Bunker: This building has been fortified by sandbags and garbage. It used to be a remarkable structure, but the entire front window, once a glass curtain wall, has since shattered, opening this side of the building. A concrete hedge still grants cover. It has a second floor roof with no protective walls, granting cover against attacks from ground level.

Hardness: 10 for outer walls, 2 for inner walls.

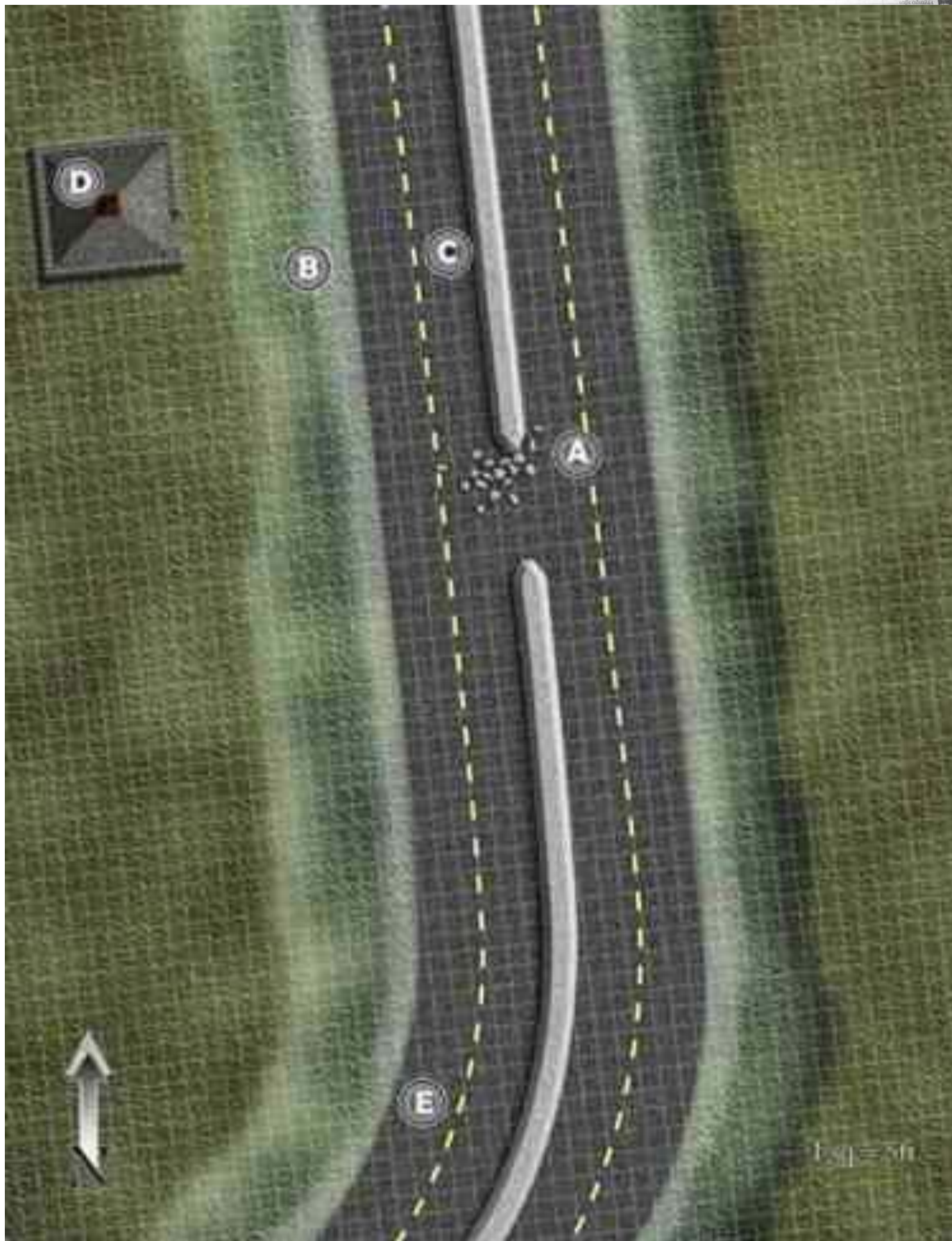
Hit Points: 100 as this building is fairly well made. Reducing the entire structure to 0 hit points will bring the roof down (10 foot drop). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage.

Area N – Street: The street is wide and vulnerable. Two vehicles are on fire, immediately inflicting 2d6 damage to every creature that moves through or enters a square the vehicle occupies and for every adjacent square. This effect lasts for the set piece's entire duration. One vehicle is overturned but not on fire while another is functional near the eastern edge. Undamaged vehicles can be destroyed or even operated.

Hardness: 5

Hit Points: 30 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature that moves through or enters a square the vehicle occupies and for every adjacent square until the end of the encounter.

Area O – Intersection: A turkey-shoot, this area is open and dangerous. There are no obstructions. Vehicles stopped here are sitting ducks, taking fire from all directions.



SP2 – THE HIGHWAY

This long stretch of road can either be congested or empty. It features a small bend, concrete dividers and a nearby abandoned house. The road is elevated on a verge. In a pinch, this road can be redrawn as a bridge. Simply state that at the border of the verge and shoulder is a 200-foot drop.

Area A – Jersey Wall: Crash barriers and water-filled barrels protect this opening in the jersey wall. The wall is three feet high and grants cover to anyone using it. The barrels are not as effective. Tanks are the only vehicles that can cross the wall, forcing others into the one solitary opening. The barrier is difficult terrain for all creatures.

Hardness: 20 for the wall, 2 for each barrel.

Hit Points: 30 for each square of wall, 10 for each barrel. Destroying a barrier allows ground vehicles to cross but it is still considered difficult terrain.



Area B – Verge: The road is seven feet above the ground. The verge is the patch of manufactured land the road is built upon. Those at the base of the road have basic cover from attacks on the road. The same is true for prone targets at the road's edge. Vehicles driving off the road must make a DC20 control roll check. If a vehicle is travelling faster than double its speed, it must make a DC25 control roll check. Failing by 10 or more results in a roll.

Area C – Highway: This is a major road between two locations. The tarmac is in good condition and features a center jersey wall, two lanes and a ten-foot hard shoulder. Other than the jersey wall, the highway is extremely vulnerable. There are no vehicles on the map by default, allowing the GM to place any obstacles along the way. This can include moving and stopped traffic as well as barricades and wrecks.

Area D – House: There is a single house in this wide-open area. It has two floors and is high enough that the roof has line of sight to anyone on the road. The ledge wall grants cover. Unfortunately, the house is not very well built.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage.

Area E – Barrier: An old-fashioned steel barrier prevents cars from going off the road. It grants cover the same as the jersey wall.

Hardness: 10, 15 if struck by a vehicle

Hit Points: 10 for each square of wall.



points per square. Inner walls have 5 hardness and 10 hit points per square.

Electronics: Several offices may have computers or other electronic devices. If used as cover and shot, the electronic device is instantly destroyed and rendered useless.

Flammable: Most furniture is flammable and if lit on fire will do 2d6 damage to all creatures entering or within a square occupied by the flames. The fire lasts until the end of the encounter and may also ignite adjacent items.

Area A – Reception: The counter grants cover. This entrance assumes a ground level entrance. If not, then this area can lead from the elevators.

Areas B – F – Offices: The offices are filled with furniture and electronics.

Area G – Service: This area includes storage as well as photocopiers. It is very confined.

Area H – Conference: The conference room has a paper-thin divider separating the two tables. The southern wall is also removable. These walls are thinner (hardness 2 and 10 hit points).

Area I – Cubicles: The cubicles have short walls granting concealment but have no hardness or hit points. They can be pushed aside with a DC20 Strength check. A bull rush by a target with Strength of 22 or more can ignore squares occupied by cubical walls.

Area J – Conference: Another conference room, though much smaller than the one in Area H.

Area K – Kitchen: This may be stocked with food. Various implements including knives and pans can be found here. There is a fridge and a microwave but no stove. Most of the food is non-perishable.

Area L & M – Various: These are miscellaneous rooms with desk and tables. One might be a lunchroom

SP3 – OFFICE BUILDING

The office map is of any floor of any building the characters may find themselves in. Unlike other maps, the main walls here are all alike. Squares with furniture are considered difficult terrain and grant cover or concealment if the character is in an adjacent square. Doors are locked but weak.

Doors: All interior doors have a hardness of 2 and 10 hit points. Being behind one grants cover.

Furniture: Tables and chairs have a hardness of 3 and 8 hit points. Being behind one grants cover, but only to adjacent squares.

Walls: Outer walls have 5 hardness and 20 hit



while another could be computer terminal room. Two storage closets lay east of Area M.

Area N & O – Washrooms: Both fully functional.

Area P – Terrace: This open area can serve as an access point or an escape route. This can be especially useful with encounters where the set piece is located several floors off the ground. There is a thick transparency around the eastern and southern walls.

Hardness: 10 for every 2 squares of glass.

Hit Points: 5 and the transparency shatters.

Area Q & R – Stairs: These areas can be ignored depending on where the set piece is located.

SP4 – RURAL

Much smaller than the city map, this set piece is designed for engagements where characters must move between rooms and houses. Action scenes can take place inside a specific room and move slowly into the street or start outside and work in. Characters may also be held up inside one house, pinned from outside opponents.

Area 1 & 2 – Houses: These houses can be lived in or not. You can populate them with a TV or kitchen appliances. If there is furniture, it may be used as cover. Tables and chairs have a hardness of 4 and 10 hit points. Being behind one grants cover but only if the character is in an adjacent square.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage.

Area 3 – Road: The road here is two lanes with a single line. It features extra wide shoulders for parking. The vehicles here may be functional or not. They are all simple sedans. No sports cars or armored transports. Being behind or in one grants cover.

Hardness: 5

Hit Points: 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature that moves through or enters a square the vehicle occupies or an adjacent square until the end of the encounter.

Area 4 – Building: This larger structure would obviously be the center point of the encounter. Characters need either to break in or break out safely. Each area can be filled with furniture and people, depending on the building's purpose. If an office building, it may be better to use the office map instead. Tables and chairs have a hardness of 4 and 10 hit points, and only grant cover to adjacent creatures.

Hardness: 5 for outer walls, 2 for inner walls.

Hit Points: 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within suffer a +10 vs. Reflex attack for 2d6 damage.

SP5 – COMPOUND

Deep in the wilderness, or just a few blocks out of town, lays this secluded building. There is an open plain, surrounded on all sides by forest. More than likely, the characters will be forced to raid the compound, assassinate or rescue someone inside, and make





their escape. Vehicles have been placed which can be stolen or destroyed.

Tents: These covered areas block line of sight from above. Other than that, they grant no cover from ground fire unless barricades are placed.

Vehicles: The vehicles are basic sedans, but they can be replaced with armed vehicles to fight against or steal. If basic sedans, they follow the same rules as other vehicles.

Hardness: 5

Hit Points: 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature that moves through or enters a square the vehicle occupies or adjacent to it until the end of the encounter.

Compound: The main facility is broken up into three rooms, two entrances, and an outside set of stairs leading to a flat roof. This roof doubles as a helicopter landing pad. There is no other protection on this roof but prone characters are granted cover against ground attacks. The compound has weak inner walls, so if on a rescue, take precautions.

Hardness: 4 for outer walls, 2 for inner walls.

Hit Points: 200 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within suffer a +5 vs. Reflex attack for 2d6 damage. If the helicopter is on the roof, it crashes and explodes, resulting in a second attack at +10 vs. Reflex attack for 4d6 damage. The building is also on fire. A creature moving in and out of any square the compound occupies suffers 2d6 fire damage.

APPLICATIONS

The following are generic plot events that can be woven in your adventures. Each one can be tailored to suit your needs.

Level: The level for this application.

Landscape: The map this application employs.

Objective: The purpose behind the adventure.

Setup: How to organize the map to begin the first encounter.

Encounters: Specific combat and non-combat encounters as they occur. These encounters assume a five-person party.

HOW LONG TO WAIT

Level: 5

Landscape: SP2-Highway

Objective: The characters find themselves in the middle of a long and empty road. They have been waiting for hours for the passing of a convoy they will need to strike. There is something or someone they need to acquire. The road is isolated. The group must strike fast and safely retrieve the objective from opposing forces.

Setup: The characters have unlimited time in order to prepare for the ambush. They may not know which vehicle contains the precious cargo. There is a house nearby the group may take possession of. The enemy convoy consists of three sport utility vehicles, fully crewed. The players need to prevent the vehicles from driving away without damaging the target vehicle.



ENCOUNTERS

Initial Strike: The characters initiate the start of an encounter by striking first. They are granted a surprise round. To add to this, enemy units must take move actions to exit disabled or destroyed vehicles. Because of this preliminary attack (probably accompanied by explosives), the initial encounter is a powerful one. A DC20 Perception check is required to notice the last vehicle sagging on its rear suspension.

Level 8 (XP 1750)

LEAD VEHICLE

8 band brothers with the regimented unit trait

MIDDLE VEHICLE

3 flesh fortresses with the regimented unit trait

3 band brothers with the regimented unit trait

1 machine gun menace with the regimented unit trait

1 cell lieutenant with the regimented unit trait

TRAILING VEHICLE

<Encounter 2>

The characters may take notice that no one is emerging from the rear vehicle. The target of the assault is located in this vehicle.

The vehicle will attempt to get away if it can. It must be disabled or it will escape.

SUV

Maneuver -2

Speed 5

AC 18 (with driver Dexterity)

Hardness 10 (with reinforced plating)

Hit Points 20

Size Large

The vehicle can be disabled by appropriate powers or by reducing its hit points to zero. It is still not destroyed until reaching its negative hit point value.

Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter actually occurs immediately after.

A Final Hazard: The final vehicle tears itself apart.

Level 5 (XP 800)

2 minotaur battle armors

After the minotaurs have been destroyed, the cargo can be retrieved.

NOT A GOOD PLACE FOR AN AMBUSH

Level: 10

Landscape: SP1-The Ruined City

Objective: The characters are escorting a caravan through a war-torn city. These could be refugees, supplies, or oil tankers. Mercenaries have staged an ambush. The characters must fend off the attackers and find a way out of the ambush. This application is for a TL3 campaign.

Setup: Don't place the map until the encounter begins. Let the caravan approach the intersection when three trucks drive up to block the road. The garbage barricade is already in place. If the group attempts to turn south, the bus will arrive; otherwise, the bus will block the road one turn later. The caravan will be clumsy to turn around. The drivers may be NPCs.

ENCOUNTERS

Ambush: The caravan is forced to stop and enemy units emerge from opposing vehicles. These opponents are not untrained peons.

Level 10 (XP 2600)

10 advanced combatants with the trained trait

1 force commander with the trained trait

1 Emperor

1 pyrophiliac

Two advanced combatants can be found in each vehicle (with 4 in the bus). The force commander is hiding in Area M, behind cover. The emperor will literally tear itself from inside the bus on round 2. The caravan will be stopped if it attempts a ram any blockade. If the players make an earnest attempt to drive backwards or turn around, another vehicle will drive up behind them to stop their escape.

Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter occurs immediately after.

Escalation: With the initial attack proving unsuccessful, the mercs will have to double their efforts.

Level 11 (XP 2850)

3 Land Whales

1 Emperor

Even though the encounter ends, and players may reset powers and spend healing surges, the third encounter actually occurs immediately after.

No More Play: Eventually, the players should be able to turn or reverse from the ambush. When that happens, the finale encounter will emerge from Area N.

Level 11 (XP 3000)

1 Shell

The shell ensures the job succeeds. He will force vehicles off the road that attempt to rush past him.



NEGOTIATIONS ARE FAILING

Level: 4

Landscape: SP2-Office Building

Objective: Terrorists have secured hostages on the tenth floor of an office building. They have issued demands that cannot be met. For reasons which are clear (and varied), the players are the only hope to settle the situation without further innocent loss of life.

Setup: Obviously, a very specific motivation would be needed for the terrorists. If this is politically motivated, there are hundreds of possibilities. Regardless, the player characters are the ones to call. The characters will need to infiltrate and determine enemy strength before formulating a plan. Do not place enemy forces until character locate them. This set piece only has one encounter.

ENCOUNTERS

Insertion: Enemy units are scattered throughout the level. They have taken precautions and deactivated the cameras, as well as shut down the elevators and locked off both flights of stairs. They are fanatical terrorists but are untrained. They are not all on active watch. If the main group in area H is alerted to the raid, they will start executing hostages. There are ten civilian minions kneeling and being used as cover. Enemies will alert others with a minor action if they see a character or witness an ally being shot or killed. If alerted, make a save at the beginning of the terrorists' next turn. Upon a failure, they will execute one hostage. On their second turn after failing, they will kill two more, then two on the third turn, and so on.

Level 6 (XP 1250)

**23 band brothers with the fanatic trait.
1 force commander**

This is the breakdown of enemy placement:

- 2 in Area A
- 1 in each office from Area B, C, D, and E
- 1 in Area G
- 6 in Area H
- 4 in Area I
- 2 in Area J
- 2 in Area K
- 1 in Area N
- 4 on the terrace in Area P

The terrorist leader is in Area H but will not directly kill a hostage. In a raid, he will attempt an escape with a hostage in tow.

The opposition does not expect an attack nor do they have a ready action prepared. Opponents will be surprised if characters make successful Stealth checks (at least until an alert is issued). The south wall of Area H can be destroyed with ease.

Once it becomes clear a raid is happening, the re-

maining terrorists will swarm into Area H.

SEARCH, RESCUE, PROTECT, SURVIVE

Level: 5

Landscape: SP1-The Ruined City

Objective: An aircraft has crashed in an urban wasteland. This could be a combat vehicle which has been brought down by enemy fire. The characters are the only ones available to render assistance. They must fight their way to the crash site, secure it, and hold out until help arrives.

Setup: The wreck is a large object placed in the middle of the intersection in Area O. Characters enter from the eastern side of the map. If they try to airdrop, numerous of enemies will emerge, forcing the aircraft to set down a block away.

ENCOUNTERS

Initial Ambush: When the group passes the flaming car in Area N, the opposition strikes.

Level 5 (XP 1000)

31 x band brothers with the guerrilla trait.

- **This encounter awards less XP considering not all band brothers are placed on the map at once.**

Place enemy units in Area F, G, H, and I, firing from windows and rooftops. Place a few behind non-flaming vehicles. If the group takes cover in Area K, several enemies will emerge as the players enter, firing on readied actions. No more than two band brothers will emerge from cover to get a closer shot. The remainder will continue to be cautious.

Do not put all enemy forces on the table. Only place ones that fire at the group or ones the players have line of sight on. If the party fights on, introduce more enemies as combat migrates towards the wreck. After 31 opponents are defeated, the enemy retreats, ending the encounter.

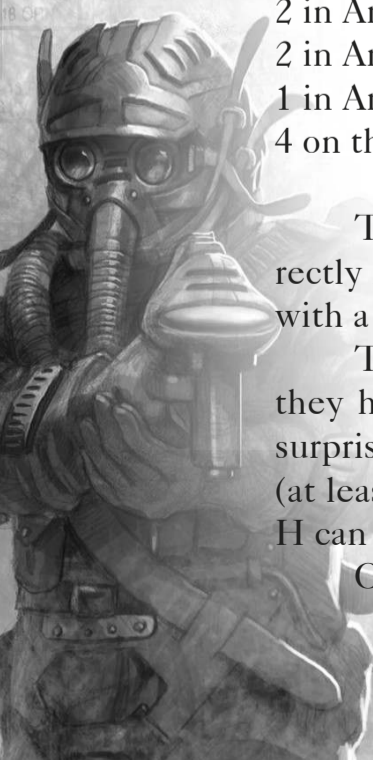
Defending Exposed: The characters reach the crash. The default for the application has the party finding two survivors: one pilot, and one VIP. If part of a larger story-arc, perhaps the VIP contains vital information. The pilot is pinned and requires five to ten minutes of cutting to remove him (depending on party resources). A crowd of rebels emerge, sweeping into the street. They don't bother with cover. Hidden among them are three larger opponents.

Level 7 (XP 1500)

3 machine gun menaces with the mob trait.

36 ammo wasters with the mob trait.

- **Remember, the mob trait applies to all adversaries in the encounter (numbering 39), regardless of name.**
- **Only the units on the battlefield count**



towards the mob's special ability.

- **This encounter award less XP considering not all ammo wasters are placed on the map at once**

Place 10 enemy units on the map around areas C, D, and E. Opponents seldom take cover. On the next enemy turn, place 10 more and on the following turn, place the remaining 16. Each time, insert one machine gun menace within the crowd.

A DC25 Perception check will locate the larger opponent. The crowd is actually much larger but when the required number of enemies has been defeated, the others will flee until the evening. This ends the encounter.

The Elite Threat: The survivors have been freed but it is far too dangerous to walk them through the street. The players may attempt to cross the road or wait for ground transport. The sun will set, limiting non-enhanced vision to 20 squares. During sunset, or if the players attempt to race back to the aircraft, an elite mercenary team will intervene.

Level 7 (1500 XP)

- 1 force commander with the trained trait.
- 1 bell tower bastard with the trained trait.
- 2 flesh fortresses with the trained trait.
- 4 band brothers with the trained trait.

These opponents will not immediately exit from cover. They will begin from Area M. The bell tower bastard will not move from his position in Area A. If the sniper is the last opponent, he will not wait for the players to converge. He will make his escape using Stealth to the roof in Area J. There, he will wait and enter the final encounter at full hit points. He can be hunted down separately.

Help or Escape: Regardless if the group is escaping to the aircraft or waiting for an armored carrier, the mercenary's commander will emerge as the player characters attempt their escape.

Level 6 (XP 1250)

- 1 minotaur battle armor or 1 force commander with the guerrilla trait.
- 26 x band brothers with the guerrilla trait.
- 1 bell tower bastard (if still alive)

The players need not kill every opponent. If they make it out of the map, the set piece is over.

SMASH AND DASH

Level: 6

Landscape: SP5-Compound

Objective: The characters are tasked to infiltrate an enemy compound and steal or kill a specific target.

Setup: Enemies are patrolling the compound but can be surprised if approached using Stealth. Feel free to replace the vehicles with transport trucks or SUVs. The

characters will be able to keep their distance and monitor targets throughout the map, enabling their awareness of enemy locations outside the main building.

ENCOUNTERS

Raid: The characters may attack from any direction but the greater distance contains fewer opponents

Level 6 (XP 1250)

- 1 force commander with the guerilla trait
- 21 band brothers with the guerilla trait

Place 10 band brothers on the eastern side of the compound, near the forest. Place 5 on the western side. The remaining 6 and force commander are inside the building. Obviously, when the gunfire breaks out, alerts will sound (minor action for an alert opponent) and bring the other adversaries.

Getaway: When the characters locate their objective, the sound of three vehicles will be heard outside. Three more SUVs have arrived and enemy units have begun to file out.

Level 7 (XP 1500)

- 10 band brothers with the guerilla trait
- 1 pyrophiliac with the guerilla trait
- 2 flesh fortress with the guerilla trait

The characters will have cover inside the compound while the enemies outside will only have the vehicles' (and not all of them will benefit from such cover).

STREET SWEEPER

Level: 4

Landscape: SP4-Rural

Objective: An opposing force has infiltrated this small town. Characters must work through the town, clearing out opposition.

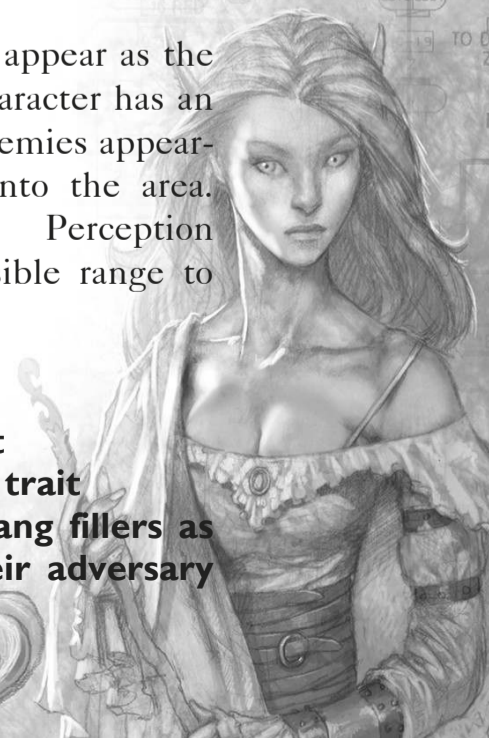
Setup: This bizarre application involves one large encounter the characters move through. Place enemies as they become visible to the characters. Choose a random insertion point for the party.

ENCOUNTERS

Cleanse: Enemies out of sight only appear as the characters move in close. Each player character has an awareness range of close burst 10, with enemies appearing the moment the characters move into the area. They must appear from behind cover. Perception checks may be used to increase the visible range to close burst 20.

Level 7 (XP 1500)

- 36 gang fillers with the drone trait
- 2 cell lieutenants with the trained trait
- (The cell lieutenants treat the gang fillers as trained allies for purposes of their adversary)



trait)

The gang fillers are robots—automated drones under control by an unknown third party. Place down up to 10 gang fillers within 15 squares of the player group. As the characters move between and through buildings, place more opponents on the table, adding in a cell lieutenant for every 10 opponents killed.

VULNERABLE LOCATION

Level: 2

Landscape: SP2-Highway

Objective: The characters are travelling across a bridge when enemy vehicles block the road ahead and behind. At the same time, an aircraft rises to eliminate the characters.

Setup: The highway is now a bridge, running end to end of the map. There is now a railing between the shoulder and the verge as well as the shoulder and the road. It grants cover (hardness 10, 10 hit points per square).

Two SUVs block the north side of the map, one in each lane. The same happens at the south edge.

ENCOUNTERS

Holding Ground: Enemies appear from both sides of the bridge, utilizing cover from vehicles. They will not move from cover unless forced to.

Level 2 (XP 625)

28 men with pipe wrenches with the trained trait

1 phallic compensator with the trained trait

Check line of sight since both sides will most likely not have line of sight on a single character. Also check ranges as both sides may suffer from attack penalties. The vehicles are large and hard to move but moving closer to one side will force the enemies from the opposite side to move from cover to converge.

The characters may reset powers and spend healing surges, and the second encounter occurs immediately after.

High Ground: Just before it seems the players may be able to make their escape, an aircraft full of enemy reinforcements arrive.

Level 3 (XP 750)

2 bell tower bastards with the trained trait

1 qualified combatant with the trained trait

1 man with pipe wrench with the trained trait

1 flesh fortress with the trained trait

The transport plane closes in to drop off the flesh fortress and the man with pipe wrench. The plane will then remain ten squares out from the bridge, where the bell tower bastards will fire from their secured position. The transport grants cover. The characters may try to take down the transport but it will be hard (and unne-

cessary). Taking out the snipers inside will be easier.

Tilt-Jet Transport

Maneuver -4

Speed 6

AC 18 (with driver Dexterity)

Hardness 25 (with reinforced plating)

Hit Points 30

Size gargantuan

When the opposition is killed, the tilt-jet will make its escape.

WHERE THE HEART IS

Level: 7

Landscape: SP2-Office Building

Objective: The player characters have finally crossed the wrong opponent. This foe has hired a mercenary team to remove their threat once and for all. Perhaps, as an alternative, these attackers seek something and have arrived to take or destroy it. Characters must survive consecutive encounters as enemies converge on home turf.

Setup: This is the character's base of operations (or it is the location the characters are at currently when the ambush occurs). There are civilians that may (and probably will) get caught in the crossfire. The characters may be undergoing a briefing when the attack occurs. They are not prepared for the attack when it begins so it is doubtful they are armed.

ENCOUNTERS

Principle Assault: The initial attack comes way of an incursion through the southern windows. Place a dozen civilian ill-equipped combatants with the mob trait around the office. These must be targeted in order to be killed. Two tilt-jet transports in stealth mode have positioned themselves above the building.

LEVEL 7 (XP 1500)

10 advanced combatants with the regimented trait

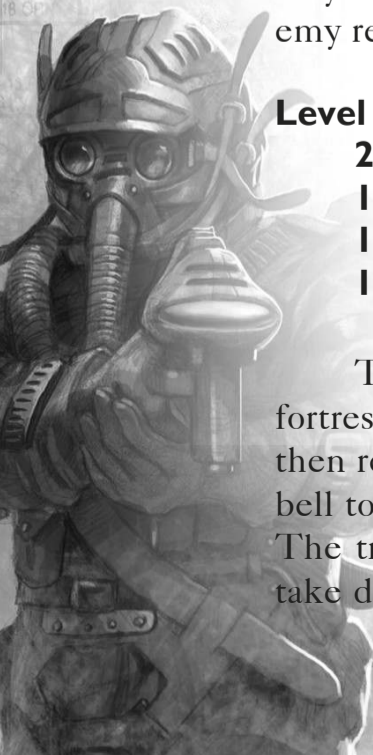
2 flesh fortress with the regimented trait

2 machine gun menaces with the regimented trait

Place 2 advanced combatants in Area A through E as they smash through windows. One flesh fortress will arrive in Area A with another in Area B. The machine gun menaces will fly into Areas C and D. They will immediately start killing all minions in line of sight, gaining the characters' attention. This is the initial strike force. Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter occurs immediately after.

Fire Team: The secondary team, the main force, having used the principle attack in order to get into position, makes their move.

180



LEVEL 9 (XP 2050)

2 Land Whale

8 advanced combatants with the trained trait

The second team all arrives in Area P. They approach by stealth, if possible, then attack targets in Area I as the players search the fallen members of the initial strike. Even though the encounter ends, and players may reset powers and spend healing surges, the third encounter actually occurs immediately after.

Insurance Policy: In typical boss-fight fashion, the enemy commander, controlling all the robots from the aircraft, crashes his most expensive acquisition through the walls into Area J.

Level 10 (XP 2500)

1 Merc Leader

2 Emperors

The emperors plow through walls, stepping over chairs. Make sure you indicate which areas have been destroyed to aid in player maneuvers and line of sight.

WITHOUT A SHOT

Level: 2

Landscape: SP2-Office Building

Objective: The players must infiltrate a secured building and retrieve a person or vital piece of data contained in a flash drive. Unlike other set pieces, this single encounter is far too powerful for this level. The players must infiltrate and use stealth.

Setup: The entry points are in Area A, E, Q, or R. The destination should be on the opposite wall (Area E, G, or M). Characters can only locate opponents via cameras or Perception.

A good idea would be to include a skill challenge using Computer Use to hijack cameras or deactivate security measures.

ENCOUNTERS

Infiltration: The characters insert into their starting location and must use stealth in order to reach their goal. Remember, the characters need to escape as well.

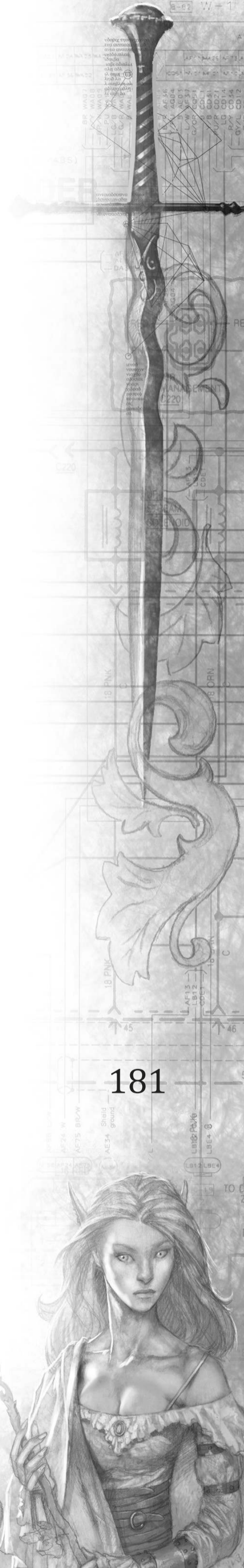
Level 6 (XP 1250)

6 qualified combatants with the trained trait

8 gang fillers with the trained trait

Don't differentiate between qualified combatants and gang fillers. Place the figures randomly around the map. At the start of the enemy's turn, have them wander and move about the facility. Killing or submission is acceptable but if an opponent has a minor action to alert others, the entire level of enemies will converge to the characters' positions.

If a character attempts a full combat encounter without stealth, add additional enemies and put the party through a meat grinder.





CHAPTER TEN

BIOHAZARD

LEVEL: 4

ADVENTURE SUMMARY

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The characters are elite members of a first response sensitive operations team being sent into a quarantine zone. The town of Happyland 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 recover the virus in hopes of a vaccine. The military isolated the mining town, closing all roads, only allowing the CDC and its military escort access. Seventy-five hours into the quarantine, the scientists at the PreFab (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 within the town. The player'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 chance of exposure is high.

Given the combat parameters, hazmat suits are illogical, meaning characters 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 Happyland has been overrun by zombies. As the characters air drop into town, they discover it abandoned. Soon after, hordes of monsters pour out of buildings. The group is forced to fight their way to the PreFab. There they discover the lab mostly destroyed but with enough data remaining to recover the vaccine data, though not necessarily the vaccine.

They still need to recover the pure virus, 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 bring in additional personnel. The virus is too virulent and it would be more logical to firebomb the entire region and hope the cure can be found elsewhere.

As the characters 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 is 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 those calls turn to screams.

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

ENCOUNTER SUMMARY

The encounters in this module involve huge volumes of enemies approaching in 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.

Encounter Table	Encounter	EL
Patient Zero	1 Infected drone	5
	Wave 1—4 Infected drones	
	Wave 2—20 Infected grubs	
Containment	30 Infected grubs	4
Gene		3
Mapping the Virus		
Core Office (Optional)	Wave 1—20 Infected grubs	5
	Wave 2—20 Infected grubs	
Core Office	Wave 1—1 Infected Animal	4
	6 Infected guards	
False Ending	Wave 2—6 Infected Animals	
	Wave 1—4 Infected drones	7
Downfall	4 Infected guards	
	4 Infected animals	
	Wave 2—40 Infected grubs	
	Wave 1—5 Infected grubs	8
	4 Infected drones	
Sacrifice	1 Infected behemoth	
	Wave 2—4 Infected guards	
	6 Infected drones	
Sacrifice	Wave 1—1 Infected behemoth	8
	Wave 2—60 Infected grubs	

PLAYER BEGINNING

SPIDER (SPecial Intelligence DEployed Response) is a Special Forces team tasked with military operations with unique mission parameters most teams cannot fulfill, including biological and chemical attacks. They differ from standard deployment teams as they have several members trained in biochemistry, medicine, and engineering.

You are members of the SPIDER ground team. This is the first time you've ever been deployed on home soil. You're being sent into the quaint mining town of Happyland (population 1800), off the southern tip of Burrow National Park. Your task is to eliminate a

terrorist threat and halt their plans to release a deadly plague into the general population.

Four weeks ago, a bizarre virus struck Happyland. The CDC quickly tried to isolate the outbreak but before quarantine was established, a dozen other cases appeared worldwide, spreading from Canada to Japan. The CDC set up a PreFab near the local hospital and identified the culprit as a new class of virus that is genetically similar to both a lyssavirus like rabies, and a papillomavirus--which involves physical deformations. It was tracked to a similar strain found in Afghanistan. Before any deaths were reported, the CDC located a pure strain of the modified virus and was able to concoct a vaccine from it using a sample of the rabies vaccine on file. Two hours later, all contact was lost with the PreFab and its military protection detail. There is still no information which terrorist group is responsible but evidence indicates they are still located within the resident population. The last word was that the CDC had already fabricated this vaccine on site.

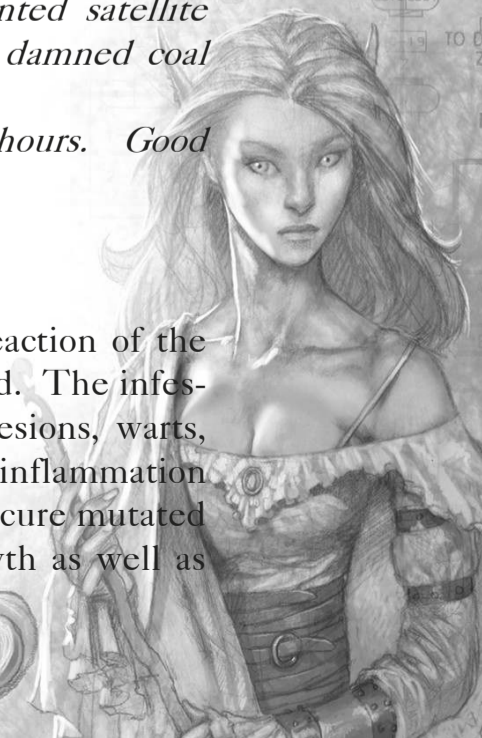
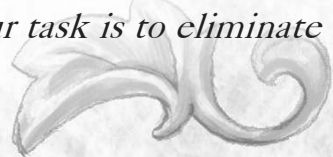
The military quarantine is still secure. Team members will be dropped immediately, investigate threats, and eliminate them. If possible, identify the terrorists behind this attack, but most importantly, investigate the CDC facility and recover this vaccine. A physical sample is not necessary; just transmit its code over the satellite communicator. This is the only means of contacting the outside world, as part of the quarantine is a jamming field to prevent cellular communication, and land lines have been suppressed. With cases appearing across the world, it is vital this vaccine be distributed throughout the populations of infected areas immediately. If threats are too severe, backup will have to arrive from the quarantine patrol, but that may take several hours to mobilize. They are the only ones equipped with the proper environmental protection.

The entire population was infected quickly, which means the SPIDER team will also be exposed. A fully-prepped hazmat suit is simply not feasible in a potential combat situation. Gas masks are provided but according to the CDC's report, they will not be 100% effective. It is in your best interest to recover this vaccine. The military cannot send armies in to secure the location if there is no cure on site. The helicopter flying you in can respond within 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 began. The damned coal fire at the mine gets credit for that one.

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

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 inflammation within the brain. When administered, the cure mutated the virus to cause sudden cancerous growth as well as



speeding along the virus's neurological damage. This creates a rabid mutated abomination that 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 those 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 transformation is irreversible. The virus runs the target hot, increasing energy use, pumping adrenaline, and 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.

EXPENDABLE NPC

It would be a good idea to include an expendable NPC in this adventure, as that character can be killed early on to show the extent of the threat. Give him a name but don't spend too much time on a character. He won't be lasting long anyway.

PATIENT ZERO

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 Pre-Fab in their descent and touch down several blocks away at the center of town. Vision is reduced to 10 squares at this time.

The group comes up behind location 4, approaching the overturned car. The car is an inexpensive sedan. It lost control and struck something, causing it to roll on its side. The object the car hit cannot be found though there are heavy markings of blood on the bumper. There is also blood in the driver's seat but the driver is missing.

The group smells smoke as they approach the T-intersection.

There they find another accident and the ruins of two cars which have struck their corners and hooked themselves. The smaller car has 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 characters have encountered thus far are non-functional, if they search for one, they may find one that is functional. None of them have keys. Each car found has 1d6 gallons of gas inside but the players have no containers to transport the gasoline. A DC 25 Engineer check will allow a character to hotwire a vehicle. Vehicles have few hit points and can be destroyed easily.

THE TOWN

SP4-RURAL MAP

Read or paraphrase the following:

The town of Happyland 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 enjoyed mediocre 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 black fog. Despite the dwindling cloud, the fire is still expected to last for another three months. Only then can normal mining operations continue. Until then, the town of 1800 people has been reduced to a mere 850, mostly maintenance and custodial staff along with their immediate families. Only a small group of miners were allowed to work in the one remaining uncontaminated shaft. They are considered to be the source of the outbreak.

1. House One: The first thing the characters 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 (DC 20) will find a red scarf stapled to front of the door. This is a marker that there is someone infected in that house. The windows are boarded.

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

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

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 DC 20 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.

It is at this moment where your NPC should meet his unfortunate end. As the group investigates the area, The NPC will notice something. He can be killed in one of two ways:

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

B. 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 attack triggers the encounter. Only when this tougher Infected is killed does the first wave move in.

Level 5 Encounter (XP 1000)

I 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 penalties to attack still apply.

There is only one round between waves one and two, enough time to seek cover, or for 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. After that, they will search out other means of attack.

Wave 2 arrives from two different directions.

After the battle is concluded, the players can spot up to 6 stragglers that are wandering that have not noticed the characters yet. They are simple grubs which can be dispatched at ease (for no XP).

After the battle is concluded, they can radio back but 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 applies to all encounters in this module.

Scavenging: The primary weapons of any dead NPCs can be salvaged.

CONTAINMENT

(SP5--Compound Map)

Read or paraphrase the following:

The CDC PreFab consists of one building used as their HQ and primary lab, 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 house either infected or those that were cured. There are still lingering lights on the corners of the PreFab, flickering from dying batteries.

Tents: When any character checks on them, they find 20 Infected grubs (part of the encounter below) in each. If a character makes his presence known, they all attack. The character can make a Stealth check against the grubs' 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 or occupied.

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 defensive position. The top floor acts as a helicopter landing pad, 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, XP 120)--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 heavily fortified area has not been touched since the outbreak. A completely 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 airtight and sound proof. All the laboratory equipment is working but the computers have been smashed, including the memory system.

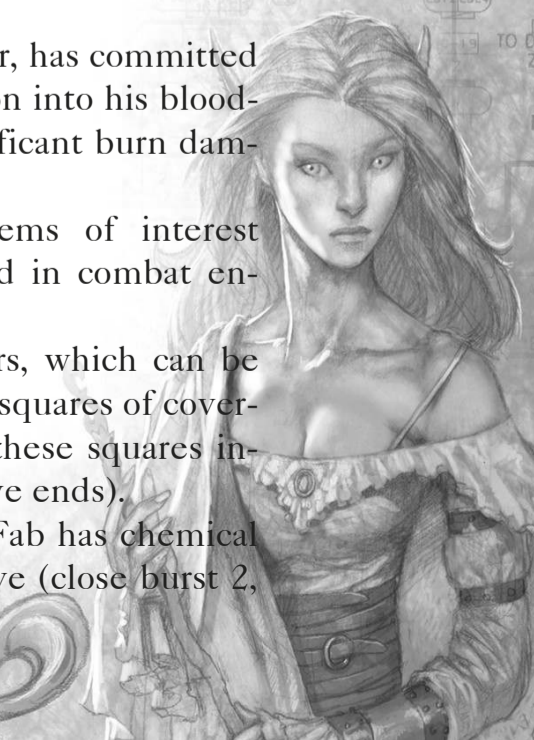
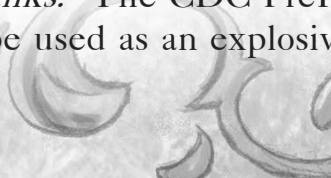
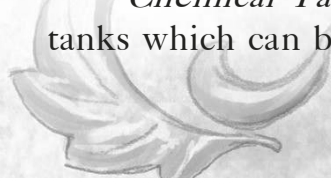
The walls are exceptionally thick but with only one way out, this may be a last ditch survival option. The characters will find one body slumped over a computer chair.

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.

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 to fuel a fire (40 total squares of coverage; anything moving through one of these squares instantly takes 4 ongoing fire damage (save ends).

Chemical Tanks: The CDC PreFab has chemical tanks which can be used as an explosive (close burst 2,



2d6+2 damage; consumable 3).

Barricades: Barricades can be erected to block access to the building but barricade walls have hardness 4 and 20 hit points for each square. Infected will start to break through any obstacle.

There are several ways for the next engagement to start:

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

B. 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.

C. Car Alarm. One of the cars in the lot, even though the window is broken and the steering wheel is gone, still has a live alarm and if any player brushes against or touches it, it will go off. If this 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 5 Encounter (XP 875) 30 Infected grubs

Ten grubs appear each round.

Scavenging: Infected have IDs and wallets but no weapons. Even the Infected who were once soldiers have neither their weapons nor ammo. There is no evidence of where these 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 steps is acquiring a blood sample 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 one character is attempting this. A character can stop between skill checks to help others without needing to start over.

Engineer (DC 15): You must have power to the installation to attempt this check. 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. It is a new class of virus genetically similar to lysavirus and a papillomavirus and probably derived from the latter.

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 was 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. Make a DC20 Heal check against each applicable team member (this does not count against total successes or failures in the skill challenge). A failure causes a misread and an hour's 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, the group has about 48 hours before succumbing.

Perception (DC 15): You rummage around the lab and find papers which have not been totally destroyed. One the technicians discovered that in the first few cases, all the subjects had bizarre trace 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 were also miners, specifically, the six-man mining staff which were permitted to work in the one remaining shaft not contaminated by smoke.

Sciences (DC 15): The virus has genetic markers similar to a lysavirus and a papillomavirus. It creates lesions, warts, and boils on the skin as a way to transmit the virus but then releases itself into the bloodstream to attack the brain. It is able to cross the blood/brain barrier to cause an inflammation of the brain while cancerous growths appear under the skin. What's bizarre is that the cancer is rampant but benign, meaning no matter the extent of the tumor growth, the subject remains alive. Further, since the virus increases adrenaline and blood pressure, natural strength and agility are 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 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 or the noise. By this time, night falls, and another encounter is imminent. The challenge must be repeated under ever-increasing opposition.

CORE OFFICE

When the players discover where they need to go, night has either fallen or is falling. Every moment 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

10 Infected appear from each corner of the map and after the first wave is dead, another 10 from either side appear on the next round.

SP4-RURAL MAP

Approaching the city street again, visibility is now limited to only the player's 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 largest building, they find random Infected grubs in nearly every side room except the final one marked "A". A DC 20 Perception checks can hear the breathing of enemies behind closed doors. They are in bathrooms and behind office desks.

In total, 6 are randomly spread about the facility. Infected have horrible perception and won't be alerted unless someone taps them on the shoulder, a character makes a loud noise, or someone shines a flashlight in their face. If one is alerted, the remaining five will run to the other's location and 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, begin the encounter.

Room A: This is the data storage room. Luckily, everything is still on paper here. A DC 20 complexity 1 skill challenge (4 successes before 3 failures; primary skills, Perception & Sciences) is required to locate the file in question. It was a core sample pulled out of an unusual deposit thirty miles south of town. This was discovered not in a mine but by a survey team that was drilling 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 characters obtain the sample number.

Room B: The machinery in this room grinds up the samples and breaks them down to separate various metals. A sample of strange green fluid is on one of the test slides but only a thorough search (Perception DC 30) will locate it. This green goo is what secreted from the core sample, which caused the outbreak. This sample is not in good condition. The group would be better

retrieving the full core sample 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 is the most recent sample, 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, a DC 25 Perception check is required to locate the sample: if they do, the encounter begins as they pass the main hall attempting escape.

Level 6 Encounter (XP 1250)

Wave 1

1 Infected animal

6 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 character and emit an unnatural howl. Its mouth will then open far wider than the animal could naturally and charge.

It has made enough noise to bring the horde. If the 6 grubs placed earlier are still alive, they will rush in from their locations on the second round.

One round after the Infected animal is dropped, 4 Infected guards will attack from the outside. The characters notice they are in military combat armor. These 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

After the group returns to the compound, they can begin using the data from 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 the vaccine here.

It 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 DC 18 complexity 3 skill challenge (8 successes before 3 failures; primary skills, Heal & Sciences). It requires complete attention to finish. Regardless of how many times the challenge is attempted, it is not completed until day-break.

Meanwhile, any other character looking out over the town can make a DC 20 Perception check to notice a flashing light from a house. It looks like Morse code. It isn't...but it looks someone faking it. There is still a

survivor in the town.

In this situation, the one character can be locked in 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 cannot be recovered and must 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 rural 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 characters can make a DC 20 Perception check to notice distant Infected in trees and in other buildings. The fog has dropped enough to extend line of sight range to 40 squares unless the encounter is at night, in which case the group is still limited to flashlights.

Piper has barricaded himself on the upper level and has been living off stored junk food. He claims he never got infected. He locked himself in his house the moment it all began and has not left it 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 character.

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 display for *Dungeons & Dragons*, which falls over a deployed TV table, which falls back into a glass end table, shattering it. The remote on it turns on the TV, which screams a test pattern at full volume.

This should give the party a fright, but does not attract the horde.

MEANWHILE...

Back at the lab, any remaining characters inside the clean room can make a DC 15 Perception check. Sudden vibrations are shaking the beakers every slightly. Something big is nearby.

Outside is an Infected behemoth, wandering past camp. The shudders get louder and louder. One character may even spot a portion of its grotesque body as it saunters around the camp, even approaching to look inside the PreFab. It eventually moves on. If the characters *want* 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. It is a new day and the characters have had an extended rest. By sunrise, the fog has rolled back up to mask the town but not the CDC Compound. The group has finally cracked the formula for the antibody. They can then relay that information back to base, which receives it successfully. A black hawk helicopter is being deployed to pick them up from the PreFab roof. It 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 the location is razed.

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. 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 as well. 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

Note: For encounters like this and the final one, 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.

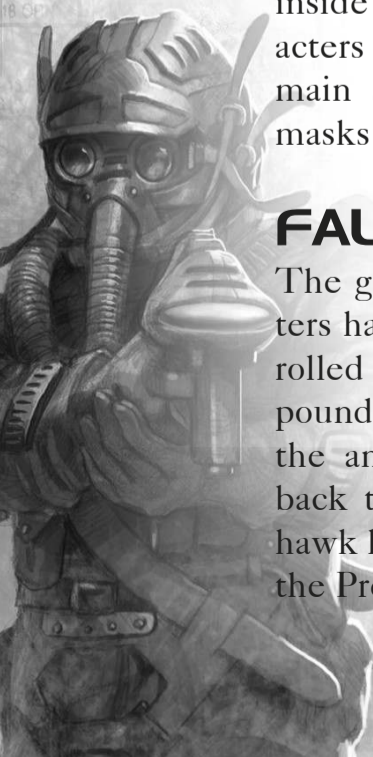
The first wave arrives in full force from the forest line. One round after the last Infected dies, the second wave roars into view, 20 from the forest, the other 20 from the opposite side, between the tents.

Two rounds before the helicopter arrives, the character 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 scarves around the arms of the Infected are indicators that they were given the vaccine. After a few days, Piper made a full recovery without requiring the vaccine.

Any character trained in Heal or Sciences or who has an Intelligence of at least 16 (or a random character if none of them possess these) realizes 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. The antibody is the source of the horde. Despite the virility of the disease, the antibody cannot be distributed or a zombie apocalypse will surely occur.

Before the characters 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 PreFab.
- An unseen behemoth throws a piece of a car to the helicopter, causing it to tumble and crash onto the PreFab.



The Crash

Attack: Each creature on the top level of the PreFab; +7 vs. Reflex

Hit: 2d8+4 damage, and the target is knocked prone and stunned until the start of the target's next turn.

Miss: Half damage, and the target is still knocked prone.

The satellite 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

(SP5--Compound Map)

Piper survives the crash. The group has no way of relaying the truth about the vaccine to command. Without input, their superiors will distribute the vaccine in areas where the virus breaks out and when it spreads throughout the population, instead of curing 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 can do this, an Infected behemoth appears. 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 6 personnel but the driver was killed with the behemoth attack. The others are killed by the behemoth as they try to escape. This takes 2 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, the behemoth will only turn on the characters once they attack it.

As the characters break from the PreFab, 5 Infected grubs will emerge around the building and chase the characters. 4 drones will emerge from between the tents as the group fights its way to the APC.

After the first wave is destroyed, the characters 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 50 load points of ammo and weapons.

SACRIFICE

(SP5--Compound Map)

Level 8 Encounter (XP 1,750)

70 Infected grubs

I Infected behemoth

This encounter begins with 20 Infected grubs at least 30 squares away, coming from around buildings. 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 characters will have forwarded the information to command—a transmission they will receive and acknowledge, unless the GM intends a zombie apocalypse campaign to follow this adventure, in which case interference will cloud the signal.

The ending has three options:

A. Fight it Out. They can continue to fight until dead or until their ammunition runs dry, their last image being the hundreds of Infected running up from the town. Just as they die, they see an A5 Galaxy (a very large plane), buzz the compound and drop a MOAB, incinerating the town and everything around it.

B. Call It In. The characters see the approaching invasion and do the noble thing—they call the air strike in early. Before the characters are overrun, they see the bomb drop. The blast wave incinerates them and everything around them.

C. Pull off the Miracle: The characters survive the battle. There may be casualties but they defeat the Infected menace before being totally overrun. This should be rewarded. As the characters take a round to breathe, they hear the screams of a hundred more Infected emerging from around the PreFab. Before the monsters move into 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 off the horde and extract the survivors. The SPIDER teams lives to fight another day.

MONSTERS INFECTED

Infected Grub **Level 5 Skirmisher Minion**

Medium natural beast

XP 50

189

Initiative +0

Senses Perception -1; darkvision

HP 10; a missed attack never damages a minion.

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 16

Immune disease, poison

Speed 4; **Climb** 2

Traits

Rugged • Healing

At the start of the grub's turn, it regains 10 hit points.

Standard Actions

⊕ **Slam (weapon) • At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 5 damage.

Str 16 (+5)

Dex 10 (+2)

Wis 8 (+1)

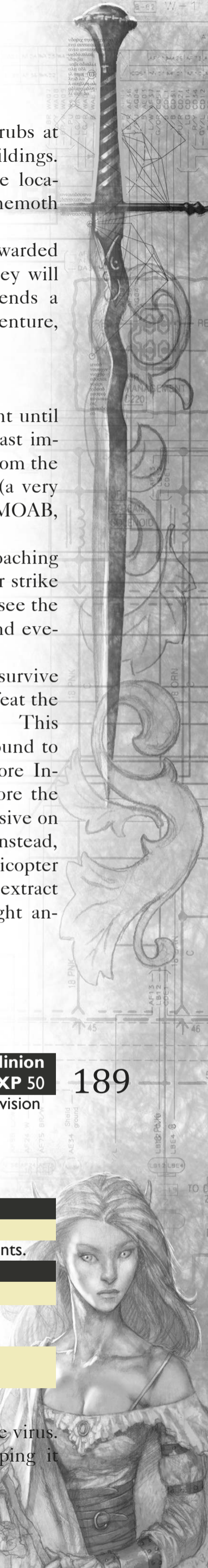
Con 10 (+2)

Int 1 (-4)

Cha 3 (-3)

Infected Grub Tactics

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



Infected Drone **Level 3 Brute**
XP 150
Medium natural beast

Initiative -1 **Senses** Perception +0; darkvision
HP 50; **Bloodied** 25; see also *Nerve Shot*
AC 15; **Fortitude** 15, **Reflex** 14, **Will** 14
Immune disease, poison
Speed 5; **Climb** 3

Traits

Nerve Shot

Any critical hit to the Infected drone reduces it to 0 hit points instantly.

Standard Actions

⊕ **Slam** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8+6 damage.

Free Actions

Inhuman Burst • **Encounter**

Effect: The speed of the Infected drone increases to 6 until the end of its turn.

Triggered Actions

⊖ **Infected Grab** • **At-Will**

Trigger: An enemy leaves an adjacent square.
Attack (immediate interrupt): Melee 1 (the triggering creature); +5 vs. Reflex
Hit: The target is unable to move from the square.

Str 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
Con 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

Infected Drones Tactics

The infected drone was a normal human but has become physically larger due to the mutation.

Infected Guard **Level 4 Brute**
XP 150
Medium natural beast

Initiative -1 **Senses** Perception +0; darkvision
HP 60; **Bloodied** 30; see also *Nerve Shot*
AC 16; **Fortitude** 16, **Reflex** 14, **Will** 12
Immune disease, poison
Speed 4; **Climb** 2

Traits

Force of Attack

If the Infected guard scores a critical hit, it knocks the opponent prone and can immediately follow up with a *slam* attack.

Nerve Shot

Any critical hit to the Infected drone reduces it to 0 hit points instantly.

Standard Actions

⊕ **Slam** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6+5 damage.

Triggered Actions

⊖ **Infected Grab** • **At-Will**

Trigger: An enemy leaves an adjacent square.
Attack (immediate interrupt): Melee 1 (the triggering creature); +5 vs. Reflex
Hit: The target is unable to move from the square.

Shreds of Armor • **Encounter**

Trigger: The guard is hit.
Effect (immediate interrupt): The guard takes no damage and is dazed until the end of its next turn.

Str 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)
Con 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

Infected Guard Tactics

Infected guards were 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**
XP 175
Medium natural beast

Initiative +2 **Senses** Perception +1; darkvision
HP 52; **Bloodied** 26; see also *Nerve Shot*
AC 15; **Fortitude** 14, **Reflex** 15, **Will** 14
Immune disease, poison
Speed 8; **Climb** 4

Traits

Brains...

The Infected animal ignores any marks if there is an adjacent prone enemy.

Nerve Shot

Any critical hit to the Infected animal reduces it to 0 hit points instantly.

Standard Actions

⊕ **Bite** (weapons) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8+6 damage, and if the target is Medium or smaller, it is knocked prone.

Move Actions

⊖ **Rake** (weapon) • **At-Will**

Effect: Shift to any adjacent square of an adjacent enemy and all adjacent enemies grant the insidious assassin combat advantage.

Triggered Actions

Pervasive Wound • **Encounter**

Attack: Melee 1 (one prone creature); +8 vs. AC
Hit: 1d8+6 damage, and the target is immobilized until the start of the Infected animal's next turn.

Str 16 (+4) **Dex** 13 (+2) **Wis** 10 (+1)
Con 12 (+3) **Int** 1 (-4) **Cha** 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**
XP 350
Large natural beast

Initiative +5 **Senses** Perception +3; darkvision
HP 108; **Bloodied** 54
AC 20; **Fortitude** 23, **Reflex** 17, **Will** 18
Immune disease, poison
Speed 5; **Climb** 2

Standard Actions

⊕ **Slam** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8+7 damage OR
Hit: 2d6+5 damage, and the target is grabbed.

✱ **Debris Throw** (weapon) • **Recharge** ☐ ☐ ☐

Attack: Area burst 2 within 20 (each creature in burst); +11 vs. Reflex
Hit: 2d6+5 damage, and the target is knocked prone.

⊖ **Hulk Rend** (weapon) • **At-Will**

Attack: Melee 2 (one creature it is grabbing); +13 vs. AC.
Hit: 2d8+7 damage, and the target is dazed and weakened (save ends both).

Str 21 (+9) **Dex** 10 (+2) **Wis** 8 (+3)
Con 18 (+8) **Int** 1 (-1) **Cha** 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* (if no debris is readily to hand, it will rip up a chunk of tarmac or a large rock) to knock down opponents and run up to fallen targets to use *hulk rend*.



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CHAPTER ELEVEN

INVASION PROXY

LEVEL: 14

ADVENTURE SUMMARY

An unidentified alien strike force lands in Baghdad. This bizarre menace resists any attempt to establish a dialogue or explain its motivation. They only wish to absorb and destroy all life they encounter. The characters are citizens from various nations, ethnicities, and/or religions. Some are unaligned mercenaries while others are patriots. They all held some motivation prior to the invasion, but none of those matter anymore. Armed, behind enemy lines, and lacking any communication, the characters must fight their way through their mistrust of others as well as the destroyed city in the hopes of finding salvation.

Along the way, the characters are forced to engage this mysterious threat as well as care for a group of civilians they find along the way. When the truth that the invasion force has landed by mistake is discovered, the players must dare to get to the epicenter in a daring attempt to convince the alien force that it's on the wrong planet.

ENCOUNTER SUMMARY

All encounters in this adventure are built around a 5-person party.

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Encounter Table	Encounter	EL
First Exchange	12 skimmers	12
First Exchange	2 widows 8 skimmers	14
The First Gun	Skill challenge	13
The V.B.I.E.D.	Skill challenge	12
Practical Chaos	1 widow 6 skimmers 2 punks	15
The Second Gun	Skill challenge	13
Convenient Consequences	Phase 1 12 pistol packers with the guerilla trait Phase 2 1 mother screamer 4 baby screamers	15
Uninvited Responsibilities	1 beast	14
Pragmatic Madness (The Rescue)	1 widow 5 skimmers	11
Pragmatic Madness (The Defense)	Phase 1 2 widows 8 skimmers Phase 2 1 chank 1 widow 8 skimmers	16

Encounter Table	Encounter	EL
The Final Gun	Skill challenge	13
The Tao of Id (optional)	Phase 1	18
	1 chank	
	2 punks	
	4 skimmers	
	Phase 2	
	1 extension node	
	2 widows	
	10 skimmers	
	Phase 3	
	1 beast	
Reluctant Diligence	1 chank	16
	2 widows	
	10 skimmers	
By the Toll of a Billion Deaths	Phase 1	16
	1 widow	
	20 skimmers	
	Phase 2	
	10 baby screamers	
By the Toll of a Billion Deaths (alternate)	Spirit / Tri-Pod	16
	4 skimmers	

PLAYER BEGINNING

Political turmoil is sweeping across the Middle East. Citizens are rioting in the streets of Tehran, Riyadh, and Damascus. Although a unified alliance of democratically elected Arab nations seems poised to gain power, the way is strewn with the minefields of fanatics and traditionalists. With chaos brewing in Afghanistan and Pakistan, a lasting peace still appears a distant dream.

UN forces have begun to handle the daily affairs of peacekeeping, with American military tasked with uprooting insurgents. This leaves an army's worth of security firms consigned to protecting numerous corporate interests in the region. To fill the rest of this armed crock pot, tens of thousands of local militia and army personnel struggle with their own loyalties against the shifting priorities of their governments.

Terrorists still strike random civilian and military targets across the continent in a vain attempt to disrupt progress. Thankfully, these dwindling radicals are finding themselves pushed further and further out of civilized regions.

For the past few months, or perhaps even years, you've been situated in Baghdad, once a powder keg of discord, now a growing and developing region. Political corruption has slowed the advancement of progressive ideas and occupying foreign powers have yet to depart. With local law enforcement, Iraqi military, US army, UN peacekeepers, corporate security, and local insurgents, the city has six different armed organizations claiming a portion of land and/or authority as their own.

There is about to be a seventh...

THE INVADERS

They don't want our resources. They don't want our brains. They don't want our water. They certainly don't need our women. These invaders don't speak any discernible language, and they aren't afraid of our

germs.

The threat is not like any menace the players could anticipate. This invasion is the result of an error in navigation and only accounts for a single unit of a much larger armada en route to another world involved in an interstellar war. However, the invaders are incapable of discriminating save for their own kind. The invasion is only comprised of nanites arriving via a spacecraft barely larger than a house. Since the crash, the microscopic machines have been building weapons and drones, utilizing on-hand materials including resident machines. For shock troops, the nanites have been converting the population into unrecognizable cyborgs. The damage is irreversible; death is their only release. Altered to resemble preconfigured alien designs, nothing human remains. Meanwhile, the machines continue to receive instructions from the command vessel, and its solitary alien commander. The alien force became quickly known among their opponents as shells. The invasion force consists of "skinner" shock troops and "widows"—command and control shells. Shells can often be seen as larger powered machines, including slave suits called "chanks" and flying vehicles called "screamers". There are also rarely seen larger "beast" mobile strongpoints.

The general appearance of the shells is of walking garbage. The armor and flying vehicles look like a lazy collection of engines and weapons clad together with spit and glue. The skimmers are pale-skinned humanoid with as much as 95% of their body replaced with machinery. The parts replaced are seldom human looking and are not always consistent. One skimmer will have organic legs while another will have a sensor ball for a head.

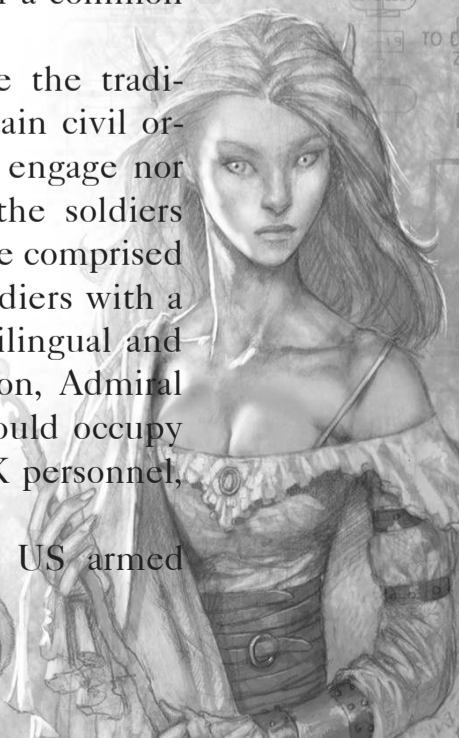
Shells have basic intelligence and with the help of a widow, can coordinate their actions and formulate tactics. However, their overarching strategy of the entire force depends on "Spirit"—the alien commander locked in the fallen spacecraft.

PLAYER ENTRANCE

The player characters can all come from different walks of life or they can be all members of one cohesive unit at the beginning of the story. The group should decide whether they wish their characters to possibly quarrel amongst themselves or unite together under a common threat, despite divergent motivations.

UN Peacekeepers: The UNPKF are the traditional blue-capped soldiers meant to maintain civil order with a strict policy in place to neither engage nor aggravate the resident population unless the soldiers themselves are under direct threat. They are comprised mostly of Canadian, French, and Indian soldiers with a few from Pakistan. They are commonly bilingual and answer to the UN commander in the region, Admiral Hollace of the British army. Characters would occupy the traditional role and equipment of UNPK personnel, complete with blue beret or helmet.

United States Armed Forces: The US armed



THE CITY OF BAGHDAD



forces continue to work out of their "temporary" base in the region once dubbed "the Green Zone" as well as the Victory Base Complex, probing areas of the city in search of terrorists and other radicals who threaten the stability of the territory. The role of the ground troops is not too dissimilar from that of the UNPK, except that the US is still actively searching for terrorist cells through the city. A character could either be a ground pounder or a crashed air force pilot further in the adventure.

Local Law Enforcement: Wrong place; wrong time. Don't expect the average police officer; a cop from this part of the world is hardened with experiences that would make an American cop envy a desk job. Local law enforcement deal with civil discourse but are often as armed as their military counterparts. A character from this path is caught in the crossfire and has no choice but to fight.

Security Company: Private security mercenaries are only here for money. They've been leased out by either a corporation or a government. Employees are poached from military circles, and have the same quality of weapons and armor. However, unlike the moral-bound paths listed here, a security goon only cares about his paycheck. This comes from guarding VIPs and collecting bounties on known terrorists. It does not

extend to threats not detailed in the contract. A player with this origin cannot survive on his own. He must forge an alliance not bound by greed.

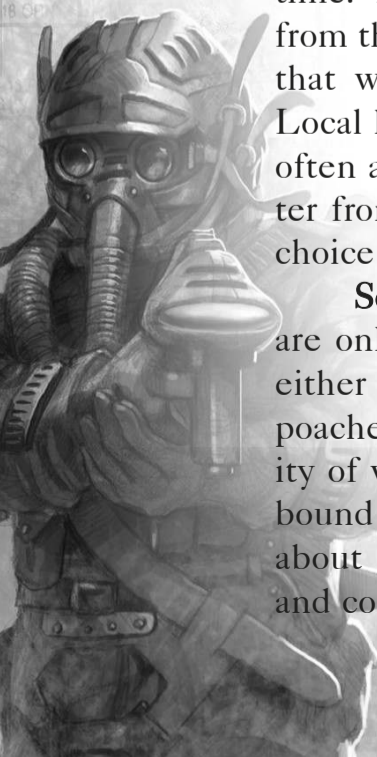
Insurgents: Insurgents are the enemy. They are local radicals trying to prevent the progress of civilized society. They only care about returning their land to the old days, something democracy and capitalism will not tolerate. These rebels concentrate on placing bombs and using sabotage to impede and harm occupying forces. When a far greater force occupies the land, certain rivalries may have to be put aside.

PROPER TIMING

It may be better for certain characters to enter the adventure after landfall. Some will be interested in investigating the impact while others may only be interested in surviving the next twelve hours. Therefore, insurgents and security company personnel may stumble into the first battle unavoidably as the other characters investigate the impact.

THE CITY

The switch from calling the Green Zone "the International Zone" only occurred in 2009. Bases mentioned



in this module may be closed or have their names changed by the time you read this. You can keep with the names listed here or do research to add a layer of authenticity to the adventure.

The map of Baghdad included is a public domain image with several place markers for locations important to the adventure. These are simply used for reference and should not be used to measure exact distances. Like any good Hollywood movie, some creative license is permitted. Instead of measure walking speed, characters move at the "speed of plot".

A - Opening: The adventure opens up with the players in area A, in a region called Jazeera. Baghdad is divided by the Tigris River and this fact becomes important to the story as its meandering route impedes the group's progress.

B - The International Zone: The IZ, previously known as the Green Zone is a walled enclave once entirely controlled by the US military but now administered by an international coalition. It is one of the most safeguarded regions on the planet. The UN and US armed forces still guard the few entrances into the zone, the most well known of these being Assassin's Gate (notable for its tall triumphal arch). The only area of the IZ not walled is the large portion facing the Tigris. The IZ contains dozens of buildings including the Ibn Sina Hospital and both the old and new US Embassy. The IZ has utterly been destroyed by the invasion by the time of the characters' arrival there.

C - U.S. Embassy: The US Embassy is not one building, but over a dozen located behind one of the most heavily guarded fortifications on the planet. The embassy is larger than the Vatican and features its own airpad, hospital, and backup power network. It is located within the International Zone, an enclave within an enclave.

Like the IZ, the US Embassy has been destroyed by the invasion force by the time of the characters' arrival, though it does still contain needed supplies. It is also the location of survivors the characters must take charge off.

D - Victory Base Complex (VBC): This immense plot of land completely surrounds Baghdad Airport. It is the nerve center of all US armed forces in Iraq. This is commonly but incorrectly considered synonymous with Camp Victory, which is only one camp of many within the VBC. Camp Victory is the largest of them and contains the headquarters of the US armed forces.

The VBC is located over 15 miles from the International Zone, outside of the interference shroud the aliens have erected. It is not a location the characters can sensibly reach. It holds off the enemy advancement while the characters remain behind enemy lines. When the alien commander realizes it is on the wrong planet, it makes a move towards the VBC to use its communication network.

E - Rasheed Airport: A smaller military airbase, Rasheed is located east of the Tigris and south of Sadr City. Being closer to the characters' location at the start of the adventure, it becomes an optional encounter.

By the time of the characters' arrival, it has been destroyed.

F - Sadr City: The slums of Baghdad, the worst of the worst, Sadr City remains a hive for corruption, crime, and ethnic violence. More murders and kidnappings occur in Sadr City than anywhere else in the world. The vast majority of Baghdad-based insurgents, terrorists, and general criminals reside in Sadr City. The dense labyrinth of Sadr is the only quick way through Baghdad for the characters to reach the epicenter of the impact, where the source of the invasion stems from.

G - Camp Justice: Another US military base, Justice is the only other human sanctuary close the character's location once Rasheed Airport and the International Zone are discovered destroyed. It becomes the source of civilian evacuation.

H - 14th of July Street: This is a major four-lane road that connects Camp Justice with the IZ. It involves several overpasses.

I - Impact Point: This is the epicenter where the alien vessel crashes and from whence the invasion spreads. This is the final destination of the characters.

J - Black Hawk Crash: A vital piece of intelligence lies where this aircraft has fallen. When the characters learn about this location, they must secure and defend against a coming attack.

UNINTENDED LANDFALL

Read or paraphrase the following:

An explosion rips through the city. The wounded are shepherded away. The damage is examined. The usual suspects are considered.

A new day arrives, the same way it began yesterday.

You've gathered around the chaos as a sunrise gilds a horizon of low clouds laden with rain. Some people are here to watch, some to investigate or maintain the order. Some are even here to admire. It was just another bomb marking another morning. This one claimed several victims in a corner café...and the week was going smashingly until now. It broke a 5-day trend that offered hope that normality was returning again.

UNPK personnel maintain order. The US Army is tasked with investigation. Local police are on scene first and must now relinquish authority to foreigners. After the group gets settled in their roles, read or paraphrase the following:

You hear another explosion; this one reverberates from above you like a thunderclap, like something large breaking the sound barrier. A brilliant white plume of fire and smoke breaches the upper atmosphere. It streaks overhead, blotting out the dawn, and crashing at the center of the city. The earth shudders. You feel the vibrations in your feet before the thunder of the impact reaches your ears. From over the epicenter, a

concussion waves expands upwards, vaporizing the clouds and sending a mist of ash and water raining below.

Something has come down at the center of the city, but given the size of the tail that blitzed across the sky, the impact should have been more severe. Within seconds a dust cloud envelops everything, turning day into dusk.

Soon after...

The street lights go dark. Radios go dead. Satellite uplinks stop responding. Cell phones find no signal. Something is blocking out communication. This is not an electromagnetic pulse, as your short range radios are functioning and your weapon reticles haven't faded away.

The region falls into chaos. Civilians are screaming and running in droves from the epicenter. Many are injured, covered in dust. Ambulances can be heard.

Perception Check (DC30): The impact point is 15 kilometers from the characters' location. It is only 3 kilometers away from the US military base, an obvious safe harbor the characters can make for. No organization a player can be associated with has enough manpower to control the pandemonium (unless all the players possess the same origin).

What to Do: With communication cut, the characters are on their own to decide the next course of action. If the characters wish to act like life savers instead of life takers, they can progress towards the suspected impact point and help those they find along the way. They can also similarly head towards the International Zone, which is close to the same route, deeper into the encroaching dust field. What they should not do is turn around and retreat back west to the VBC. Brothers and comrades may be hurt. Soldiers don't run away from the gunfire; they run towards it. If they try to retreat, crowds, impact damage or other obstructions block their way.

As the characters venture deeper into the fog, the number of civilians running the other way diminishes until vanishing altogether. The group then begins to hear violence, sporadic at first and quite distant.

Even this diminishes over time.

FOG OF WAR

The dust and smoke churned up by the explosion blocks line of sight through most encounters. At the beginning of each encounter there will be an entry for fog of war. This is the effective range of line of sight to targets before the onset of concealment. Past this distance, up to double the range, targets gain concealment. Past double this distance, up to triple, targets gain superior concealment. Beyond triple the entry, targets are beyond line of sight and are considered invisible. Targets will still be in line of effect unless behind cover. Concealment penalties compound to the next grade if

targets are benefitting from other forms of concealment (smoke grenade or if it is dark).

Example: If fog of war is listed at 10, then targets within 10 squares are within line of sight, targets between 11 and 20 squares benefit from concealment, and targets between 21 and 30 squares benefit from superior concealment. If a target already benefits from concealment, then it is upgraded to superior concealment while superior concealment is upgraded to being invisible. Fog of war is currently set at 10.

THE SHROUD

The shroud is an electromagnetic bubble generated by the alien ship at its impact point. It serves two purposes. It acts as a network to coordinate the actions of alien troops and disrupt other forms of communication. Transmissions over a distance of two kilometers are disrupted. Any wireless transmission is prevented from reaching out of or into the shroud. This inhibits human troops from coordinating their actions inside the shroud.

Although characters will have access to short range wireless communication between themselves (if they are smart to bring radios), they are unable to contact any higher authority. This includes the IZ, Rasheed Airport, and Camp Justice, all of which lie within the shroud. They also cannot communicate with the VBC, which lies outside.

As the alien invasion spreads away from the impact point, *extension nodes* allow the range of this field to expand with the invasion.

At this point in the adventure, the player characters know none of this. All they know is that they hear static or heavy interference on every channel. If players split up (for whatever reason), the effective range of any of their radios is two kilometers (or one mile).

If characters attempt to use a land line phone, they find them without a signal. This is altogether not a shock since the impact could have damaged a phone exchange. The Baghdad telecommunications network has never been a reliable one.

NON PLAYER FILLER

The hero group can consist of just player characters but it may be advisable to include various NPCs as filler. Give them names and randomized origins; don't have the entire group be from one organization. Stress to the player group that even if they are all from the same organization, breaking up military personnel in the light of the communications blackout is strategically unsound and frankly irresponsible. The GM should not control more than five or six non player members of the hero group. Kill one or two every second or third combat encounter. If you assign them monster stats, make them Pistol Packers with the Trained trait. During combat, you may wish to assign tactical control of these NPCs to the players.



FIRST EXCHANGE

Map: SP1—Ruined City Map

Entry Point: This would be a good place for other characters (like security personnel or insurgents) to enter. They may mistakenly fire upon the rest of the group. You could also include an NPC that fires on the characters, thinking they are a threat, who is then killed when the real danger appears.

Fog of War: 10 squares.

Setup: The invaders have set up ambush points. Others are moving on patrol. The players start at the east end of the city map. The vehicles placed are not there as a result of an ambush, but of the chaos that came from the invasion.

Too Quiet: The characters have been walking for some time through the city, without an encounter... until this moment.

Level 12 (XP 3500)

12 skimmers

This encounter has reduced XP because of the nature of the combat involved.

After the group is completely assembled (regardless if alliances are yet forged) and when they pass the first set of cars (area H), the skimmers attack. Read or paraphrase the following:

A click, a whistle, and a sudden clap like a sledgehammer against a steel barrel, three sounds roll over one another in a moment quicker than a heartbeat. It was not a sound from any firearm you've ever heard. But as one man drops with a hole in his side bigger than a grapefruit, you don't require further evidence. What probably was a second later but felt more than five, the lick/whistle/clap is followed up with a dozen more in rapid succession. White streaks of phosphorus slam into buildings and cars, creating further grapefruit-sized holes. The shots come from down the street, but from different directions. You can't immediately identify exact firing points, as only two seconds have passed, with the first casualty just hitting the dirt.

The skimmers are attacking from areas F and I, and gain a surprise round. The skimmers can't be seen, but their tracer fire can pinpoint their squares to allow counter fire. The ashen fog still covers the encounter. Both the players and the skimmers gain concealment at this range. If the characters move past area N or closer to area F or G before concluding the encounter, introduce another identical set of monsters (from areas F, I, M, and B) and increase the encounter XP by 3000.

The characters should be given the opportunity to figure out that if they keep rushing through the open street, they are going to be overrun. They have to find cover and attempt to fight it out

If the encounter is allowed to end with all visible

enemies defeated, the characters can take the opportunity to get a short rest to reset powers. If they do, they do not encounter further enemies until they reach the intersection. As they approach, they find one of the fallen opponents. Read or paraphrase the following:

One of the bodies has fallen across the side of a toppled vehicle. What initially resembled a person from a distance looks more mechanical under scrutiny. What you thought was a body draped in debris and garbage is actually something rather unpleasant. A human face appears stapled to a metallic skull resting upon the broad shoulders of a robotic torso. You spot human fingers from a hand attached to a cybernetic arm: only one hand, with the other arm connected to a three-barreled rifle far too large and clumsy for a normal man to wield. The face is still smiling despite the abomination appearing dead, the expression forced by the fasteners on the skull. If that wasn't alarming enough, the broad and armored torso appears comprised of several armored plates, one of which sports the insignia of the US Army.

The weapon is out of ammo and broken. If someone attempts to remove it, it breaks into three pieces, having taken damage in the fall. The process to make this creature appears rushed, as the end result is awkward-looking, though effective.

New Complications: It is assumed that a conversation among the members of the group will ensue. Before any final decisions are made, the player with the highest passive perception notices more opponents appearing on the truck by area E

Level 14 (XP 5000)

2 widows

8 skimmers

The player that notices the ambush can take a free action to alert the others, denying the enemy the surprise round.

The enemy force is divided into two lines. On the first round, place 1 widow and 4 skimmers on the truck by Area E. On the second round, place the rest moving over the garbage by area D, far closer to the player characters. This will allow a proper view of the widow. Read or paraphrase the following.

You wouldn't have believed it a moment earlier, but recent events have permitted you certain leaps of faith that what you are witnessing can actually be real. Both sides of enemies appear lead by a slightly larger unit, featuring a human upper torso mounted upon a bed of inhuman cybernetic appendages. Some are tentacles, while others are insect-like exoskeleton legs.



PROBABLY A TERRIBLE IDEA

Fog of War: 10 squares

After the conclusion of the last battle, players are able to attend wounds, pray to gods, ask for mothers, and investigate the enemy fallen. The fog of war is still present, but lifting slowly.

Vehicles may be hotwired. Most are cramped and vulnerable. There are no functional military vehicles in sight. The best the group can find are taxis and mid-sized trucks.

Transport Truck: Crew 1+4; Cargo (lb.) 1500; Maneuver -2; Speed 4; AC 13; Hard 5; HP 20; Size Huge

The widow has nothing usable to salvage, and observation during the battle (DC 25 Perception) would have noticed that the creature preferred to keep back, appearing to have the capacity to synchronize the actions of the drones--meaning they can work independently or united through the C&C unit, making them far deadlier. It would be advisable to remove them from the field the moment they are located.

Unlike the previous encounter, several skinner weapons may be scavenged. However, this takes time and each one has taken some measure of damage. None of them can be used as a weapon unless one player has Engineer as a trained skill. If so, the group can attempt a technology salvage skill challenge.

TECHNOLOGY SALVAGE

Each shell has the capacity to drop technology which players may be able to salvage. If a shell is destroyed via an attack with the explosive keyword, or if the shell suffers a fall greater than 20 feet, nothing can be salvaged from the creature.

The group must succeed at a reverse engineer skill challenge in order to use specific technology. Only when they succeed at the challenge can the group scavenge that specific technology.

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Creature	Technology Dropped
Skinner	1 x alien plasma rifle or 1 x energy cell
Widow	Nothing
Punk	1 x plasma heavy gun or 1 x heavy energy cell
Chank	1 x plasma artillery system or 2 x heavy energy cells
Screamer (Mother)	1 x plasma heavy gun or 1 x heavy energy cell
Screamer (Baby)	1 x alien plasma rifle or 1 x energy cell
Beast	Nothing

THE FIRST GUN (Reverse Engineering)

Level: 13 (800 XP)

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Engineer, Perception, Sciences

Time: The entire skill challenge takes ten minutes and the group cannot move until this task is completed.

Engineer (DC20): The weapon is partially grafted to the user's forearm. The firing and target tracking is handled by nerve impulse. You might be able to override the firing mechanism, but the target tracking will be impossible without cybernetics. If you cannibalize an assault rifle, you might be able to implant a traditional firing trigger into the alien mechanism. Perhaps. If you make a mistake, you may end up destroying two weapons.

Perception (DC20): One of the larger cables coming off the weapon does not implant into the arm of the user, rather it weaves through the limb, without interfacing with the nervous system of the body. It exits out the shoulder where it plugs into a backpack power source. It shouldn't be that difficult to develop a backpack power setup that circumvents surgery.

Sciences (DC20): The weapon is neither a chemical propelled round nor a magnetically propelled flechette. It does employ high powered electromagnets, but its use is in the creation and sustaining of a magnetically-bound compact toroid of superheated plasma (or pulse).

Success: This is some kind of high energy plasma rifle. If you succeed in all three challenges above, you can attempt another Engineer check to build a usable weapon.

Engineer (DC23): It requires one assault rifle and three skinner plasma weapons, and if the group possesses all four parts, they are able to fabricate the following weapon:

Alien Plasma Rifle

Proficiency +0; Damage 1d8+4; Range 30/60; AP 10; Clip 15; Critical 1d10; Properties Plasma

Since three weapons were destroyed, their energy cells were also destroyed. The group can scavenge cells from any of the remaining weapons or attempt to convert them as well. The group must decide if it wants one weapon with several clips or several weapons that may run dry. The group will have opportunities for additional weapons and better ones later on.

PRACTICAL CHAOS

Map: SP2—The Highway. The map will be used as a highway or a bridge depending on the group's decision. If using it as a bridge, ignore any features outside the bridge and cut the map before the road turns.

Fog of War: 10 squares

Current Situation: Read or paraphrase the following:

Given what few features you've been able to make out, you wager your location to be near a fuel truck depot in Muradiyah, near the Dawrah Expressway, a safe bet as you believe the pillar of fire barely visible in the east to be that very fuel depot.

If your intent is the International Zone, that would involve going northwest, across the Basatin Bridge, into

Karradah, then across the Arbataash Tamuz Bridge into Karkh. Once you see the arch of Assassin's Gate, you'll know your home free.

The complication is that bridges are highly exposed. You could circumvent the river and the bridge, following the expressway, but this will extend the journey, and you run the risk of reaching darkness before reaching the base. With the Tigris River snaking around the region, these are your only two options... unless of course, you abandon the IZ and make way for Rasheed Airbase, where there could be an evacuation. That's due east, further away than the IZ and involving a bridge, a big one at that.

Without communication, the group must decide the best course of action. This does not affect the encounters to come. Regardless if the group makes for Rasheed or the International Zone in Karkh, the group will find it leveled to ash.

Rasheed Airbase: Rasheed has armored shelters and fortified defense. It is also the home of the US Air Force in that region. It is due east, through an industrial area, and over a bridge. If the group elects to take this route, then the Highway Map becomes the bridge the Expressway runs across. The group makes it through the industrial zone without encounter.

The International Zone: There are two routes. One goes over two bridges; the other circumvents the river but takes twice as long. If the group decides on the direct route, they will make it over the first bridge with trepidation but without encounter. It is the second bridge, the Arbataash Tamuz, where the encounter occurs. If the group decides on the long route, then the encounter takes place on a stretch of the Dawarah Expressway, either a raised section or across an interchange, which still leads to walled edges over a drop (though not as severe as the bridge).

Regardless of the route, read or paraphrase the following:

You can hear faint gunfire echoing miles away. In the breaks between the pattering concussions, you pick up only the crackling of buildings on fire. You note the lack of screaming people or buzzing aircraft, not even indistinctly against the pattering gunshots. You also become aware of the lack of any bodies around you. Houses are empty; vehicles are abandoned. As you travel further, you notice the vehicles have been cannibalized of useful parts, rendering most of them non-functional or at the very least structural unsound. The lack of any contact, human or hostile, is beginning to weigh on you.

The group approaches a road block, caused by jackknifed vehicles (mostly small cars but enough of them so a large vehicle couldn't punch its way through). If on the highway, there are 10 foot-tall jersey barriers on the either side of the road, up and down this stretch. If on the bridge, the blockage is near the middle of the span. Moving them is possible but time consuming (estimated at around five minutes).

Perception (DC 25): Any character searching or attempting to move the vehicles can attempt the Perception check; otherwise, check if any characters have a passive Perception of 20 or higher.

If successful, the character either catches a significant drop in a certain vehicles suspension, indicating an extremely heavy weight in the trunk, or loose wires leading from the driver's area in the car to the trunk.

Any character with training in Demolitions should immediately intervene if anyone attempts to open the trunk of the vehicle or poke around (plant the hint if they don't notice). Regardless if anyone has Demolitions, the trunk can be opened without accidentally detonating the contents. If someone has Demolitions, read or paraphrase both paragraphs below: otherwise, only read the first.

Every impulse in your body stops. You can almost feel your blood congealing as you stare at the unmistakable characteristics of an improvised explosive device. You count a baker's dozen undetonated artillery shells and jerrycans wired into a single red tool box and held down with bungee cables and zap straps.

As your blood pressure recovers, your brain begins working, and you immediately run an inventory of what you see. The wiring is lazy but conveniently wound into a tool box that can be opened (if you want to). The explosive yield is enough to take out everything in a hundred feet. The setup looks extremely volatile and it shouldn't be jostled.

Staying still in such an open area should be a concern. Tensions are on the rise. The group can attempt to analyze the VBIED (Vehicle Borne Improvised Explosive Device) and attempt to disarm it or the entire group can back track. This involves either navigating crowded and jumbled side streets or detouring over another bridge. Both options will cause further delay and risk. They can abandon vehicles and move past the bomb on foot. If so, skip to the encounter.

THE V.B.I.E.D.

Level: 12 (700 XP)

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Demolitions, Perception

Time: Each skill entry takes one minute. All skills can only be attempted by characters trained in Demolitions.

Demolitions (DC 20): The full inventory includes six Russian-made 122mm fragmentation shells. That alone would be enough to kill everything within a hundred feet of this vehicle. However, given the compromised structural integrity of the road around you, it could collapse the whole thing.

Demolitions (DC 20) OR Sciences (DC 18): The six jerrycans are filled with acetone peroxide—a traditional high explosive known for being relatively stable when pure. This doesn't look pure. The issue is the staggering heat and the time these explosives have been simmering in the car. Crystals are already growing from the caps. This makes the explosive sensitive to shock or heat. To make matters worse, these old Russian warheads

aren't like the US spec counterparts, and may detonate if caught in the blast of another explosive.

Perception (DC 20): All the wires from each of the explosives run separately into the red tool box. Two wires stick from either side and lead further into the vehicle. There doesn't appear any trip-circuit on the tool box cover, making it safe to open.

Demolitions (DC 20) OR Perception (DC 20): The wires leading into the vehicle cabin are dummy cables to a false trigger. This was meant to be an unwilling suicide bomber, meaning the real trigger is a cell or radio detonator in the tool box.

Failure: Assuming the bomb doesn't explode and kill everyone, you can try again, each attempt taking more time. *Note:* Allowing a second attempt at a failed skill challenge is optional (see below).

Success: You can easily clip the warheads and jerrycans from the detonator but they can all still explode if caught in a sympathetic blast. One option would be to place them a safe distance away from the road or toss (gently) over the edge.

If the player inquires, and the skill challenge succeeds, another detonator can be implanted into the IED. The explosive can also be adjusted depending on the needs of the player. Re-priming the explosives requires new Demolitions checks.

Jerrycan (6): *Damage* 1d10; *Type* Physical; *Exp* 2; *AP* 1; *Weight* 5 lbs.; *Sympathetic* Yes; *Detonator* Explosive; *Critical* 1d10.

Fragmentation Shell (6): *Damage* 3d6+6; *Type* Physical; *Exp* 3; *AP* 10; *Weight* 5 lbs.; *Sympathetic* No; *Detonator* Detonator; *Critical* 1d10.

Note: If all 6 fragmentation shells are allowed to detonate in their location, it will collapse the bridge in a close burst 6 around the detonation square.

Special: Re-priming the explosives requires new Demolitions checks.

The moment the skill challenge is concluded (or the group attempts to depart from the map), the enemy appears on the opposite side. An ambush only occurs if players are not on watch. However, because of the fog of war, targets do not become visible until 30 squares away.

Level 15 (XP 6500)

1 widow
6 skimmers
2 punks

There is a new opponent in this encounter. The two punks take the lead and show themselves to start combat. The skimmers and widow will then move in front and advance on the players. Read or paraphrase the following to introduce the punks.

Through the thick haze, you see two larger shapes. Their silhouette matches that of the command and control machine you engaged earlier, but as they approach, you notice they are considerably larger. Four broad me-

chanical legs support a partially organic torso and half a skull mostly replaced with targeting equipment. It sports a weapon on one arm twice the size of anything you have seen so far.

The enemy models appear at the extreme edge of the fog of war (30 squares). If the punk does not hit with its weapon arm, it will move closer. The skimmers and widow will never be more than 10 squares away from the punks. Because of the difficult nature of the encounter, using the explosives would be advised as the aliens have no way of detecting the explosive and will continue to walk past the vehicles.

Salvage: If The First Gun skill challenge has been completed, the group can take the same amount time with the same components, and fabricate more pulse weapons, assuming the enemy hasn't fallen into the water. Any creature killed by an explosion in this encounter cannot have its weapon or energy cell scavenged. Characters do not need to redo The First Gun skill challenge if they succeeded the first time when making further alien plasma rifles.

If any of the punks are intact, the group can attempt to scavenge one of these new weapons.

THE SECOND GUN

(Reverse Engineering)

Level: 13 (800 XP)

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Engineer, Perception

Requirement: The group must have succeeded at The First Gun skill challenge before attempting this one. Only characters trained in Engineer can attempt this challenge.

Time: The entire skill challenge takes ten minutes and the group cannot move until this task is completed.

Perception (DC 18): This larger weapon will require a bit more work. It is also considerably heavier. It takes a unique energy cell, meaning the cells from the skimmers won't fit (they also can't be adapted as you don't have the time or the tools to go mucking about with an energy source). Like the skimmers, this weapon is grafted onto a limb, but here, the entire limb is replaced.

Engineer (DC 22): You'll need to sacrifice one of your assault rifles, as well as two of these larger plasma weapons to make one functioning plasma heavy gun.

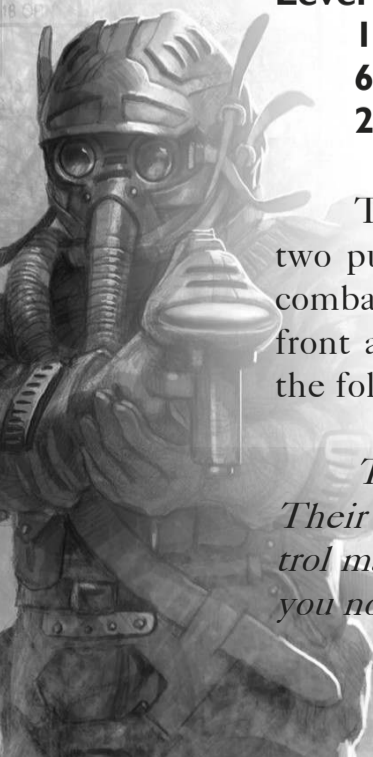
Success: It requires one assault rifle and two punk plasma heavy guns, and if the group possesses all three parts, they are able to fabricate the following weapon:

Plasma Heavy Gun: *Type* Heavy Weapon; *Proficiency* +0; *Damage* 1d8+4; *Range* 30/50; *AP* 10; *Clip* 100; *Critical* 1d10; *Properties* Auto, Plasma

Failure: One alien weapon is destroyed in the examination. If the group tries again, they run the risk of another attack given their exposed position.

After the battle is concluded, the group can continue on their way. If the road is destroyed with the enemy creatures over the affected area, the creatures

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are destroyed as well. However, the group will have to find another route. The only option is to divert east across the Jadriyah Bridge, adding another 90 minutes to the journey. If going to Rasheed airbase, their route is effectively cut off as the only other route takes the group through the International Zone.

If the group decided on the long expressway route around the Tigris, or if they blow the bridge and are forced to divert, then night falls before the group reaches the International Zone (unless vehicles are used).

CONVENIENT CONSEQUENCES

Map: SP4—Rural or SP5—Compound, depending on if the group reaches Rasheed Airbase or the International Zone respectfully.

Fog of War: 20 squares (15 at night).

Radios: Despite being in range of Rasheed or the IZ, the characters receive no indication of life via their radios.

It may be dusk depending on if the group took the long route to the International Zone. Read or paraphrase the following.

Rasheed Airport: *You spotted the smoke plumes blocks away. You had hoped they were outside of the fence. They weren't. The hardened shelters that withstood bombing after bombing for over thirty years have collapsed. Craters the size of cars pepper the runways. The headquarters complex appears completely gutted, its upper floors having pancaked onto the sublevels.*

International Zone: *You count at least a dozen breaches along the Bremer wall. As you approach Assassin's Gate, you find a pair of gutted and still smoldering cougar armored fighting vehicles. Passing them and making a closer inspection, you spot no bodies inside. Entering the secured zone, you find utter devastation. Ibn Sina Hospital lacks a north wall and the bottom two floors have collapsed.*

Read or paraphrase the following regardless of where the characters are.

Every building is either razed and smoking or still ablaze. You stumble through a field of debris, cybernetics grafted onto human limbs, broken weapons, and tens of thousands of shell casings. Debris too small to be salvaged was left in place. Everything else appears to have been taken and converted. You don't know how many kills your friends, brothers, and comrades had claimed in the battle. It could have been thousands. All that matters was that in the end, they lost.

The group can reconnoiter for weapons and gear. DC 20 Perception checks (DC 25 if dark) will find the following depending on how long the characters search.

5 Minutes: 10 load points in various equipment.

10 Minutes: +5 load points in various equipment.

15 Minutes: +4 skinner plasma rifles.

20 Minutes: +2 punk heavy guns.

As before, the players don't need to redo any skill challenges they have succeeded in order to convert the weapons to human use. All the same rules apply (3 alien rifles + 1 assault rifle makes 1 human pulse rifle; 2 alien heavy guns + 1 assault rifle makes 1 human pulse heavy gun; energy cells are used in the conversion so 1 alien weapon provides 1 clip unless it is used to make another gun).

At 20 minutes or when the characters stop searching (whichever comes first), start the next encounter.

Level 15 (XP 6000)

The reduced XP is due to the two-tier nature of the encounter.

Phase 1

12 pistol packers with the guerilla trait

Phase 2

1 mother screamer

4 baby screamers

Map: Use SP5-Compound for Rasheed Airport or SP4-Rural for the International Zone (ignore the trees in both cases).

A DC 25 Perception check is required to notice the ambush. Unless the group is actively waiting for ambush, use passive Perception. If no one notices the insurgents, they gain a surprise round.

These are local guerillas from Sadr City that have escaped the impact, kept close to the Tigris, and survived the invasion. They have migrated into the International Zone for cover and supplies. They believe this invasion to be the work of Americans.

The insurgents ambush from cover and will remain at a distance for the encounter. They appear in clumps, six from one location, and six from another. After two rounds of fighting, read or paraphrase the following:

Just barely above the gunfire, you hear an oscillating noise not unlike an approaching helicopter. Salvation may finally be at hand. You have a moment of hope for a possible evacuation, but the sound is too high pitched for any helicopter you know. A block away, from behind a partially collapsed building, a vehicular abomination floats into view. Constructed from various US and UN fighting vehicles--mostly aircraft--the machine is kept aloft via fanjets located at its corners. It features numerous spotlights, weapon turrets, and docking clamps from which launch smaller versions of itself. The machine emanates a high pitched squeal, like fingernails across a blackboard mixed with a pig being slaughtered.

The shells engage both the remaining insurgents and the PCs. If the characters attempt cover inside

buildings, the baby screamers will move in while the mother remains outside and continually builds more units while also attempting to destroy the building.

After the encounter, the insurgents should all be incapacitated or killed; the group can salvage their equipment and ammo and see to their injuries.

The Next Step: If at the International Zone, the players have a second destination, to investigate the US Embassy, a smaller but more heavily fortified location. The next encounter occurs there. If the encounter above occurred at Rasheed Airport, then the players have to make for the International Zone. The above encounter does not repeat. Proceed with the next encounter as they approach the embassy.

UNINVITED RESPONSIBILITIES

Map: SP3—Office Building

Fog of War: Unlimited while inside the office building. 20 squares (15 at night) outside.

Read or paraphrase the following:

The embassy is in poor shape and has fallen to the enemy like the rest of the International Zone. However, it does appear that the embassy held out for some time, given the debris and shell casings found outside. Some of the interior buildings have collapsed. Most of the vehicles look undrivable. Some were damaged by weapons fire while others looks to have been torn apart, repurposed by the enemy. As before, you find no bodies. The embassy is comprised of a dozen buildings, including the main complex. It would take hours to search them all.

As per the previous encounter, the group can reconnoiter for weapons and gear. DC 20 Perception checks (DC 25 at night) will find the following depending on how long the characters search.

5 Minutes: 5 load points in various equipment.

10 Minutes: +2 skinner plasma rifles.

15 Minutes: +1 punk heavy gun.

Regardless of how long the group looks, they will also locate two operational cougar fighting vehicles. They have had their doors pulled out and a wheel or two removed, but their engines are intact and a character trained in Engineer only needs 30 minutes to cannibalize parts from the inoperable cougars to make two functional ones.

MRAP (Cougar)-APC: Crew 1+6; Cargo (lb.) 500; Maneuver -4; Speed 4; AC 15; Hard 20; HP 30; Size G; Special The MRAP has a hardness of 30 against attacks originating underneath it (e.g. mines).

While the engineer works on repairing the vehicles, and before the group searches longer than fifteen minutes, read or paraphrase the following:

As you cross the shadow of the embassy headquarters, one of you feels a light tap off your helmet, as a fallen pencil deflects across the Kevlar. Your attention and weapon reticle is immediately trained above—the others follow suit in a unified maneuver. You scratch the trigger but pull your finger back at the last second as you spot a human hand waving. Thankfully that hand is connected to a living person. She wears a worn business suit and frazzled chestnut hair—an employee of the embassy. She gestures one hand for attention while the other holds a finger over her lips. She points behind her, implying where the enemy is. She then holds up one finger to indicate the number of threats.

Any attempt to communicate further will bring frantic waving from her in her attempt to shut the characters up. She then dives back into the building. The characters will have to enter the embassy in order to investigate.

Alternate Introduction: It is possible that the characters will immediately enter the embassy headquarters without searching the main compound, hoping that it may have secured communication or better weapons. If so, they will immediately find the cougars outside. They can then search inside of the office building. In this case, the encounter with the woman above is optional. However, one situation makes the characters alert to the threat, and the other does not.

Level 14 (XP 5000) I beast

As the group enters the fourth floor (where the survivors are) they hear noises. Something big is rustling through the level. Despite the hallways, cubicles, and furniture, the beast can move anywhere it wishes simply by pushing through flimsy walls. It treats the entire encounter area as difficult terrain. Mark areas it destroys as it passes: these areas become difficult terrain for the characters as well. Until the beast moves through a wall, it is still considered a wall that impedes line of sight and (sometimes) line of effect.

Read or paraphrase the following:

The shape is like that of an animal, a techno-organic hairless lion with a beetle-like head, floating tentacles trailing from its shoulders and articulate claws it uses to push aside debris looking for bodies. It finds one, clamps its pincers around it, and dozens of tendrils from its body go to work, rebuilding the corpse into an alien drone, like the ones you've encountered numerous times already.

Because the characters are made aware of the creature, they can organize an ambush. The creature is actively searching but proper Stealth checks could evade its detection. However, it must be dealt with as it is approaching the location of the survivors.

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SURVIVORS

The characters will find four survivors in the room, two male, two female—three adult, one child.

Staff Sergeant Dr. Elina Clarke: Elina is the one that alerted the group. She is an enlisted NCO with the Air Force medical corps that volunteered for the 86th Combat Support Hospital, based out of Ibn Sina Hospital.

Talent: At each milestone, as long as Clarke is alive, each character recovers one healing surge (or one additional healing surge).

Dr. Richard Virchow: Virchow is a German Foreign Military advisor to the US Ambassador. He speaks six languages (Arabic, English, French, German, Mandarin, and Spanish) and has degrees in history and human resources, with a masters in mathematics.

Talent: As long as Virchow is alive, characters are granted a +2 bonus to Science and Engineer checks.

Zaidoon Adnan Al Durra: An Iraqi taxi driver, Zaidoon fled to this region and found sanctuary when the enemy attacked. Zaidoon had expressed anti-American feelings at one point, and had been approached and attended Al-Qaeda meetings (a player with that background or one with a police background may recognize Zaidoon). His opinion has become more moderate since then. Zaidoon is not an idiot and knows these attacks are not caused by Zionists. He won't bring up his political beliefs in casual conversation.

Talent: As long as Durra is alive, the group gains a +1 bonus to Stealth and Perception checks.

Yousaf Zadari: Zadari is a 13-year old orphan that has lived out of a nearby foster home until it was destroyed by the invasion. He had squeezed out a living selling bootleg Hollywood movies to the American soldiers. He was working in the International Zone when the attack occurred. Despite what the group may assume, Zadari has never held a gun in his life.

Talent: When the group scavenges for supplies, Yousaf will locate +2 load points.

Rules Regarding Survivors: The safety of the survivors should be the group's primary responsibility. That being said, their automatic survival should not be assumed. They can be killed in encounter if the characters don't ensure their protection:

- Survivors count as minions. If they take one point of damage, they are killed. A missed attack never damages a minion.
- Survivors have a score of 31 in all defenses.
- The first hit against a survivor in an encounter automatically misses.
- A character can cover a survivor as an immediate interrupt. If so, the survivor is immune to direct and burst attacks but the character also grants combat advantage to all enemies and becomes the target of any attack against the survivor.
- Enemies suffer an additional -3 penalty to attack rolls against survivors with cover.

INFORMATION

The survivors have been holed up in the embassy since all this began and witnessed the devastation firsthand. Since the embassy had a secured independent land line to the VBC, surveillance and tactical intelligence were relayed before the line was severed. The survivors relay the following information (you can determine who answers depending on how the conversations play out, though suggestions are offered):

Enemy Activity (Clarke): *"There were a lot at first, sweeping out from the blast center, then it just died down. We only see small patrols now. We assumed they concentrated their forces on expansion and not establishing any foothold here."*

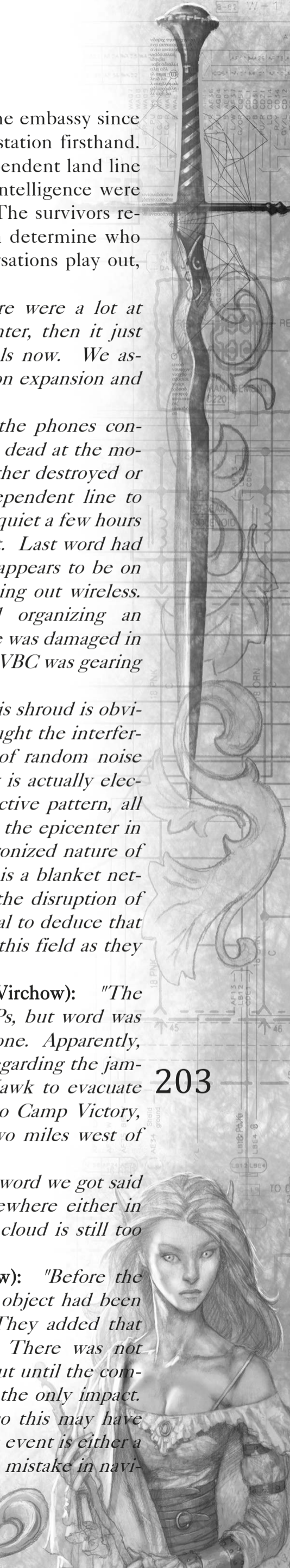
Communications (Clarke): *"All the phones connected to the Baghdad exchange went dead at the moment of impact. A wire center was either destroyed or damaged. The embassy had an independent line to Rasheed and the VBC. Rasheed went quiet a few hours ago when they reported enemy contact. Last word had them evacuating people south. VBC appears to be on the outside of the shroud that's blocking out wireless. We were relaying intelligence and organizing an evacuation when we were hit. The line was damaged in the firefight, but last word we had, the VBC was gearing up for one hell of a fight."*

Communications (Virchow): *"This shroud is obviously an artificial construct. I had thought the interference was a jamming field consisting of random noise and modulating electrical fields, but it is actually electromagnetic interference with a distinctive pattern, all radiating from a transmission source at the epicenter in Sadr City. I believe, given the synchronized nature of the machines they are using, that this is a blanket network to coordinate their actions, and the disruption of ours is a side effect. It would be logical to deduce that they would have some way to expand this field as they push further out."*

The IZ Evacuation (Clarke or Virchow): *"The helicopters took off, taking all the VIPs, but word was they were going to Rasheed. Except one. Apparently, some egghead made a breakthrough regarding the jamming field. They brought a Black Hawk to evacuate him. They were going to take him to Camp Victory, but we saw it go down only about two miles west of here."*

Impact Point (Clarke): *"The last word we got said the epicenter of the impact was somewhere either in Sadr city or just east of it. The dust cloud is still too thick to confirm."*

Possible Invasion Origin (Virchow): *"Before the landing, Reuters had reported that an object had been detected entering the atmosphere. They added that the lack of warning was upsetting. There was not enough time to warn the population, but until the communication lines were cut, it was still the only impact. However, it has been several hours, so this may have changed. This suggests to me that this event is either a precursor to a larger invasion force, or a mistake in navi-*



gation.

"If they truly wanted to overwhelm us, they would have dropped dozens—hundreds—of these payloads across the planet, seeding the globe and wiping out all intelligent life in hours. They would not drop just one, or else the civilization under threat would do the uncivilized and use nuclear weapons to eradicate the enemy once and for all."

Invasion Migration (Durra): *"I saw a large group of them passing this area, ground and air forces. They do not appear to wish to secure land, only to expand. After they passed, we see only few patrols and stragglers. It would be suicide for us to head west --that was the direction they all appeared to be heading, towards the largest collection of armed forces at Baghdad airport."*

Enemy Weakness (Zadari): *"Well, they don't appear to like water. Maybe the machines can't swim. They've just been avoiding water when they can."*

If not already known, it will be revealed that Rasheed Airport has been overrun.

WHAT NEXT?

Even though the characters may endorse several possible routes, only three make sense.

Evacuate All Personnel: With Rasheed overrun, the nearest evacuation point is Camp Justice, just north of group's location. It is four miles away, along the 14th of July Street, which runs parallel to the Tigris all the way from the IZ to Kadhimiya.

Investigate the Black Hawk: Only two miles west, with a smoke plume still visible, it may be a good idea to investigate the crash and see if there are any survivors or valuable Intel. Considering the importance of the cargo, it would be a tactical mission as well as a merciful one.

Divide with Consequence: If the group is large enough, it may be reasonable to accomplish both of the above tasks. Short range communication is still possible so both parties will be able to maintain contact, at least until reaching the limit.

Regardless of the decision the group makes, if it is not fully dark by now, it will be shortly. The group can take an extended rest before moving at dawn. Leaving now would be risky, especially with civilians in tow.

PRAGMATIC MADNESS

Map: SP1—Ruined City Map, though its setup will alter depending on the location.

Fog of War: 20 squares.

Setup: This map involves two encounters. One involves the group rescuing a location already in the middle of an attack. The second is the group defending a location from an attack. The map is the same but it involves two different destinations, Camp Justice and the Black Hawk crash. The first location the players go to will have the first encounter, while the second location will have the second encounter. You can reverse

these if you see fit.

CAMP JUSTICE

If Camp Justice is the first destination, read or paraphrase both paragraphs below; if it is the second, only read the second.

Before you even get within sight of the camp, you hear the gunfire. You first pick up the whizz-clap of alien pulse weapons, followed quickly by the gratifying melody of American small arms fire. The exchange is intense. Someone is still alive at the base.

Camp Justice resembles the end of a six-hour Monopoly game, with dozens of single-colored prefabricated buildings rising from flat land. Every surface is drab and lifeless. The barricade defense has been compromised at several locations. Buildings behind the gates are on fire, though you quickly spot the American armed forces still manning the checkpoint. They are bloodied and resolute in their defense of their base, but they continue to hold.

BLACK HAWK

If the Black Hawk is the first destination, read or paraphrase both paragraphs below; if it is the second, only read the second.

Before you even get within sight of the crash, you hear the gunfire. You first pick up the whizz-clap of alien pulse weapons, followed quickly after by the gratifying melody of American small arms fire. The exchange is intense. Someone is still alive at the crash.

The Black Hawk appears to have clipped a minaret on its way down, breaking the tail and sending it across a block to embed itself into an apartment building. Out of control, the helicopter countersunk to the intersection and belly flopped onto a parked taxi. It then rolled on its side, shredding its rotors through the nearby coffee shops, and pulling the taxi off its wheels in the process. Of the footage and photos of other crashes you've seen, this one looks to have survived better than most.

THE RESCUE

(First Encounter)

Level II (XP 3000)

This encounter is not meant to be a severe challenge, only as a way for the party to step in and save the day.

1 widow

5 skimmers

The heroes can save the day, salvage technology, and check the location.

CAMP JUSTICE

There are ten survivors left at Camp Justice. They have ground vehicles but no aircraft. The commanding

officer is Lieutenant John Ironhorse of the US Army. His men are well armed but are tired, with mounting casualties. Justice is on the northern edge of the shroud. They had been ordered to hold the base until an air evacuation, which is already two hours overdue.

The hotline to the VBC is functional, though sporadic. Ironhorse explains the following:

"This enemy force cares nothing about securing land. It functions more like a virus—attacking, infecting, and expanding, with no quarter for what it leaves behind. It's effectively a scorched-earth tactic utilizing ground troops. The screamers they have in the air have prevented surgical strikes from our aircraft. Missile guidance and navigation don't work in the shroud. Command is considering carpet bombing from high altitude, but we haven't done that since Vietnam. You can imagine the political blowback from that decision. We were hoping more survivors would make it out of the city."

Ironhorse knows little else since communication was cut. Since then, Justice has been hit every few hours but the specifics of the terrain have forced ground forces into a very narrow firing line. It is also most likely that most of the shell ground force is being gathered to push on to the VBC. It is only a matter of time before a large enough force is sent north to overrun Justice.

Supplies: The characters will have time to resupply and salvage enemy technology (other than what they already acquired if there was a previous encounter here).

- 5 load points in various equipment.
- 4 skinner plasma rifles.
- 2 punk heavy guns.

Preamble: A helicopter will arrive within a few hours, offering the group enough time to check out the Black Hawk crash (unless already done) or recover. If Camp Justice is the second location, and before the evacuation arrives, the enemy appears down the street (second encounter).

BLACK HAWK

There is only one survivor at the crash, the pilot, Captain William Turcott. He has been firing his weapon from the exposed cockpit, having been pinned inside since the crash. The co-pilot survived the crash, but both gunners and the civilian did not. The co-pilot died shortly after from enemy fire.

Turcott is unable to move with the controls wedged onto his waist. His pelvis is broken and no matter the healing powers the player characters have, he is unable to move on his own. He will require at least two people to move him and all three are slowed while doing so. Like the civilians, Turcott is a minion but while being carried, he cannot be the target of a non-area attack.

However, the first task is to remove him from the

cockpit. This requires either an engineer tool kit (or just a saw or a blowtorch) or brute force. Brute force will take an hour. An engineer kit will take ten minutes.

Supplies: Other characters can reconnoiter the crash for supplies and technology (other than what they already acquired if there was a previous encounter here).

- 2 load points in various equipment.
- 2 skinner plasma rifles.
- 1 punk heavy gun.

Intelligence: Searching the crash will locate the body of Dr Emile Klinste. In his broken and scorched briefcase is a slightly damaged tablet computer. If Virchow is present, he'll reveal the password as "Mecha12345"; otherwise, the group will have to return to Camp Victory to ask him. If there is no way for players to gain this information, then have them find a piece of paper with the password in Klinste's wallet.

The maps and photos contained in the folder "Keydata-Uber" reveal that there was an explosion in the upper ionosphere and that the other fragments vaporized during re-entry. Photos show the impact point through various visual filters. Thankfully, Klinste prepared a summary document to explain everything. Reveal the *Keydata-Uber document* to the players.

The *Bishop Transmitter* mentioned in the document can be found in the wreckage with a successful DC 25 Perception check. It is intact and functional. Trying to continue the Black Hawk's mission to take the transmitter to the VBC would obviously be suicide as it involves the group passing through the shell expansion force.

Preamble: If the Black Hawk is the second location, the enemy appears down the street (second encounter) just before Turcott is freed.

THE DEFENSE (Second Encounter)

The enemy is not concealing their approach. If the characters place sentries, the enemy will be spotted several minutes before the attack. If not, the aliens herald their entrance when they destroy a blocking vehicle down the road.

Since the players have some time leading into the encounter, they may have had the opportunity to plant defenses including barricades and demolitions. The following encounter is difficult and strategy is imperative to surviving it.

There is no need to control NPC allies in the encounter. Assume they are firing their weapons alongside the player character and taking out foes not involved in the player encounter; the creatures placed on the map are those the players are responsible for.

Both locations use the same map, but the layout is different.

Black Hawk: Place a Black Hawk template in the center of the intersection; players will fight from that location. Enemies will appear from the end of the long



road east. Be generous in extending the road east up to 40 more squares.

Camp Justice: The eastern map edge is the entrance to Camp Justice. Expand the map east or connect the eastern side of the map with the Compound map.

Level 16 (XP 7000)

The reduced XP is due from the two-tier nature of the encounter.

Phase 1

2 widows
8 skimmers

Phase 2

1 chank
1 widow
8 skimmers

The second phase appears at the map edge at the beginning of the third round in the encounter. When that occurs, read or paraphrase the following:

You hear a loud shriek that increases in pitch until it goes beyond your capacity to hear it. It seems to overwhelm all the sounds of gunfire, ejecting magazines, allies screaming, and even the wind whistling underneath it all, leaving the region eerily silent. An instant later, a loud thump destroys a vehicle and part of the neighboring building, and the sounds of warfare return. Through the settling debris, you spot the least visually shocking enemy unit encountered thus far, a four-legged walking gun. It begins to ramp up to fire again.

The chank will remain back and pound the player locations from a distance until the players find some way to remove the threat.

When the chank fires, its discharge resembles a bolt of lighting.

After all opponents are defeated, the PCs can gather technology.

THE FINAL GUN

(Reverse Engineering)

Level: 13 (800 XP)

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Engineer, Perception

Requirement: The group must have succeeded at The First Gun skill challenge and the The Second Gun skill challenge before attempting this one. Only characters trained in Engineer can attempt this challenge.

Time: The entire skill challenge takes ten minutes and the group cannot move until this task is completed.

Perception (DC 20): You're initially thankful that this thing doesn't appear to contain organic parts. When you open the weapon you discover the living nerve clusters webbed through the system. There is no way to remove these; they'll have to remain. It appears to be a

slave unit, with little to no intelligence of its own, requiring the input for any external operator. Unfortunately, it requires an alien interface. Too bad, this could have been easy. The first step will be to remove any unnecessary non-functioning technology. The legs would be a good start.

Engineer (DC 24): This is some sort of energy-based artillery weapon system, more powerful than anything you have seen so far. It uses a dense plasma focus reactor to generate a pinch, making the weapon more a lightning gun than a plasma gun. After decades of whimsical science fiction and science geek wet dreams, you finally have the capacity to make a Tesla death ray. Egg-heads would love to dissect it, as the miniaturized reactor inside this thing could power a city for a year. But for now, given you're in the midst of an alien invasion, you want and need your big frigging gun.

Failure: One alien weapon is destroyed in the examination. Since there are no more chanks here, the group will have to wait until one is encountered again.

Success: It requires one assault rifle and one chank plasma heavy gun, and if the group possesses both parts, they are able to fabricate the following weapon:

Teleforce Death Ray: Type Specialty Weapon/Super Heavy Weapon; Proficiency +0; Damage 1d10+14; Range 60/120; AP 30; Clip 7; Critical 1d12; Properties exp2, high-crit, plasma; Special Spend a healing surge to maximize the additional damage of a critical hit; Note: The teleforce death ray can only fire once every two rounds.

Failure: One alien weapon is destroyed in the examination. Since there are no more chanks here, the group will have to wait until one is encountered again.

THE TAO OF ID (OPTIONAL ENCOUNTER)

Map: Any

Fog of War: Unlimited or 15 at night.

Setup: If the group remains at Camp Victory for any length of time, or if the group desires more combat, or if you think the players don't deserve a moment's peace, you can use this optional encounter.

While the players are preparing for their next move, perhaps even planning an assault against the alien mothership with their newfound intelligence, the alarms at the base sound.

The enemy is assaulting, but this time, they want to do more than just overwhelm the base. With them is an extension node, which will be able to extend the shroud and allow the alien force to expand north by several kilometers. This is a major attack against the base. Not only must the players fight off this menace, but they must be able to take out the extension node. By destroying this, the enemy will retreat.

Level 18 (XP 10,000)

The reduced XP is due from the three-tier nature of the encounter.

Phase 1



1 chank
2 punks
4 skimmers

Phase 2

1 extension node
2 widows
10 skimmers

Phase 3

1 beast

The extension node has an AC of 30, 50 hit points and hardness 10. After appearing, it will duck behind buildings and other forms of cover to protect itself.

Phase 2 arrives at the beginning of round 4. Phase 3 arrives at the beginning of round 8. When the extension node arrives, read or paraphrase the following:

For a brief moment, you locate a new unit at the back of the approaching force. It looks completely mechanical, with four clumsy legs not unlike a spider and a torso comprised of a single two-storey tall cylinder with a spinning red light at the top which clicks away like a frantic shutterbug. As it steps forward, you notice the interference in your radios getting louder. Before you can train your weapons, however, it ducks behind a building.

When the node is destroyed, any remaining functional shells will retreat. If the characters pursue, then the shells stand their ground and fight to the end. After the encounter, the players can salvage what they can.

RELUCTANT DILIGENCE

Map: SP2—The Highway OR SP1—Ruined City Map. Select which one is appropriate depending on the direction the players take as well as their prevalence over which map they enjoy more.

Fog of War: Unlimited

Reasonable Objective: The players should have all the information they require to make a logical decision regarding their next course of action. They should have the Bishop device required to transmit vital information to the alien pod. However, due to interference from the shroud, they must be within sight of the pod for it to work.

To reach the impact point, the group must travel via cougar over the A'Imma Bridge, through Maghrib Square, follow along Antar Street, to reach Sadr city. The encounter can occur through Sadr or before it, depending on the map choice. The party will have the vehicles along with weapons any mounted on them.

Why Not Just Leave: If the group attempts to escape north and work their way around the shroud to Baghdad Airport, it would take some time and by then, the VBC will be under siege from the expanding alien invasion. With the intelligence to hand, the VBC would need a group of soldiers to go in undercover (via ground transport or halo jump) to reach the pod with the transmitter.

As it stands, the players are already behind enemy lines. Eventually, the allied armed forces will be forced to level the impact point with traditional ordinance. However, like *War of the Worlds*, this tactic will not succeed, and given time, nuclear weapons will eventually be deployed. Such a weapon will disrupt communication far worse than the shroud does, conceal the impact point further and prevent any human from approaching. The alien pod will no doubt have some form of recall signal, assuming the pilot dubbed "Spirit" is still alive.

If the group manages to contact the VBC through inventive measures (like moving out of the shroud and using traditional communication or locating a functional land line), Camp Victory will answer and state the information above—that the VBC has no capacity to either reinforce the players or send a military force to assist them and that the allied forces have agreed to drop a payload of precision-guided munitions onto the impact point, following with a nuclear payload if that does not succeed. If contact is made, the voice from the VBC will add that the players are few in number and are thus unlikely to sway the battle in any significant way by joining them at the VBC. They may do better by attempting to communicate with the alien pod after the traditional ordinance has dropped.

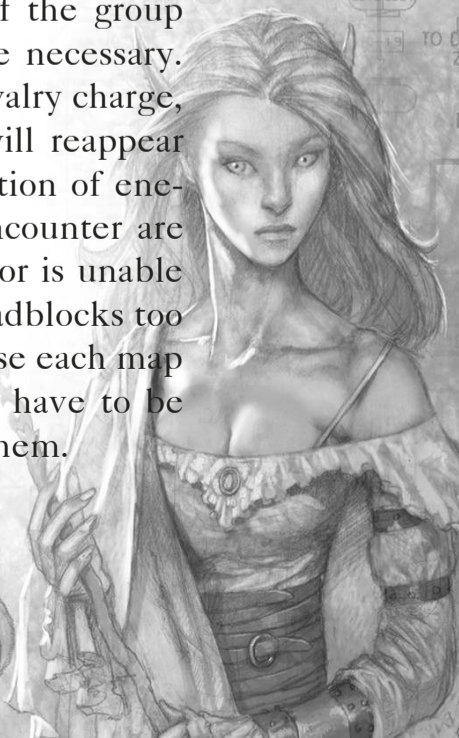
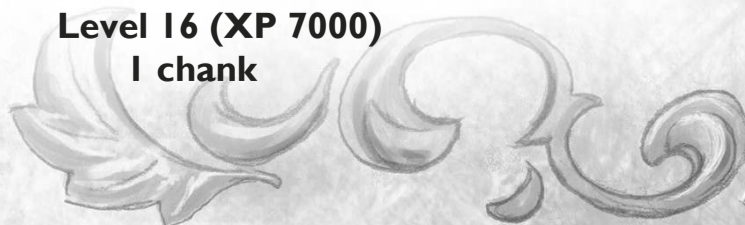
The End Result: Whether the group is directed or goes by choice, they will still have the capacity to prep their vehicles for the fight, mounting weapons and storing extra ammunition.

Evacuation and Reinforcement: Before the players depart, a single Black Hawk will land to evacuate the civilian survivors and the casualties from Camp Justice. Clarke, Virchow, and Zadari will volunteer to join the PCs, though the latter should be taken with caution. The players could also conscript any of the NPCs from Camp Justice, though it is important not to spread the base defenses too thin (it is the only secured allied location behind enemy lines).

The Long Drive: It is a 14-18 kilometer drive from Camp Victory to the impact point. The enemy appears at one random point along that drive. They block the opposite road. Although the encounter can occur at any time, it would be suggested to have it occur through the dense network of buildings in Sadr city.

Setup: If using the ruined city map, it may be advised to replicate it to expand the city. If the group stops and holds their ground, that won't be necessary. However, if the group decides to go on a cavalry charge, any creatures not killed and driven past will reappear further up the map. This will cause a rotation of enemies until either all the enemies in the encounter are killed, the party passes through four maps, or is unable to continue driving (vehicles damaged or roadblocks too severe) and must stand their ground. Because each map has a roadblock at one end, the group will have to be inventive. Or they can just smash through them.

Level 16 (XP 7000)
1 chank



2 widows
10 skimmers

After the battle, the group will eventually approach the impact point. But before arriving, the air strike will occur. If the player characters know of the strike, then they can stop and wait for it to occur.

Read or paraphrase the following:

The familiar roar of those four General Electric turbofans is a symphony to rival anything by Bach. You turn your heads to the clear sky as the alien-looking but very human-built triangle silhouette of a Northrop Grumman B-2 Spirit stealth bomber soars overhead. The maw of the payload bay is wide open and you stop in your tracks as the bomber makes its run on the target.

From within drops a single weapon, a GBU-43 Massive Ordnance Air Blast bomb, all 30 feet and 11 tons of it. With needle-point accuracy, the explosive begins its descent. The drogue parachute blossoms from the back and the bomb drifts quickly to its target. You don't see the point of impact, but you do see it detonate moments later, followed by the shockwave, as nine city blocks are flattened or incinerated in an instant. It's a safe assumption you will not be encountering further opponents until you reach your destination...

BY THE TOLL OF A BILLION DEATHS

Map: SP6-Wasteland

Fog of War: 30 squares, thanks to bomb drop.

Setup: This setup requires the placement of the alien pod, which should fall just off center, with characters entering from the distant end.

Set the Mood: Read or paraphrase the following

You knew there was nothing left living in this region when the bomb dropped. Even with that safe assumption, you're still downcast by the apocalyptic aftermath of the explosion. The airburst flattened every building for a half mile in every direction. A few surviving walls remain stalwart despite collapsed roofs and crushed road signs. With the deluge of debris scattered about, you are unable to discern ruined buildings from obscured roads. Despite your distance, you can just make out through the dust the scorched but relatively undamaged chrome-plated egg of the alien dropship, half buried in dirt and wreckage.

As expected, the alien ship survived the bomb detonation. Before the players are able to setup and/or transmit successfully to the alien pod, enemy forces rise from the ashes to attack.

Level 16 (XP 7000)

The reduced XP from this encounter is due to the large proportion of minions.

Phase 1

1 widow
20 skimmers

Phase 2

10 baby screamers

The skimmers rise up scattered across the battlefield, but no more than 15 squares from a character. The screamers show up at the beginning of the third round (or when the skimmers are reduced to 10, whichever comes first).

At some point, the players must attempt to communicate with the alien ship. One character (NPC or PC) must use a minor action each round to sustain the transmitter. If so, then combat ends when the above creatures are destroyed. In truth, the enemy is still rising up to attack, and you can mention that another wave rises up, the same as the last one, but at this point, the transmission succeeds. Read or paraphrase the following:

The enemy freezes in its tracks. You don't notice initially until realizing the enemy has stopped evading or returning your fire.

You hold your weapons a moment to verify your suspicions. You heard neither a siren's call nor a radio's squawk. The shroud hasn't fallen. The only other change is a cool breeze that drifts by you, revealing that time hasn't, in fact, stopped.

You keep your weapons trained on the petrified shells, unsure if firing upon them while inert will cause a negative reaction from the pod. You count the seconds. You hold your breath until it hurts. No movement from the enemy; no response from the pod. You wonder if your allies back at the base are witnessing the same. Suddenly, you lose your breath as the ground around the pod erupts, sending a concussion beneath you that causes the last few nearby walls to collapse. The pod rises into the air, supported by three tentacle-like appendages underneath. Legs fully extended, the tri-pod stands eight storeys, and immediately begins stomping through the wasteland on a determined march west.

The newly risen tri-pod is making its way west. The shroud is still functional, disrupting communication. The tri-pod is now moving directly towards the base. Its motives are unknown.

Characters will notice as the tri-pod passes that its reflective finish sports several fractures along its hull, probably caused by the impact and by the MOAB drop. The characters may figure out on their own or determine through a DC 25 Perception check that the only reason why the tri-pod would make a move for the base is because of its communication network and the fact that the US armed forces may be less likely to drop a nuclear weapon on their own airbase.

If the characters attempt to communicate or impede the tri-pod, begin the encounter with the tri-pod

firing upon the characters.

Level 16 (XP 7000)

Spirit / Tri-Pod

4 skimmers or remaining forces from the previous encounter.

The skimmers are what remain of the previously inert shells left on the battlefield (including the reinforcements which arrive at the time the shells go inert). If the players had made an effort make sure the battle was swept clean, have four shells rise up regardless. They attempt to protect Spirit as it makes it way to the VBC.

Spirit will engage the players, but always attempt to make its move west. This involves moving it from one wasteland map to another, and then through an urban map (if you want to spice things up). The bomb damaged the shield of the tri-pod. However, before it can drop for good, the players must inflict single hit which deals at least 50 points of damage. After that is done, the characters will notice their ground fire visibly impacting the vessel directly instead of sliding off its shield.

After the tripod is destroyed, the characters can find Spirit inside, a shriveled humanoid of barely 40 lbs, wired up at every joint to the machines around him. The machine dies but Spirit's fate can be left ambiguous. The shroud falls at the same time, opening communication between the character's and Camp Victory. They have weathered the invasion and survived, despite suffering numerous casualties. They will send a pickup immediately to the players' location.

The characters may never know where the alien pod was headed to, or what Spirit had intended to do if he communicated with its people. But as the shroud falls, the shells fall silent, then begin dropping like puppets with their strings cut. Hundreds of thousands of people have died; the invasion has been stopped. All that remains are questions.

SHELLS SKINNER

Skimmers are jumbled collections of cybernetic and organic parts. They are produced in the thousands from on-site materials.

Skinner Level 16 Minion Artillery

Medium natural beast (living construct) XP 350

Initiative +13 Senses Perception +14 (PP 24)

HP 1; a missed attack never damages a minion

AC 30; Fortitude 28, Reflex 30, Will 26

Speed 6

Hardness: 10

Standard Actions

☹ Merged Weapon (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +23 vs. AC

Hit: 10 damage (AP4).

Triggered Actions

Backup System • Encounter

Trigger: The skinner is reduced to 0 or fewer hit points by a non-critical hit.

Effect (immediate reaction): The skinner regains one hit point. It can stand up on its turn.

Str 14(+10) Dex 20 (+13) Wis 14 (+10)

Con 14 (+10) Int 16 (+11) Cha 12 (+9)

Alignment unaligned

Languages none

Skills Acrobatics +18, Athletics +15

Equipment non-removable rifle

WIDOW

The widow is an advanced skinner that has the capacity to influence if not outright control the skimmers around it. The widow has very few organic components, sometimes as little as 2%. It also doesn't always completely follow the humanoid form. Some have synthetic tentacles while others have multiple legs. Individual units have been nicknamed "scorpion," "centaur," "tarantula," and "octopus."

Widow Level 15 Controller (Leader)

Medium natural beast (living construct) XP 1,200

Initiative +11 Senses Perception +14 (PP 24)

HP 144; Bloodied 72

AC 29; Fortitude 25, Reflex 25, Will 29

Speed 6

Hardness: 0

Standard Actions

☹ No Other Solution (weapon) • At-Will

Attack: Melee 1 (one creature); +20 vs. AC

Hit: 3d6+13 damage (AP2).

☹ Direct Control • At-Will

Target: One skinner in the encounter.

Effect: The target makes a basic attack and automatically hits its target.

Move Actions

Pulse Sequence • Recharge ☹☹☹

Effect: Place one skinner in an adjacent square.

Minor Actions

Uplink • At-Will, Stance

Target: One skinner in the encounter.

Effect: Until this stance ends or a different skinner is selected as a minor action, the target can shift one square and make a basic attack as a minor action on its turn.

Str 16 (+10) Dex 18 (+11) Wis 14 (+9)

Con 16 (+10) Int 15 (+9) Cha 14 (+9)

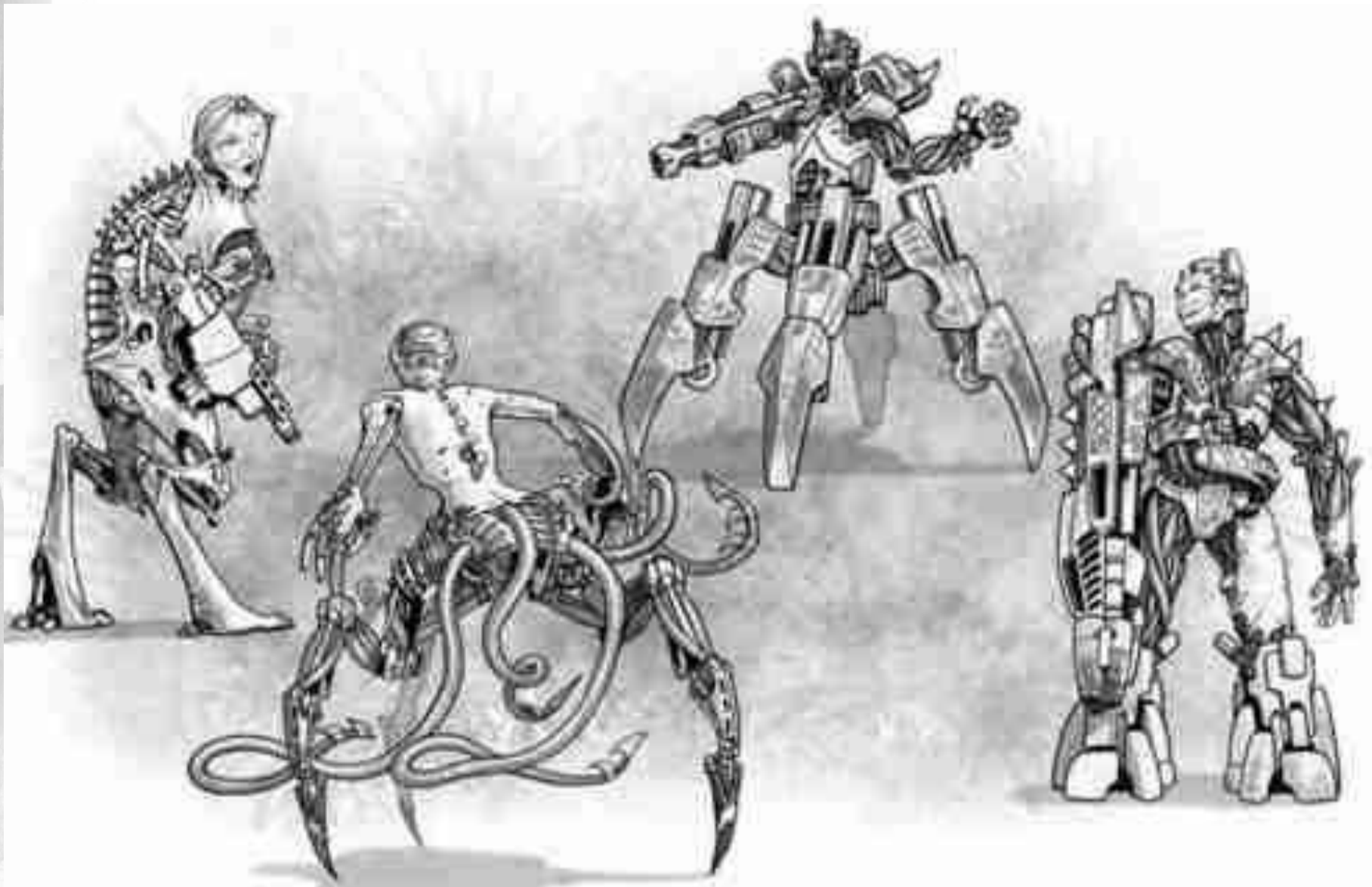
Alignment unaligned

Languages none

Skills Acrobatics +16, Intimidate +14, Stealth +16

Equipment None





PUNK

The punk is a larger infantry support unit with four legs, capable of laying down heavy fire against single or multiple targets. What's left of its organic head has been supplanted with considerable tracking equipment to pinpoint distant targets. The punk is also often seen as an anti-aircraft weapon. It is often flanked by at least a half-dozen skimmers.

Punk **Level 13 Elite Brute**
Large natural beast (living construct) **XP 1600**

Initiative +7 **Senses Perception +8 (PP 18)**

HP 316; **Bloodied** 158

AC 27; **Fortitude** 28, **Reflex** 25, **Will**, 23

Speed 4

Action Points: 1

Saving Throws: +2

Hardness 0

Standard Actions

⬇ Slam (weapon) • At-Will

Attack: Melee 1 (one creature); +18 vs. AC

Hit: 2d8+7 damage, and the target is pushed 1 square.

⚔ Weapon Arm (weapon) • At-Will

Attack: Ranged 40/80 (one creature); +18 vs. AC

Hit: 3d6+13 damage

Move Actions

⚔ Chaos Fire • At-Will

Requirement: The punk must hit with its *weapon arm* this turn.

Effect: The punk makes another *weapon arm* attack.

⬇ Too Close • At-Will

Effect: The punk makes a slam attack

⚔ Tracking • At-Will

Attack: Ranged 40/80 (one square of cover)

Effect: Reduce hardness for the square of cover by 5.

Minor Actions

⚔ Anarchy Response • Recharge ☹☹☹

Requirement: The punk must hit with its *weapon arm* using *chaos fire*.

Effect: The punk makes another *weapon arm* attack.

Str 18 (+10) **Dex** 12 (+7) **Wis** 14 (+8)

Con 18 (+10) **Int** 12 (+7) **Cha** 12 (+7)

Alignment unaligned

Languages none

Skills Intimidate +12, Athletics +15

Equipment non-removable autocannon

CHANK

This unfortunately nicknamed cybernetic mobile artillery unit is only seen coupled with larger units. It has few organic components in its assembly, mostly consisting of recoil absorption hardware and armament. As the chank has no close combat capacity, it depends on its guards to protect it.

Chank **Level 14 Artillery**
Large natural beast (living construct) **XP 1,000**

Initiative +7

Senses Perception +8 (PP 18)

HP 98; **Bloodied** 49

AC 26; **Fortitude** 24, **Reflex** 26, **Will** 24

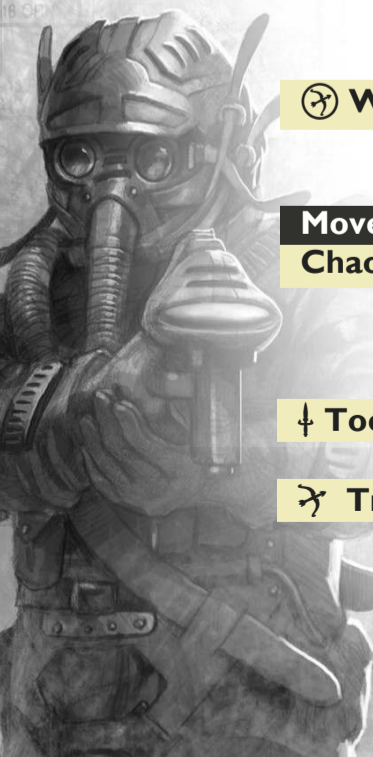
Speed 3

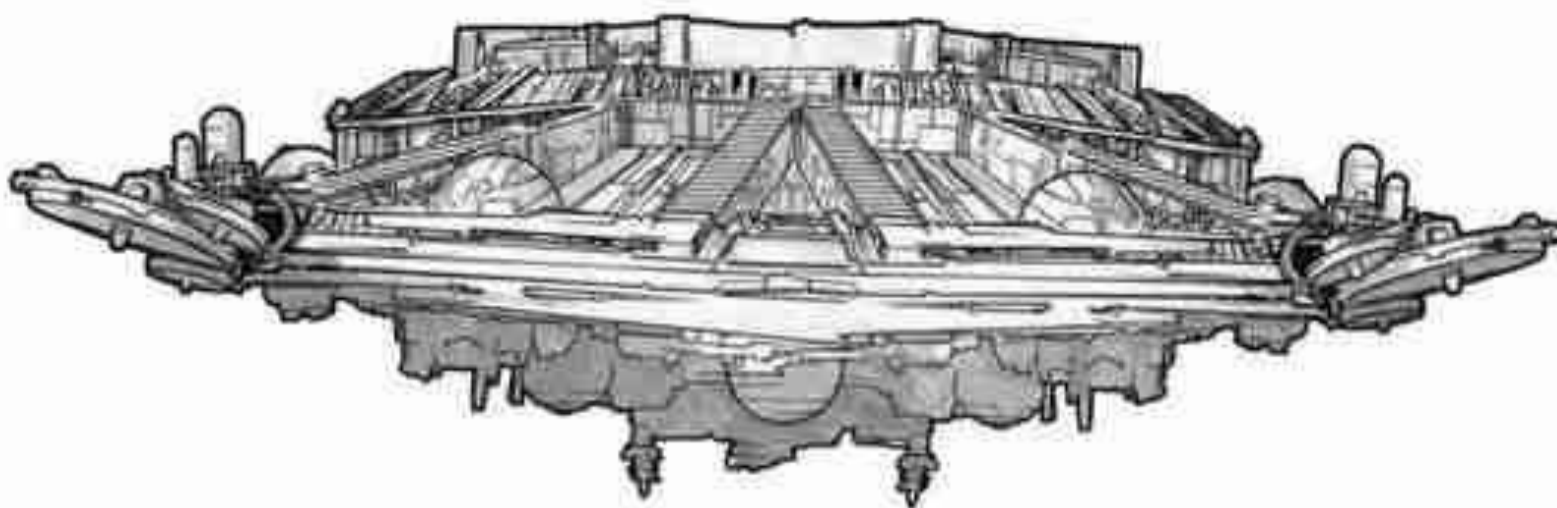
Hardness 5

Traits

Secured Position

As long as there is at least one ally adjacent to the chank, the chank is immune to being immobilized, knocked prone, pushed, slowed or marked.





Move + Standard Actions

⌚ Self Propelled Plasma Artillery System (weapon) • At-Will

Attack: Close burst 1 within 5 and 120 (each creatures in burst; +19 vs. Reflex)
Hit: 2d8+8 damage (AP10), and the target is knocked prone.
Miss: Half damage.

↔ Perimeter Blast (weapon) • Recharge ☐☐☐

Attack: Close burst 1 within 5 and 120 (each creatures in burst; +19 vs. Reflex)
Hit: The target is pushed 4 squares. If the target cannot be pushed 4 squares, it takes 2d8+8 damage. Buildings, objects, non-moving vehicles, and terrain take 40 points of damage.

Standard Actions

⌚ Charge Capacitor • At-Will

Effect: Increase the damage of the chank's next self propelled plasma artillery system attack by 1d8.

Triggered Actions

⌚ Capacitor Purge • Encounter

Trigger: The chank is reduced to zero hit points or fewer.
Effect (immediate reaction): The chank makes a Perimeter Blast attack.

Str 10 (+7) **Dex** 16 (+10) **Wis** 14 (+9)
Con 8 (+6) **Int** 14 (+9) **Cha** 8 (+6)

Alignment unaligned **Languages** none

Skills Athletics +12

Equipment non-removable plasma weapon

SCREAMER

Screamer is an umbrella term for one-manned aircraft operated by the shells. Both are considered attack vehicles as neither can be used as a transport. The smaller screamer is used in close quarters as a high-ground support platform for ground based infantry shells while the larger one is an anti-vehicle / crowd disposal device. The only organic compound used in the screamer is a brain (the baby often sports an exposed human skull).

Screamer, Baby **Level 16 Minion Artillery**
Medium natural beast (living construct) **XP 350**

Initiative +15 **Senses** Perception +12 (PP 22)

HP 1; a missed attack never damages a minion

AC 30; **Fortitude** 28, **Reflex** 30, **Will** 28

Speed 0; **Fly** 7

Hardness 0

Standard Actions

⌚ No Other Solution (weapon) • At-Will

Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d6+13 damage (AP2).

⌚ Direct Control • At-Will

Target: One skinner in the encounter.

Effect: The target makes a basic attack and automatically hits its target.

Move Actions

⌚ Pulse Sequence • Recharge ☐☐☐

Effect: Place one skinner in an adjacent square.

Minor Actions

⌚ Uplink • At-Will, Stance

Target: One skinner in the encounter.

Effect: Until this stance ends or a different skinner is selected as a minor action, the target can shift one square and make a basic attack as a minor action on its turn.

Str 16 (+10) **Dex** 18 (+11) **Wis** 14 (+9)
Con 16 (+10) **Int** 15 (+9) **Cha** 14 (+9)

Alignment unaligned

Languages none

Skills Acrobatics +16, Intimidate +14, Stealth +16

Equipment None

Screamer, Mother **Level 14 Lurker (Leader)**
Large natural beast (living construct) **XP 1,000**

Initiative +7 **Senses** Perception +12 (PP 22)

HP 108; **Bloodied** 54

AC 28; **Fortitude** 27, **Reflex** 28, **Will** 26

Speed 0; **Fly** 5

Hardness 5v

Traits

⌚ Repulsor Shield

Effect: The screamer does not provoke opportunity attacks when attacking. The screamer is immune to all hits from attacks made from 30 squares away or more.

Standard Actions

⌚ Pulse Rifle (weapon) • At-Will

Attack: Ranged 30/60 (one creature); +19 vs. AC

Hit: 3d6+12 damage

Move Actions

⌚ Deploy Support Unit • At-Will

Effect: Place a screamer baby in an adjacent square. The mother can only have three baby units in the encounter at a time. A baby placed this way acts on the mother's initiative and can act immediately after being placed.

Minor Actions

⌚ Dash • At-Will

Effect: Shift 2 squares.

Str 14 (+9) **Dex** 16 (+10) **Wis** 10 (+7)
Con 18 (+12) **Int** 12 (+8) **Cha** 8 (+6)

Alignment unaligned

Languages none

Skills Perception +12

Equipment non-removable pulse rifle





BEAST

Also known as a conversion unit, the beast is a mobile command node that expands the shells' influence and sphere of control. Although capable of combat, the beast prefers to remain back, while constructing more shells. While fixed and defended facilities produce larger units like screamers and punks, beasts expand though uncontrolled and populated areas producing ground units as fast as they can acquire raw materials. To destroy one is to cripple the enemy advancement in that area. Unfortunately, beasts are incredibly difficult to defeat. Unlike many shells, the beast, although cybernetic, has no visible human features.

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Beast **Level 14 Solo Skirmisher**

Large natural beast (living construct) **XP 5,000**

Initiative +12 **Senses Perception +14 (PP 24)**

HP 680; Bloodied 340; regeneration 5

AC 30; **Fortitude** 28, **Reflex** 28, **Will** 25

Speed 7

Saving Throws: +5

Hardness 5

Traits

Raw Materials

Effect: Place six corpses within a close burst 10 around the beast at the start of the encounter. The beast must be in an adjacent square to a body to create a skinner.

Standard Actions

⬇ **Slam** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 2d8+15 damage.

⬇ **Grey Infection** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +16 vs. Reflex

Hit: 2d8+7 damage, and the target suffers ongoing 1 damage until the end of the encounter.

↔ **Shoulder-Mounted Plasma Caster** (weapon)

• **At-Will**

Attack: Close burst 1 within 20/40 (each creature in burst); +16 vs. Reflex

Hit: 2d8+7 damage, and the target suffers ongoing 5 fire damage (save ends).

↘ **Flesh Hooks** (weapon) • **Recharge** ☹ ☹

Attack: Ranged 20 (one creature); +16 vs. Reflex

Hit: 3d6+13 damage, the target is pulled into an adjacent square, and the beast immediately makes a *grey infection* attack.

Move Actions

Convert • **At-Will**

Effect: Target one adjacent corpse or killed creature. The target is replaced with a skinner. A skinner placed this way acts on the beast's initiative and can act immediately after being placed.

Minor Actions

Nano-Propogation • **At-Will**

Effect: Select one enemy suffering from ongoing damage from *grey infection*. Increase the ongoing damage by 1.

Str 18 (+11) **Dex** 16 (+10) **Wis** 14 (+9)

Con 16 (+10) **Int** 16 (+10) **Cha** 6 (+5)

Alignment unaligned

Languages none

Skills Athletics +16, Perception +14

Equipment None

SPIRIT / THE TRI-POD

Spirit is the code-name attached to the alien believed to be responsible for the shell invasion. This creature only resides in the core of the shell invasion pod. Spirit is unaware that it is invading the wrong planet, but without a way of communicating, there is no way to convince him otherwise. The monster below is not Spirit, but rather its mobile command tri-pod.

Spirit / Tri-Pod Level 15 Solo Skirmisher
Gargantuan Vehicle XP 6,000

Initiative +11 **Senses Perception** +16 (PP 26)

HP 720; **Bloodied** 360

AC 31; **Fortitude** 29, **Reflex** 28, **Will** 31

Speed 5 **Saving Throws:** +5

Hardness 5 **Action Points:** 2

Traits

Force Field

Effect: Spirit is immune to all damage until a single hit inflicts 50 damage or more.

Tender Center

If the tri-pod is destroyed, Spirit will be vulnerable inside his command node. He has 1 hit point.

Standard Actions

☼ Heat Ray (weapon) • At-Will

Attack: Ranged 50/100, minimum 4 (one creature); +20 vs. AC

Hit: 24 damage. This is considered a critical hit. Spirit does not provoke opportunity attacks with its heat ray. Spirit cannot use heat ray on a creature it is grabbing.

☼ Dual Turrets (weapon) • At-Will

Effect: Spirit makes two heat ray attacks. They cannot target the same creature.

Move Actions

↓ Tentacle Whip (weapon) • At-Will

Attack: Melee 4 (two creatures); +18 vs. Reflex

Hit: 2d8+8 damage, and the target is either grabbed or pushed 6 squares. If the target hits an obstruction, it takes 2d8 additional damage.

↓ Tentacle Crush (weapon) • At-Will

Attack: Melee 4 (one creature Spirit is grabbing); +18 vs. Fortitude

Hit: 3d6+13 damage

Triggered Actions

Power System's Repaired • Encounter

Trigger: Spirit is reduced to 0 hit points or lower.

Effect (immediate reaction): Spirit's force field is re-activated; it stands up (if prone) and regains 300 hit points.

Str 18 (+11) **Dex** 16 (+10) **Wis** 14 (+9)

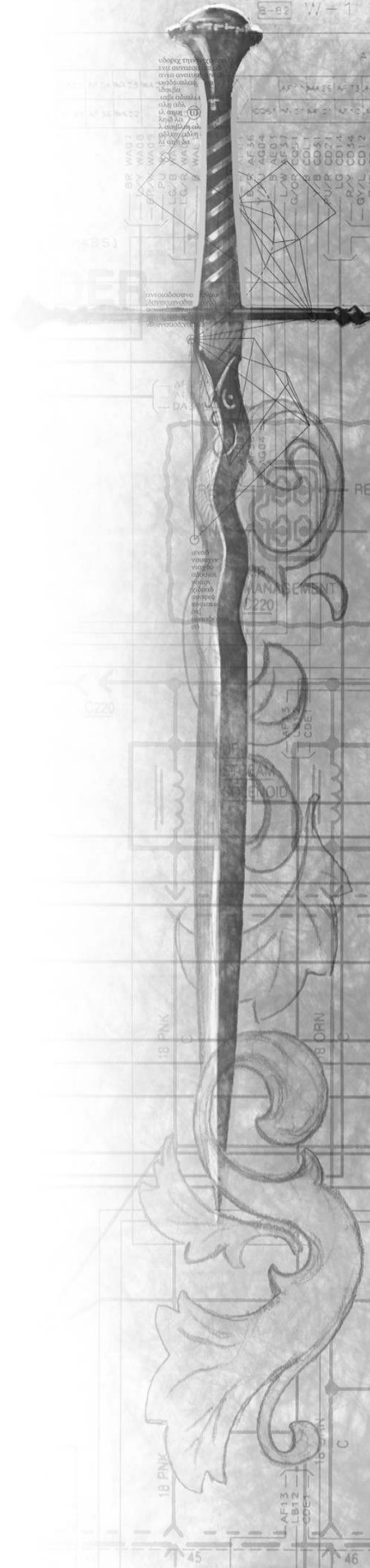
Con 16 (+10) **Int** 16 (+10) **Cha** 6 (+5)

Alignment evil **Languages** any

Skills, Athletics +16, Bluff +16, Intimidate +16,

Perception +16

Equipment none



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<Keydata-Uber Document>

Author: Dr Emil Klinste

Dated: August 4th, 20XX

Collation of Data: Keyhole 234 "Beholder", data packet 37849, Surveillance via Predator drone before shroud deployment, Specimen Alpha-Shell.

Data Preface:

Impact Point is located at coordinates 33.351305 x 44.438646, 0.75 km east of Sadr City.

The object was first detected as it crossed the thermosphere, where it released a burst of neutron radiation which was detected by the Chandra X-ray Observatory.

The object then decelerated considerably, without any form of obvious output.

Original calculated point of impact was originally the Persian Gulf but fifteen seconds after first contact, it altered its course, also without any visible evidence as to how.

Impact occurred at more than 385 kph. It appears very unlikely this object was intended to impact at this speed, even if the internals could sustain an impact exerting this many hundreds of Gs.

Infrared Photos taken from Keyhole 234 "Beholder" indicate that the object is generating considerable energy but also possesses "cold spots" indicating certain systems are not working and/or are damaged.

Specimen Alpha-Shell was recovered after the first strike against the US Embassy, which occurred at 11:15 am. The specimen was identified as Christopher Bishop, a dishonorably discharged ex-Marine lieutenant employed by the McKindliss/Rutger Security Firm (identification was located upon person).

Approximately 25% of Mr. Bishop's body had been cyberized. This is an exception to most other observations, as all other units recovered, including the troop units we have dubbed "skimmers", were more heavily cyberized, leaving very little of the human form remaining. Also, unlike other units encountered, Mr. Bishop was not terminated when he was converted. Once crippled, we were able to retrieve the body and conduct an investigation.

It was during this investigation that the specimen regained consciousness.

Data Analysis: Mr. Bishop's faculties were greatly diminished and the subject expired less than ten minutes after regaining consciousness, by his request.

The interrogation was conducted by Colonel Walter Geddison, who unfortunately was killed in the second attack. I was allowed to witness the interrogation and remain the only living member of the observation team.

Mr. Bishop claimed that the machines evolve in the field and

that the first models he saw died the moment they were activated. Apparently, they were preconditioned for a specific environment and were incapable of prolonged function outside of it. In addition, several skimmers died because of lack of life support for their organic systems. Bishop saw one comrade converted, only to suffocate moments later.

Bishop was part of the third group. The first appear to be wholly alien machines that either emerged from the fallen pod or were built from nearby materials. Most of the third group did not make it out of Sadr. Every opponent encountered since then has been part of the fourth group.

Mr. Bishop added that "voices from the clouds" spoke strangely at first, and were relaying conflicting instructions to the smaller units. It was then Mr. Bishop revealed that "Spirit"—his word for the voice emanating from impact point—was unable to speak to his "family."

Theoretical:

It is my belief that this impact was accidental, the result of either a mistake in navigation or damage from a previous conflict. The intelligence residing within the core artifact is unaware or uncaring of its current location. I also believe that "Spirit" is unable to communicate with the outside world and only has control over its military force.

We have the opportunity to not only seize this fragment of isolated technology, but perhaps establish a dialogue with an advanced alien species.

Application:

I believe the next course of action will be for someone to establish contact with "Spirit". Unfortunately, the shroud prevents any long range radio communication. I have included a modified transmitter using fragments taken from Mr. Bishop which should be able to communicate with Spirit, but at only at a range of a few hundred meters. I have preconfigured the data stream with a series of binary intelligence markers along with a primer to decoding our data. The key to the transmission is a series of data streams. Without enough time to construct one from scratch, I used modified existing cosmic call transmissions like that from Arecibo along with what I could pull from my own collection, including images of the Pioneer Plaque and clips from the Voyager Golden Record. It is a shotgun approach, but it is the best chance we have.

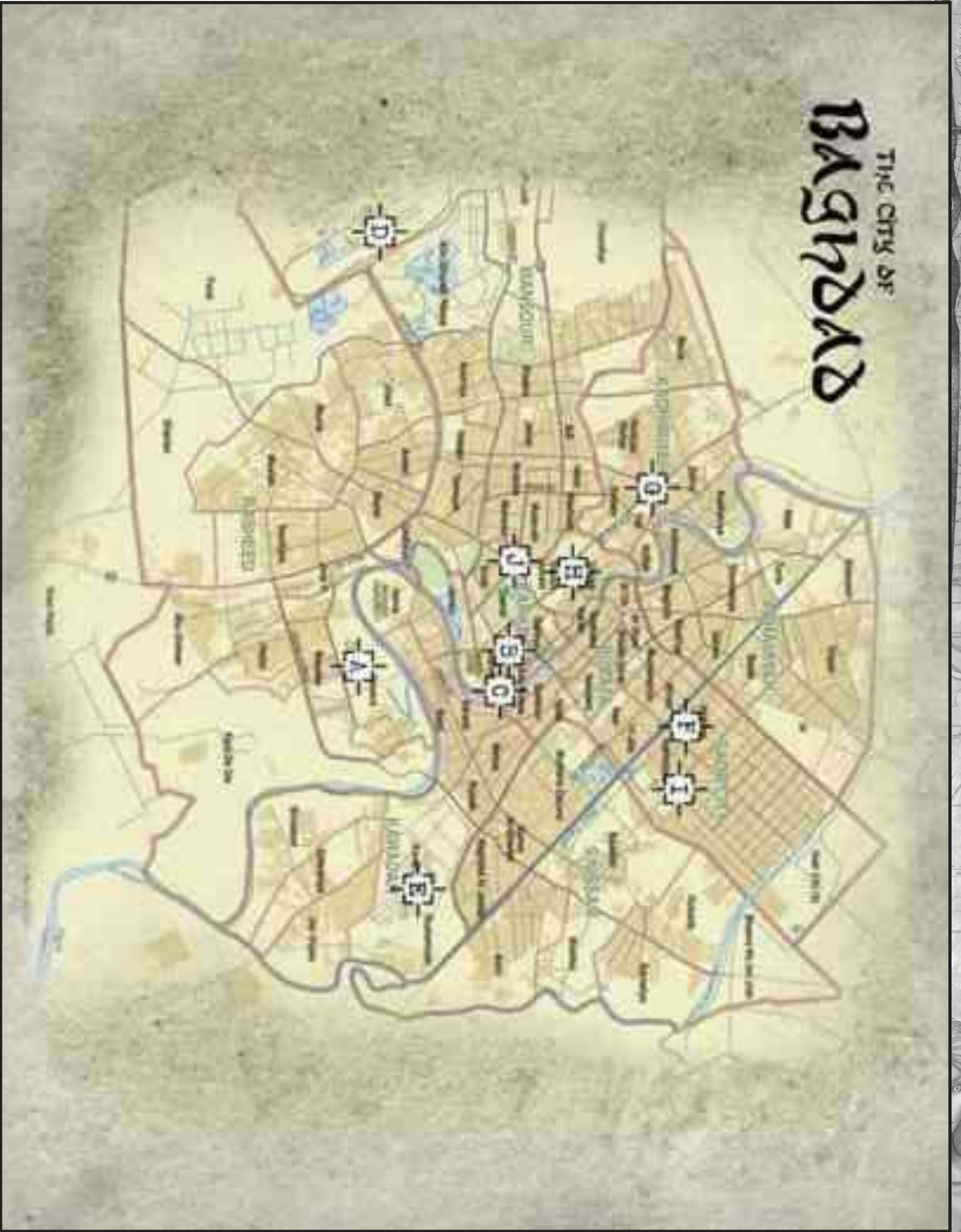
Addendum:

Despite my best judgment, Colonel Geddison also insisted that I add several images of nuclear weapon detonations, making our threat of a final solution in the event that the alien does not understand its mistake.

End Report.



THE CITY OF BAGHDAD



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APPENDIX

PLAYER CHARACTERS

DUKE

Level 14; Race Human
Class Infiltrator; **Ladder Warrior; Paragon Path Sapper**
Initiative +16
HP 91; **Bloodied** 45; **Healing Surge Value** 22;
Surges/Day 9
AC 29; **Fortitude** 23; **Reflex** 28; **Will** 22
Speed 6
Alignment Unaligned; **Languages** English
Skills: Demolitions +18, Engineering +18, Stealth +17, Vehicle Operations +17
Strength 16 (+10)
Dexterity 21 (+12)
Wisdom 13 (+8)
Constitution 12 (+8)
Intelligence 14 (+9)
Charisma 11 (+7)

PROFICIENCIES

Armor: All light techan armor

Weapons: All simple and military melee weapons and one-handed small-arms

GEAR

Autoloader: +2 prof., 1d6 damage, 15/30 range, 0 AP, 15 clip, 4 load, 1d6 critical, Off-hand

Combat Knife: +2 prof., 1d6 damage, 0 AP, 1d6 critical, Off-hand

Equipment Synthetic Weave I, 2-way radio

BASIC ATTACKS

Combat Knife: STR vs. AC, +17 attack (Speed Over Strength), 1d8 damage (All Groups, All the Time), +3 damage (STR mod), +1 damage (Speed Over Strength)

Unarmed Combat: STR vs. AC, +13 attack, 1d4 damage, +3 damage (STR mod)

Autoloader: DEX vs. AC, +17 attack, 1d8 damage (All Groups, All the Time)

LADDER FEATURES

All Groups, All the Time: The damage die of all your weapons increase by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Down But Not Out: If you are reduced below 0 hit points, spend three healing surges as an immediate reaction, but regain hit points as if spending one.

Double Response: You may take two immediate actions per round.

Opportune Move: Once per round, whenever you score a critical hit on an enemy (ranged or melee), you gain a move action you must use before the end of

your turn.

Speed Over Strength: If you are wearing light armor or no armor, you gain a +1 bonus to attack and damage with melee weapons.

Strength Over Agility: You can use Strength in place of Dexterity for all attack and damage rolls when wielding two-handed small arms, heavy weapons, or super heavy weapons.

Violence Is Handy: When you reach a level to select a utility power, you may select an encounter attack power of any lower level instead. This is for class utility powers at levels 2, 6, 10, 16, and 22.

CLASS FEATURES

CONCENTRATED CONCEALMENT

Infiltrator Utility

You can see your enemy and can anticipate his movements. When his attention turns, you move in.

At-Will • Martial

Move Action

Personal

Requirement: You must have superior cover or total concealment.

Effect: Until the end of your next turn, all adjacent squares are considered to grant you total concealment for purposes of Stealth checks. You can shift to any square granting you superior cover or total concealment as long as the total movement is not greater than your speed. You cannot pass through exposed squares. You suffer no penalties to Stealth from moving.

Initiative Switch: Gain a +2 bonus to initiative. If you act first in an encounter, you gain a surprise action.

Intended Target: You gain the *intended target* encounter power. As a free action, you can discard an unused encounter attack power and gain a use of *intended target*. You can still only use *intended target* once per turn.

INTENDED TARGET

Infiltrator Attack

Bullets are flying. Save your own ass.

Encounter • Booster, Martial, Weapon

Free Action

Personal

Trigger: You hit one creature granting you combat advantage.

Target: The creature you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 11: 2[W] extra damage

Level 21: 3[W] extra damage

Most Dangerous Prey: When granted combat advantage, your bonus to attack is +3 instead of +2.

Quick and Quiet: If you hit a target that grants you combat advantage, as a free action, you inflict an additional +2d6 damage. As part of this same action,



you can spend a healing surge, but do not regain hit points; instead, you can add your healing surge value as an additional damage bonus.

SAPPER FEATURES

The Long Walk: Gain a +1 bonus to Engineer and Demolitions.

Render Safe Procedures: When you are targeted by a blast, burst, or wall attack, you can spend an action point and take your extra action as an immediate interrupt.

FEATS

BETWEEN THE KNEES Feat Attack

Buh?

Daily • Booster, Explosive, Martial
No Action **Special**

Trigger: You detonate explosives that are able to inflict at least 1[W] damage.

Effect: The explosive deals 1[W] extra damage. A target in the same square as the explosive takes an additional 1[W] extra damage.

BLAST VECTOR Feat Utility

You position the explosive in such a way to maximize damage potential.

Daily • Martial
Free Action **Personal**

Effect: Gain a +20 power bonus to your next Demotions check when planting explosives.

Combat Anticipation: You gain a +1 feat bonus to all defenses against ranged, area, and close attacks.

DUCT TAPE Feat Utility

A million and one uses.

At-Will • Martial
Standard Action **Melee touch**

Effect: You never run out of duct tape. You can use duct tape for any purpose for which the GM agrees duct tape can be used. Common uses include:

- Gain a +1 power bonus to your next Engineer or Heal check.
- Affix a small item (such as a flashlight or a tracker) to a weapon.
- Create one foot of rope (up to thirty feet).
- Mark up to five feet on the ground or on an object.
- Restrain one helpless creature (DC20 to escape).
- Prevent a restrained creature from speaking.

Special: There may be hundreds of other uses for duct tape (GM's discretion). You never run out of duct tape.

Expanded Concentrated Concealment: The range of this ability is increased to 15.

Improved Initiative: You gain a +4 feat bonus to initiative checks.

Iron Will: You gain a +2 feat bonus to your Will defense.

Quick and Quiet, Improved: Increase the damage dice of Quick and Quiet from 1d6 to 1d8.

Skill Focus (Demolitions): You have a +3 feat bonus to checks with that skill.

Skill Focus (Engineering): You have a +3 feat bo-

nus to checks with that skill.

AT-WILL POWERS

PIN SHOT Infiltrator Attack 1

A single shot at the right location takes down an opponent and prevents others from locating you. Multiple shots would give away a location and alert others to the crisis.

At-Will • Martial, Weapon

Standard Action **Close burst 5**

Requirement: You must be wielding a one-handed small arm.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If using this power during a surprise action, increase to 2[W] damage + Dexterity modifier damage.

Increase to 2[W] + Dexterity modifier damage at 21st level, or 3[W] damage + Dexterity modifier damage during a surprise action.

Special: This power can be used as a ranged basic attack.

WETWORK Infiltrator Attack 1

It's messy, but it often works.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature that grants you combat advantage

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and if the target is not bloodied by the hit, it takes 3 extra damage. Increase damage to 2[W] + Strength modifier damage at 21st level and if the target is not bloodied by the hit, it takes 5 extra damage.

Special: This power can be used as a melee basic attack.

EXTREME PREJUDICE Infiltrator Attack 1

You emerge from the shadow and strike quick and close. Make sure the target is dead.

At-Will • Martial, Weapon

Standard Action **Close burst 3**

Requirement: You must have superior cover or total concealment and be wielding a melee weapon or a one-handed small arm.

Target: One creature your size or smaller in burst you can see.

Effect: Shift one square.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Strength modifier damage, and you shift back to your starting square, pulling the target with you. The target is restrained until the start of your next turn. Increase damage to 2[W] + Strength modifier damage at 21st level.

ENCOUNTER POWERS

FAKE OUT Infiltrator Attack 1

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

Encounter • Martial, Reliable, Maneuver

Move Action **Close burst 1**

Target: One creature

Attack: Strength vs. AC

Hit: The target is dazed until the start of your next turn. Shift to any square adjacent to the target, and you can either push the target 1 square or slide him into the square you just occupied.



NECESSARY DISTRACTION

Infiltrator Attack 3

Oh my word, what in the world could THAT be?!

Encounter • Martial, Weapon

Standard Action Range 10

Target: One creature

Effect: Make a Stealth check to become hidden. The target also grants you combat advantage until the end of your next turn. You either make a basic attack or shift your speed.

ENHANCED I.E.D.

Sapper Attack 11

You put in that little extra effort your enemy will appreciate.

Encounter • Booster, Explosive, Martial, Weapon

No Action Personal

Trigger: You detonate an explosive you have placed.

Effect: Increase the burst by +1 or the blast by +2. Each creature hit suffers additional damage equal to your Intelligence or Wisdom modifier (whichever is not your primary attack modifier).

OFF GUARD CHAIN

Infiltrator Attack 13

Your strike came swift and sudden, throwing an enemy's ally off balance and giving you another opportunity to strike.

Encounter • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit

Effect: Make a basic attack against another creature within 5 squares of the target. Until the end of your next turn, anytime you hit either creature, you can make a basic attack against the other.

Sustain Minor: The effect persists. You can sustain until either target is dead.

DAILY POWERS

OH, IT'S NOTHING, DON'T WORRY ABOUT IT

Infiltrator Attack 1

You throw a small rock or cause another mild distraction to sneak past your foes.

Daily • Martial, Reliable

Standard Action Close burst 10

Requirement: You must have cover or concealment to the target.

Target: Two creatures in burst you can see

Effect: Until the end of the encounter, any square adjacent to a square in which you could have superior cover or total concealment also grants you total concealment. You can shift to any square granting you superior cover or total concealment as long as the total movement is no greater than your speed. You can pass through 2 exposed squares during the movement. You suffer no penalties to Stealth from moving. At any point during the movement, you can make a basic attack against each target. If you choose to not attack either target, you can shift your speed.

INTO THE DARKNESS

Infiltrator Attack 5

The target falls and you instantly roll away into the shadows.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 1[W] extra damage from the triggering attack and is stunned until the start of your next turn. Shift your speed to an area granting cover or concealment, and make a Stealth check. If there is no cover or concealment in range, you do not move.

SEVERE HANDICAP

Infiltrator Attack 9

Your strike was severe enough to drop your opponent, shocking all of those around.

Daily • Booster, Martial, Weapon

Free Action Personal

Trigger: You hit a creature granting you combat advantage.

Target: The creature you hit.

Effect: The target takes 2[W] extra damage from the triggering attack and is knocked prone, dazed, and weakened (save ends all).

UTILITY POWERS

COUNTER-SURGE

Warrior Utility 2

An opponent strikes you with an attack. You take the impact and channel it into strength.

Daily • Martial

Immediate Reaction Personal

Trigger: You take damage from a non-critical melee or ranged attack.

Effect: You gain temporary hit points equal to the damage dealt (to a maximum of your healing surge value).

FLOW OR CRASH

Warrior Utility 6

Become what you need to survive. Adapt, flow, slide, and prove yourself.

Encounter • Martial

Free Action Personal

Effect: You gain a move action.

IDLE HANDS

Warrior Utility 10

Your limbs seemingly act on their own as your concentrate on other matters.

Daily • Martial

Free Action Personal

Effect: You gain an additional action on this turn and on your next turn.

Special: When you reach a milestone, you recover the use of this power.

RAPID EVOLUTION

Sapper Utility 12

It doesn't look good. You prepare yourself for the worst.

Daily • Martial

Free Action Personal

Effect: You gain a +3 power bonus to all defenses against blast and burst attacks until the end of the encounter.

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FROM REAR DEFOGGER (16 ONLY) ZONE F30



as the target does not detect you. This does not require an attack roll. Gain a +1 bonus to Stealth.

AT-WILL POWERS

HUNTER'S MERCY Survivor Attack 1

A quick kill prevents shock.

At-Will • Booster, Martial, Tactical

Minor Action **Melee or Ranged** weapon

Target: One creature you hit and damaged this turn

Attack: Wisdom +2 vs. Reflex

Hit: The target takes extra damage from the attack equal to your Wisdom modifier.

SHARPSHOOTER Sniper Attack 1

You check for range and squeeze off a perfect shot

At-Will • Martial, Sniper, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + 2 + Dexterity Modifier damage, and add +1 to the attack roll for the purposes of Marksman Talent.

At 21st level, increases to 2[W] + 4 + Dexterity Modifier damage and add +2 to the attack roll for the purposes of Marksman Talent.

SNAP-SHOT Sniper 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 creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is either marked until the end of your next turn or knocked prone.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: If a target you have marked with *snap-shot* makes an attack that does not include you, you can make another *snap-shot* attack as an immediate interrupt.

ENCOUNTER POWERS

SWIFT, SILENT, DEADLY Sniper Attack 1

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

Encounter • Martial, Reliable, Sniper, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Gain a +2 power bonus to attack rolls against the target until the end of your next turn.

PINPOINT ACCURACY Sniper Attack 7

You find a nearly microscopic gap in the enemy's cover and exploit it.

Encounter • Martial, Reliable, Sniper Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC. Ignore any penalties to attack for cover or superior cover.

Hit: 2[W] + Dexterity modifier damage.

COMPLETE COVERTNESS

Pathfinder Attack 11

You could be standing in front of the enemy, and he still wouldn't see you.

Encounter • Martial, Maneuver

Move action **Range 10**

Target: One creature granting you combat advantage.

Attack: Dexterity +2 vs. Will

Hit: Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Special: You can use this power again with an action point (replacing the action).

CAREFUL TARGETING Sniper Attack 13

You take an extra moment to find a weak spot on the target and exploit it.

Encounter • Martial, Reliable, Sniper, Weapon

Minor & Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier + Intelligence modifier damage or 3[W] + Dexterity modifier + Wisdom modifier damage.

Special: You can use this power again with an action point (replacing the action).

DAILY POWERS

KEYHOLE ATTACK Sniper Attack 1

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

Daily • Martial, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Sniper: The power gains the reliable and sniper keywords.

Hit: 3[W] + Dexterity modifier damage.

SYSTEMIC INFLAMMATORY RESPONSE

Sniper Attack 5

The bullet pierced a vital organ and the subject struggles to breathe.

Daily • Booster, Martial, Reliable, Sniper, Weapon

Free Action **Personal**

Trigger: You hit one creature.

Target: The triggering creature

Attack: Dexterity vs. Fortitude; this power uses no additional ammunition.

Hit: Ongoing 10 damage (save ends), and you can either add +5 to the attack roll for the purposes of Marksman Talent OR make the target fail its next saving throw against the ongoing damage.

PENETRABLE SHOT Sniper Attack 9

You know impulsively where the enemy is hiding. He won't be expecting this.

Daily • Martial, Sniper, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC. You can ignore one square of blocking terrain for line of sight, line of effect, and cover.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.



UTILITY POWERS

FAKE ECHO

Sniper Utility 2

The sound of your weapon's discharge bounces off a distant wall or the flash is marred by the sun. Enemies have trouble finding where the shot came from.

Encounter • Martial

Minor Action **Personal**

Requirement: You make a ranged attack while hidden.

Effect: You remain hidden after the attack.

POINT RIDER

Survivor Utility 6

You keep your attention on the target and alert the others when it moves.

Daily • Martial

Immediate Reaction **Ranged 20**

Trigger: A creature moves from cover or concealment.

Target: The triggering creature

Effect: Each ally in line of sight to the target gains an additional move action on his next turn.

PERFECT CAMOUFLAGE

Survivor Utility 10

Your target has no idea of your location.

Encounter • Martial

Free Action **Personal**

Requirement: You must have cover or concealment.

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

BACK OF YOUR HEAD

Pathfinder Utility 12

Nothing gets past you.

Daily • Martial

Minor Action **Personal**

Effect: Until the end of the encounter, you don't grant combat advantage and you cannot be distracted. You can walk or run without suffering penalties to Stealth checks.

FEATS

Better Than 20/20: Gain +20 to long range with any ranged weapon.

Deflecting Shot: You reduce the penalty for firing ranged weapons to an enemy in cover by 1.

High Precision: If you hit with a ranged attack with any firearm without the auto property, you can reroll one damage die that results in a 1, but you must use the second result.

Improved Initiative: You gain a +4 feat bonus to initiative checks.

Iron Sights: The minimum range for sniper powers is reduced to 2.

Most Dangerous Prey: When granted combat advantage, your bonus to attack is +3 instead of +2.

Natural Equilibrium, Improved: You gain a +4 bonus to Stealth checks when in a natural environment (forest, grass, snow, etc) (instead of +2).

Quick and Quiet: If you hit a target that grants you combat advantage, as a free action, you inflict an additional +2d6 damage. As part of this same action, you can spend a healing surge, but do not regain hit points; instead, you can add your healing surge value as an additional damage bonus.

RIFLE BUTT STRIKE

Feat Attack

An opponent thinks it has the upper hand on you. You prove him wrong.

At-Will • Martial, Weapon

No Action

Melee 1

Special: You can only use this power on your turn and only once per round.

Trigger: A non-minion enemy makes an opportunity attack against you.

Target: The triggering enemy

Effect: The target takes Strength modifier damage.

Level 25: The target takes 1d6 + Strength modifier damage.

Shrug More of It Off: You gain a +1 bonus to Fortitude defense.

Sign of Weakness: The first time a target is bloodied, your next hit on the same target gains a damage bonus equal to your Wisdom modifier. This may only occur once per target per encounter.

Skill Focus (Endurance): You have a +3 feat bonus to checks with that skill.

Skill Training (Vehicle Operations): You gain training in one skill. The skill need not be on your class skill list.

Thief and a Rogue: You gain training in Acrobatics or Thievery. You also gain the most dangerous prey class feature. You can also use the Quick and Quiet class feature once per encounter.



KEVIN LIGHTFOOT

Level 14; Race Human
Class Sniper; Ladder Survivor; Paragon Path Scout
Initiative +17
HP 94; Bloodied 47; Healing Surge Value 23;
Surges/Day 8
AC 29; Fortitude 25; Reflex 26; Will 26
Speed 6
Alignment Unaligned; Languages English, Choctaw
Skills: Acrobatics +18, Endurance +17, Insight +16, Nature +16, Perception +17, Stealth +19, Vehicle Operations +18
Strength 14 (+2)
Dexterity 22 (+6)
Wisdom 19 (+4)
Constitution 15 (+2)
Intelligence 14 (+2)
Charisma 10 (+0)

PROFICIENCIES

Armor: All Light Armor (except advanced), Yowie Suit, Tactical Body Armor

Weapons: Simple melee, All One and Two-Handed Small Arms, All Weapons with the "Sniper" property

GEAR

Sniper Rifle: +2/+4 prof., 1d8 damage, 20/40 range, 2 AP, 6 clip, 4 load, 1d6 critical, Sniper

Equipment: Ballistics Armor, 2-way radio

BASIC ATTACKS

Unarmed Combat: STR vs. AC, +12 attack, 1d4 damage, +2 damage (STR mod)

Sniper Rifle: DEX vs. AC, +18/+20 attack, 1d8 damage

LADDER FEATURES

Back of Your Head: You gain a +1 bonus to Perception and an additional +1 bonus to Passive Perception.

Free Range: You are trained in Endurance and gain the skill focus feat with it.

Hunter: You can use Wisdom in place of Dexterity for attack and damage rolls for ranged attacks. You can use Constitution in place of Dexterity when applying it to your AC.

Natural Equilibrium: You gain a +2 bonus to Stealth checks when in a natural environment (forest, grass, snow, etc).

Night Eyes: You gain darkvision.

Shrug It Off: You gain +1 bonus to Fortitude defense.

Tough it Up: Roll twice for all Endurance checks and take the higher value. You also gain a +2 bonus to Fortitude defense against disease or poison attacks.

Unimpeded Locomotion: Select two of the following terrain walks: earth walk, forest walk, ice walk, swamp walk.

CLASS FEATURES

Clean and Silent: You gain the *clean & silent* encounter power. As a free action, you can discard an unused encounter attack power and gain a use of *clean & silent*. You can still only use *clean & silent* once per turn.

CLEAN & SILENT

Sniper Class Power

My rifle shares one important quality with a nuclear weapon. Both end wars. Unlike a nuke, though, I'm clean, silent, and no one knows I exist.

Encounter • Booster, Martial, Sniper

Free Action

Ranged weapon

Trigger: You hit an enemy.

Target: The triggering enemy

Effect: The target takes additional damage equal to your Wisdom modifier from the triggering attack, and add +3 bonus to the attack roll for the purposes of Marksman Talent.

11th Level: 1d6 + Wisdom modifier damage, and add +5 bonus to the attack roll for the purposes of Marksman Talent.

21st Level: 2d6 + Wisdom modifier damage, and add +7 bonus to the attack roll for the purposes of Marksman Talent.

Marksman Talent: Once per round, when using powers with the "Sniper" keyword, if you beat your enemy's defense by 3 or more you can inflict additional effects. Each effect lasts until the start of your next turn.

You may only apply one condition per hit, and can choose to inflict a lower effect if you wish. If you score a critical hit, you must still determine by how much you beat the enemy's defense as normal, but gain +5 bonus to your roll for purposes of this feature. You may decide to use Marksman Talent after resolving an attack.

Enemy's

Defense Beaten By

Additional Effect

3

Target is slowed.

5

Target is weakened.

7

Target is dazed.

9

Target is dazed, slowed, and weakened.

11

Target is stunned.

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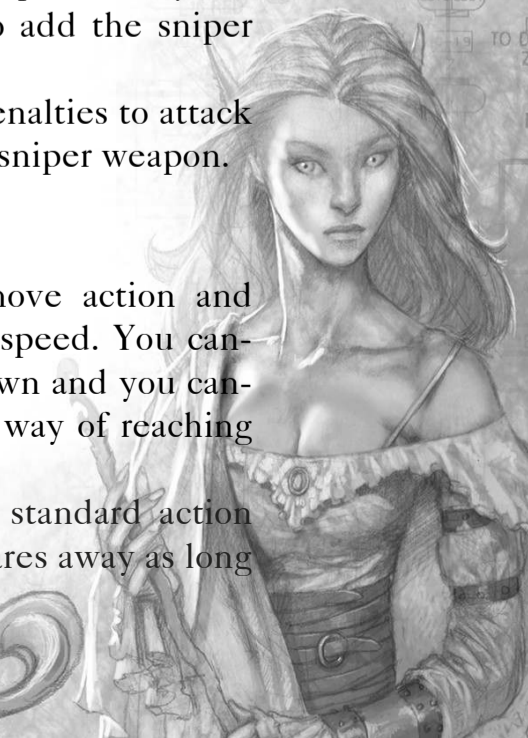
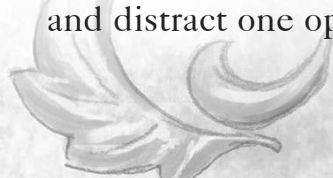
Perfect Tracker: You only require a minor action instead of a move action to gain the full proficiency bonus with sniper weapons. You can also add the sniper keyword to ranged basic attacks.

Smooth As Glass: You suffer no penalties to attack rolls from being prone when wielding a sniper weapon.

SCOUT FEATURES

Impossible Maneuver: Use a move action and spend a healing surge to teleport your speed. You cannot teleport more than 10 feet up or down and you cannot teleport into a square you have no way of reaching (in a safe, for example).

Like a Hawk: You can spend a standard action and distract one opponent up to 10 squares away as long



KIM WONG DAVIS

Level 14; Race Human
Class Vanguard; Ladder Warrior; Paragon Path Driver
Initiative +15
HP 109; Bloodied 54; Healing Surge Value 27;
Surges/Day 13
AC 27; Fortitude 27; Reflex 26; Will 22
Speed 6
Alignment Unaligned; Languages English, Korean
Skills: Athletics +18, Heal +15, Perception +15, Stealth +16, Vehicle Operations +16
Strength 23 (+6)
Dexterity 19 (+4)
Wisdom 16 (+3)
Constitution 19 (+4)
Intelligence 14 (+2)
Charisma 12 (+1)

PROFICIENCIES

Armor: All Light Armor, Carbide Armor, Full combat Warrior

Weapons: Simple melee, One-Handed Small Arms, Unarmed Combat

GEAR

Revolver: +2 prof., 1d4 damage, 15/30 range, 0 AP, 6 clip, 4 load, 1d4 critical, Off-Hand

Equipment: Ballistics Armor, 2-way radio

BASIC ATTACKS

Unarmed Combat: STR vs. AC, +19 attack, 2d8 damage (unarmed 1d4 base; Impact Force; Impact Force, Improved; All Groups, All the Time; Unarmed Combat; Unarmed Combat Improved; Unarmed Combat Master), +6 damage (STR mod)

Revolver: DEX vs. AC, +16 attack, 1d6 damage (revolver 1d4 base; All Groups, All the Time)

LADDER FEATURES

All Groups, All the Time: The damage die of all your weapons increase by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Down But Not Out: If you are reduced below 0 hit points, spend three healing surges as an immediate reaction, but regain hit points as if spending one.

Double Response: You may take two immediate actions per round.

Opportune Move: Once per round, whenever you score a critical hit on an enemy (ranged or melee), you gain a move action you must use before the end of your turn.

Speed Over Strength: If you are wearing light armor or no armor, you gain a +1 bonus to attack and damage with melee weapons.

Strength Over Agility: You can use Strength in place of Dexterity for all attack and damage rolls when wielding two-handed small arms, heavy weapons, or super heavy weapons.

Violence is Handy: When you reach a level to select a utility power, you may select an encounter attack power of any lower level instead. This is for class utility powers at levels 2, 6, 10, 16, and 22.

CLASS FEATURES

Distinct Advantage: You gain the *distinct advantage* power. As a free action, you can discard an unused encounter attack power and gain a use of *distinct advantage*. You can only use *distinct advantage* once per turn.

DISTINCT ADVANTAGE

Vanguard Class Power

You gain an edge and move for a decisive victory.

Encounter • Booster, Martial

Free Action **Melee/Ranged** weapon

Trigger: You hit one creature.

Target: The triggering creature

Effect: The target takes extra damage from the hit equal to your Constitution modifier, and you can apply one critical effect to the target associated with a martial training feat.

11th Level: 1d6 + Constitution modifier extra damage

21st Level: 2d6 + Constitution modifier extra damage

Fighting Form: You gain the Unarmed Combat feat. Your natural weapons gain the off-hand property. You add your proficiency and enhancement bonus with unarmed attacks to all grab attempts. You also gain one additional martial training feat you are eligible for.

Impact Force: The damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This is cumulative with effects that do the same.

Mobile Stance: As a minor action, you can shift 1 square as long as the shift brings you closer to your closest enemy. As long as you are wearing light armor, gain a +1 bonus to attack rolls against adjacent targets.

DRIVER FEATURES

Go-Kart Youth: Gain a +2 bonus to Vehicle Operation checks.

Inside & Out: Select one specific vehicle (make, model, and year). With your selected vehicle, you gain a +2 bonus to control rolls, and if you enter an uncontrolled slide, you can roll your control roll check twice and take the higher value. Gain a +2 bonus to Vehicle Operation checks with your selected vehicle. Each time you gain a level, you can drop your selection and choose another.

FEATS

Balance and Direction: You are trained in the advanced hand-to-hand skills of karate, muay thai, taekwondo, or any other martial art focused on pure foot and fist fighting. If you are unarmed or wielding only natural weapons, you gain a +1 feat bonus to all defenses against melee attacks.

Critical: If you score a critical hit with an unarmed attack, the target is weakened and grants you combat advantage until the end of your next turn.

Impact Force, Improved: The damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This is cumulative with effects that do the same.

Improved Initiative: You gain a +4 feat bonus to initiative checks.

Iron Will: You gain a +2 feat bonus to your Will defense.

Jumping Knee: When you hit with an unarmed melee basic attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the hit (you gain the benefits of the bull rush as well). If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

Skill Training (Vehicle Operations): You gain training in Vehicle Operation.

Unarmed Combat: You are proficient with your fists in combat. Your unarmed attack gains a +3 proficiency bonus and the off-hand property. The base damage of your unarmed attack improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). If you gain a natural enhancement bonus with unarmed attacks, they deal 1d6 critical damage per plus.

Unarmed Combat, Improved: Your damage with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Unarmed Combat, Master: Your damage with all unarmed attacks improves by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Unarmed Expanded Profile: Your legs become part of your unarmed attack profile. You can spend a move action before making an unarmed melee attack to gain a +2 bonus to all damage rolls with that attack. At 11th level, this bonus increases to +3.

AT-WILL POWERS

ROPE-A-DOPE Vanguard Attack 1

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: Shift to any square adjacent to the target. You either push the target 1 square or slide it into the square you just occupied.

THROTTLE STRIKE Vanguard Attack 1

You lean in and give it all you've got.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed one square. If the target cannot be pushed because of an obstruction, the target takes additional damage equal to your Constitution modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

UNBALANCING STRIKE Vanguard Attack 1

A quick jab is better than a heavier thrust which can throw you off balance.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] damage, and you gain combat advantage against the target until the end of your next turn.

Increase damage to 2[W] damage at 21st level.

ENCOUNTER POWERS

FULL SWEEP Vanguard Attack 1

You spin around, attacking all targets around you.

Encounter • Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC or Dexterity vs. Reflex. You may determine the type of attack separately for each target.

Hit: 1[W] + Strength modifier damage (AC), or no damage, and the target is knocked prone and dazed until the start of your next turn (Reflex).

FASTER THAN THE HAMMER

Warrior Attack 3

You hear your enemy's muscles twitch as the trigger is pulled.

Encounter • Martial, Weapon

Immediate Interrupt **Personal**

Trigger: A creature makes a ranged attack against you.

Target: The triggering creature

Effect: Make a basic attack against the target. The target suffers a -4 penalty to the triggering attack roll.

JAW STRIKE Vanguard Attack 7

You connect hard, sending a bolt of pain into your opponent's head.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed 1 square, knocked prone, and dazed until the start of your next turn.

Special: You can use this power again with an action point (replacing the action).

LOVE TAP Driver Attack 11

You drive hard into your opponent's side.

Encounter • Martial, Vehicle

Standard Action **Range 1**

Target: One vehicle

Attack: Dexterity vs. Reflex

Hit: 4d6 + your vehicle's hardness rating + Dexterity modifier damage. Your vehicle takes 4 points of damage. If you score a critical hit, your hit gains an AP of 5. If the target is reduced to half its hit points or lower, it must make a vehicle control roll with a DC of 20 + one-half your level.

Special: This is a vehicle action. You can perform any stunts you are able to that require a move action before or after the attack. You can attack at any point during the action, even during your movement.



NATURAL HEALER

Specialist Utility

*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. At 11th level, you can use this power three times per encounter. At 21st level, you can use this power four times per encounter.**Prerequisite:** You must be trained in Heal.**Target:** You or one ally.**Effect:** The target can spend a healing surge; instead of the hit points the target would normally regain, the target regains hit points equal to your total Heal skill modifier.**DAILY POWERS****C-C-C-COMBO BREAKER** Vanguard Attack 1*You strike when the enemy least suspects it, through an assumed impenetrable defense.***Daily • Martial, Weapon****Immediate Interrupt** **Melee weapon****Trigger:** One enemy makes a melee attack against you.**Target:** The triggering enemy**Attack:** Strength vs. AC**Hit:** 1[W] + Strength modifier damage.**Miss:** Half damage.**Effect:** You gain a +3 power bonus to AC until the end of your next turn.**HIP THROW** Vanguard Attack 5*You and your opponent are in a clinch. You utilize leverage and superior balance to toss your enemy down.***Daily • Martial, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Reflex (unarmed)**Hit:** 3[W] + Strength modifier damage, and you slide the target 3 squares, knock it prone and daze it until the end of your next turn.**Miss:** Half damage, and you slide the target 3 squares.**FREE HAND** Vanguard Attack 9*You see a split-second opening to take a passing strike, given a free appendage to do so.***Daily • Martial, Reliable, Weapon****Free Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**UTILITY POWERS****ROLL WITH IT** Vanguard Utility 2*You take an injury and fall back, hoping to diminish the severity of the impact.***Encounter • Martial****Immediate Reaction** **Personal****Trigger:** You are struck with a non-critical melee or ranged attack.**Target:** The creature that hit you**Effect:** You shift 1 square away from the target and only suffer 1 point of damage from the hit. If you cannot move away from the target, you may not use this power.**FLOW OR CRASH**

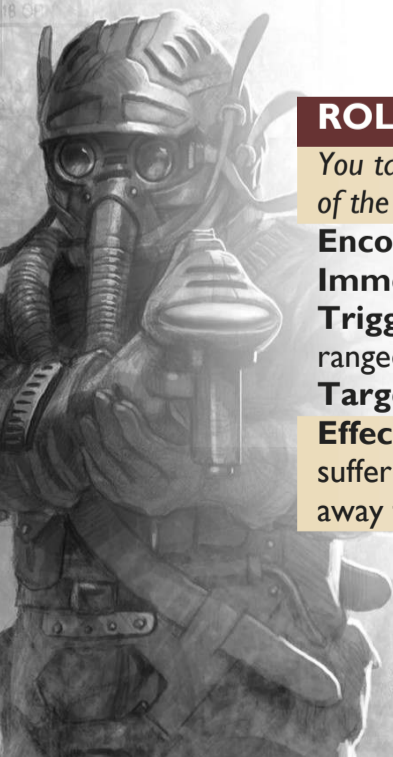
Warrior Utility 6

*Become what you need to survive. Adapt, flow, slide, and prove yourself.***Encounter • Martial****Free Action** **Personal****Effect:** You gain a move action.**IDLE HANDS**

Warrior Utility 10

*Your limbs seemingly act on their own as your concentrate on other matters.***Daily • Martial****Free Action** **Personal****Effect:** You gain an additional action on this turn and on your next turn.**Special:** When you reach a milestone, you recover the use of this power.

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VULCAN

Level 14; Race Human
Class Heavy; Ladder Juggernaut; Paragon Path Iron Mike
Initiative +16
HP 116; Bloodied 58; Healing Surge Value 29;
Surges/Day 13
AC 27; Fortitude 26; Reflex 25; Will 21
Speed 6
Alignment Unaligned; Languages English
Skills: Acrobatics +17, Athletics +15, Endurance +17, Perception +16, Vehicle Operations +17
Strength 17 (+3)
Dexterity 20 (+5)
Wisdom 14 (+2)
Constitution 16 (+3)
Intelligence 13 (+1)
Charisma 9 (-1)

PROFICIENCIES

Armor: All armor (light, heavy, and advanced)

Weapons: All small-arms, heavy weapons, and super heavy weapons

GEAR

Lt. Machine Gun: +1 prof., 1d8 damage, 20/40 range, 0 AP, 240 clip, 8 load, 1d6 critical, Heavy Auto

Equipment: Carbide Armor, 2-way radio

BASIC ATTACKS

Unarmed Combat: STR vs. AC, +13 attack, 1d4 damage, +3 damage (STR mod), +1 damage (Built Like a Truck)

Lt. Machine Gun: DEX vs. AC, +16/+18 attack, 1d8 damage, +2 damage (Firearm Expertise)

LADDER FEATURES

Built Like a Truck: You gain a +1 power bonus to all melee damage rolls.

Full Torque: You may use Strength in place of Dexterity for all attack and damage rolls with weapons with the light thrown and heavy thrown properties and with weapons from the sling and bow weapon group. You cannot use this ability with any power with the explosive keyword.

Good Cardio: Your speed is not slowed when wearing heavy armor

Hit Points: +9 hit points.

Meat Shack: When wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Constitution in place of Dexterity for all attack and damage rolls.

No Time for Pain: If you are bloodied, add your Constitution or Strength modifier to your healing surge value

Still in the Fight: Increase your number of healing surges by one.

Unstoppable Charisma: Gain a +2 bonus to Endurance. If you are reduced below 0 hit points, spend three

healing surges as an immediate reaction, but regain hit points as if spending one.

CLASS FEATURES

Area Denial: You gain the *area denial* power.

AREA DENIAL

Heavy Class Power

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

At-Will • Auto, Martial, Weapon

Move Action Area burst 1 within 10 squares

Effect: You can make a regular ranged basic attack against one creature that enters any square of the target area as an immediate interrupt until the start of your next turn. After you make this attack, all enemies treat the area as difficult terrain until the start of your next turn.

Always On: You can apply the auto keyword to ranged basic attacks

Easy Target: When targeting a Large or larger creature with a blast, burst, or wall attack, you gain a +2 bonus to damage rolls against the target for every square beyond the first that it occupies.

Solid Stance: If you don't move on your turn, you gain a +4 bonus to Fortitude defense against bull rush attempts and a +1 bonus to AC until the start of your next turn. You also gain a +1 bonus to attack rolls with heavy weapons and super heavy weapons.

Sure Footed: You treat heavy weapons as two-handed small arms for the purposes of attack penalties while moving.

IRON MIKE FEATURES

Pick Your Foe: Once per encounter, you can mark one enemy in line of sight as a minor action. This mark lasts until the end of the encounter. Against this target, you gain a +2 bonus to damage rolls.

The War Shout: Once per encounter, use a minor action to mark all enemies in a close burst 10 until the end of your next turn.

FEATS

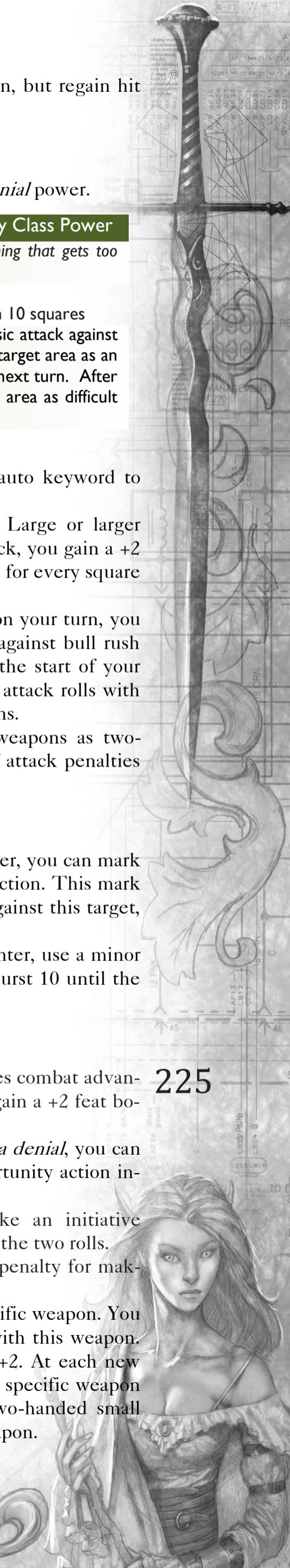
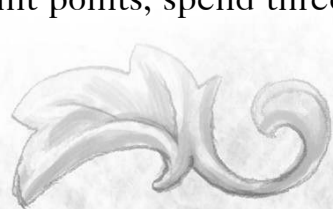
Alertness: You don't grant enemies combat advantage during surprise rounds. You also gain a +2 feat bonus to Perception checks.

Area Denial, Improved: With *area denial*, you can make a ranged basic attack as an opportunity action instead of an immediate interrupt.

Danger Sense: When you make an initiative check, roll twice and take the higher of the two rolls.

Distant Shot: You ignore the -2 penalty for making ranged attacks at long range.

Firearm Expertise: Choose a specific weapon. You gain a +1 feat bonus to damage rolls with this weapon. At 11th level, this bonus increases to +2. At each new level, you can shift this feat to another specific weapon but it must be in the same group (two-handed small arm, heavy weapon, etc) as the first weapon.



Fully Automatic Adept: You now fire half as much ammunition each time you attack (round up). This applies only to powers with the auto keyword.

Improved Initiative: You gain a +4 feat bonus to initiative checks.

Iron Will: You gain a +2 feat bonus to your Will defense.

Seize the Moment: During the first round of combat and during surprise rounds, you automatically gain combat advantage over a foe whose initiative result is lower than yours.

Skill Training (Vehicle Operations): You gain training in Vehicle Operations

AT-WILL POWERS

ATTACK OF NECESSITY Heavy Attack 1

Out of options, become a hero.

At-Will • Auto, Martial, Weapon
Standard Action Close blast 3

Heavy Auto: Increase to close blast 4.

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: 1[W] damage, and the target is pushed to the nearest empty square outside of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier. Increase to 2[W] damage at 21st level.

MICRO BURST Heavy Attack 1

You unleash a torrent with a swift trigger pull, more to impede enemies rather than kill them.

At-Will • Auto, Martial, Weapon
Standard Action Area burst 1 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

Hit: 1 damage and the target is slowed until the start of your next turn.

Heavy Auto: Dexterity modifier damage.

RAPID FIRE Heavy Attack 1

You fire a controlled burst towards an area.

At-Will • Auto, Martial, Weapon
Standard Action Area wall 3 in weapon range

Target: Each creature in wall you can see

Attack: Dexterity vs. Reflex

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

Heavy Auto: Use half the weapon's ammunition per attack roll OR you can target a wall 4 instead of a wall 3.

ENCOUNTER POWERS

FOCUSED FIRE Heavy Attack 1

You offload your weapon in a continuous stream towards a single target, holding down the trigger until your enemy is down.

Encounter • Auto, Martial, Reliable, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. You use 5 additional rounds of ammunition for this attack.

Hit: 2[W] + Dexterity modifier damage.

Heavy Auto: The target is also slowed OR weakened (your choice) until the start of your next turn.

COMBAT FIELD ADVANTAGE

Heavy Attack 7

You hold your weapon back and wait for the advancing enemy. You have the entire battlefield in your vision.

Encounter • Martial, Weapon, Zone

Standard Action Area burst 5 within 20 squares

Effect: You create a zone in the affected area. The zone lasts until the start of your next turn. It is considered difficult terrain. You can make the following attack against any creature that enters any square of the zone as an opportunity action:

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Sustain Standard: The zone persists until the start of your next turn. You can move the zone to a new area within range as part of this action.

Special: This power cannot be targeted by *dispel magic*.

REMEMBER ME?

Iron Mike Attack 11

A few well-placed shots brings an enemy's attention back around to you.

Encounter • Martial, Weapon

Immediate Interrupt Ranged weapon

Trigger: An enemy you have marked attacks an ally.

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: 3[W] damage.

Effect: The target's attack misses.

STACKING BURST Heavy Attack 13

You launch two identical volleys of gunfire, nearly on top of each other. Opponents don't expect the second one as quickly.

Encounter • Auto, Martial, Weapon

Standard Action Area burst 2 in weapon range

Target: Each creature in burst

Attack: Dexterity vs. Reflex; two attacks per target

Heavy Auto: Gain a +1 bonus to each second attack.

Hit: 1[W] + Dexterity modifier, and the target is dazed until the start of your next turn. If hit twice, the target is dazed (save ends).

DAILY POWERS

WILDFIRE

Heavy Attack 1

There's too many of them. You keep the trigger pulled and plow a road.

Daily • Auto, Martial, Weapon

Move & Standard Action Close blast 6

Heavy Auto: Close blast 7

Target: Each creature in blast

Attack: Dexterity vs. Reflex. Only half the normal ammunition is used per attack.

Hit: 1 damage, and the target is knocked prone and dazed until the start of your next turn.

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

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STANDING BARRAGE Heavy Attack 5

You lay down a field of fire against entrenched or approaching foes.

Daily • Auto, Martial, Weapon

Move & Standard Action Area burst 1 in weapon range

Target: Each creature in burst you can see

Attack: Dexterity vs. Reflex

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

Sustain Move & Standard: Repeat the attack against the same area.

Miss: Half damage.

Heavy Auto: On a hit, the target suffers a -2 penalty to all attack rolls until the start of your next turn.

HE AIN'T HEAVY Juggernaut Attack 9

You grab a fallen ally and throw him over your shoulder as you withdraw.

Daily • Booster, Martial, Weapon

Standard Action Close burst 6

Target: One unconscious or otherwise helpless ally.

Effect: Shift into the ally's occupied square.

Secondary Effect: Make a basic attack. One hit creature takes 2[W] extra damage

Miss: Half damage

Tertiary Effect: Shift a number of squares equal to 1+ your Constitution or Strength modifier, and slide the target with you.

UTILITY POWERS

PURE PWNAGE Heavy Utility 2

Conserve ammo? Why?

Daily • Auto, Booster, Martial

Free Action Personal

Requirement: You must be wielding a heavy auto weapon.

Trigger: You hit with a blast, burst, or wall attack.

Target: Each creature you hit

Effect: Spend an additional 10 rounds of ammunition per hit and the target takes an additional 5 extra damage.

MAN-DOWN! Heavy Utility 6

You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.

Encounter • Martial

Standard Action Close burst 6

Target: One dead, prone, or unconscious ally in burst.

Effect: Shift into the target's square. The target cannot be the target of any ranged or melee attack and gains a +3 power bonus to all defenses against area attacks until the start of your next turn. The effect ends if the target stands or you leave the target's square.

Sustain Minor: The effect persists until the start of your next turn.

THE FREIGHT TRAIN Juggernaut Utility 10

You barrel through terrain and people and anchor yourself further up the line.

Daily • Martial

Free Action Personal

Effect: Shift your speed +2. Until the end of your next turn, you gain resist 10 all damage. You are not considered moving for the purposes of using firearms.

Special: If you reach a milestone, you recover the use of this power.

ENCOURAGING STANCE

Iron Mike Utility 12

You may not be the leader, but you do set the example.

Daily • Martial

Free Action Open

Trigger: You score a critical hit on an enemy.

Target: Three allies with line of sight on you

Effect: The target can spend a healing surge.





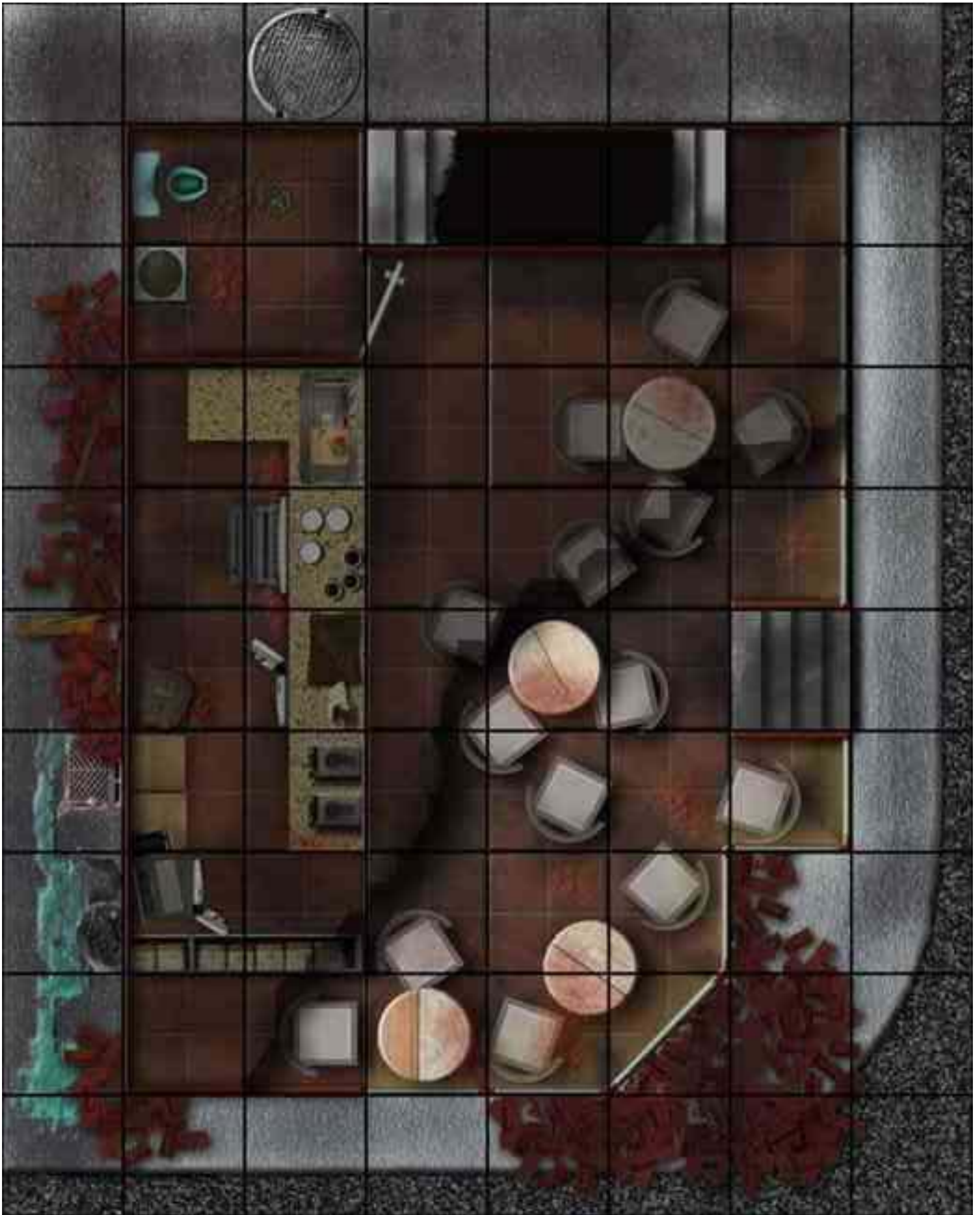
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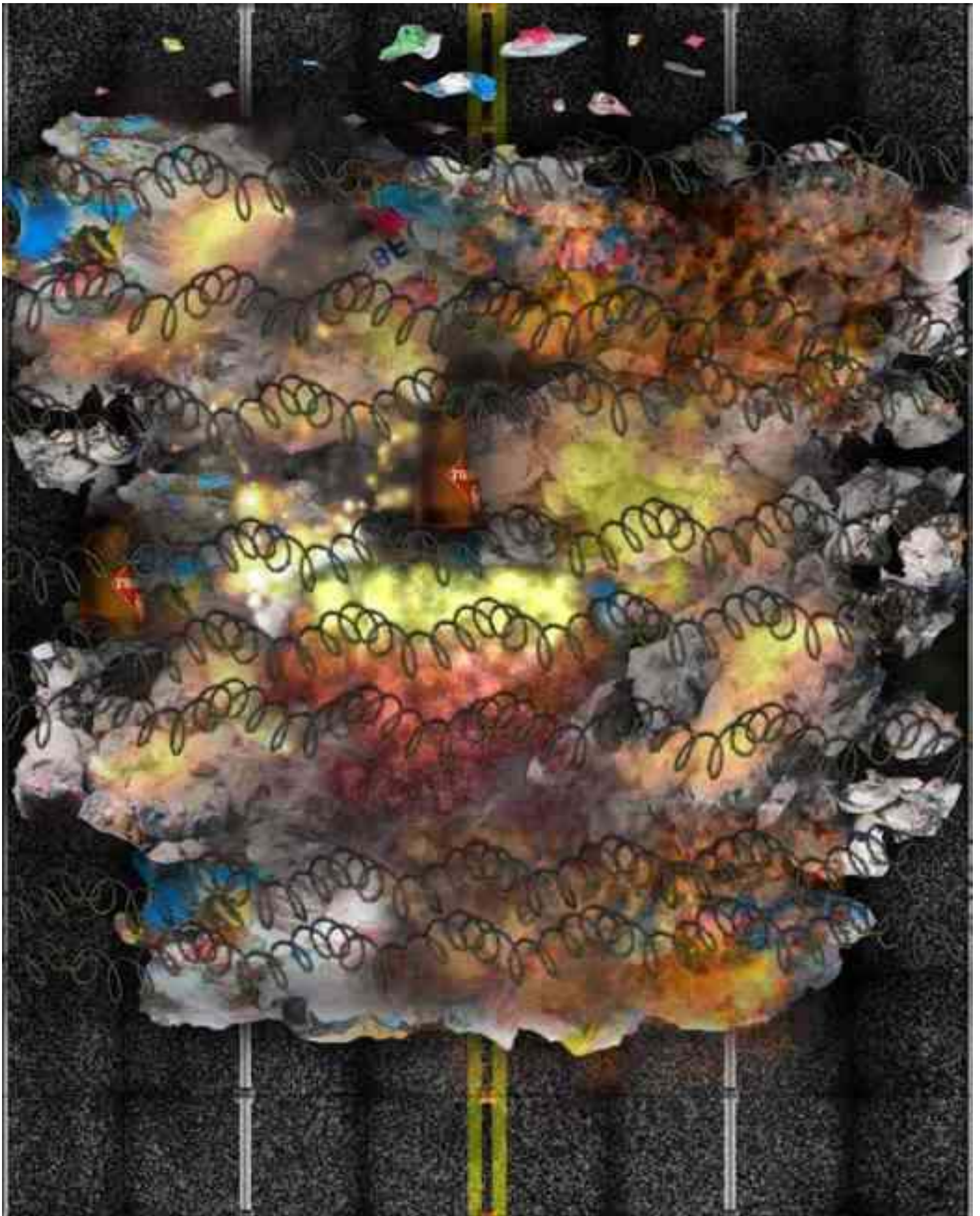
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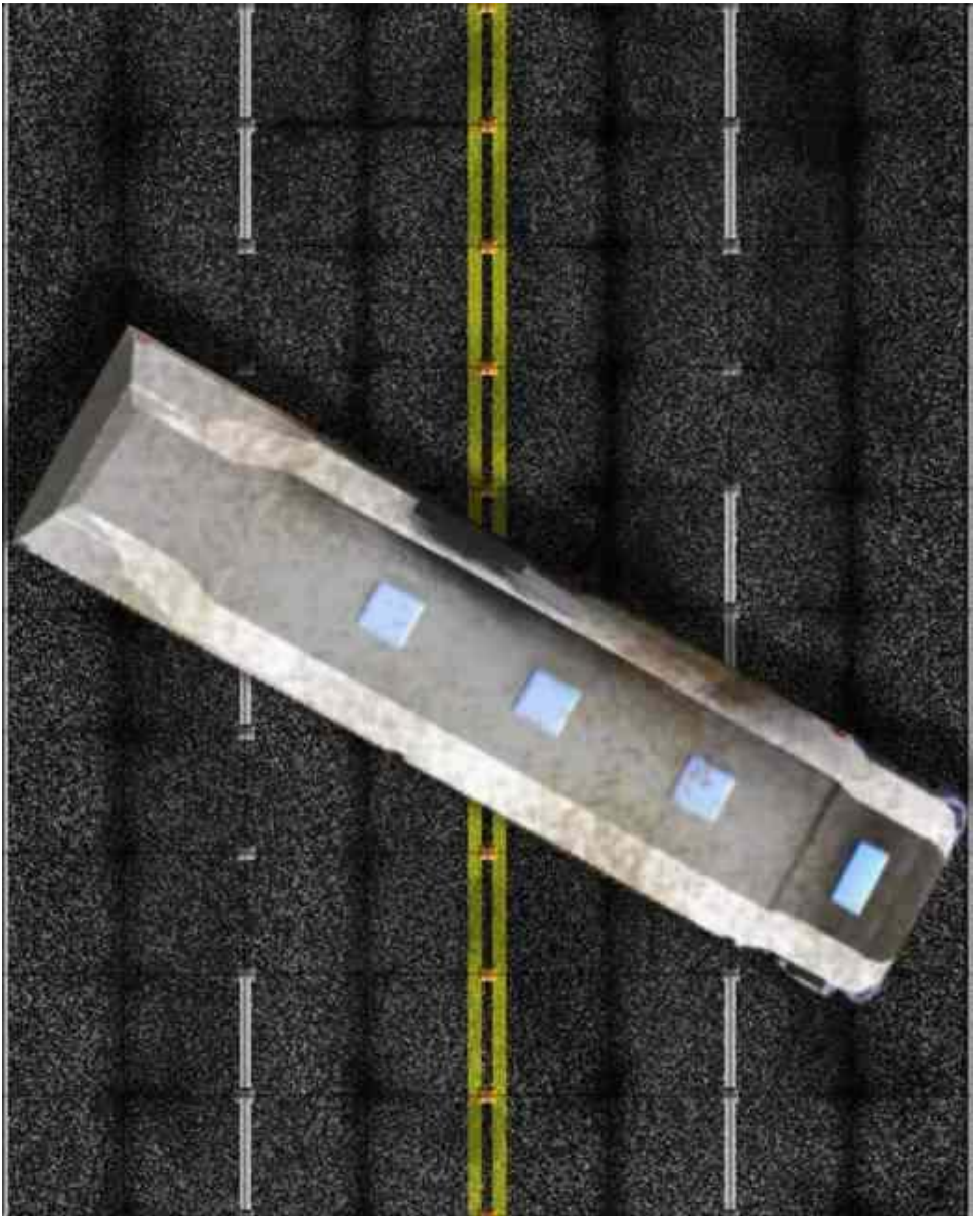
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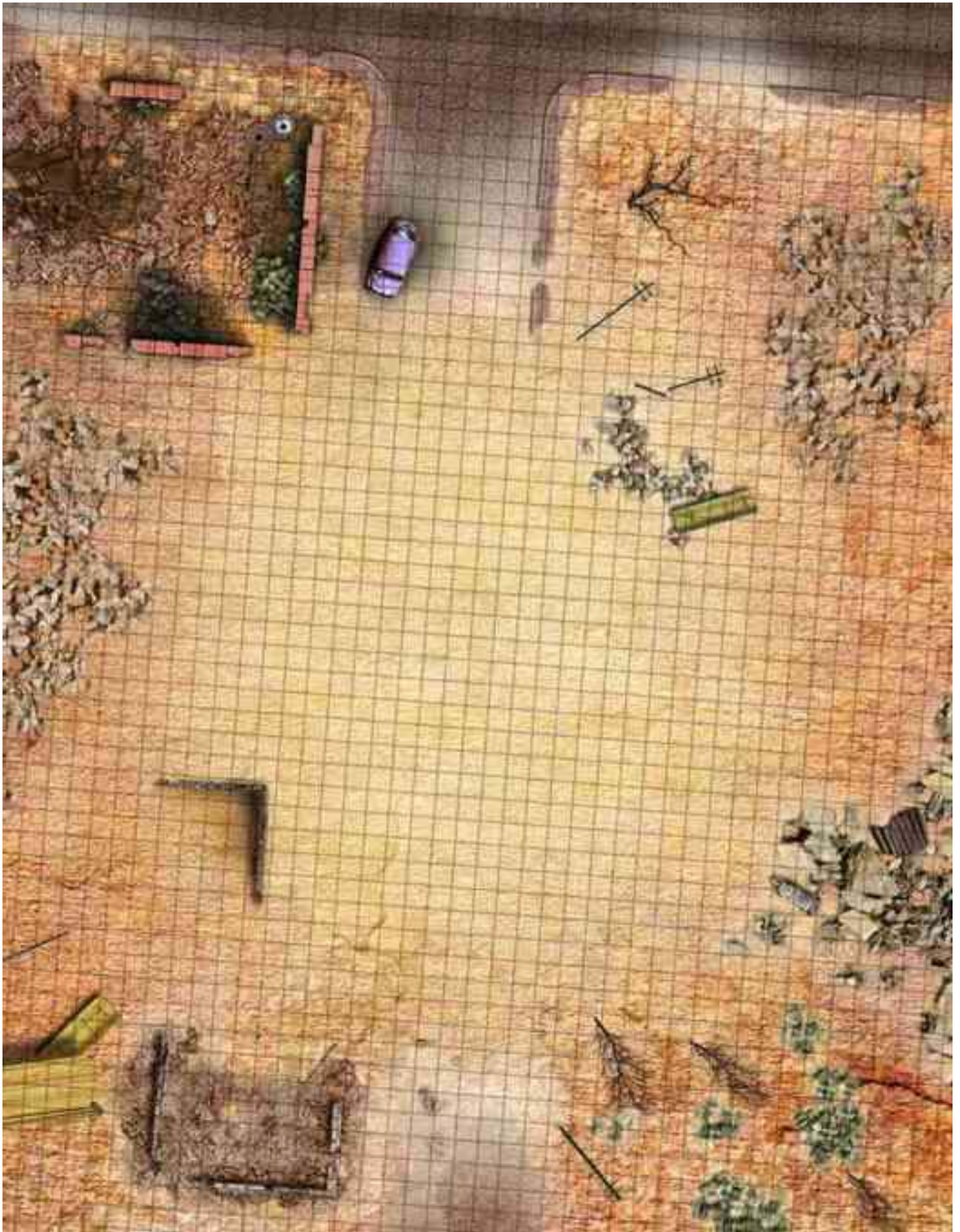
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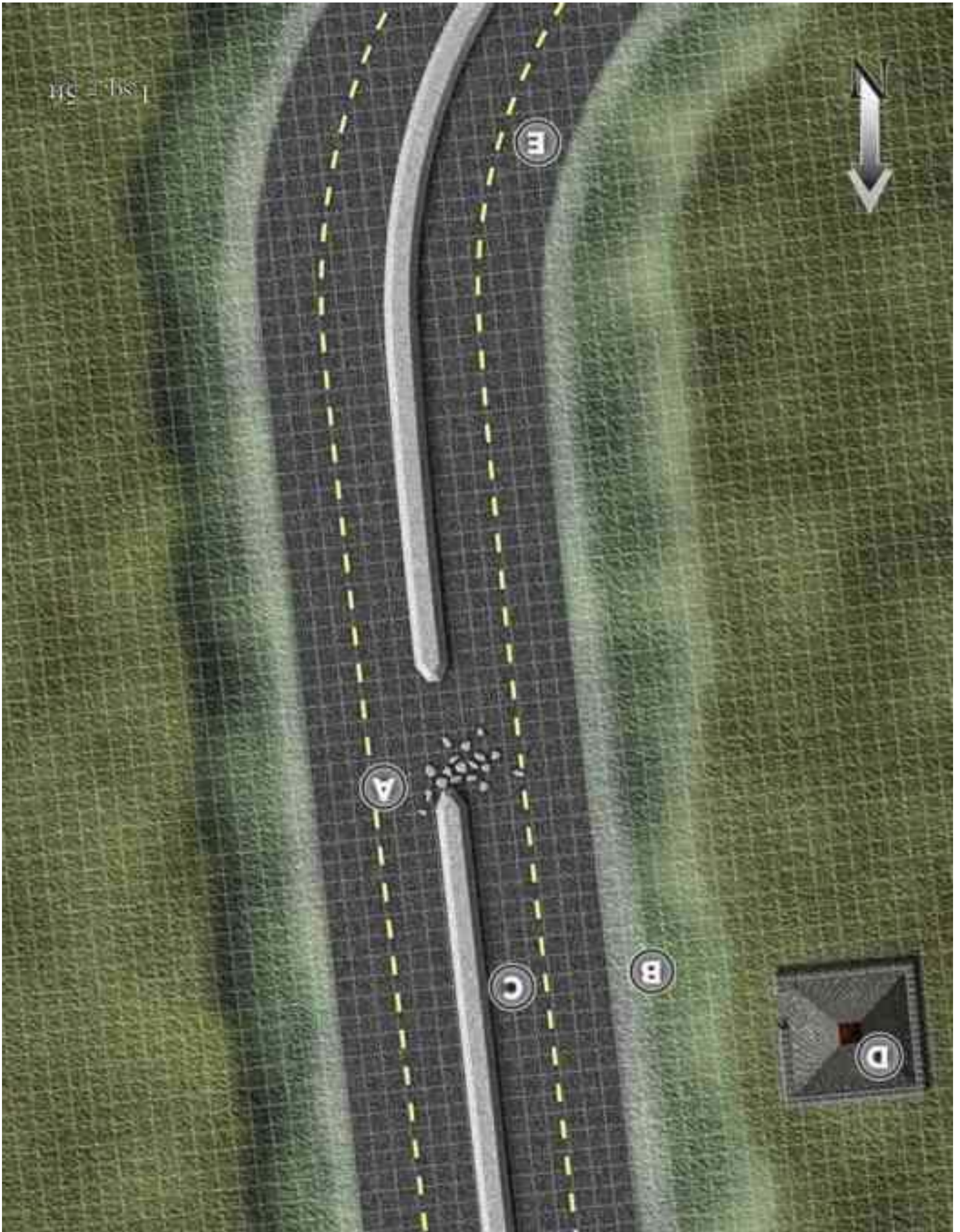
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1 sq. = 5ft



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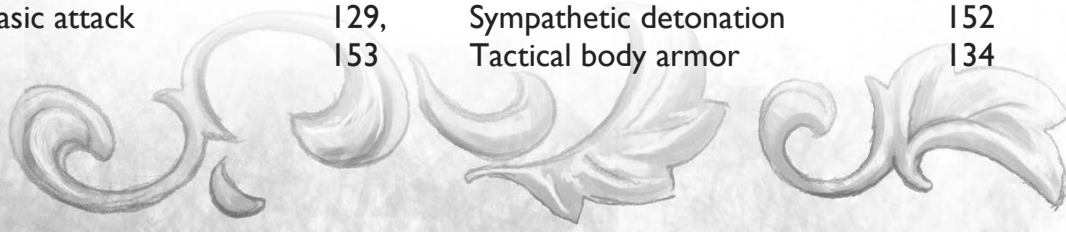
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Dias Ex Machina Games
129 6807 Westgate Ave.
Prince George, British Columbia,
Canada.
V2N 5P8
www.DiasExMachina.com

The mission of U4 is to present 4th EDITION rules for use in non-fantasy settings. These include pre-modern settings, contemporary settings, and those that are far flung fantastic and futuristic. U4 is perfectly suited for any of these following campaigns:

Cyberpunk
Espionage
Modern warfare
Space opera
Technofantasy
Urban fantasy
Wild west, with or without aliens

U4 has no included setting, allowing you to explore the rules in whatever context you wish. The rules are offered in a general way, not assuming any time period. The equipment lists a wide range of various firearms. Though most are modern, there are quite a few that are retro and futuristic.



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- The new "Ladder" system which offers more adjustability with character creation. Modify your class with one of seven ladders.
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- New armor including powered combat suits.
- New skills & feats.
- All new weapons including traditional firearms, rocket launchers, and laser rifles.
- Pimp your auto. Purchase vehicles and modify their features.
- All new opponents from fanatics to tanks.

