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

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

For Use with 4th Edition Dungeons & Dragons Core Products:
- Player's Handbook
- Dungeon Master's Guide
- Monster Manual
- D&D Miniatures
- D&D Dungeon Tiles

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INTRODUCTION

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

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

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

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

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

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

The meat and bones of chapter 4 are the weapons and equipment for all progress levels. New to the 4th edition system is the Gadget and Upgrade system which allows Players and Dungeon Masters the ability to fully customize a weapons and equipment from scratch or simply upgrade already designed items. Also new to the 4th edition system is updated vehicle operation rules and crafting rules to create your own equipment.

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

MODERN ROLE-PLAYING

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

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

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

THE CAMPAIGN

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

Also, within this book contains the ideas and tools to create a modern campaign, set into the near or distant future, allowing your characters to race through the stars, and do battle with lasers and plasma. The only limit to your adventures is your own imagination.
NEW POWER KEYWORDS
Keywords for powers have remained largely unchanged from the basic book. There is however a few additions for a modern world.

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

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

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

Effect Type: Some powers are classified according to how their effects work.
Auto: Powers with this effect must use weapons with the Automatic property. All weapons used with powers that have the Auto effect type deal 1 die less damage.

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

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

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

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

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

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

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

Attack and Damage: All character gain a +1 bonus to attack rolls and damage rolls at 2nd, 7th, 12th, 17th, 22nd, and 27th level.
Defenses: All PC’s gain a +1 bonus to AC, Fortitude, reflex, and or Will at 4th, 9th, 14th, 19th, 24th, and 29th level.

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

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

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

Androids are a staple of science fiction, and usually resemble their creators. An android is a robot or synthetic organism designed for a purpose, a purpose that even the android may not know about. Android heroes are free thinking and are able to act on their own without the need for orders from their creators, a stark contrast from other androids which are normally not so free thinking.
Built for a reason then discarded, never knowing what they were made for.

**RACIAL TRAITS**

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

**Average Weight:** 270-350 lb.

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

**Size:** Medium

**Speed:** 7 squares

**Vision:** Normal

**Language:** Choose 2

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

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

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

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

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

**Soulless:** Regardless of your class or feats you gain no healing surges, and heal checks and healing powers have no effect on you as you are made of metal and plastic not flesh and blood. Only Android powers and some powers from the smart hero class that target constructs can heal you in combat. Repair check take the place of heal check, and while outside of combat the repair skill can be used to grant an android its surge value in hit points by beating a DC 10 + the level of the android.
Although Androids exist in the modern day, the classic conception of the thinking automation usually involves advances yet to come in the field of robotics. Today's androids are, at best, boxlike affairs with crude grippers and simplistic sensors, governed by complex, though limited, computer programs. However, the androids of the future take countless forms from lumbering war machines to sophisticated creations indistinguishable from living beings.

**PHYSICAL QUALITIES**

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

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

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

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

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

**Progress Level 6:** The versatility of androids continue to improve throughout this progress level. Androids have attained a form of self-awareness allowing them to make complex choices from among multitudes of options. In this progress level androids finally look life like but still give the people looking and interacting with them the 'creeps', a feeling that something just isn't right.

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

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

**ROLE-PLAYING A ANDROID**

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

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

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

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

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

**Android Names:** Androids tend to take new names, if they had one, should they leave the service of their creators or masters. Regardless of how they enter the world an androids name can be anything, but are usually similar to others in the region they living.
ANDROID ADVENTURES
The hunger for freedom is a constant among androids and they will fight for that freedom with a vigor unmatched by their living creators. Androids do not fear death and as such are more willing to put themselves into danger. It's a fearful thing to see a humanoid creation walking towards you, fearing neither pain nor death and willing to fight to the end. Two sample android adventurers are described below.

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

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

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

LEVEL 2 UTILITY UPGRADES

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

<table>
<thead>
<tr>
<th>ENHANCED OPTICS</th>
<th>ANDROID UTILITY 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>The optics in your eyes zoom in on your target giving you unparalleled sight.</td>
<td></td>
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</table>

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

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

<table>
<thead>
<tr>
<th>SUPERIOR MOTOR FUNCTION</th>
<th>ANDROID UTILITY 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>You move with unnatural grace and care. Your footfalls barely making contact with the ground.</td>
<td></td>
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</tbody>
</table>

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

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

<table>
<thead>
<tr>
<th>INTERNAL STABILIZERS</th>
<th>ANDROID UTILITY 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>You stand there, as still as a stone, lining up your crosshairs. Your enemy will never expect to be attacked from this distance.</td>
<td></td>
</tr>
</tbody>
</table>

**Benefit (PL5):** You gain a +2 power bonus to Athletics checks.
**Benefit (PL6):** All ranged attacks distances are increased by 5 squares.
**Benefit (PL7):** Reduce the penalty for attacking creatures with any cover or concealment by 1.

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

<table>
<thead>
<tr>
<th>SUBDURAL ARMOR</th>
<th>ANDROID UTILITY 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>As you walk toward your enemy, their bullets bouncing off of you, you see true terror in their eyes.</td>
<td></td>
</tr>
</tbody>
</table>

**Benefit (PL5):** You gain a +1 bonus to Fortitude defense.
**Benefit (PL7):** When you take a total defensive action you gain resist all 5 + your constitution modifier.
LEVEL 6 UTILITY UPGRADES

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

REACTIVE ENFORCEMENT ANDROID UTILITY 6
As your enemy move us near you, you match his speed and angle of approach, and always keep one step ahead.

Encounter ◆ Martial
Immediate Reaction ◆ Personal
Trigger: An enemy moves adjacent to you.
Effect: You shit 1 square.
  Benefit (PL5): You ignore 1 square of difficult terrain when shifting.
  Benefit (PL7): Shift one square when hit by a melee attack.

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

WELL TUNED ANDROID UTILITY 6
You move across the ground with all the skill of a master thief never letting anyone so much as touch you as you move through them.

Encounter ◆ Martial
Move Action ◆ Personal
Effect: You shift half your speed +1.
  Benefit (PL5): You gain a +2 power bonus to Acrobatics checks.
  Benefit (PL7): You can move through enemies squares when shifting.

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

ENACT COUNTERMEASURES ANDROID UTILITY 6
You enemy approaches, thinking you stunned. If only he knew that his attack had no effect. Just a few more feet and he will finely know what you do.

Daily ◆ Martial
No Action ◆ Personal
Trigger: You are required to roll a saving throw.
Effect: You make a saving throw with a +4 power bonus.
  Benefit (PL5): You gain a +2 bonus to save against ongoing damage.
  Benefit (PL6): You gain a +2 bonus to save against being dazed, immobilized, stunned, and slowed.
  Benefit (PL7): You gain a +1 bonus to all saves.

LEVEL 10 UTILITY UPGRADES

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

CLOAKING TECHNOLOGY ANDROID UTILITY 10
You stand there as your enemy moves past you, never noticing that you were just a few feet away.

Encounter ◆ Martial
Minor Action ◆ Personal
Effect: You become invisible until you move, or attack.
  Benefit (PL5): You gain a +2 power bonus to stealth checks.
  Benefit (PL7): You can make stealth checks with any cover or concealment.

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

ROBOTIC STRENGTH ANDROID UTILITY 10
You bulking from, now more machine than man terrifies even the most hardened fighters.

Encounter ◆ Martial
Free Action ◆ Melee Weapon
Trigger: Your melee attack misses its target.
Effect: You make an athletics check. If your result equals or exceeds the targets highest defense, you can knock the target prone or slide it a number of squares equal to half your strength modifier minimum of 1.
  Benefit (PL5): You gain a +2 power bonus to strength checks.
  Benefit (PL7): Your strength is considered to be 10 higher for determining carrying capacity.
REACTIVE COATING  Advances in technology have allowed you the ability to adapt to certain stimuli, reducing or even negating its harmful effects.

**REACTIVE COATING**  **ANDROID UTILITY 10**

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

Daily ♦ Martial
Immediate Reaction ♦ Personal
Trigger: You take damage of a specific type or combination of types.
Effect: You gain resist 5 to damage of that type or types until the end of the encounter. If you already have resistance to that damage type or types, the resistance increases by 5 until the end of the encounter.

Level 21: Resist 10

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

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

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

**SUPERIOR SPEED**  **ANDROID UTILITY 10**

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

Daily ♦ Martial, Stance
Minor Action ♦ Personal
Effect: Until the stance ends, you gain a +5 power bonus to speed.

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

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

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

LEVEL 16 UTILITY UPGRADES

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

**ADVANCED REFLEXES**  **ANDROID UTILITY 16**

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

**Encounter ♦ Martial**
Immediate Interrupt ♦ Personal
Trigger: An attack hits you.
Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half of the check result. You can then shift half of your speed.

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

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

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

**SUPERIOR TARGETING**  **ANDROID UTILITY 16**

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

**Encounter ♦ Martial**
Free Action ♦ Personal
Trigger: You miss with an attack.
Effect: You gain a +3 bonus to the attack roll, and you ignore the effects of cover and concealment but not superior cover or total concealment.

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

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

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

**SYSTEM BACKUP**  **ANDROID UTILITY 16**

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

**Daily ♦ Martial**
Immediate Interrupt ♦ Personal
Trigger: You drop to 0 hit points or fewer.
Effect: Until your hit points are above 0 or until the end of the encounter, you do not receive the penalties for being below 0 hit points.

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

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

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

**Benefit (PL8):** Once per encounter as a free action you can reduce the damage you take from an attack by an amount equal to 10 + your level while at 0 hit points or fewer.
DEFENSIVE CALCULATIONS Your computerized brain is constantly taking in information during combat. Using this information you are able to accurately predict the attacks of your foes. The more times your enemy attacks you the better your defense gets.

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

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

Benefit (PL5): You gain a +1 to all saves when below 0 hit points.
Benefit (PL6): While at 0 hit points or fewer you gain a +1 power bonus to AC and Reflex.
Benefit (PL7): You gain a resist 5 all when below 0 hit points.
Benefit (PL8): Once per encounter as a free action you can reduce the damage you take from an attack by an amount equal to 10 + your level while at 0 hit points or fewer.

LEVEL 22 UTILITY UPGRADES

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

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

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

Benefit (PL5): You gain a climb speed equal to your speed.
Benefit (PL7): When an enemy misses you with a melee or ranged attack you can shift 2 squares.

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

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

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

Benefit (PL5): Treat all jumps as if you had a running start.
Benefit (PL7): You can fly your speed so long as you start and end your move action on a horizontal surface.

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

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

REBOOT

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

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

Benefit (PL5): You gain a +5 power bonus vs. being dazed.
Benefit (PL6): You gain a +5 power bonus vs. being slowed.
Benefit (PL7): You gain a +5 power bonus vs. being weakened.
Benefit (PL8): You gain a +5 power bonus vs. being Stunned.

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

CLOAKING

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

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

Benefit (PL5): You can move your full speed well stealthing without penalty.
Benefit (PL7): When moving you can become invisible. You become visible when you end the move or pass within 2 squares of a creature.
Android Paragon Paths

Combat Model

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

Prerequisite: Android

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

Combat Model Path Features

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

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

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

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

Combat Model Heroics

SHOULDER CANNON

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

Encounter ◆ Martial

Standard Action Area Burst 1 within 20
Target: Each creature in burst
Attack: Constitution +3 vs. Reflex
Hit: 2D10 + Constitution modifier damage and the target is pushed one square and knocked prone.

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

FORTIFICATION

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

Encounter ◆ Martial, Stance

Minor Action Personal

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

Daily ◆ Martial

Standard Action Melee 1

Effect: Shift half your speed toward an enemy.

Primary Target: One adjacent large or smaller creature

Primary Attack: Constitution +3 vs. Fortitude

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

Secondary Target: One creature within 10 squares.

Secondary Attack: Constitution +4 vs. Reflex

Hit: 2D10 + constitution modifier damage to the primary target and secondary target, and both are knocked prone.
Android Feats
This category of feats (available to the Android race)

Heroic Tier

Upgrade [Android]
Prerequisite: Level 4
Benefit: Select an android utility feat of your level or lower and add it to your list of utility powers. If you already have an android utility power selected you may not select it again using this feat.

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

Internal Light Armor [Android]
Prerequisite: Trained in light armor proficiency
Benefit: You are treated as a suit of light armor for all purposes and receive a +2 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a light suit of armor. Should you ware another suit of armor, you would take the highest armor bonus of the two and loose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.
Special: This armor requires a perception check of 30 to notice.

Internal Medium Armor [Android]
Prerequisite: Trained in medium armor proficiency
Benefit: You are treated as a suit of medium armor for all purposes and receive a +5 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a medium suit of armor. Should you ware another suit of armor, you would take the highest armor bonus of the two and loose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.
Special: This armor requires a perception check of 20 to notice.

Internal Heavy Armor [Android]
Prerequisite: Trained in Heavy armor proficiency
Benefit: You are treated as a suit of Heavy armor for all purposes and receive a +8 Armor bonus to AC. You can also attach gadgets and upgrades to yourself as if you were a Heavy suit of armor. Should you ware another suit of armor, you would take the highest armor bonus of the two and loose the use of any gadgets and upgrades your internal armor may have with the exception of the 'Enhancement' upgrade.
Special: This armor requires a perception check of 15 to notice.

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

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

Sensor Upgrade [Android]
Benefit: You gain the Darkvision sight out to 20 squares.

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

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

Paragon Tier

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

Plug and Play Brain [Android]
Benefit: When you are reduced to below your bloodied value in negative hit points and have been destroyed, you can be recreated. To do this a creature is required to succeed on a repair check DC-30 and spend your level x 1000 dollars in Parts components.
Special: After being brought back in this way, you receive a -2 death penalty for every attack, defense, and saving throw until 3 milestones have been obtained.

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

Hidden Weapons Mount [Android]
Benefit: You can hide a one-handed ranged or melee weapon on your body which can not be detected visually while hidden. As a free action the weapon can be deployed normally. A minor action is required to re-hide the weapon. This weapon can be upgraded normally.
Your class is the primary definition of what your character can do in the extraordinary world your DM provides. Be it fighting an entire gang of thugs single handedly, racing across roof tops, or facing down an evil military organization.

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

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

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

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

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

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

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

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

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

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

Epic Destinies: A selection of epic destinies that only the very best can achieve, many of which borderline on the supernatural.
Come on, take my hand. You can trust me.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Minor Action Close burst 5
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

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

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

<table>
<thead>
<tr>
<th>CAPTIVATE</th>
<th>Charismatic Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>You keep talking, stalling for time as your friends sneak past undetected.</td>
<td></td>
</tr>
</tbody>
</table>

At-will ✧ Charm

Standard Action Close Burst 5

Requirement: You must share the same language as the target

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

Attack: Charisma vs. Will

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

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

Special: The target cannot have been attacked by you or your allies. If attacked the effect ends.
Dazzle
Charismatic Feature
You keep talking, stalling for time as your friends sneak past undetected.

At-Will ◆ Charm
Standard Action Close Burst 5
Requirement: You must share the same language as the target
Target: A number of creatures equal to your Charisma Mod.
Attack: Charisma vs. Will
Hit: Target take a negative to their next perception and insight checks equal to your charisma modifier until the end of your next round.
Special: The target cannot have been attacked by you or your allies. If attacked the effect ends.
Failure: The target are on alert and gain a bonus on their next perception and insight checks equal to your charisma modifier until the end of the encounter or 5 minutes, whatever comes first.

Level 1 At-Will Heroics

Encouraging Strike
Charismatic Attack 1
With a simple shout you implore your ally to attack your target.

At-Will ◆ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: An ally of your choice makes a basic attack against the target
Hit: Allies basic attack damage + your Intelligence modifier.

Inspiring Strike
Charismatic Attack 1
You stare death in the face and inspire your allies by doing so.

At-Will ◆ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: Ally basic attack damage + your Strength modifier
Effect: The target cannot have been attacked by you or your allies. If attacked the effect ends.

Level 1 Encounter Heroics

Distracting Shot
Charismatic Attack 1
You place your shot precisely to distract your foe, making him less likely to hit your ally.

Encounter ◆ Martial, Firearm
Standard Action Ranged Weapon
Target: One Creature
Attack: Dexterity vs. AC
Hit: Dexterity modifier damage
Effect: One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

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

Move As One
Charismatic Attack 1
You and your ally move together to attack the same enemy.

Encounter ◆ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: Dexterity modifier damage
Effect: One ally within 5 squares can shift 1 square and make a basic attack against your target.
**Coordinate:** Ally can move a number of squares equal to your Charisma modifier.

**Light as a Feather**  
**Charismatic Attack 1**  
*Like a feather in a stream your foe is driven by the current of battle. Your attacks force him to give ground.*

**Encounter ◆ Martial, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** $2[W] +$ strength modifier damage. You or an ally adjacent to the target swaps places with the target.

**Coordinated Strike**  
**Charismatic Attack 1**  
*Following your commands your allies let loose on your enemies.*

**Encounter ◆ Martial**  
**Standard Action**  
**Close Burst 5**  
**Target:** One Enemy  
**Effect:** Two allies in the burst get to make a ranged or melee basic attack against one enemy in range. The allies gain a +2 bonus to hit the target.  
**Tactical Organization:** The bonus to hit equals $1 +$ the Charismatic’s Charisma modifier.

### Level 1 Daily Heroics

**Defensive Action**  
**Charismatic Attack 1**  
*Under your command your allies will never fall.*

**Daily ◆ Martial, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Target:** One Creature  
**Attack:** Strength vs. AC  
**Hit:** $3[W] +$ Strength modifier damage. All adjacent allies gain a +1 power bonus to all defenses until the end of the encounter.  
**Effect:** All allies within 5 squares of you gain temporary hit points equal to $5 +$ your Charisma modifier.

**Lead By Example**  
**Charismatic Attack 1**  
*Under your direction, bullets hit their mark, and blades drive home.*

**Daily ◆ Martial, Weapon, Firearm**  
**Standard Action**  
**Melee or Ranged Weapon**  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** $3[W] +$ Strength modifier damage (Melee), $3[W] +$ Dexterity modifier damage (Ranged). Until the end of the encounter each ally within 5 squares of you gains a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.  
**Miss:** Until the end of the encounter each ally within 5 squares of you gains a +1 power bonus to attack rolls against the target.

### Level 2 Utility Heroics

**Aid the Injured**  
**Charismatic Utility 2**  
*Your presence is both a comfort and a inspiration.*

**Encounter ◆ Healing, Martial**  
**Standard Action**  
**Melee Touch**  
**Target:** You or one adjacent ally  
**Effect:** Target can spend a healing surge.  
**Inspiration:** You or the ally gain additional HP equal to your charisma modifier, but cannot heal above maximum hit points.

**Shake it Off**  
**Charismatic Utility 2**  
*You convince yourself or an ally to shake off a debilitation effect.*

**Encounter ◆ Martial**  
**Minor Action**  
**Range 10**  
**Target:** You or one adjacent ally  
**Effect:** The target makes a saving throw with a power bonus equal to your charisma modifier.
Coordinate: Both you and an ally gain the effect.

**INSPIRE COMPETENCE**  Charismatic Utility 2

*Your abundance of confidence inspires others to do better.*

**Encounter ◆ Martial**

**Minor Action** Close Burst 5

**Target:** You and each ally in burst

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

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

**HEROIC EFFORT**  Charismatic Utility 2

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

**Daily ◆ Martial**

**Minor Action** Close Burst 10

**Requirement:** You must be bloodied.

**Target:** Each ally in burst

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

**TAKE COVER**  Charismatic Utility 2

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

**Daily ◆ Martial**

**Immediate Interrupt** Close Burst 5

**Trigger:** You and allies are surprised by enemy attack.

**Target:** Each ally in burst

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

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

**LEVEL 3 ENCOUNTER HEROICS**

**BLOODY ENDING**  Charismatic Attack 3

*You cunningly aim to finish off a wounded foe.*

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target:** One bloodied creature

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

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

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

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

**CHARGING BLOW**  Charismatic Attack 3

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

**Encounter ◆ Martial, Weapon**

**Standard Action** Melee Weapon

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

**Target:** One creature

**Attack:** Strength vs. Fortitude

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

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

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

**HOLD THE LINE**  Charismatic Attack 3

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

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target:** One creature

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

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

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

**FOLLOW ME**  Charismatic Attack 3

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

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target:** One creature

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

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

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

**Special:** When charging, you can use this power in place of a melee basic attack.
CHARISMATIC STRIKE  Charismatic Attack 3

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

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

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

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

LEVEL 5 DAILY HEROICS

GET BACK UP  Charismatic Attack 5

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

Daily ♠ Healing, Martial, Weapon, Firewall
Standard Action  Melee or Ranged Weapon
Target: One creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

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

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

HARRYING ATTACK  Charismatic Attack 5

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

Daily ♠ Martial, Weapon, Stance

Minor Action  Melee Weapon

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

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

SCENT OF BLOOD  Charismatic Attack 5

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

Daily ♠ Martial

Standard Action  Close Burst 5

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

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

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

ADVANTAGEOUS ATTACK  Charismatic Attack 5

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

Daily ♠ Martial, Weapon, Firewall

Standard Action  Ranged Weapon
Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage

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

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

LEVEL 6 UTILITY HEROICS

TACTICAL OBSERVATION  Charismatic Utility 6

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

At-Will ♠ Martial

Minor Action  Personal

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

ENCOURAGING STRIKES  Charismatic Utility 6

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

Daily ♠ Martial, Stance

Minor Action  Personal

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

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

WORDS OF INSPIRATION  Charismatic Utility 6

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

Encounter ♠ Martial, Healing

Minor Action  Close Burst 5
Target: You or one ally in burst

Effect: Target can spend two healing surges

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

TACTICAL ADVICE  Charismatic Utility 6

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

Daily ♠ Martial

Immediate Interrupt  Close Burst 10

Trigger: An ally makes a basic attack, a bull rush, or a charge within 10 squares of you.
Target: The triggering ally in burst

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

CHAPTER 2 | Character Classes
**Tempting Target**  
Charismatic Utility 6  
Your invite attack and distract your foes in the process.

Daily ◆ Healing, Martial, Stance  
Minor Action ◆ Personal  

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

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

---

**Inspiring Shout**  
Charismatic Utility 6  
As soon as an ally is wounded, you shout out words of inspiration.

Encounter ◆ Martial, Healing  
Immediate Reaction ◆ Close Burst 5  

**Trigger:** You or an ally within the burst takes damage  

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

---

**Stand Tough**  
Charismatic Utility 6  
You fortify your allies with a few words of encouragement.

Daily ◆ Healing, Martial  
Minor Action ◆ Close Burst 5  

**Targets:** You and each ally in burst  

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

---

**Level 7 Encounter Heroics**

**Overextending Reach**  
Charismatic Attack 7  
You goad the enemy into pressing too far, setting up your ally’s counterstrike.

Encounter ◆ Martial, Weapon  
Standard Action ◆ Melee Weapon  

**Target:** One creature  

**Attack:** Strength vs. AC  

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

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

---

**Sacrificial Strike**  
Charismatic Attack 7  
Your wild strike lands solidly and inspires a comrade, but it leaves you vulnerable.

Encounter ◆ Martial, Weapon, Firearm  
Standard Action ◆ Melee or Ranged Weapon  

**Target:** One creature  

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

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

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

---

**Stirring Words**  
Charismatic Attack 7  
With a mighty strike, you spur your friends to shake off their hindrances.

Encounter ◆ Martial, Weapon, Firearm  
Standard Action ◆ Melee or Ranged Weapon  

**Target:** One creature  

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

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

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

---

**War of Attrition**  
Charismatic Attack 7  
Little by little, your allies turn the tide against the enemy.

Encounter ◆ Martial, Weapon, Firearm  
Standard Action ◆ Melee or Ranged Weapon  

**Target:** One creature  

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

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

**Tactical Organization:** The bonus equals your charisma modifier.

---

**Surprise Attack**  
Charismatic Attack 7  
Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.

Encounter ◆ Martial, Weapon, Firearm  
Standard Action ◆ Melee or Ranged Weapon  

**Target:** One creature  

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

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

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

---

**Level 9 Daily Heroics**

**Like Boling Pins**  
Charismatic Attack 9  
The rhythm of your enemies hitting the ground is music to your ears.

Daily ◆ Martial, Weapon  
Standard Action ◆ Melee Weapon  

**Target:** One Creature  

**Attack:** Strength vs. AC  

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

**Miss:** Half damage and the target is knocked prone.
**Blood Mark**: Charismatic Attack 9

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

**Daily ◆ Healing, Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target**: One Creature

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

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

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

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

---

**Denying Mark**: Charismatic Attack 9

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

**Daily ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target**: One Creature

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

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

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

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

---

**Discouraging Strikes**: Charismatic Attack 9

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

**Daily ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon

**Target**: One Creature

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

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

**Miss**: Half damage.

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

---

**Battle Dance**: Charismatic Utility 10

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

**Daily ◆ Martial, Stance**

**Minor Action** Personal

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

---

**Stay the Mark**: Charismatic Attack 9

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

**Daily ◆ Martial, Firearm**

**Immediate Reaction** Ranged Weapon

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

**Target**: One Creature

**Attack**: Dexterity vs. AC

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

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

**Miss**: Half damage.

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

---

**Charismatic Recovery**: Charismatic Attack 9

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

**Daily ◆ Martial, Weapon, Firearm**

**Standard Action** Close Burst 5

**Target**: One ally in burst

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

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

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

---

**Level 10 Utility Heroics**

**Tactical Move**: Charismatic Utility 10

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

**Encounter ◆ Martial**

**Immediate Interrupt** Range 10

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

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

---

**Fast Planning**: Charismatic Utility 10

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

**Daily ◆ Martial**

**Minor Action** Close Burst 5

**Targets**: You and each ally in burst

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

**Tactical Organization**: You can grant a different bonus to each target.
### Unintended Feint

**Charismatic Utility 10**

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

**Daily ◆ Martial**

**Immediate Reaction** ◆ **Close Burst 5**

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

**Target:** The triggering ally in burst

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

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

### Level 13 Encounter Heroics

### Alerting Call

**Charismatic Attack 13**

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

**Encounter ◆ Martial**

**Immediate Interrupt** ◆ **Close burst 5**

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

**Target:** The triggering ally in burst

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

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

### Bolstering Strike

**Charismatic Attack 13**

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

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action** ◆ **Melee or Ranged Weapon**

**Target:** One creature

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

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

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

### Death Mark

**Charismatic Attack 13**

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

**Encounter ◆ Martial, Weapon**

**Standard Action** ◆ **Melee Weapon**

**Target:** One creature

**Effect:** Before the attack, you can shift 2 squares

**Attack:** Strength vs. AC

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

**Coordinate:** While the target is marked by this power, your allies gain a power bonus to damage rolls against the target equal to your charisma modifier.
**Pincer Maneuver**  
Charismatic Attack 13

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

**Encounter ◆ Martial**  
**Standard Action**  
**Close Burst 5**

**Target:** One or two allies in burst

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

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

---

**Bloodied Action**  
Charismatic Attack 13

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

**Encounter ◆ Firearm, Martial**  
**Immediate Interrupt**  
**Ranged Weapon**

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

**Target:** The triggering enemy

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

**Attack:** Strength vs. AC

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

---

**Withdrawal**  
Charismatic Attack 13

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

**Encounter ◆ Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

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

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

---

**Level 15 Daily Heroics**

---

**Lasting Wound**  
Charismatic Attack 15

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

**Daily ◆ Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

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

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

---

**Renewing Shout**  
Charismatic Attack 15

*Your ally takes heart in seeing your resolve.*

**Daily ◆ Firearm, Healing, Martial, Reliable, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

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

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

---

**Anticipate Attack**  
Charismatic Attack 15

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

**Daily ◆ Martial, Weapon**  
**Immediate Interrupt**  
**Melee 1**

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

**Target:** One creature

**Attack:** Strength vs. AC

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

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

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

---

**Determination**  
Charismatic Attack 15

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

**Daily ◆ Martial, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

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

**Miss:** Half damage

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

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

**Secondary Attack:** Charisma vs. Fortitude

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

**Inspiration:** Each ally adds your charisma modifier to the hits points regained.
ASSAULT MASTERY
Charismatic Attack 15
You orchestrate a devastating coordinated attack.

Daily ◆ Martial
Standard Action Close burst 3
Target: You and each ally in burst
Effect: Each target can charge and make a melee basic attack or shift 1 square and make a ranged basic attack as a free action. Each attack gains a power bonus to the attack and damage roll equal to your charisma modifier.
  Coordinate: Each ally in a Close burst 5.

LEVEL 16 UTILITY HEROICS
DEFY FATE
Charismatic Utility 16
You fight off an adverse affection or enable an ally to do the same.

Encounter ◆ Martial
Minor Action Range 10
Target: You or one ally
Effect: The target succeeds on a saving throw.
  Inspiration: You or two allies in range.

TIMING IS EVERYTHING
Charismatic Utility 16
Practice has honed your parties maneuvering to near perfection.

Encounter ◆ Martial
No Action Close burst 5
Trigger: You and your allies make initiative checks at the beginning of an encounter.
Target: You and two allies in burst or three allies in burst
Effect: You swap the initiative check results of the targets.
  Tactical Organization: Until the end of his or her first turn in the encounter, the target with the lowest initiative result gains a power bonus to damage rolls equal to your Intelligence modifier.

FLANKING ASSAULT
Charismatic Utility 16
You take up a vulnerable position that forces your enemies into disadvantageous positions as well.

Daily ◆ Martial, Stance
Minor Action Personal
Effect: Until the stance ends, any enemy adjacent to you gains combat advantage against you but grants combat advantage to your allies.
  Coordinate: Allies gain a bonus to melee damage rolls against enemies adjacent to you equal to your Charisma modifier.

SIDE BY SIDE
Charismatic Utility 16
You and your ally from a deadly team, fighting in tandem.

Daily ◆ Martial, Stance
Minor Action Melee 1
Target: One ally
Effect: Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you’re adjacent to each other.
  Coordinate: You and two allies.

RESOLVE
Charismatic Utility 16
You rally your closest allies before sending them to battle

Encounter ◆ Healing, Martial
Minor Action Close burst 5
Target: Each ally in burst
Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.
  Inspiration: Each ally gain additional hit points equal to your charisma modifier.

MOVE AS ONE
Charismatic Utility 16
You forego attacks and focus on redirecting your allies

Daily ◆ Martial
Standard Action Close burst 10
Target: Each ally in burst
Effect: Each target can take a move action.
  Tactical Organization: Targets can move additional squares equal to half your intelligence modifier.

WARNING SHOUT
Charismatic Utility 16
Hearing your call of alarm, your allies leap for cover.

Daily ◆ Martial
Immediate Interrupt Close burst 5
Trigger: An ally within 5 squares of you is hit by a ranged or area attack.
Target: The triggering ally in burst
Effect: The target can shift a number of squares equal to 1 + your Intelligence modifier.

LEVEL 17 ENCOUNTER HEROICS
BLOODIED RETALIATION
Charismatic Attack 17
Your foes on its last legs, and you mean to bring that torment to an end.

Encounter ◆ Firearm, Martial, Weapon
Standard Action Melee or Ranged Weapon
Target: One bloodied Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: 3[W] + Strength modifier + Charisma modifier damage (Melee), or 3[W] + Dexterity modifier + Charisma modifier damage (Ranged).
Effect: If the attack’s damage doesn’t reduce the target to 0 hit points or fewer, make a melee basic attack against the target, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

HAIL OF GUN FIRE
Charismatic Attack 17
With a mere shout your allies rally to your call and open fire.

Encounter ◆ Firearm, Martial
Standard Action Ranged Weapon
Target: One Creature
Attack: Dexterity vs. AC
Hit: 1[W] + dexterity modifier damage, and every ally within 5 squares of you get to make a ranged basic attack against the target as a free action.
  Coordination: Every ally within 10 squares.
**Bloody Inspiration**  Charismatic Attack 17
Your bold strike inspires your allies to show off their fighting prowess.

**Encounter ♦ Martial, Weapon**  
**Standard Action**  
**Target:** One Creature  
**Attack:** Strength vs. Reflex

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

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

---

**Guarding Strike**  Charismatic Attack 17
Your bold strike inspires your allies to show off their fighting prowess.

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

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

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

---

**Level 19 Daily Heroics**

**Counterattack**  Charismatic Attack 19
You shout a warning to an ally under fire, who avoids the brunt of the attack and responds in kind.

**Daily ♦ Healing, Martial**  
**Immediate Reaction**  Close burst 20
**Trigger:** An ally within burst is hit by an enemy.  
**Target:** the triggering ally in burst

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

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

---

**Battle Field Command**  Charismatic Attack 19
As you attack your enemy you get a feel for the battle raging before you, allowing you to direct your troops.

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

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

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

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

---

**Turning Point**  Charismatic Attack 19
Even if you or your ally's attacks fall short, the battle is still turning in your favor.

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

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

**Miss:** Make a melee basic attack against the target.

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

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

---

**Perfect Flank**  Charismatic Attack 19
You maneuver your enemy into a perfect flanking position. As you land your blow your allies strike hard from all sides.

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

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

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

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

---

**Martial Healing**
What explains your charismatic hero’s ability to heal your allies’ wounds? It might seem almost magical and certainly at the highest levels it is superhuman. But your Inspiration power is fundamentally a reflection of your ability to get your allies to do their best. Under your leadership, they can draw on reserves they didn’t know they had, perform heroic deeds they never thought they could, and keep fighting when the pain and terror would otherwise bring them down.
**AT YOUR COMMAND**  **Charismatic Attack 19**

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

**Daily ♦ Firearm, Martial**

**Standard Action**  **Ranged** Weapon

**Target:** One Creature

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

**Hit:** 4[W] + Dexterity modifier damage.

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

---

**LEVEL 22 UTILITY HEROICS**

**AVENGING ANGLE**  **Charismatic Utility 22**

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

**Daily ♦ Healing, Martial**

**Immediate Interrupt**  **Close** burst 10

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

**Target:** Each ally in burst

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

**Inspiration:** You are reduced to 1 hit point.

---

**TAKE HEART**  **Charismatic Utility 22**

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

**Daily ♦ Martial**

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

**Target:** You or one ally.

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

---

**BATTLE RUSH**  **Charismatic Utility 22**

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

**Daily ♦ Martial**

**Minor Action**  **Close** burst 10

**Target:** Each ally in burst

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

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


**ONE WITH BATTLE**

Charismatic Utility 22

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

**One with Battle**

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**Level 23 Encounter Heroics**

**BRUTALITY**
Charismatic Attack 23

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

**Brutality**

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<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>3[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged). If the target is bloodied or reduced to 0 hit points by this attack, two allies within 5 squares of you can each make a basic attack as a free action.</td>
</tr>
<tr>
<td><strong>Tactical Organization:</strong></td>
<td>If the target is bloodied or reduced to 0 hit points by this attack, three allies within 10 squares of you can each make a basic attack as a free action.</td>
</tr>
</tbody>
</table>

**ROUNDABOUT ATTACK**
Charismatic Attack 23

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

**Roundabout Attack**

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Firearm, Martial, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One Creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>3[W] + Strength modifier damage and the ally can make a melee basic attack against the target as a free action. If the ally’s attack hits, you make a secondary attack against the target.</td>
</tr>
<tr>
<td><strong>Secondary Attack:</strong></td>
<td>Strength vs. AC</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>1[W] + Strength modifier damage.</td>
</tr>
</tbody>
</table>

**PERUSE THE ENEMY**
Charismatic Attack 23

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

**Peruse The Enemy**

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Firearm, Martial, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One Creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>4[W] + Strength modifier damage (melee), or 4[W] + Dexterity modifier damage (ranged). Any two allies of your choice within 10 squares of you can shift their speed.</td>
</tr>
<tr>
<td><strong>Coordinate:</strong></td>
<td>Every ally 10 squares from you can shift their speed.</td>
</tr>
</tbody>
</table>

**REJUVENATING ATTACK**
Charismatic Attack 23

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

**Rejuvenating Attack**

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Firearm, Martial, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One Creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>4[W] + Strength modifier damage (melee), or 4[W] + Dexterity modifier damage (ranged), and each ally within 5 squares of you can make a saving throw.</td>
</tr>
<tr>
<td><strong>Inspiration:</strong></td>
<td>Your allies gain a power bonus to the saving throw equal to your charisma modifier.</td>
</tr>
</tbody>
</table>

**Level 25 Daily Heroics**

**PRECISION STANCE**
Charismatic Attack 25

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

**Precision Stance**

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial, Stance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>Until the stance ends, when an ally within 5 squares of you misses with an attack, you can take an immediate interrupt to allow the ally to reroll the attack roll with a bonus equal to your Intelligence modifier.</td>
</tr>
</tbody>
</table>

**VICTORIOUS DESTINY**
Charismatic Attack 25

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

**Victorious Destiny**

<table>
<thead>
<tr>
<th>Daily</th>
<th>Firearm, Martial, Reliable, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One Creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>6[W] + Strength modifier damage (melee), or 6[W] + Dexterity modifier damage (ranged), and allies gain a +2 bonus to attack rolls until the end of the encounter.</td>
</tr>
</tbody>
</table>

**WAVE OF COMBAT**
Charismatic Attack 25

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

**Wave of Combat**

<table>
<thead>
<tr>
<th>Daily</th>
<th>Firearm, Martial, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One Creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. Fortitude (Melee), or Dexterity vs. Fortitude (Ranged)</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>4[W] + Strength modifier damage (melee), or 4[W] + Dexterity modifier damage (ranged), and you push the target 2 squares.</td>
</tr>
<tr>
<td><strong>Miss:</strong></td>
<td>Half damage, and no push.</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>Each ally within 5 squares of you can make a melee basic attack as a free action. On a hit, the ally can push his or her target 1 square.</td>
</tr>
</tbody>
</table>
**Resurgence**  
**Charismatic Attack 25**  
*With deific speed and precision, you call out an opening for an ally’s attack. You also spot an opportunity that you can later exploit.*  
**Daily**  
**Martial**  
**Minor Action**  
**Close burst 10**  
**Target:** One ally in burst  
**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter, and the target gains a +2 bonus to the attack roll. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

**Level 27 Encounter Heroics**

**Battlestrike**  
**Charismatic Attack 27**  
*With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.*  
**Encounter**  
**Firearm, Martial, Weapon**  
**Standard Action**  
**Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Strength vs. Reflex (Melee), or Dexterity vs. Reflex (Ranged)  
**Hit:** 3[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged), and you slide the target 2 squares.  
**Tactical Organization:** You slide the target a number of squares equal to 1 + your Intelligence modifier.

**Storm of Blows**  
**Charismatic Attack 27**  
*With a gale of fierce swings, you give your enemies cause to consider you dangerous and your allies cause for hope.*  
**Encounter**  
**Firearm, Healing, Martial, Weapon**  
**Standard Action**  
**Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (melee), or 3[W] + Dexterity modifier damage (ranged), and you mark the target until the end of your next turn.  
**Effect:** Until the end of your next turn, any of your allies who hit enemies marked by this power can use a free action either to make a saving throw or to spend a healing surge.  
**Inspiration:** If an ally makes the saving throw, he or she gains a power bonus to the roll equal to your Intelligence modifier. If an ally spends the healing surge, he or she regains additional hit points equal to your Charisma modifier.

**Uplifting Assault**  
**Charismatic Attack 27**  
*Your successful strike fills you with renewed hope that you can use to inspire your comrades.*  
**Encounter**  
**Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged), and you gain an additional use of your Inspiration power for this encounter.  
**Inspiration:** Until the start of your next turn, you can use Inspiration as an immediate reaction triggered by an ally taking damage.

**Incite Heroism**  
**Charismatic Attack 27**  
*You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.*  
**Encounter**  
**Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged Weapon**  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier damage (Ranged), and each ally in your line of sight gains 20 temporary hit points.  
**Coordination:** Each ally gains a bonus to attack and damage equal to your charisma modifier until the temporary hit points from this power are gone.

**Level 29 Daily Heroics**

**Death Defied**  
**Charismatic Attack 29**  
*You leap to your ally’s side and spare him from the jaws of death.*  
**Daily**  
**Firearm, Martial, Weapon**  
**Immediate Interrupt**  
**Melee Weapon**  
**Trigger:** A creature attacks your ally  
**Target:** The attacking creature  
**Effect:** You can move twice your speed to reach the target without provoking opportunity attacks.  
**Attack:** Strength vs. AC  
**Hit:** 7[W] + Strength modifier damage, and the target’s attack misses.  
**Miss:** Half damage, and the targets attack deal half damage if it hits.  
**Effect:** As an immediate reaction, the attacked ally can spend a healing surge.
STAND TOGETHER  Charismatic Attack 29
You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.

Daily ◆ Firearm, Martial, Weapon
Standard Action  Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: 7[W] + Strength modifier damage (Melee), or 7[W] + Dexterity modifier damage (Ranged).
Effect: You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect continues.

DEFYING RALLY  Charismatic Attack 29
You loose a tremendous shout, giving your allies confidence and instant attacks.

Daily ◆ Firearm, Martial, Weapon
Standard Action  Close burst 20
Target: Each ally in burst
Effect: Each target gains 20 temporary hit points and can make a basic attack as a free action.
Tactical Organization: Until the end of your next turn, basic attacks deal 1[W] extra damage.

SURGING ATTACK  Charismatic Attack 29
You deliver a spectacular attack, filling your allies with lethal resolve against your adversaries.

Daily ◆ Firearm, Martial, Reliable, Weapon
Standard Action  Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: 6[W] + Strength modifier damage. Until the end of the encounter, your allies gain a bonus to damage rolls against the target equal to your Charisma modifier. When the target is reduced to 0 hit points, choose another enemy within 5 squares of it, and your allies gain the bonus to damage rolls against that enemy. Each time the chosen enemy is reduced to 0 hit points, choose a different enemy within 5 squares of it.

PERFECT FORMATION  Charismatic Attack 29
With practiced form, you and your allies create a battle line that allows you to attack with godlike precision.

Daily ◆ Martial, Stance
Minor Action  Personal
Target: Each ally in burst
Effect: Until the stance ends, as long as you are adjacent to an ally, roll twice each time you make an attack roll and use the higher result. Any ally adjacent to you gains the same benefit.
Coordination: You gain the benefit when within 2 squares of an ally, and an ally within 2 squares of you gains the benefit as well.
FIELD OFFICER

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

Prerequisite: Charismatic Hero

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

FIELD OFFICER PATH FEATURES

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

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

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

FIELD OFFICER HEROICS

CO-OP ATTACK

Field Officer Attack 11

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

Encounter ◆ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Target: One creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: 1[W] + Strength modifier damage (Melee), or 1[W] + Dexterity modifier (Ranged), and the target grants combat advantage until the end of your turn.

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

AUTHORITY

Field Officer Utility 12

You have the answer to any desperate situation.

Daily ◆ Martial
Immediate Reaction Close Burst 10
Targets: One ally in burst spends an action point to take an extra action.
Target: The Triggering ally in burst.
Effect: You choose for the trigger target to gain one of the following benefits: gain hit points equal to one-half your level + your Charisma modifier; gain a bonus to the extra action’s attack rolls equal to one-half your Intelligence modifier; gain a bonus to the extra action’s damage rolls equal to one-half your level + your Intelligence modifier; or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

COMMANDING SMITE

Field Officer Attack 20

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

Daily ◆ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Target: One creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)
Hit: 4[W] + Strength modifier damage (Melee), or 4[W] + Dexterity modifier (Ranged). You gain an action point, which must be spent before the end of the encounter or it’s lost. Spending this action point doesn’t count against the normal limit of action points spent per encounter.
**LAW ENFORCEMENT**

“I am the law, and I will enforce it”

**Prerequisite:** Charismatic Hero

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

**LAW ENFORCEMENT PATH FEATURES**

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

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

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

**LAW ENFORCEMENT HEROICS**

### TAGGED MARK

Your attack shows all who the enemy real is.

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Martial, Weapon, Firearm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard Action</td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td>Target:</td>
<td>One creature</td>
</tr>
<tr>
<td>Attack:</td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td>Hit:</td>
<td>2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier (Ranged), and the target is marked as if you used your mark of the just path feature. This does not count toward the maximum creatures marked you may have at a time.</td>
</tr>
<tr>
<td>Effect:</td>
<td>If the target is already marked by your Mark of the Just ability, you and your allies gain a bonus to damage when attacking it equal to your charisma modifier until the end of your next turn.</td>
</tr>
</tbody>
</table>

### SET THEM UP

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

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial, Stance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor Action</td>
<td>Personal</td>
</tr>
<tr>
<td>Effect:</td>
<td>Until the stance ends, whenever you hit your mark, one ally within 10 squares of you can make a basic attack as a free action against the marked target.</td>
</tr>
</tbody>
</table>

### NEW MARK

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

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Martial, Weapon, Firearm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Free Action</td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td>Trigger:</td>
<td>Your marked target is reduced to 0 hit points or fewer.</td>
</tr>
<tr>
<td>Target:</td>
<td>One creature</td>
</tr>
<tr>
<td>Attack:</td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)</td>
</tr>
<tr>
<td>Hit:</td>
<td>3[W] + Strength modifier damage (Melee), or 3[W] + Dexterity modifier (Ranged).</td>
</tr>
<tr>
<td>Miss:</td>
<td>Half Damage</td>
</tr>
<tr>
<td>Effect:</td>
<td>You can mark the target as if you had used the Mark of the Just class feature even if you had already used it this round.</td>
</tr>
</tbody>
</table>
INSPIRING LEADER

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

Prerequisite: Charismatic Hero and Inspiration class feature

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

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

INSPIRING LEADER PATH FEATURES

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

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

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

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

GRADED ASSAULT

Inspiring Leader Attack 11

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

Encounter ◆ Martial, Weapon, Firearm

Standard Action ◆ Melee or Ranged Weapon

Target: One creature

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

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

UNIFICATION STANCE

Inspiring Leader Utility 12

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

Daily ◆ Martial, Stance

Minor Action ◆ Personal

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

BOND OF STEEL

Inspiring Leader Attack 20

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

Encounter ◆ Martial, Weapon, Firearm

Standard Action ◆ Melee or Ranged Weapon

Target: One creature

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

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

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

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

**Prerequisite:** Charismatic Hero

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

**Brilliant Strategist Path Features**

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

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

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

**Brilliant Strategist Heroics**

**FLANKING ASSAULT**

*Brilliant Strategist Attack 11*

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

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action**

**Melee or Ranged Weapon**

**Target:** One creature

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

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

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

**DOMINATING STRIKE**

*Brilliant Strategist Attack 20*

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

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action**

**Melee or Ranged Weapon**

**Target:** One creature

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

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

**Miss:** Half damage

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

**CHAPTER 2 | Character Classes**
FAST HERO

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

CLASS TRAITS
Role: Striker. You move around to keep enemies on their feet, do massive damage, and then retreat to safety.
Power Source: Martial. Your talents depend on extensive training and constant practice, innate skill, and natural coordination.
Key Abilities: Dexterity, Strength, Charisma

Armor Proficiencies: Light
Weapon Proficiencies: Simple melee, Simple ranged, Military ranged
Bonus to Defense: +2 Reflex
Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 12+Constitution Score
Hit Points per Level Gained: 5
Healing surges per day: 6+Constitution Modifier

Trained Skills: Acrobatics. From the class skills list below, choose Four trained skills at 1st level.
Class Skills: Acrobatics(Dex), Athletics(Str), Bluff(Cha), Insight(Wis), Perception(Wis), Stealth(Dex), Mechanical(Int), Operate(Dex), Thievery(Dex), Streetwise(Cha)


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

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

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

Tough heroes have the following class features.

FAST AGILITY

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

EVASION

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

FIGHTING STYLE

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

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

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

QUICK STRIKE

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

At-will ⚫ Firewall, Martial, Weapon
Free Action   Melee 1 or Ranged 10
Requirement: You must be wielding a single weapon.
Target: One creature
Level 11: One or two creatures
Level 21: Up to 4 creatures in range
Trigger: You hit with an attack during your turn.
Effect: The target takes damage equal to 3 + your strength modifier (melee), or dexterity modifier (ranged). If the target wasn’t targeted by the triggering attack, the damage increases by 3 (6 at 11th level and 9 at 21st level.)
Special: You can use this power only once per round, and if a ranged weapon is used to make the attack, 1 round of ammunition is used up for every target that takes damage.

FAST ATTACK 1

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

At-will ⚫ Firewall, Martial, Weapon
Standard Action   Melee, Ranged or Both Weapon
Requirement: You must be wielding two weapons.
Target: One or two Creatures
Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.
Hit: [W] damage per attack
Level 21: [W] damage per attack
Effect: Gain a +4 bonus to AC against any opportunity attack incurred by this attack.

FAST HERO POWERS

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

LEVEL 1 AT-WILL HEROICS

BLINDING STRIKE

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

At-will ⚫ Firewall, Martial, Weapon
Free Action   Melee 1 or Ranged 10 or Both
Requirement: You must be wielding two weapons.
Target: Two creatures
Level 11: Up to 4 creatures in range.
Level 21: Up to 8 creatures in range.
Trigger: You hit with an attack during your turn.
Effect: The target takes damage equal to your strength modifier (melee), or dexterity modifier (ranged). If the target wasn’t targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level.)
Special: You can use this power only once per round, and if a ranged weapon is used to make the attack, 1 round of ammunition is used up for every target that takes damage. The ammunition is deducted from each firearm equally.

UNCANNY DODGE

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

ENHANCED MOVEMENT

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

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

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

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

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

FAST TALENT

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

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

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

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

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

FAST HERO POWERS

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

LEVEL 1 AT-WILL HEROICS

DUEL STRIKE

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

At-will ⚫ Firewall, Martial, Weapon
Standard Action   Melee, Ranged or Both Weapon
Requirement: You must be wielding two weapons.
Target: One or two Creatures
Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.
Hit: [W] damage per attack
Level 21: [W] damage per attack
Effect: Gain a +4 bonus to AC against any opportunity attack incurred by this attack.

FAST ATTACK 1

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

At-will ⚫ Firewall, Martial, Weapon
Standard Action   Melee, Ranged or Both Weapon
Requirement: You must be wielding two weapons.
Target: One or two Creatures
Attack: Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.
Hit: [W] damage per attack
Level 21: [W] damage per attack
Effect: Gain a +4 bonus to AC against any opportunity attack incurred by this attack.

Improved Speed

Move Action   Personal
Target: One adjacent enemy you have attacked.
Effect: You swap places with the target.
### PRECISE STRIKE  FAST ATTACK 1
You bide your time, and take your aim. Waiting for just the right moment to attack.

**At-will ♦ Firearm, Martial, Weapon**  
**Standard Action** Ranged or Melee Weapon  
**Requirement:** You must be wielding a single weapon  
**Target:** One Creature  
**Attack:** Dexterity +2 vs. AC  
**Hit:** 1[W] damage  
**Level 21:** 2[W] damage

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

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

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### HIT AND RUN  FAST ATTACK 1
Light as a feather, quick as a bee.

**At-will ♦ Firearm, Martial, Weapon**  
**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 1[W] +Strength modifier damage (Melee) or 1[W] +Dexterity modifier damage (Ranged)  
**Level 21:** 2[W] +Strength modifier damage (Melee) or 2[W] +Dexterity modifier damage (Ranged)

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

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### IMPROVED SPEED  FAST ATTACK 1

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

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

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### RIPOSTE STRIKE  FAST ATTACK 1
With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

**At-will ♦ Firearm, Martial, Weapon**  
**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 1[W] +Strength modifier damage (Melee) or 1[W] +Dexterity modifier damage (Ranged)  
**Level 21:** 2[W] +Strength modifier damage (Melee) or 2[W] +Dexterity modifier damage (Ranged)

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

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

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### SNEAK SHOT  FAST ATTACK 1
The best attack is the attack unseen.

**At-will ♦ Firearm, Martial, Weapon**  
**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)  
**Hit:** 1[W] damage  
**Level 21:** 2[W] damage

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

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

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### LEVEL 1 ENCOUNTER HEROICS

**EXTENDED SHOT  FAST ATTACK 1**

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

**Encounter ♦ Firearm, Martial, Weapon**  
**Standard Action** Ranged Weapon  
**Requirement:** Must be wielding a single weapon  
**Target:** One Creature  
**Effect:** You extend the ranges for your attack by 10 squares.  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage  
**Effect:** You shift 2 squares.

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

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

**Encounter ◆ Firearm, Martial, Weapon**

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

**Requirement:** You must be wielding two weapons

**Target:** Two creatures

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

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

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

**Improved Speed**

Minor Action  Personal

**Effect:** You shift 1 square or move 3 squares.

**Quick Reaction**

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

**Encounter ◆ Firearm, Martial, Weapon**

**Immediate Reaction**  Melee or Ranged Weapon

**Trigger:** An enemy makes a melee attack against you.

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

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

**Twin Strike**

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

**Encounter ◆ Firearm, Martial, Weapon**

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

**Requirement:** You must be wielding two weapons

**Target:** One or two creatures

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

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

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

**Level 1 Daily Heroics**

**Two to the Body**

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

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action**  Melee and Ranged Weapon

**Requirement:** Must be wielding a melee and ranged weapon

**Target:** One creature

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

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

**Miss:** Half damage per attack.

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

**Quick Strike**

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

**Daily ◆ Firearm, Martial, Weapon**

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

**Requirement:** Must be wielding two weapons

**Target:** One, two, or three creatures

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

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

**Effect:** You can shift 2 squares between each attack.

**Parry and Strike**

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

**Daily ◆ Martial, Weapon, Firearm, Reliable**

**Immediate Interrupt**  Melee and Ranged Weapon

**Trigger:** Enemy targets you with melee attack.

**Requirement:** Must be wielding a melee and ranged weapon

**Target:** One Creature

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

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

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

**Keep Moving**

You quick footwork keeps your enemies chasing you.

**Daily ◆ Firearm, Martial, Weapon**

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

**Target:** Three creatures

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

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

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

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

**Oppressive Fighting Style**

Your attacks make your enemies hesitate before attacking.

**Daily ◆ Martial, Stance**

**Minor Action**  Personal

**Effect:** Targets that take damage from your fighting style at-will power are unable to make opportunity attacks until the end of your next turn, and you are able to target 1 extra creature with your fighting style at-will attack power.
LEVEL 2 UTILITY HEROICS

**DEFT FALL**  
Fast Utility 2  
You have mastered the art of falling to reduce damage.  

**At-Will** Martial  
**Free Action** Personal  
**Trigger:** You fall.  
**Effect:** You reduce the damage you take from falling by 5 + one half your level.

**GREAT LEAP**  
Fast Utility 2  
You are stealthy and fleet of foot at the same time.  

**At-Will** Martial  
**Move Action** Personal  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** Make a high jump or long jump. Determine the DC of the Athletics check as though you had a running start. If you have a running start, gain a +2 bonus to the check. The distance you jump can exceed your speed.

**QUICK FINGERS**  
Fast Utility 2  
You can pilfer a coin pouch in the blink of an eye.  

**Encounter** Martial  
**Minor Action** Personal  
**Prerequisite:** You must be trained in Thievery.  
**Effect:** Make a thievery check as part of this action, even if the check is normally a standard action.

**TUMBLE**  
Fast Utility 2  
You tumble out of harm’s way, dodging the opportunistic attacks of your enemies.  

**Encounter** Martial  
**Move Action** Personal  
**Prerequisite:** You must be trained in Acrobatics.  
**Effect:** Shift a number of squares equal to your speed.

**IN THE MOMENT**  
Fast Utility 2  
Your keen senses and uncanny instincts give you an edge in combat.  

**Encounter** Martial, Stance  
**No Action** Personal  
**Trigger:** You make an initiative check at the beginning of an encounter.  
**Effect:** Until the stance ends you deal extra damage with fighting style at-will power to any enemy you have initiative over equal to half your charisma modifier rounded down.

**QUICK STEP**  
Fast Utility 2  
You move with unnatural speed as you cut corners and dodge obstacles.  

**Encounter** Martial, Stance  
**Minor Action** Personal  
**Effect:** Until the stance ends you gain a power bonus to speed equal to half your charisma modifier.

LEVEL 3 ENCOUNTER HEROICS

**SURGING ATTACK**  
Fast Attack 3  
With a surge of energy you spring into action.  

**Encounter** Firearm, Martial, Weapon  
**Standard Action** Melee, Ranged or Both Weapon  
**Requirement:** You must be wielding two weapons  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), two attacks.  
**Hit:** 1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee) per attack. If both attacks hit, the target is knocked prone and takes extra damage equal to your Charisma modifier.

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

**STINGING JAB**  
Fast Attack 3  
With lighting like jabs, you unsettle your opponent enough to gain a momentary advantage.  

**Encounter** Martial, Weapon  
**Minor Action** Melee Weapon  
**Prerequisite:** You must be wielding a melee weapon in your off-hand  
**Effect:** Until the end of your turn, the target grants combat advantage.  
**Fast Stealth:** If you are hidden when you make this attack you deal extra damage equal to your charisma modifier.

**STRIKE AND MOVE**  
Fast Attack 3  
You dart in, attack than dart away before your enemy can answer your attack.  

**Encounter** Firearm, Martial, Weapon  
**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee) or Dexterity vs. AC (Ranged)  
**Effect:** You can shift a number of squares equal to your charisma modifier. At any point during this shift, you can make the following attack.  
**Uncanny Dodge:** You gain a bonus to all defenses equal to the number of enemies adjacent to you at the end of your shift.  
**Hit:** 2[W] + Strength modifier damage (Melee), or 2[W] + Dexterity modifier damage (Ranged)
**UNSTEADY BLOW**  FAST ATTACK 3
Your attack knocks your opponent down as you dash deftly to safety.

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action**  Melee or Ranged Weapon

**Target:** One Creature

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

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

**Improved Speed**

**Move Action**  Personal

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

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**LEVEL 5 DAILY HEROICS**

**ADAPTIVE ASSAULT**  FAST ATTACK 5
Your quick attack might have different results.

**Daily ◆ Firearm, Martial, Weapon**

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

**Requirement:** Must be wielding two weapons

**Target:** One or two creatures

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

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

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

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**CLOSE-COMBAT SHOT**  FAST ATTACK 5
You punish your enemy for closing with you.

**Daily ◆ Firearm, Martial**

**Immediate reaction**  Ranged Weapon

**Trigger:** An enemy enters a square adjacent to you.

**Target:** The Triggering enemy

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage

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

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**REACTIVE SHOTS**  FAST ATTACK 5
Your weapons are an extension of your body and you use them as easily as you would breath.

**Daily ◆ Firearm, Martial, Stance, Weapon**

**Minor Action**  Personal

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

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**LEVEL 6 UTILITY HEROICS**

**BATTLE RUNNER**  FAST UTILITY 6
You sprint around the battle field leaving enemies chasing your shadow.

**Daily ◆ Martial, Stance**

**Minor Action**  Personal

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

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**EVADE AMBUSH**  FAST UTILITY 6
Your keen instinct picks out this foe from the rest.

**Daily ◆ Martial**

**No Action**  Ranged sight

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

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**STAY THE DISTANCE**  FAST UTILITY 6
You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

**Encounter ◆ Martial**

**Immediate Reaction**  Personal

**Trigger:** An enemy moves adjacent to you

**Effect:** You can shift a number of squares equal to your charisma modifier.
**Leap of the Heavens**  
**Fast Utility 6**  
You leap into the air, reaching incredible heights.  
**Encounter ◆ Martial**  
**Move Action**  
**Personal**  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** You make an athletics check to jump with a +10 power bonus. You are considered to have a running start.

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**Camouflage Technique**  
**Fast Utility 6**  
You blend into your surroundings.  
**At-Will ◆ Martial**  
**Immediate Interrupt**  
**Personal**  
**Trigger:** You are hidden and lose cover or concealment against an opponent.  
**Prerequisite:** You must be trained in Stealth.  
**Effect:** Make a stealth check. You remain hidden from the triggering enemy if you check result beats its passive perception check. Until the end of your next turn you can remain hidden without the need of cover or concealment.

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**Great Climber**  
**Fast Utility 6**  
You climb surfaces with astounding ease.  
**At-Will ◆ Martial**  
**Move Action**  
**Personal**  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** Make an athletics check to climb a surface. You can move at your full speed during this climb.

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**Level 7 Encounter Heroics**  
**Double Attack**  
**Fast Attack 7**  
Your weapons flash menacingly as you taunt your foes with parries, cuts, and shots deep into their flesh.  
**Encounter ◆ Firearm, Martial, Weapon**  
**Standard Action**  
**Melee, Ranged or Both**  
**Weapon**  
**Requirement:** You must be wielding two weapons  
**Target:** One or Two creatures  
**Attack:** Strength vs. AC (Melee), and or Dexterity vs. AC (Ranged), Main weapon and off-hand weapon.  
**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), Main weapon, and 1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee), Offhand weapon.

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**Calculating Strike**  
**Fast Attack 7**  
With the concentration of a monk, you strike with calculated precision.  
**Encounter ◆ Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged**  
**Weapon**  
**Requirement:** You must be wielding a single weapon  
**Target:** One creature  
**Effect:** Gain a power bonus to attack equal to your charisma modifier. Ignore any penalties from cover or concealment (but not superior cover or total concealment).  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).  
**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee).

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**Flurrying Strike**  
**Fast Attack 7**  
You’re surrounded—just as planned.  
**Encounter ◆ Martial, Weapon**  
**Standard Action**  
**Close Burst 1**  
**Requirement:** You must be wielding a melee weapon  
**Target:** Each enemy in burst  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage and you shift 1 square.  
**Uncanny Dodge:** You gain a bonus to all defenses equal to the number of enemies in burst until the beginning of your next round.

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**Strike from the Shadows**  
**Fast Attack 7**  
You spring from the shadows to strike, and then you fade away as if you were never there.  
**Encounter ◆ Firearm, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged**  
**Weapon**  
**Target:** One creatures  
**Effect:** Before the attack, you can shift 2 squares. If you were hidden from the target before the shift, you gain combat advantage for this attack.  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).  
**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and you can shift 2 squares. If you have any cover or concealment after this shift, you can make a stealth check to become hidden.  
**Fast Stealth:** You gain a bonus to your stealth check equal to your charisma modifier.  
**Improved Speed**  
**Free Action**  
**Personal**  
**Effect:** If you are hidden from an enemy you remain hidden when you shift out of cover. If you make any other movement other than a shift or you have no cover at the beginning of your next round you are automatically visible.

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**Snap Shot**  
**Fast Attack 7**  
You strike in the blink of an eye.  
**Encounter ◆ Firearm, Martial, Weapon**  
**Minor Action**  
**Ranged**  
**Weapon**  
**Target:** One creatures  
**Attack:** Dexterity -2 vs. AC  
**Hit:** 1[W] + Dexterity modifier damage.  
**Special:** You can draw your weapon as a free action before attacking.

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**Level 9 Daily Heroics**  
**Attack on the Run**  
**Fast Attack 9**  
You follow up a fierce attack with a series of quick, painful strikes woven between your enemies attacks.  
**Daily ◆ Martial, Weapon**  
**Standard Action**  
**Melee**  
**Weapon**  
**Requirement:** Must be wielding a melee weapon  
**Target:** One creature  
**Attack:** Dexterity vs. AC  
**Hit:** 2[W] + dexterity modifier damage.  
**Effect:** Until the end of the encounter, the target takes damage equal to your Charisma modifier each time it attacks you, and you can shift as an immediate reaction after such an attack.
**Fast Recovery**

After taking a moment to make a measuring strike and move into a better position, you’re ready for action again.

**Fast Attack 9**

Daily • Martial, Weapon

Standard Action • Melee or Ranged Weapon

Target: One creature

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

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

Effect: Before or after the attack, you can shift half your speed. If you have used all your encounter attack powers, you regain the use of a Fast encounter attack power you have used during this encounter. You can instead choose to deal 2[W] extra damage and not gain the encounter attack power.

**Shooting Salvo**

Each shot that hits your enemy knocks it backwards.

**Fast Attack 9**

Daily • Firearm, Martial, Weapon

Standard Action • Ranged 5

Target: Each enemy from which you are hidden

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Miss: Half damage.

**Silent Attack**

You appear as if from nowhere, skewer your adversary, and then fade away.

**Fast Attack 9**

Daily • Firearm, Martial, Weapon

Standard Action • Melee or Ranged Weapon

Target: One creature

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

Hit: 3[W] + Strength modifier + Charisma modifier damage (melee) or 3[W] + Dexterity modifier + Charisma modifier damage (ranged), and you can shift 2 squares. If you were hidden from the target when you made the attack, you remain hidden if you have any cover or concealment.

Miss: Half damage, and you can shift 1 square. If you were hidden from the target when you made the attack, you can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.

**Level 10 Utility Heroics**

**Close Combat Shift**

Always in motion, you dart in for the shot before spinning away.

Daily • Martial, Stance

Minor Action • Personal

Effect: Until the stance ends, you can shift a number of squares equal to your Charisma modifier as a move action whenever you hit an enemy with a ranged attack that you are the closest to.

**Combat Tumbleset**

You deftly somersault into position.

**Fast Utility 10**

Encounter • Martial

Move Action • Personal

Prerequisite: You must be trained in Acrobatics.

Effect: You shift your speed and can shift through squares occupied by enemies during this movement.

**Shadow Form**

You silently slip from shadow to shadow, unseen by all.

**Fast Utility 10**

At-Will • Martial

Move Action • Personal

Requirement: You must be hidden.

Prerequisite: You must be trained in Stealth.

Effect: Make a stealth check then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy’s passive perception, you remain hidden during the move even if you have no cover or concealment during it.

**Sturdy Climber**

You climb us surfaces as if you were walking.

**Fast Utility 10**

At-Will • Martial

Move Action • Personal

Prerequisite: You must be trained in Athletics.

Effect: You climb your speed. During this movement, you can move across overhanging surfaces, like ceilings, but you fall if you end your turn on one such surface.

**Gap in the Armor**

You take a moment to find a weak point in your opponent’s defenses.

**Fast Utility 10**

Daily • Martial

Minor Action • Personal

Prerequisite: You must be trained in Perception.

Effect: Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

**Peripheral Concealment**

You slip away, and others briefly lose track of where you are.

**Fast Utility 10**

Daily • Martial

Minor Action • Personal

Prerequisite: You must be trained in Stealth.

Requirement: No creature is within 3 squares of you.

Effect: You become hidden until you attack or until the end of your next turn.
**LEVEL 13 ENCOUNTER HEROICS**

**Bounding Strike**  
*Fast Attack 13*  
*With the concentration of a monk, you strike with calculated precision.*

**Encounter ◆ Firearms, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged** Weapon  
**Requirement:** You must be wielding a single weapon  
**Prerequisite:** You must be trained in Athletics.  
**Target:** One creature  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).  
**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee).  
**Effect:** You can jump horizontally a number of squares equal to your dexterity modifier or jump vertically half that number of squares. This movement does not provoke opportunity attacks from the target.

**Improved Speed**  
**Move Action**  
**Personal**  
**Effect:** You make an athletics check to jump with a +10 power bonus. You are considered to have a running start.

**Cloaked Strike**  
*Fast Attack 13*  
*You emerge from the shadows to deal a deadly attack, the retreat back to them.*

**Encounter ◆ Firearms, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged** Weapon  
**Target:** One creature from which you are hidden.  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).  
**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee). You can make a stealth check to remain hidden after the attack.  
**Fast Stealth:** The attack deals extra damage equal to your charisma modifier.

**Bounding Strike**  
*Fast Attack 13*  
*With the concentration of a monk, you strike with calculated precision.*

**Encounter ◆ Firearms, Martial, Weapon**  
**Standard Action**  
**Melee, Ranged or Both** Weapon  
**Requirement:** Must be wielding a single weapon  
**Target:** One or two creatures.  
**Attack:** Strength vs. AC (Melee), or Dexterity vs. AC (Ranged). One attack per target.  
**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and you slide the target 2 squares.  
**Uncanny Dodge:** You slide the target a number of squares equal to 1 + your charisma modifier.  
**Effect:** You can shift three squares after making this attack.

**Vaulting Charge**  
*Fast Attack 13*  
*You rush forward into the air and attack an enemy that thought he was safe behind his allies.*

**Encounter ◆ Martial, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC, or Strength vs. Reflex if the enemy has not yet acted in combat.  
**Effect:** You shift your speed before making the following attack, and you can move through enemies’ spaces. You gain a power bonus to AC equal to your charisma modifier until the end of your next turn.  
**Hit:** 3[W] + Strength modifier damage.

**LEVEL 15 DAILY HEROICS**

**Arterial Strike**  
*Fast Attack 15*  
*You nick one of your enemies major arteries causing massive blood loss.*

**Daily ◆ Firearms, Martial, Weapon**  
**Standard Action**  
**Melee or Ranged** Weapon  
**Requirement:** Must be wielding a single weapon  
**Target:** One creature  
**Attack:** Dexterity vs. Reflex  
**Hit:** 3[W] + dexterity modifier damage, and ongoing damage equal to any damage you inflict with your fighting style at-will power (save ends).  
**Miss:** Half damage.

**Bloody Trail**  
*Fast Attack 15*  
*Always in motion, you dart in for the shot before spinning away.*

**Daily ◆ Martial**  
**Standard Action**  
**Personal**  
**Effect:** You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather then you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack or avoid harming itself.

**Killing Blow**  
*Fast Attack 15*  
*A lethal blow hastens your foes demise.*

**Daily ◆ Martial, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Target:** One bloodied creature  
**Attack:** Strength vs. Fortitude  
**Hit:** 3[W] + strength modifier damage, and ongoing damage 5 damage. The ongoing damage lasts until the creature is no longer bloodied.  
**Miss:** Half damage, and no ongoing damage.
<table>
<thead>
<tr>
<th>CHOKING STRIKE</th>
<th>FAST ATTACK 15</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>The more your enemy struggles, the closer they come to death.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>Immediate Interrupt</td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Encounter</strong></td>
<td></td>
</tr>
<tr>
<td><strong>You deftly somersault into position.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Daily ♦ Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One creature</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. Reflex</td>
</tr>
<tr>
<td><strong>Special:</strong></td>
<td>You can use this power as a minor action is you have already grabbed a creature. Doing so requires no attack roll.</td>
</tr>
<tr>
<td><strong>Requirement:</strong></td>
<td>You must be wielding a light blade.</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>2[W] + Strength modifier damage, and you grab the target. Until the target escapes you have cover, and any melee or ranged attack that misses you hits the target instead.</td>
</tr>
<tr>
<td><strong>Sustain Minor:</strong></td>
<td>Sustain the grab for another round. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ASSASSIN STRIKE</th>
<th>FAST ATTACK 15</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>From the shadows you strike with death's hand.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>Immediate Interrupt</td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Encounter</strong></td>
<td></td>
</tr>
<tr>
<td><strong>You shift your speed.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Daily ♦ Firearm, Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee, Ranged or Both Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One creature from which you have combat advantage</td>
</tr>
<tr>
<td><strong>Requirement:</strong></td>
<td>You must be wielding two weapons</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged), Main weapon.</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee), Main Weapon.</td>
</tr>
<tr>
<td><strong>Miss:</strong></td>
<td>Half damage.</td>
</tr>
<tr>
<td><strong>Special:</strong></td>
<td>If the target is bloodied, you deal an extra 2 [W] + charisma modifier damage (off hand) on a hit (half damage on a miss) and can score a critical hit on a roll of 17-20.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LEVEL 16 UTILITY HEROICS</th>
<th>FAST ATTACK 16</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GREAT LEAP</strong></td>
<td>Your jump almost defies the laws of gravity.</td>
</tr>
<tr>
<td><strong>Encounter ♦ Martial</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Free Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>You make an athletics check to jump.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td>You must be trained in Athletics.</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>You treat the athletics check as if you rolled a 20.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LEVEL 17 ENCOUNTER HEROICS</th>
<th>FAST ATTACK 17</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SET UP</strong></td>
<td>First you set them up, then you knock them down.</td>
</tr>
<tr>
<td><strong>Encounter ♦ Firearm, Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong></td>
<td>Melee or Ranged Weapon</td>
</tr>
<tr>
<td><strong>Target:</strong></td>
<td>One creature.</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).</td>
</tr>
<tr>
<td><strong>Hit:</strong></td>
<td>3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee). If the target attacks you before the start of your next turn you can attack it again as an immediate interrupt and deal 2 [W] + Charisma modifier damage if you hit.</td>
</tr>
<tr>
<td><strong>Uncanny Dodge:</strong></td>
<td>You gain a bonus to all defenses against attacks from the target equal to half your charisma modifier.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BLADE AND GUN</th>
<th>FAST UTILITY 10</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>You are a master with using both melee and ranged weapons at the same time.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>Immediate Interrupt</td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Encounter</strong></td>
<td></td>
</tr>
<tr>
<td><strong>You are a master with using both melee and ranged weapons at the same time.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Daily ♦ Martial, Stance</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Minor Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>Until the stance ends, whenever you hit an enemy targeted by your fighting style at-will power with a melee attack, your next ranged attack against that enemy deals extra damage equal to your charisma modifier. Whenever you hit an enemy targeted by your fighting style at-will power with a ranged attack, your next melee attack against that enemy deals extra damage equal to your charisma modifier.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LOCK MASTER</th>
<th>FAST UTILITY 16</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>With a flick of the wrist the locks undone.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>Immediate Interrupt</td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Encounter</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At-Will ♦ Martial</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Minor Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td>You must be trained in Thievery.</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>You make a thievery check to open a lock or disable a trap.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HIDE IN PLAIN SIGHT</th>
<th>FAST UTILITY 16</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>You stand unseen in the mist of battle, striking from your place of hiding.</td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>You make an athletics check to jump.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td>You must be trained in Stealth.</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>You must be hidden to use this power. You are invisible until you leave your current space. No other action that you perform makes you visible.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>QUICK DODGE</th>
<th>FAST UTILITY 16</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong></td>
<td>You deftly somersault into position.</td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>Immediate Interrupt</td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Encounter</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>You shift your speed.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Daily ♦ Martial</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong></td>
<td>An enemy targets you with an attack.</td>
</tr>
<tr>
<td><strong>Prerequisite:</strong></td>
<td>You must be trained in Acrobatics.</td>
</tr>
<tr>
<td><strong>Effect:</strong></td>
<td>You deflect somersault into position.</td>
</tr>
</tbody>
</table>
**Tumbling Strike**  
*Fast Attack 17*

First you set them up, then you knock them down.

**Encounter ♦ Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature.

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

**Effect:** You shift your speed and make the following attack at any point during the shift. During the shift, you can shift through squares occupied by enemies and you ignore difficult terrain.

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

**Improved Speed**

**Move Action**  
**Personal**

**Target:** One creature

**Effect:** You shift 1 square and swap places with the target, or swap places with the target than shift 1 square.

**Surging Outburst**  
*Fast Attack 17*

In a flurry of attacks and strikes, you leave nearby foes unable to counterattack.

**Encounter ♦ Firearm, Martial, Weapon**

**Standard Action**  
**Close burst 1**

**Target:** Each enemy in burst

**Requirement:** You must be wielding two weapons

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

**Hit:** 1[W] + Dexterity modifier damage (ranged), or 1[W] + Strength modifier damage (Melee), and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Ranged Weapons:** If you are wielding two ranged weapons the range is increased to Close burst 2.

**Melee Weapons:** If you are wielding two melee weapons the damage is increased to 2[W].

**Ranged & Melee Weapons:** If you are wielding a ranged and melee weapon the target takes a penalty to attack equal to 1 + your charisma modifier until the end of your next turn.

**Level 19 Daily Heroics**

**Blurring Assault**  
*Fast Attack 19*

Your blade lashes out to anyone you pass as you dart across the battle field.

**Daily ♦ Martial, Weapon**

**Standard Action**  
**Melee Weapon**

**Effect:** You shift half your speed. Make the following attack against each enemy you move adjacent to. No enemy can be attacked more than once from a single use of this power.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

**Miss:** Half damage.

**Effect:** You slide the target 1 square.

**Feinting Assault**  
*Fast Attack 19*

A series of clever feints throw your enemy off his game, making him an easy target.

**Daily ♦ Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

**Hit:** 5[W] + Dexterity modifier damage (ranged), or 5[W] + Strength modifier damage (Melee).

**Effect:** Until the end of your next turn, all of the targets defenses against your attacks take a penalty equal to your charisma modifier.

**Sustain Minor:** Sustain the penalty for another round.

**Strategic Retreat**  
*Fast Attack 19*

After making a deadly attack you frustrate your foe by dodging away from his attacks.

**Daily ♦ Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged Weapon**

**Target:** One creature

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

**Hit:** 6[W] + Dexterity modifier damage (ranged), or 6[W] + Strength modifier damage (Melee).

**Effect:** If the target makes an attack against you before the beginning of your next turn, you can shift 1 square as an immediate interrupt negating the attack.

**Strategic Retreat**  
*Fast Attack 19*

After making a deadly attack you frustrate your foe by dodging away from his attacks.

**Daily ♦ Firearm, Martial, Weapon**

**Standard Action**  
**Close Blast 5**

**Target:** Each enemy in blast

**Requirement:** Must be wielding two ranged weapons.

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed (save ends).

**Miss:** Half damage and the target is not dazed.

**Level 22 Utility Heroics**

**Quick Dodge**  
*Fast Utility 22*

You flip away from your enemy as his attack flies wide.

**At-Will ♦ Martial**

**Immediate Reaction**  
**Personal**

**Prerequisite:** You must be trained in Acrobatics.

**Trigger:** An enemy misses you with an attack.

**Effect:** You shift 2 squares.

**Walk Crawl**  
*Fast Utility 22*

You scramble up a wall with unnatural speed.

**At-Will ♦ Martial**

**Move Action**  
**Personal**

**Prerequisite:** You must be trained in Acrobatics and Athletics.

**Effect:** You climb a number of squares equal to your speed minus your armor check penalty.
DOUBLE JUMP | Fast Utility 22
---
You leap an unimaginable distance.

**Encounter** ◈ Martial

**Move Action** ◈ Personal

**Prerequisite:** You must be trained in Athletics.

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

UNCANNY AIM | Fast Utility 22
---
You leap an unimaginable distance.

**Encounter** ◈ Martial

**Minor Action** ◈ Personal

**Effect:** You double the normal and long range of your next attack.

SUPREME PARRY | Fast Utility 22
---
Your weapon blurs as you spin it around you in an impenetrable barrier.

**Daily** ◈ Martial, Stance

**Minor Action** ◈ Personal

**Prerequisite:** Must be trained in Stealth.

**Effect:** Until the stance ends, you add the proficiency bonus of any melee weapon you are wielding to your AC and reflex. Proficiency bonuses from two melee weapons add together.

SUPREME PARRY | Fast Utility 22
---
Your weapon blurs as you spin it around you in an impenetrable barrier.

**Daily** ◈ Martial

**Minor Action** ◈ Personal

**Effect:** You must be hidden to use this power. You are invisible until the end of the encounter or until you end the effect by moving more than 2 squares in a turn or by making an attack other than a basic attack or an at-will attack.

ULTIMATE FIGHTING STYLE | Fast Utility 22
---
You and your weapon become one and the same, lashing out at your foes with renewed vigor.

**Daily** ◈ Martial, Stance

**Minor Action** ◈ Personal

**Effect:** Until the stance ends, one extra time per round by spending a minor action you can use your fighting style at-will power without the need to meet the trigger requirement.

LEVEL 23 ENCOUNTER HEROICS

DARING RIPPOSTE | Fast Attack 23
---
When an enemy overreaches you cut them down to size.

**Encounter** ◈ Firearm, Martial, Weapon

**Immediate Reaction** ◈ Melee or Ranged Weapon

**Target:** The triggering enemy

**Trigger:** An enemy misses you with an attack.

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

**Hit:** 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee), and target is prone.

**Uncanny Dodge:** You can use this power as an immediate interrupt rather than an immediate reaction.

KILLERS RETREAT | Fast Attack 23
---
Your attack distracts your foe allowing you to slip by.

**Encounter** ◈ Firearm, Martial, Weapon

**Standard Action** ◈ Melee or Ranged Weapon

**Target:** One Creature

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

**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), and you shift 2 squares.

**Fast Stealth:** You instead shift a number of squares equal to your charisma modifier, and you can make a stealth check to become hidden after the shift.

GAMBIT | Fast Attack 23
---
You make a decisive blow, failing that you cause your enemy to attack an ally.

**Encounter** ◈ Firearm, Martial, Weapon

**Standard Action** ◈ Melee or Ranged Weapon

**Target:** One Creature

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

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

**Effect:** You slide the target a number of squares equal to your charisma modifier.

**Miss:** The target makes a basic attack as a free action against a target of your choice within a close burst 10 from the target.

**Improved Speed**

**Move Action** ◈ Personal

**Target:** One creature

**Effect:** You move your speed. Any enemy that attacks you with an opportunity attack during this move is subjected to your fighting style at-will power.

CRACK SHOT | Fast Attack 23
---
Your lightning fast shot send your opponents reeling.

**Encounter** ◈ Firearm, Martial, Weapon

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

**Target:** Each enemy in close burst 1 (melee) or close blast 3 (ranged)

**Requirement:** Must be wielding two weapons.

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

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

**Effect:** Make the attack again using a different or the same held weapon.

**Special:** If you do not hit any creatures with this power it is not used up.
**Level 25 Daily Heroics**

**Acrobatic Assault**
With tumbling lunges, you deliver quick attack and move on to the next set of enemies.

Daily ◆ Firearm, Martial, Weapon
Standard Action: Melee or Ranged Weapon
Target: One creature.
Requirement: You must be trained in Acrobatics.
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).
Hit: 3[W] + Dexterity modifier damage (ranged), or 3[W] + Strength modifier damage (Melee).
Miss: Half damage.
Effect: You can shift 4 squares and repeat this attack against a second target. You can then shift 4 squares and repeat this attack against a third target.

**Perfect Shot**
With time and precision you can’t miss.

Daily ◆ Firearm, Martial, Weapon
Standard Action: Ranged Weapon
Target: One creature.
Requirement: You must be wielding a single weapon.
Effect: You hit the target and deal 4[W] + Dexterity modifier damage.

**Reaching Blade**
You skills allow you to take full advantage of opening provided by your allies.

Daily ◆ Martial, Stance
Minor Action: Personal
Requirement: You must be trained in Acrobatics.
Effect: Until the stance ends, whenever an ally within 3 squares of you hits a target, you can, as a free action shift your speed to a space adjacent to the target of that attack and use an at-will melee attack power against the target. This power can be used a total of twice per round.

**Fast’s Resurgence**
You strike with murderous glee then pull a new trick out of your bag.

Daily ◆ Firearm, Martial, Weapon
Standard Action: Melee or Ranged Weapon
Target: One creature.
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).
Hit: 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee).
Effect: If you have used all your encounter attack powers, you regain the use of one encounter attack power of your choice. Or if you have combat advantage against the target, you can instead deal 4[W] extra damage with this attack.

**Acrobatic Assault**
With tumbling lunges, you deliver quick attack and move on to the next set of enemies.

Daily ◆ Firearm, Martial, Weapon
Standard Action: Melee or Ranged or Both Weapon
Target: One creature.
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged).
Hit: 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee), and ongoing 20 damage (save ends).
Miss: Half damage, and ongoing 10 damage (save ends)
Effect: Until the end of the encounter when you deal damage to a target with your fighting style at-will power you can choose not to deal any damage and instead inflict ongoing damage (save ends) equal to half of any damage that would have been inflicted.

**Level 27 Encounter Heroics**

**Deaths Dance**
You duck and dodge your enemies’ attacks, causing them to attack each other.

Encounter ◆ Martial, Weapon
Standard Action: Close burst 1
Target: Each enemy in burst
Requirement: Must be wielding a melee weapon
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. If the target makes a melee attack against you before the end of your next turn, you can make it attack another creature of your choice instead, including yourself.
Uncanny Dodge: Target gains a bonus to attack rolls provided by this power equal to your charisma modifier.

**Perfect Shot**
From the darkness you take careful aim and fire, sure in the fact that your cover has not been blown.

Encounter ◆ Firearm, Martial, Weapon
Standard Action: Range Weapon
Target: One creature from which you are hidden.
Requirement: Must be wielding a single weapon
Attack: Dexterity vs. AC. If you have superior cover or total concealment, you remain hidden after the attack.
Hit: 5[W] + Dexterity modifier damage.
Fast Stealth: You remain hidden after the attack if you have any cover or concealment.

**Skirmishers Attack**
You attack hastily to draw first blood.

Encounter ◆ Firearm, Martial, Weapon
Minor Action: Melee or Ranged Weapon
Target: One creature
Attack: Strength -2 vs. AC (Melee), or Dexterity -2 vs. AC (Ranged).
Hit: 3[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), and you shift 2 squares.
**Mobile Shot**  
*Fast Attack 27*

*Even as you move, you leave a trail of bodies.*

**Encounter ◆ Firearm, Martial, Weapon**

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

**Target:** One, two, or three creatures

**Requirement:** Must be wielding two weapons.

**Effect:** You can shift your speed before making the following attack and can move through enemies’ spaces. You gain a power bonus to AC equal to your charisma modifier until the end of your next turn.

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

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

**Improved Speed**

**Move Action**  
**Personal**

**Effect:** You move your speed +6. Any enemy that misses you with an opportunity attack provoked by this movement is subjected to your fighting style at-will power.

**Level 29 Daily Heroics**

**Army of One**  
*Fast Attack 29*

*As you move your foes fall away from you.*

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action**  
Melee or Ranged  
Weapon

**Requirement:** You must be trained in Acrobatics.

**Primary Target:** One creature.

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

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

**Effect:** You can shift 3 squares, and can shift through squares occupied by enemies’. Make secondary attack.

**Secondary Target:** One creature other than primary target.

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

**Hit:** 3[W] + Dexterity modifier damage (ranged)

**Effect:** You can shift 3 squares, and can shift through squares occupied by enemies’. Make tertiary attack.

**Tertiary Target:** One creature other than primary and secondary targets.

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

**Hit:** 2[W] + Dexterity modifier damage (ranged), or 2[W] + Strength modifier damage (Melee). If primary and secondary attacks hit this attack deal 1[W] extra damage.

**Assassin’s Skill**  
*Fast Attack 29*

*A dagger at night is better than a thousand swords at dawn.*

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action**  
Melee or Ranged  
Weapon

**Target:** One creature.

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

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

**Miss:** Half damage

**Effect:** If you have combat advantage against the target of your fighting style at-will power, it deals double damage.

**Killing Storm**  
*Fast Attack 29*

*You rain death upon your enemies without remorse or pity.*

**Daily ◆ Firearm, Martial, Weapon**

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

**Target:** One or two creatures.

**Requirement:** Must be wielding two weapons.

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

**Hit:** 4[W] + Dexterity modifier damage (ranged), or 4[W] + Strength modifier damage (Melee), per attack.

**Effect:** You can use your fighting style at-will power twice while using this power. Once after each attack.

**Reaching Blade**  
*Fast Attack 29*

*You skills allow you to take full advantage of opening provided by your allies.*

**Daily ◆ Martial, Stance**

**Minor Action**  
**Personal**

**Effect:** Choose once creature in a close burst 10. Until the stance ends each time the creature attacks you it is subjected to your fighting style at-will power. This does not use up the power for that round and the creature can be subjected to the power more than once per round. When the creature dies you can choose a new creature in range as a free action.

**Eaching Blade**  
*Fast Attack 29*

*You skills allow you to take full advantage of opening provided by your allies.*
GUNSLINGER

“My guns aren’t just weapons. They are an extension of my own body.”

Prerequisite: Fast Hero

The Gunslinger knows everything there is to know about handguns of all types. Whereas the Martial Artist develops her body into a perfect weapon, the Gunslinger trains his mind and body to work in concert with his handguns. His pistols become an extension of him. The gunslinger can be a mercenary or a modern-day knight, defending the weak and the innocent with a pair of blazing pistols instead of a sword and shield.

GUNSLINGER PATH FEATURES

Close Combat shot (11th level): The gunslinger gains the ability to make ranged attacks with handguns against adjacent foes without incurring opportunity attacks.

Lightning Shot (11th level): If the gunslinger spends an action point to make an attack he can make 4 ranged basic attacks at four different targets within range rather than using an attack power.

Bull’s-eye (16th level): The gunslinger becomes so adept at using the firearm that he no longer takes penalties to attack creatures with cover or concealment. Attacking creatures with superior cover or total concealment incurs a -2 penalty to attack rather than -5.

GUNSLINGER HEROICS

CLOSE QUARTERS SHOT

Your enemy might think he has the advantage being close to you, but you’ll prove him wrong.

Encounter ◆ Martial, Firearm

Standard Action  Melee 1
Requirement: Must be using a handgun.
Primary Target: One Creature
Primary Attack: Dexterity vs. AC (Primary Weapon)
Hit: 2[W] + Dexterity modifier damage.

Secondary Attack: Dexterity vs. AC (Primary Weapon)
Hit: 1[W] + Dexterity modifier damage.

Two weapon Fighting Style: Shift to a square adjacent to the target and make a secondary attack with your off-hand weapon that does not include the primary target.
Attack: Dexterity vs. AC (Offhand Weapon)
Hit: 2[W] + Dexterity Modifier damage.

GUNSLINGER GLORY

One enemy falls, and those that remain are about to learn what heroism is all about.

Encounter ◆ Martial

Free Action  Personal
Trigger: One of your ranged attacks drops an enemy to 0 hit points or fewer.
Effect: You gain an action point that must be used before the end of your next turn.

BARRAGE ATTACK

With increasing accuracy and deadliness, you send your shots at multiple foes.

Daily ◆ Martial, Firearm

Standard Action  Ranged Weapon
Primary Target: One Creature
Primary Attack: Dexterity vs. AC (Primary or offhand)
Hit: 2[W] + Dexterity modifier damage
Effect: You can shift one square and make a secondary attack
Secondary Target: One creature other than the primary target.
Secondary Attack: Dexterity +2 vs. AC (Primary or offhand)
Hit: 3[W] + Dexterity modifier damage
Effect: You can shift 2 squares and make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets.
Tertiary Attack: Dexterity +4 vs. AC (Primary or offhand)
Hit: 4[W] + Dexterity modifier damage
INFILTRATOR

“I get in, get the job done then get out, if you noticed me your probably dead.”

Prerequisite: Fast Hero

The infiltrator can break into places others wouldn’t dream of, find what she’s looking for, and get back out again while evading or evading anyone who would try to stop her. The Infiltrator is a master of stealth, breaking and entering, and second-story work. She has connections to the underworld, or at least knows her way around the seedy parts of town. An infiltrator can be a cat burglar or a spy, or she just may have all the skills necessary to accomplish missions for whatever agency pays her salary.

INFILTRATOR PATH FEATURES

Cover Action (11th level): Whenever you spend an action point to take an extra action, you gain concealment until the end of your next turn, and take no penalty to stealth checks for moving more than 2 squares or running.

Deadly bluff (11th level): You can make a bluff check to gain combat advantage against an adjacent enemy as a minor action instead of as a standard action (Player’s Handbook, page 183). If your check beats the enemy’s insight check, the enemy grants combat advantage to you and your allies until the end of your next turn. You can also use this ability more than once per encounter but no more than once per round and once per target.

Skill Mastery (16th level): You can select three trained skills from your list. When using this skill, the Infiltrator may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

INFILTRATOR HEROICS

LASTING REVELATION INFILTRATOR ATTACK 11

Your surprising attack slashes open your foe, causing the enemy to leave a trail you easily follow.

Encounter ◆ Martial, weapon, Firearm
Standard Action ◆ Melee or Ranged Weapon
Requirement: You must be wielding a light melee weapon or a hand gun.
Target: One Creature
Attack: Dexterity vs. Will
Hit: 3 [W] + Dexterity modifier damage and the target cannot gain concealment until the end of your next turn.
Effect: You gain a +5 bonus to insight checks and perception checks opposed by the target until the end of the encounter.

QUICK CHANGE INFILTRATOR UTILITY 12

Your cunning actions and quick disguise allow you to convince the enemy you are its friend.

Encounter ◆ Martial
Minor Action ◆ Range 5
Prerequisite: You cannot have attacked or have been seen attacking the target or its allies.
Target: One creature
Effect: Make a Bluff check opposed by the target’s insight check (See Bluff page ??). If you succeed, the target considers you an ally for the purposes of subterfuge, auras, opportunity attacks, and powers until the end of your next turn or until you attack the target or its allies.
Sustain: Minor action

INFLTRATORS EDGE INFILTRATOR ATTACK 16

You slip your weapon past your enemy’s defenses, using your knowledge of its tactics to stay one step ahead.

Encounter ◆ Martial, weapon, Firearm
Standard Action ◆ Melee or Ranged Weapon
Requirement: You must be wielding a light melee weapon or a hand gun.
Target: One Creature
Attack: Dexterity vs. Will
Hit: 3 [W] + Dexterity modifier damage and the target takes a -5 penalty to attack rolls against you (save ends).
Miss: Half damage and the target takes a -2 penalty to attack rolls against you (save ends).
Effect: Until the end of the encounter, whenever the target moves, you can move your speed or shift 1 square as an immediate reaction.
OPERATOR

“Speed and danger are my life. Being behind the controls of an awesome vehicle makes me think I can do anything.”

**Prerequisite:** Fast Hero, and Aircraft Operation, Military Operation, or Nautical Operation feat.

Anyone who manages to survive that first terrifying thrill of racing head long into damage, stuffed in an area no bigger than a coffin can develop a lifelong love for it. Operators are usually thrill-seekers and hotshots, but they’re also extremely good at what they do. If they’ve survived long enough to log a dozen jobs or missions, they’re probably among the best around. Operators revel in the feeling of power they get from being at the controls of a fast and armed vehicle, and they know just how to make that vehicle do exactly what they want it to.

**OPERATOR PATH FEATURES**

**To the Max (11th level):** The operator can increase the max speed for each speed increment by 25% without taking any penalty.

**Gunner Mastery (11th level):** The operator gains a +2 bonus to hit when using vehicle mounted weapons. This bonus increases to +4 at level 21.

**Armor Mastery (11th level):** The vehicle the operator is using gains a +1 bonus to AC and a +2 bonus to Reflex.

**Keep It Together (16th level):** The vehicle the operator is using is not destroyed when reduced to 0 hit points or fewer. The vehicle gains a bloodied value equal to half its base hit points and is only destroyed when reduced below its bloodied value. The operator can still operate the vehicle while in its bloodied state but the vehicle takes a -4 to all of its defenses, and a -2 to all of its attacks, and has its speed reduced by half.

**OPERATOR HEROICS**

**SHOT ON THE MOVE**

**OPERATOR ATTACK 11**

You blast a target and without waiting to see your results you move on to the next in line.

**Encounter ♦ Martial, Vehicle**

**Free Action** Melee or Ranged Weapon

**Requirement:** You must be using a Vehicle mounted weapon.

**Trigger:** You make an attack using a power granted by a vehicle

**Target:** Two creatures

**Hit:** Two attacks, and each target hit is also dazed (Save ends).

**Effect:** You can move the vehicle up to half of its speed after each attack.

**ONE WITH THE MACHINE**

**OPERATOR UTILITY 12**

When all seems lost, and the lights are flashing you manage to find a little bit of life left in the machine.

**Encounter ♦ Martial**

**Minor Action** Personal

**Prerequisite:** Your vehicle must be bloodied.

**Effect:** You may spend one of your healing surges to grant temporary hit points to your vehicle equal to half of its bloodied value.

**OVER DRIVE**

**OPERATOR ATTACK 16**

You push your vehicle to the limits of its construction and beyond.

**Encounter ♦ Martial, Vehicle**

**Free Action** Melee or Ranged Weapon

**Requirement:** You must be using a Vehicle mounted weapon.

**Trigger:** You make an attack using a power granted by a vehicle.

**Target:** One Creature

**Hit:** As vehicle power

**Effect:** Until the end of the encounter your vehicle gains a +2 bonus to attack rolls and ability checks. Your vehicle also gains a +2 bonus to all defenses.
SHARPSHOOTER

“A shot at night is worth a thousand guns at dawn.”

Prerequisite: Fast Hero, trained in Stealth

The advantage of getting the drop on an enemy is acknowledged far and wide. Equally prized is the ability to take out important target without getting caught. No one is better accomplished or better trained to do this then the sharpshooter. The sharpshooter’s weapon of choice is the Longarm for its range, but any gun can be used if necessary.

The sharpshooter prefers to strike from hiding with a well placed shot and to remain hidden during a confrontation, aiding allies by picking off foes too far away for them to threaten.

Sniping is the ultimate tactic for the Sharpshooter, making him ideal for an assassin taking out targets too far away to be seen by the naked eye.

SHARPSHOOTER PATH FEATURES

Weapon Savant (11th level): Choose either Longarm or Handgun Savant below.

**Longarm Savant:** You add 10 squares to the normal range of any longarm you wield and 20 squares to the long range. Treat any longarm that has the load minor property as having the load free property instead.

**Handgun Savant:** You add 5 squares to the normal range of any handgun you wield and 10 squares to the long range. You can also draw any handgun as a free action, and gain a +1 to attack rolls with any handgun used.

Sniper Action (11th level): When you spend an action point to make a ranged attack with a longarm or handgun and you have combat advantage against the target of the attack, you deal 1[W] extra damage. If the attack hits, you can shift 1 square and can make a stealth check to become hidden.

Master Sharpshooter (16th level): Choose either Longarm Mastery or Handgun mastery.

**Longarm Mastery:** All longarms the sharpshooter uses have a third range increment which is double the squares of the long range increment. However attacking at this range imposes a -4 penalty.

**Handgun Mastery:** When armed with a melee weapon in your offhand, you do not provoke opportunity attacks when attacking with your handgun.

SHARPSHOOTER HEROICS

**Sudden Shot**  SHARPSHOOTER ATTACK 11

From the edge of sight, your well-placed shot knocks your enemy silly.

**Encounter ◆ Martial, Firearm**

**Minor Action**  **Ranged Weapon**

**Requirement:** You must be wielding a longarm or handgun.

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end of your turn.

**Unseen Shot**  SHARPSHOOTER UTILITY 12

They saw your attack but have no idea where it came from.

**At-Will ◆ Martial**

**Free Action**  **Personal**

**Trigger:** You miss with a ranged attack while hidden.

**Effect:** You can shift 1 square and if you have any cover or concealment you remain hidden.

**Shot from Nowhere**  SHARPSHOOTER ATTACK 20

Your shot sails across the battlefield and sends your enemies into a panic.

**Daily ◆ Martial, Firearm**

**Standard Action**  **Ranged Weapon**

**Requirement:** You must be wielding a longarm or handgun.

**Primary Target:** One Creature

**Primary Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage

**Miss:** Half damage.

**Effect:** Make a secondary attack, which has the fear keyword.

**Secondary Target:** The primary target and each enemy you can see within 3 squares of it.

**Secondary Attack:** Dexterity vs. Will

**Hit:** Until the end of your next turn, the secondary target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies.
The Psychic turns her Psionic potential into the ultimate weapon. The Psychic combines physical prowess with mental energy to become a very destructive force. Using telekinetics, pyrokinesis, cyrokinesis, etc, the Psychic employs psionics with the subtlety of an assassin or the hard-hitting power of an explosive force. Whether forging weapons of bio-energy or mentally manipulating physical objects, calling forth fire from her mind or unleashing a bolt of mental energy, the Psychic is never at a loss for an offensive strategy.

The powers the Psychic possesses are as diverse and unique as a finger print, each power reflecting the psychic that uses it. One Psychic’s mind bolt may appear to be a blazing ball of fire, while another’s may appear to be a black screaming mass of psychic death. No two psychics’ powers are exactly the same.

**IMPLEMENTS**

The Psychic Hero can create any implement they are proficient in as if they had the create magic item ritual. The components are purchased using the currency of the campaign rather than gold. The currency value is the same as the gold value. DMs may change this depending on the campaign being run.
PSYCHIC HERO CLASS
FEATURES
Psychic heroes have the following class features.

PRESENCE SENSE
While you are not wearing any armor or using shields with the exception of the psi-guard, you gain +3 class bonuses to AC and +1 class bonus to Reflex. This bonus increases to +4 to AC and +2 reflex at 11th level and +5 to AC and +3 Reflex at 21st level.

PSIONIC AUGMENTATION
Through discipline and careful study, you have mastered a form of Psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little Psionic energy as you choose. You channel Psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use. As a psychic hero, you acquire and use powers in a slightly different manner from how most other classes do.

At-Will Attack Powers: At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don’t start with any encounter attack powers from your class. You can instead augment your psychic hero at-will attack powers using power points. These powers (and certain others, notably the encounter attack power you gain from a Psychic hero paragon path) have the augmentable keyword (see the sidebar). You gain new psychic hero at-will attack powers, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new ardent at-will attack power. At 7th, 13th, 17th, 21st, 23rd, and 27th level, you can replace one of your augmentable psychic hero at-will attack powers with another one of your level or lower. The power you replace must be augmentable.

Power Points: You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power. You regain all your power points when you take a short or an extended rest.

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<tr>
<th>LEVEL</th>
<th>AT-WILL ATTACK POWERS</th>
<th>POWER POINTS</th>
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<tr>
<td>1</td>
<td>Choose Two</td>
<td>Gain 2</td>
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<tr>
<td>3</td>
<td>Choose One</td>
<td>Gain 2 (4 Total)</td>
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<td>7</td>
<td>Replace One</td>
<td>Gain 2 (Total)</td>
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<tr>
<td>13</td>
<td>Replace One</td>
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<td>Replace One</td>
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<td>Replace One</td>
<td>Gain 2 (13 Total)</td>
</tr>
<tr>
<td>27</td>
<td>Replace One</td>
<td>Gain 2 (15 Total)</td>
</tr>
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PSYCHIC SPEAR
As a minor action, you can place a psychic spear on any enemy within 10 squares of you that you can see. A speared enemy is more vulnerable to your attacks. If you damage a speared enemy, you deal extra psychic damage. This extra damage can be applied to the targeted speared enemy or another enemy currently speared by you. An enemy may only receive your psychic spear extra damage once per round.

A Psychic spear remains in effect until the start of your next turn or until the speared enemy drops to 0 hit points or fewer.

You can place a psychic spear on multiple targets over the course of a round; each spear requires the use of a minor action. You can’t place a psychic spear on a creature that is already affected by yours or another character’s psychic spear. As you advance in level, your extra damage increases.

THE AUGMENTABLE KEYWORD
A power that has the augmentable keyword has optional augmentations, which you can use at the cost of power points. You use these rules when you use an augmentable power.

Decide First: You must decide whether and how to augment an augmentable power when you choose to use the power, before you make any attack rolls or apply any of the power’s effects.

Power Point Cost: An augmentation specifies its cost in power points. For example, “Augment 1” means you must spend 1 power point to use an augmentation. You must spend the required power points when you decide to use the augmentation.

One at a Time: You can use only one augmentation on a power at a time, so you can’t, for example, spend 3 power points to use both a 1-point and a 2-point augmentation on a single power.

Replace Base Effects: When you augment a power, changes to the power are noted in the augmentation. If an augmentation includes a specific power entry, like “Hit” or “Effect,” that entry replaces the entry in the base power that has the same name. An augmented version of a power is otherwise identical to the base power.

Unaugmented: When you use an augmentable power without augmenting it, the power is referred to as unaugmented for that use (some effects apply only when a power is unaugmented). A power that doesn’t have the augmentable keyword is never considered unaugmented.

At-Will Attack Powers: When a power or some other effect lets you use an at-will attack power, you can choose to use one of your augmentable at-will attack powers, but you must use it unaugmented.

When a racial trait grants you an at-will attack power of your choice and you choose an augmentable at-will attack power, the power loses both the augmentable keyword and its augmentations.
**Psychic Projection**

The Psychic hero turns their Psionic potential into a physical manifestation referred to as a psychic projection. These projections can take the form of weapons, armors, auras, and in a few rare cases creatures. Any psychic weapon that is used by the psychic hero has a proficiency bonus of +3.

Through the use of feats a Psychic hero may have more than one Projection available to them but can only make use of one at a time. The Psychic projections lasts as long as the character wishes it to.

A Psychic hero’s projection can only be used by the hero and remains in existence only so long as the psychic wishes it. When the psychic hero is unconscious the psychic projection disappears.

From the list below choose one Projection at character creation.

- **Psi-Blade:** The psychic hero can manifest a glowing one handed melee weapon of mental energy. The psi-blade extends from the Psychic’s hand and can be manifested and dispelled as a free action. Regardless of what the psi-blade looks like, it deals 1D8 psychic damage and is treated as a normal weapon that the psychic is proficient in for the purposes of powers and feats.

When performing a basic attack with the psi-blade the energy substitution psychic trait can be added to the attack as if it were an augmentable power.

- **Psi-Guard:** The psychic hero can manifest a glowing shield of force. This glowing disc extends from the psychic’s arm and can be manifested or dispelled as a free action. This manifestation is treated as a light shield for all intents and purposes that the character is proficient in.

Once during an encounter as a minor action you can spend 1 Augment point to gain a resist 5 all until the end of your next turn.

- **Psi-Bolt:** The psychic hero can manifest a weapon in the form of a one handed ranged weapon (Handgun, Hand Crossbow, Throwing knife, etc.). The Psi-bolt can be manifested and dispelled as a free action. Regardless of what it looks like this manifestation is treated as a normal weapon that the psychic is proficient in that deals 1D6 Psionic damage to a range of 10 squares and does not require ammunition.

When performing a basic attack with the psi-bolt the energy substitution psychic trait can be added to the attack as if it were an augmentable power.

**Psychic Impression:** The Psychic hero can manifest a vibrant field of energy in a close burst 1 around themselves. This aura of energy stays centered on the character at all times, and can be manifested or dispelled as a free action. The psychic hero and any allies that start their turn within the burst receive cover until they make an attack.

Once during an encounter as a minor action you can spend 1 Augment point to deal 5 points of damage of one energy type chosen from the energy substitution trait to each creature within the powers burst and push them to an outside adjacent square to the burst.

**Psychic Traits**

A Psychic trait is an effect that can get applied to any power with the augmentable keyword even if the power has already been augmented, breaking the ‘One at a time’ rule. Only one psychic trait can be used at a time, and a character can know as many as they are able to learn. Characters start off knowing the energy substitution psychic trait.

**Psychic Powers**

Your Psychic powers are called disciplines, and in the minds of most people in the world, defines was power real is. When you use your psychic disciplines you convert thought to energy which you use to manipulate the world around you.

**Class Features**

Each Psychic hero’s powers are as unique to them as their fingerprints. Traits help set one psychic apart from another.

**Energy Substitution**

Your psychic power gives you an affinity to a particular energy type that you can command at will.

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**Effect:** When using a Psychic Hero power with the Augmentable key word the Psychic damage type can be replaced with one of the following damage types at no additional cost. Any augment following the energy type can also be added by spending the appropriate power points.

- **Fire**
  - Augment 1 (Fire): Target takes ongoing 5 fire damage until the end of its next turn, or if the power already deals ongoing damage deal an extra ongoing 5 fire damage.
- **Cold**
  - Augment 1: Target is slowed (save ends) or if the target is already slowed they are now immobilized (save ends).
- **Lightning**
  - Augment 1: Target is blind until the end of its next turn.
- **Thunder**
  - Augment 1: Target is deafened until the end of its next turn.
- **Force**
  - Augment 1: Target is pushed 2 squares back or is pushed, pulled or slid 1 additional square.
- **Necrotic**
  - Augment 1 (Fear): Target takes a -2 penalty to attack on its next attack.
- **Radiant**
  - Augment 1 (Healing): Heal yourself or one ally within 5 squares a number of hit points equal to 5 + your Constitution modifier.

**Note:** You can select only one energy type above at character creations that cannot be changed later on. Other energy types can be selected by use of feats. Normally only one energy type can be added to an attack power.

**Special:** This trait can be added to an already augmented power breaking the “one at a time” rule.
LEVEL 1 AT-WILL DISCIPLINES

**TELEKINETIC STRIKE**

You strike out with a burst of telekinetic power to blast your enemies away.

At-will ✶ Augmentable, Implement, Psionic, Psychic, Weapon
Standard Action Melee Weapon
Requirement: Must use melee psychic weapon.
Target: One Creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier psychic damage and you push the target 1 square.

Augment 1
Special: Your reach increases by 1 for this attack.

Augment 2
Close Blast 3
Target: Each enemy you see in blast.

**STEEL RESILIENCE**

You take strength in your attack, allowing you to fend off even the most deadly of blows.

At-will ✶ Augmentable, Implement, Psionic, Psychic, Weapon
Standard Action Melee Weapon
Requirement: Must use melee psychic weapon.
Target: One Creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier psychic damage

Augment 1
Effect: Until the end of your next turn you gain resistance to all damage equal to your constitution modifier.

Augment 2
Effect: Until the end of your next turn, you gain a resistance equal to 5 + your constitution modifier to one energy type you know from the Energy substitution class feature.

**MENTAL SHARDS**

Shards of energy are released, and are sent towards your foes.

At-will ✶ Augmentable, Implement, Psionic, Psychic, Weapon
Standard Action Ranged Weapon
Requirement: Must use ranged psychic weapon.
Target: One Creature
Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier psychic damage and you are invisible to the target until the start of your next turn.

Augment 1
Effect: Spear an enemy within 10 squares of yourself before making an attack.
Target: One or Two creatures

Augment 2
Effect: Spear two enemies within 10 squares of yourself before making an attack.
Target: One or Two or Three creatures

**MIND BOLT**

You release a bolt of energy that flies toward your target at the speed of thought.

At-will ✶ Augmentable, Implement, Psionic, Psychic, Weapon
Standard Action Ranged Weapon
Requirement: Must use ranged psychic weapon.
Target: One Creature
Attack: Wisdom vs. AC

Augment 1
Range: 50

Augment 2
Range: 50
Attack: Wisdom +2 vs. AC

**PSYCHIC ATTACK 1**

Psychic chains rise from the ground and lash around your enemy. They pulse with power each time your enemy moves.

At-will ✶ Augmentable, Implement, Psionic, Psychic
Standard Action Ranged 10
Target: One Creature
Attack: Constitution vs. Fortitude
Hit: 1D6 + Constitution modifier psychic damage. If the target moves before the end of your next turn, it takes 1D6 extra psychic damage.

Augment 1
Effect: If the target moves before the end of your next turn it becomes dazed until the end of your next turn.

Augment 2
Hit: 2D6 + Constitution modifier psychic damage. If the target moves before the end of your next turn, it takes 2D6 extra psychic damage.

**PSYCHIC STORM**

Erratic tendrils of energy lash out in every direction attacking all that move.

At-will ✶ Augmentable, Implement, Psionic, Psychic
Standard Action Close Burst 1
Target: One Creature in burst
Attack: Constitution vs. Will
Hit: 1D8 + Constitution modifier psychic damage and each target takes a -2 penalty to all attacks until the end of their next turn.

Augment 1
Area Burst 1 within 10 squares

Augment 2
Close Burst 2
Hit: 2D8 + Constitution modifier psychic damage and each target is dazed until the end of their next turn.
### Mind Shred

**Psychic Attack 1**

- **Effect:** Your assault on your foes mind weakens his awareness and defenses.

- **At-will ♦ Augmentable, Implement, Psionic, Psychic**
  - **Standard Action** Melee 1
  - **Target:** One Creature
  - **Attack:** Constitution vs. will
  - **Hit:** 1D10 + Constitution modifier psychic damage

- **Special:** You can use this power unaugmented as a melee basic attack. Only the energy type chosen for the energy substitution psychic trait can be applied but without its augment.

- **Augment 1**
  - **Hit:** As above, and the target takes a penalty to Will defense equal to your wisdom modifier until the end of your next turn.

- **Augment 2**
  - **Hit:** 2D10 + Constitution Modifier psychic damage, and the target takes a penalty to all defenses equal to your wisdom modifier until the end of your next turn.

---

### Psychic Slam

**Psychic Attack 1**

- **Effect:** Your target is picked up bodily and slammed into the ground, sometimes with enough force to leave them there.

- **At-will ♦ Augmentable, Implement, Psionic, Psychic**
  - **Standard Action** Range 10
  - **Target:** One Creature
  - **Attack:** Constitution vs. Fortitude
  - **Hit:** 1D6 + Constitution modifier psychic damage and target is knocked prone.

- **Special:** You can use this power unaugmented as a ranged basic attack. Only the energy type chosen for the energy substitution psychic trait can be applied but without its augment.

- **Augment 1**
  - **Hit:** As above, and target is prone (save ends).

- **Augment 2**
  - **Hit:** 2D6 + Constitution Modifier psychic damage and target is knocked prone, and all creatures in an adjacent squares to the target take 1D6 psychic damage.

---

### Level 1 Daily Disciplines

### Dire Radiance

**Psychic Attack 1**

- **Effect:** Enemies close to you feel uncontrolled fear and dread that as a psychic you can play to your advantage.

- **Daily ♦ Fear, Implement, Psionic, Weapon**
  - **Standard Action** Ranged 20
  - **Target:** One Creature
  - **Attack:** Wisdom vs. AC
  - **Hit:** 2[W] + Charisma modifier damage.
  - **Miss:** Half damage

  - **Effect:** Until the end of the encounter, you can use a minor action to push one creature 1 square when they are within 5 squares of you. This effect ends when you end your turn adjacent to an enemy.

---

### Psychic Avatar

**Psychic Attack 1**

- **Effect:** Your eyes glow with inner power. In this state you gain unsurpassed speed with your attacks.

- **Daily ♦ Implement, Polymorph, Psionic, Weapon**
  - **Standard Action** Melee 1
  - **Target:** One Creature
  - **Attack:** Constitution vs. Will
  - **Hit:** 2D6 + Constitution modifier psychic damage, and ongoing 5 psychic damage (save ends).
  - **Miss:** Half damage

  - **Effect:** You assume the form of the Psychic Avatar until the end of the encounter. While in this form, you can use the following augmentation with your psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them.

  - **Augment 1**
    - **Effect:** One enemy adjacent to target take 1[W] psychic damage, and you gain temporary hit points equal your constitution modifier.

---

### Viral Thought

**Psychic Attack 1**

- **Effect:** You implant a horrific memory into the mind of your enemy. That thought then spreads and invades others minds.

- **Daily ♦ Implement, Psionic, Psychic**
  - **Standard Action** Ranged 10
  - **Target:** One Creature
  - **Attack:** Constitution vs. Will
  - **Hit:** 2D6 + Constitution modifier psychic damage, and ongoing 5 psychic damage (save ends).
  - **Miss:** Half damage, and ongoing 3 psychic damage (save ends)

  - **Effect:** Make secondary attack.

  - **Secondary Target:** Each enemy adjacent to primary target.
  - **Secondary Attack:** Constitution vs. Will
  - **Hit:** 1D6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

---

### Mental Anguish

**Psychic Attack 1**

- **Effect:** Your assault on your enemy impairs its ability to withstand subsequent assaults on its mind.

- **Daily ♦ Implement, Psionic, Psychic**
  - **Standard Action** Ranged 20
  - **Target:** One Creature
  - **Attack:** Wisdom vs. AC
  - **Hit:** 3D8 + Constitution modifier psychic damage
  - **Miss:** Half damage

  - **Effect:** The target gains vulnerable 5 psychic (Save ends).

---

### Level 2 Utility Disciplines

### Light Step

**Psychic Utility 2**

- **Effect:** Using your telekinetic powers you lift yourself slightly off the ground, allowing you to move over almost any surface.

- **At-Will ♦ Psionic**
  - **Move Action** Personal
  - **Effect:** Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you only move 3 squares.
**PSYCHIC VIGOR**  
**PSYCHIC UTILITY 2**  
*Your focus is so great you can shrug off damage.*  
**Encounter ◆ Psionic**  
**Minor Action** ◆ **Personal**  
**Effect:** You gain temporary hit points equal to 5 + your constitution modifier.

**SPEARED ONSLAUGHT**  
**PSYCHIC UTILITY 2**  
*With a burst of psychic energy you touch the minds of all around you.*  
**Encounter ◆ Psionic**  
**Minor Action** ◆ **Close burst 2**  
**Target:** Each enemy in burst  
**Effect:** You Spear each target until the end of your next turn rather than the start.

**TELEKINETIC LIFT**  
**PSYCHIC UTILITY 2**  
*You lift a creature or object into the air with the power of your mind and can hold it there or move it as you wish.*  
**Daily ◆ Psionic**  
**Minor Action** ◆ **Range 10**  
**Target:** One ally, helpless creature, or object that weighs 400 pounds or less and isn’t carried by another creature.  
**Effect:** You slide the target 3 squares in any direction, even into the air. The target remains aloft and is Immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.  
**Sustain Minor:** The target remains aloft and is Immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

**MINDS EYE**  
**PSYCHIC UTILITY 2**  
*A glowing third eye appears on your forehead, giving you enhanced sight and awareness.*  
**Daily ◆ Psionic**  
**Minor Action** ◆ **Personal**  
**Effect:** Until the end of the encounter, you gain Darkvision and can see invisible objects and creatures that are adjacent to you.

---

## LEVEL 3 AT-WILL DISCIPLINES

### DOMINATE  
**PSYCHIC ATTACK 3**  
*You enter your enemies mind and force them to attack their allies for you.*  
**At-will ◆ Augmentable, Charm, Implement, Psionic**  
**Standard Action** ◆ **Ranged 10**  
**Target:** One enemy  
**Attack:** Constitution vs. Will  
**Hit:** You slide the target 1 square. The target makes a basic attack as a free action against one of its allies, with a bonus to the attack equal to your Charisma modifier.  
**Augment 1**  
**Hit:** As above, target gains bonus to damage equal to your Charisma modifier.  
**Augment 2**  
**Hit:** You slide the target a number of squares equal to your Charisma modifier. The target then makes a basic attack as a free action against one of its allies, with a bonus to the attack roll and damage roll equal to your charisma modifier. The target is also dazed until the end of your next turn.

### WEAKENING RESOLVE  
**PSYCHIC ATTACK 3**  
*You mentally weaken your enemies resolve causing them to make mistakes and second guess their actions.*  
**At-will ◆ Augmentable, Implement, Psionic, Psychic, Weapon**  
**Standard Action** ◆ **Melee Weapon**  
**Requirement:** Must use melee psychic weapon.  
**Target:** One Creature  
**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it.  
**Augment 1**  
**Hit:** As above, and target grants combat advantage to your allies even if they are not adjacent to it.  
**Augment 2**  
**Hit:** 2[W] + Charisma modifier psychic damage. Until the end of your next turn, the target is immobilized, and it grants combat advantage to your allies.

---

## PSYCHIC WEAPONS

The psychic weapons that the psychic hero has access to (The psi-blade, psi-bolt, and all their upgrades), give the character unparallel flexibility when using weapons. Any weapon the psychic hero creates is treated as that exact weapon in every way that the hero is proficient in. So the hero would gain the proficiency bonus for that type of weapon as well as any properties that weapon may have. The only restrictions the psychic weapon have is the amount and type of damage they deal which is determined by the projection used.

The psychic weapons are not limited to just psychic hero powers, but can be used with any power that makes use of weapons, even unarmed attacks.
PSYCHIC FLUX

Your attack tears at the fabric of reality causing it to churn out of control.

At-will ♦ Augmentable, Implement, Psionic, Psychic, Weapon, Zone

Standard Action  Range  Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC


Effect: One square in the targets space becomes a zone that lasts until the end of your next turn. Any creature that enters the zone starts its turn there, or starts it turn adjacent to it takes psychic damage equal to your constitution modifier.

Augment 1

Effect: As above, and any creature takes 5 psychic damage for each attack they make while within or adjacent to the zone.

Augment 2

Ranged  Psi-Weapon Burst 1

Target: Each creature in burst


Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone, starts it turn in there, or starts its turn adjacent to it takes psychic damage equal to your constitution modifier.

RESONANCE

Your psychic power resonates within you, lashing out at enemies that dare to attack you.

At-will ♦ Augmentable, Implement, Psionic, Psychic

Minor Action  Melee 1

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: Deal psychic damage equal to your constitution modifier.

Special: This attack can only be used once during a round.

Augment 1

Immediate Reaction

Trigger: An enemy attacks you.

Effect: The enemy takes a negative to the attack equal to your charisma modifier.

Augment 2

Immediate Reaction

Trigger: An enemy moves adjacent to you.

Hit: 1D8 + Constitution modifier psychic damage and target is push a number of squares within the burst equal to your charisma modifier.

LEVEL 5 DAILY DISCIPLINES

TELEKINETIC THROW

By your will your enemy gets picked up and thrown with enough force to break bones.

Daily ♦ Implement, Psionic, Psychic

Standard Action  Ranged 10

Target: One Creature

Attack: Constitution vs. Fortitude

Hit: 3D12 + Constitution modifier psychic damage, and you slide the target a number of squares equal to your wisdom modifier (minimum 1) and knock it prone.

Miss: Half damage and slide target 1 square.

AVATAR OF POWER

Your body glows with an inner radiance warding you from damage and empowering your attacks.

Daily ♦ Implement, Polymorph, Psionic, Psychic, Weapon

Standard Action  Close burst 1

Requirement: Must be using melee psi-weapon.

Target: Each enemy you can see in burst

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage and you push the target 1 square and knock them prone.

Miss: Half damage

Effect: You assume the form of the Avatar of power until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them.

Augment 1

Effect: You gain resist 5 to all damage until the end of your next turn. In addition, choose a single creature hit by the augmented attack power. That creature takes extra damage equal to your constitution modifier.

FLOWING ENERGY

Pure energy flows around you and attacks any enemy touched by you that dares to move.

Daily ♦ Implement, Psionic, Psychic, Stance, Weapon

Standard Action  Ranged Weapon

Target: One Creature

Attack: Wisdom vs. Fortitude

Hit: 2[W] + wisdom modifier psychic damage.

Miss: Half damage.

Effect: You assume the Flowing Stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action  Close Burst 5

Trigger: An enemy Speared by you moves on its turn.

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Reflex

Hit: 1[W] psychic damage. At the end of the secondary target’s turn, you can use a free action to slide the target a number of squares within the burst equal to the speed it moved.

IDENTITY MASK

Your well placed shot of psychic energy confuses your enemy, and causes him to attack his allies.

Daily ♦ Implement, Psionic, Psychic, Weapon

Standard Action  Ranged 10

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Constitution vs. AC

Hit: 3D8 + Constitution modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice with a bonus to the attack and damage roll equal to your constitution modifier.

Miss: Half damage.

Sustain Standard: The target makes a basic attack against a creature of your choice with a bonus to attack and damage equal to your Charisma modifier.
LEVEL 6 UTILITY DISCIPLINES

**Flicker Step**  
**Psychic Utility 6**

With a mental fortitude born of years of training you bend space with your mind allowing you to cross great distances.

*Encounter* ◆ **Psionic, Teleportation**

*Move Action*  
*RANGE 10*

*Effect*: So long as you have line of sight you can teleport to any square within range.

*Special*: You can teleport to an adjacent square within range of an enemy speared by you even if there is no line of sight.

---

**Psychic Awareness**  
**Psychic Utility 6**

You expand your senses to locate living creature that are around you.

*Encounter* ◆ **Psionic**

*Minor Action*  
*Personal*

*Effect*: Until the end of your next turn, you know the exact location of all living creatures within 10 squares of you.

*Special*: You can teleport to an adjacent square within range of an enemy speared by you even if there is no line of sight. Until the effect ends you don’t grant combat advantage to those creatures, and you do not take any penalties for hitting them do to concealment or total concealment.

---

**Telekinetic Leap**  
**Psychic Utility 6**

Using your telekinetic abilities you propel yourself into the air.

*At-Will* ◆ **Psionic**

*Move Action*  
*Personal*

*Effect*: You make an athletics check to jump with a +5 bonus. You are considered to have a running start.

---

**Shroud the Mind**  
**Psychic Utility 6**

Your enemies vision always slips away from you, never fully seeing you always on edge of there vision.

*Daily* ◆ **Psionic**

*Minor Action*  
*Personal*

*Effect*: Until you hit any creature with an attack or until the end of the encounter, you are invisible to any creature that can see so long as you are not in a square adjacent to them.

*Sustain Standard*: The effect persists

*Special*: This does not work for creatures viewing you through a remote viewing device such as a camera.

---

**Telekinetic Barrier**  
**Psychic Utility 6**

You create a telekinetic barrier around yourself to ward off deadly attacks.

*Encounter* ◆ **Psionic**

*Immediate Interrupt*  
*Personal*

*Trigger*: An enemy hits you with an attack.

*Effect*: The attacks damage is reduced by 10 + your constitution modifier.

---

LEVEL 7 AT-WILL DISCIPLINES

**Stunning Strike**  
**Psychic Attack 7**

Your strike confuses your opponent momentarily allowing you to gain advantage

*At-Will* ◆ **Augmentable, Implement, Psionic, Psychic, Weapon**

*Standard Action*  
*RANGE Melee Weapon*

*Requirement*: Must use melee psychic weapon.

*Target*: One Creature

*Attack*: Charisma vs. AC

*Hit*: 1[W] + Charisma modifier psychic damage and the target cannot make opportunity attacks until the end of your next turn.

*Augment 1*

*Special*: You can use this power in place of a melee basic attack.

*Augment 2*

*Close Burst 1*

*Target*: Each enemy in burst

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

**Phantom Bullet**  
**Psychic Attack 7**

Your attack contains a psychic suggestion that causes your enemy to injure itself if it attacks your friends.

*At-Will* ◆ **Augmentable, Implement, Psionic, Psychic, Weapon**

*Standard Action*  
*RANGE Weapon*

*Requirement*: Must use ranged psychic weapon.

*Target*: One Creature

*Attack*: Wisdom vs. AC

*Hit*: 1[W] + wisdom modifier psychic damage. The first time the target hits or misses any of your allies before the end of your next turn, it takes psychic damage equal to your wisdom modifier. If the target is speared it takes the extra damage.

*Special*: When making an opportunity attack, you can use this power in place of a melee basic attack.

*Augment 1*

*Hit*: As above, except that every time the target hits or misses any of your allies it takes the extra damage noted above

*Augment 2*

*Hit*: 1[W] + Wisdom modifier psychic damage. The next time the target makes an attack before the end of your next turn, you can choose which creature it attacks (including itself)
**Mind Rend**

You attack your enemies mind making it more vulnerable to your attack, or removing any resistance it may have.

**Psychic Attack 7**

**At-will◆** Augmentable, Implement, Psionic, Psychic

**Standard Action** Range 10

**Target:** One Creature

**Attack:** Constitution vs. Will

**Hit:** 1D8 + Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

**Special:** This attack can also be used as an unaugmented ranged basic attack.

**Augment 1**

**Hit:** As above, but the target gains vulnerability to the energy type it gets hit with, and it loses any resistance it has to that energy type.

**Augment 2**

**Hit:** 2D8 + Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to 5 + your charisma modifier until the end of your next turn.

**STRANDS OF FATE**

*Strands of psychic energy wrap around you enemy impeding its movement.*

**Psychic Attack 7**

**At-will◆** Augmentable, Implement, Psionic, Psychic

**Standard Action** Range 10

**Target:** One Creature

**Attack:** Constitution vs. Reflex

**Hit:** 1D8 + Constitution modifier psychic damage and the target is slowed until the end of your next turn.

**Augment 1**

**Target:** One or two creatures adjacent to each other.

**Augment 2**

**Target:** One or two creatures

**Hit:** 2D8 + constitution modifier psychic damage and the target is immobilized (Save ends).

**LEVEL 9 DAILY DISCIPLINES**

**Avatar of Grace**

*Your muscles tighten and flex as raw power courses through your vanes allowing you to move with unsurpassed grace.*

**Psychic Attack 9**

**Daily◆** Implement, Polymorph, Psionic, Psychic, Weapon

**Standard Action** Melee Weapon

**Requirement:** Must be using melee psi-weapon.

**Target:** One or two Creatures

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Charisma modifier psychic damage and you can shift a number of squares equal to your wisdom modifier and make this attack again.

**Miss:** Half damage and you don’t make another attack.

**Effect:** You assume the form of the Avatar of grace until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them.

**Augment 1**

**Effect:** You shift your speed and make an attack at any point during this movement. You can move through enemies spaces during this shift.

**Psychic Wrath**

Your enemies tremble to move against you for fear of your psychic wrath.

**Psychic Attack 9**

**Daily◆** Implement, Psionic, Psychic, Stance, Weapon

**Standard Action** Ranged Weapon

**Requirement:** Must be using ranged psi-weapon.

**Target:** One Creature

**Attack:** Wisdom vs. Fortitude

**Hit:** 1D8 + wisdom modifier psychic damage, and ongoing 5 psychic damage (Save ends).

**Miss:** Half damage, and ongoing 5 psychic damage (Save ends).

**Effect:** You assume the Flowing Stance. Until the stance ends, you can make the following secondary attack.

**Opportunity Action** Close Burst 5

**Trigger:** An enemy Speared by you moves without shifting on its turn.

**Secondary Target:** The triggering enemy

**Secondary Attack:** Wisdom vs. Reflex

**Hit:** Ongoing 5 psychic damage (save ends), and the secondary target fails its first saving throw at the end of this turn.

**Psychic Stasis**

Psychic energy envelopes your target preventing any form of movement, and protecting him from any attack... except yours.

**Psychic Attack 9**

**Daily◆** Implement, Psionic

**Standard Action** Ranged 10

**Target:** One Creature

**Attack:** Constitution vs. Fortitude

**Hit:** Target is stunned and immune to all damage but psychic damage (Save ends both).

**Miss:** Target is stunned and immune to all damage but psychic damage until the end of your next turn.

**Mental Rend**

You blast your foes with a torrent of psychic energy.

**Psychic Attack 9**

**Daily◆** Implement, Psionic, Psychic

**Standard Action** Close blast 5

**Target:** Each creature in blast

**Attack:** Constitution vs. Will

**Hit:** The target is stunned (Save ends)

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

**Telekinetic Whelm**

Like rag dolls your enemies go flying in all directions.

**Psychic Attack 9**

**Daily◆** Implement, Psionic

**Standard Action** Ranged 10

**Target:** One, two or three creatures.

**Attack:** Constitution vs. Fortitude

**Hit:** 2D8 + Constitution modifier damage, and you slide the target a number of squares equal to your wisdom modifier (minimum 1) and knock it prone.

**Special:** You can slide targets in a vertical angle for this attack. If the targets are high enough they can take fall damage on the beginning of their turn.

**Miss:** Half damage and slide target 1 square.
**LEVEL 10 UTILITY DISCIPLINES**

**MIND OVER MATTER**

*Psychic Utility 10*

*Your body course with power allowing you to bend the fabric of reality.*

Daily ◆ Polymorph, Psionic, Teleportation

Minor Action Personal

Effect: Until the end of the encounter, you gain resist 5 to all damage and can teleport 3 squares as a move action.

**MENTAL DISCIPLINE**

*Psychic Utility 10*

*As you concentrate your skin and mussel harden, and your foe’s attack bounces off harmlessly.*

Daily ◆ Psionic

Immediate Interrupt Personal

Trigger: You take damage from an attack.

Effect: The damage is reduced to 0, but you are subject to all other effects of the attack, if any.

**ENERGY BUBBLE**

*Psychic Utility 10*

*You create a bubble of energy that protects yourself and any adjacent ally from energy damage.*

Encounter ◆ Psionic

Minor Action Close burst 1

Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains resistance to any one energy type you know for your energy substitution class feature, but only when the damage is from ranged or area attacks. The resistance equals 5 + your Constitution modifier.

Sustain Minor: You sustain the effect until the end of your next turn.

**PSYCHIC LEECH**

*Psychic Utility 10*

*You leech the psychic potential from your enemies and use it to fuel your own power.*

Daily ◆ Polymorph, Psionic, Teleportation

Minor Action Personal

Effect: Until the end of the encounter whenever a target speared by you is reduced to 0 or fewer hit points you gain temporary hit points equal to 5 + your Charisma modifier.

**PODIUM OF POWER**

*Psychic Utility 10*

*With glowing eyes and pure psychic energy arcing off of you, you raise yourself into the air.*

Daily ◆ Psionic

Minor Action Personal

Effect: Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2 squares).

**SUGGESTION**

*Psychic Utility 10*

*You get into your target’s head making them more pliable to your suggestions.*

At-Will ◆ Psionic

Free action Personal

Effect: You make a bluff or diplomacy check against a single target with a +5 bonus.

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**LEVEL 13 AT-WILL DISCIPLINES**

**PSYCHIC ASSAULT**

*Psychic Attack 13*

*You lash out with your psi-blade hitting your foe multiple time before dropping it.*

At-will ◆ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action Melee Weapon

Requirement: Must use melee psychic weapon.

Target: One Creature

Attack: Charisma vs. AC, make the attack three times.

Hit: Charisma modifier psychic damage.

Effect: Until the end of your next turn whenever an ally hits any target speared by you, the target takes extra damage equal to your psychic spear extra damage.

Augment 1

Effect: As above, but the enemy takes the damage when it hits or misses.

Augment 4

Hit: 2[W] + Wisdom modifier psychic damage and the target and each adjacent enemy is speared until the end of your next round.

**PSYCHIC ATTACK 13**

*Your attack implants residual psychic energy into your enemy causing it to take extra damage every time an ally hits it.*

At-will ◆ Augmentable, Implement, Psionic, Psychic, Weapon

Standard Action Range Weapon

Requirement: Must use ranged psychic weapon.

Target: One Creature

Attack: Wisdom vs. AC

Hit: 1[W] + wisdom modifier psychic damage and the target is speared until the end of your next round.

Effect: Until the end of the next turn whenever an ally hits any target speared by you, the target takes extra damage equal to your psychic spear extra damage.

Augment 1

Effect: As above, but the enemy takes the damage when it hits or misses.

Augment 4

Hit: 2[W] + Wisdom modifier psychic damage and the target and each adjacent enemy is speared until the end of your next round.

**PSYCHIC WAVE**

*The vary air distorts as waves of energy knock you enemies down.*

At-will ◆ Augmentable, Implement, Psionic, Psychic

Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 1D6 + Constitution modifier psychic damage and the target is pushed 1 square and knocked prone.

Augment 1

Effect: If the target moves before the start of your next turn it takes psychic damage equal to your Charisma modifier.

Augment 4

Hit: 3D6 + constitution modifier psychic damage and the target is pushed 3 squares and is prone.
MIND DELVE

You delve into your enemies minds and hide from them their knowledge of combat.

**At-will ♦ Augmentable, Implement, Psionic, Psychic**

**Standard Action**  Area burst 1 within 10

**Target:** Each creature in burst

**Attack:** Constitution vs. Will

**Hit:** 1D8 + Constitution modifier psychic damage and the target takes -2 penalty to attack rolls until the end of your next turn.

**Augment 1**

**Hit:** As above, but the penalty equals 1 + your charisma modifier.

**Augment 4**

**Hit:** 2D8 + constitution modifier psychic damage and the target is stunned until the start of your next turn.

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LEVEL 15 DAILY DISCIPLINES

AVATAR OF DISCIPLINE

As you attack your enemies, you become one with yourself and glow with the essence of pure energy. With each strike you inflict lasting wounds to your foes.

**Daily ♦ Implement, Polymorph, Psionic, Psychic, Weapon**

**Standard Action**  Melee Weapon

**Requirement:** Must be using melee psi-weapon.

**Target:** One or two Creatures

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends)

**Miss:** Half damage, and you gain 1 augment point.

**Effect:** You assume the form of the Avatar of Discipline until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment doesn’t supersede them.

**Augment 1**

**Effect:** Choose a single creature hit by an at-will attack power. That creature takes extra psychic damage equal to your constitution modifier.

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LEVEL 16 UTILITY DISCIPLINES

WARP

With a burst of psychic energy, you appear next to an enemy targeted by you.

**Encounter ♦ Psionic, Teleportation**

**Move Action**  Personal

**Effect:** You teleport to a square adjacent to a creature speared by you.
Mental Endurance  
**Psychic Utility 16**
You tap into your body’s natural healing abilities and mend your wounds.

**Daily** ♦ **Psionic**
**Minor Action** ♦ **Personal**
**Effect:** You spend a healing surge. In addition, until the end of the encounter, you have regeneration 5 while you’re bloodied.

Precognition  
**Psychic Utility 16**
You can see the scales of fate and things to come, granting you the time you need to alter events in your favor.

**Daily** ♦ **Psionic**
**Free Action** ♦ **Personal**
**Effect:** Roll a D20. Once during this encounter you can use that roll’s result in place of one of your D20 rolls or in place of an enemy’s.

Sending  
**Psychic Utility 16**
You send and receive messages from allies you know.

**At-Will** ♦ **Psionic**
**Minor action** ♦ **Range 20**
**Effect:** You can mentally send one message to one ally you know that is within range. You need not see your ally to send this message. The ally that receives your message can make one replay back.

Level 17 At-Will Disciplines

**Attuned Strike**  
**Psychic Attack 13**
Your enemy attempts to move around you, but your attuned senses register this movement allowing you to attack.

**At-will** ♦ **Augmentable, Implement, Psionic, Psychic, Weapon**
**Immediate Interrupt** ♦ **Melee Weapon**
**Requirement:** Must use melee psychic weapon.
**Trigger:** An adjacent enemy marked by you shifts.
**Target:** The triggering enemy
**Attack:** Charisma vs. AC
**Hit:** 1[W] + charisma modifier psychic damage and the target is immobilized until the end of your next turn.
**Effect:** You can shift 1 square as a free action, and you don’t get your normal standard action of your next turn.

**Augment 1**
**Hit:** As above, and the target is pushed a number of squares equal to your constitution modifier.

**Augment 4**
**Hit:** 3[W] + Charisma modifier psychic damage and you slide the target a number of squares equal to your constitution modifier, and it is immobilized until the end of your next turn.

**Effect:** You get your normal standard action of you next turn.

**Psychic Residence**  
**Psychic Attack 17**
Your psychic bolt does not only physical but also mental damage that flares with pain as you press the attack.

**At-will** ♦ **Augmentable, Implement, Psionic, Psychic, Weapon**
**Standard Action** ♦ **Ranged weapon**
**Requirement:** Must use Ranged psychic weapon.
**Target:** One creature
**Attack:** Charisma vs. Will
**Hit:** 1[W] + Charisma modifier psychic damage, and your next Psionic attack against the target before the end of your next turn deals 1D6 extra psychic damage.
**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.

**Augment 1**
**Hit:** As above, and target looses any psychic resistance it has until the end of your next turn.

**Augment 4**
**Hit:** 3[W] + Charisma modifier psychic damage and any Psionic attack against the target before the end of your next turn deals 1D6 extra psychic damage.

**Psychic Bonds**  
**Psychic Attack 17**
Psychic chains bind your foes to the ground preventing them from moving. At your command these chains flash with power damaging your enemies.

**At-will** ♦ **Augmentable, Implement, Psionic, psychic**
**Standard Action** ♦ **Close blast 3**
**Target:** Each creature in blast
**Attack:** Constitution vs. Fortitude
**Hit:** The target is immobilized until the end of your next turn.

**Augment 1**
**Hit:** As above, and deal 1D8 + constitution modifier psychic damage.

**Augment 4**
**Hit:** As above, and deal 3D10 + constitution modifier psychic damage.

**Time Lapse**  
**Psychic Attack 17**
Your attack causes your foe to lose concentration and blackout momentarily, allowing your ally to sneak an attack in.

**At-will** ♦ **Augmentable, Implement, Psionic, psychic**
**Standard Action** ♦ **Range 10**
**Target:** One creature
**Attack:** Constitution vs. Will
**Hit:** One ally adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack and damage roll equal to your charisma modifier.

**Augment 1**
**Hit:** As above, except the ally can make a standard attack as a free action.

**Augment 4**
**Hit:** Each of your allies within 5 squares of the target can make an opportunity attack against it as a free action, with a bonus to attack and damage equal to your charisma modifier.
**Level 19 Daily Disciplines**

**Avatar of Dominion**

You choose your enemy for its power and skill. When you strike this foe you assume some of its talent and use it against its allies.

**Daily** Implement, Polymorph, Psionic, Weapon

**Standard Action** Melee Weapon

**Requirement:** Must be using melee psi-weapon.

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage.

**Miss:** Half damage.

**Effect:** You assume the form of the Avatar of Dominion until the end of the encounter. While in this form, you can use the following augmentation with your psychic hero attack powers that are augmentable. This augment is in addition to the effects that the power might have; This augment doesn’t supersede them.

**Augment 2**

**Effect:** Choose a single creature hit by this at-will attack, and choose a melee basic attack of that creature. As a free action you can make an attack against any adjacent creature using its basic attack as if it were the creature making the attack. You use the creature bonuses to hit and damage rather than your own.

**Pain Spike**

With each use of your Psychic spear your drive a pike of pain deep into your enemies mind. Every time that enemy tries to move he doubles over in pain.

**Daily** Implement, Stance, Weapon

**Standard Action** Area Burst 1 in 10 squares

**Requirement:** Must be using ranged psi-weapon.

**Primary Target:** Each enemy in burst

**Primary Attack:** Wisdom vs. Will

**Hit:** 3[W] + wisdom modifier damage, and ongoing 5 psychic damage (save ends).

**Miss:** Half damage.

**Effect:** Each primary target is Speared by you and assume the Pain Spike Stance. Until the stance ends, you can make the following secondary attack.

**Opportunity Action** Ranged 10

**Trigger:** An enemy Speared by you moves without shifting.

**Secondary Target:** The triggering enemy

**Secondary Attack:** Wisdom vs. Will

**Hit:** 1[W] + Wisdom modifier psychic damage, and the secondary target takes ongoing 5 psychic damage (save ends).

**Level 21:** 2[W] + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends)

**Psychic Grip**

Using your telekinetic abilities your strongly grip your foe by the throat, lifting if above the ground and slowly suffocate it.

**Daily** Implement, Psionic, Reliable

**Standard Action** Ranged 20

**Target:** One Creature

**Attack:** Constitution vs. Fortitude

**Hit:** 2D8 + Constitution modifier damage, ongoing 10 damage and target is restrained (save ends both). The target takes a –4 penalty to its first saving throw against these two effects.

**Sustain Minor:** The target takes a –2 penalty to its next saving throw against the above two effects.

**Psychic Leech**

You control your foes attacks gaining vitality from the damage it deals to its allies.

**Daily** Charm, Implement, Psionic, Psychic

**Standard Action** Ranged 10

**Target:** One Creature

**Attack:** Constitution vs. Will

**Hit:** 2D10 + Constitution modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit point equal to the damage it deals.

**Miss:** The target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit point equal your Charisma modifier.

**Effect:** You receive 2 power points.

**Reality Maelstrom**

A vortex erupts dragging every creature in range into it and depositing them else ware.

**Daily** Implement, Psionic, Psychic, Teleportation

**Standard Action** Area Burst 3 in 20 squares

**Primary Target:** Each enemy in burst

**Primary Attack:** Constitution vs. Reflex

**Hit:** 3D8 + constitution modifier damage, and you teleport the target 3 squares

**Effect:** Make a secondary attack

**Secondary Target:** One creature hit by primary attack

**Secondary Attack:** Wisdom vs. Will

**Hit:** The target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 5 squares of you and is dazed until the end of its next turn.

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

**Level 22 Utility Disciplines**

**Levitation**

You deny the earths gravity and propel yourself upward towards the sky, free from earthly bonds.

**Daily** Psionic

**Minor Action** Personal

**Effect:** Your gain fly 8 (hover) until the end of the encounter.

**Rejuvenation**

You search deep down and regain some inner strength.

**Daily** Psionic

**Free Action** Personal

**Effect:** You regain 2 power points.
### Reality Flux  
**Psychic Utility 22**
Your power is so great you can effect even the mortal coils that bind reality, allowing yourself and your allies to pass through walls.

**Daily** ◆ **Psionic**  
**Minor Action**  
**Close Burst 1**  
**Target:** You and each ally in burst.  
**Effect:** Each target gains phasing until the end of your next turn.  
**Sustain Minor:** The effect persists.

### Mental Armor  
**Psychic Utility 22**
You draw on your reserves of mental power to allow yourself to ignore attacks that would fell normal people.

**Daily** ◆ **Psionic**  
**Minor Action**  
**Personal**  
**Effect:** You gain temporary hit points equal to your surge value and you ignore the damage and effects from the next attack to hit you.

### The Third Eye  
**Psychic Utility 22**
A glowing eye appears on your forehead allowing you to see and hit everything in range.

**Daily** ◆ **Psionic**  
**Minor Action**  
**Personal**  
**Effect:** Until the end of your next turn, you ignore all barriers to line of effect and line of sight that are within 20 squares of your. This means you can see and target anything in range, and ignore the penalty for attacking enemies that have any type of cover or concealment.

### Level 23 At-Will Disciplines

### Mental Might  
**Psychic Attack 23**
You empower yourself with the strength of 10, as you unleash a strike that fells your foe, making it an easy target for your allies.

**At-will** ◆ **Augmentable, Implement, Psionic, psychic, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Requirement:** Must use melee psychic weapon.  
**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 1[W] psychic damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attack for doing so.

**Augment 2**  
- **Close burst 1**  
  - **Target:** Each enemy in burst  
  - **Hit:** As above, but you deal 2[W] psychic damage.

**Augment 6**  
- **Close burst 3**  
  - **Target:** Each enemy in burst  
  - **Hit:** As above, but you deal 2[W] psychic damage and all targets are dazed.
**Flux Burst**  
**Psychic Attack 23**  
*As you strike at your foe the residual energy of your attack surrounds you making it difficult to approach.*

**At-will ♦ Augmentable, Implement, Psionic, psychic, Weapon**  
**Standard Action**  
**Ranged weapon**  
**Requirement:** Must use ranged psychic weapon.  
**Target:** One creature  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + wisdom modifier psychic damage, and the squares adjacent to you are difficult terrain for all creatures until the end of your next turn.

**Augment 2**  
**Hit:** 2[W] + wisdom modifier psychic damage, and each square adjacent to you are difficult terrain for enemies and deal 5 psychic damage every time a enemy enters one until the end of your next turn.

**Augment 6**  
**Hit:** 3[W] + wisdom modifier psychic damage, and each square in a burst 3 to you are difficult terrain for enemies and deal 5 psychic damage every time a enemy enters one until the end of your next turn.

**Control**  
**Psychic Attack 23**  
*You enter your enemies mind and force them to attack their allies for you.*

**At-will ♦ Augmentable, Charm, Implement, Psionic**  
**Standard Action**  
**Ranged 10**  
**Target:** One enemy  
**Attack:** Constitution vs. Will  
**Hit:** You slide the target a number of squares equal to your charisma modifier. The target makes a basic attack as a free action against a creature of your choice, with a bonus to the attack and damage equal to your Charisma modifier.

**Augment 2**  
**Hit:** As above, and the target is stunned until the end of your next turn if it misses.

**Augment 6**  
**Hit:** The target is dominated until the end of our next turn. Until the domination ends, the target gains a bonus to attack and damage rolls equal to your Charisma modifier.  
**Sustain:** Standard.

**Painful Spears**  
**Psychic Attack 23**  
*You attack your enemies mind making it more vulnerable to your attack, or removing any resistance it may have.*

**At-will ♦ Augmentable, Implement, Psionic, Psychic**  
**Standard Action**  
**Area burst 1 within 10 squares**  
**Target:** Each enemy in burst  
**Attack:** Constitution vs. Will  
**Hit:** 1D8 + Constitution modifier psychic damage and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.  
**Special:** You can use this power in place of a melee basic attack.

**Augment 2**  
**Hit:** As above, but you deal 2D10 + constitution modifier psychic damage to all targets.

**Augment 6**  
**Hit:** 4D8 + constitution modifier psychic damage, and the target takes psychic damage equal to your charisma modifier every squares it moves on its next turn.

**Level 25 Daily Disciplines**  
**Avatar of Thought**  
**Psychic Attack 25**  
*Your mind and body become one as you execute the perfect attack and transform into a being of pure psychic energy.*

**Daily ♦ Implement, Polymorph, Psionic, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Requirement:** Must be using melee psi-weapon.  
**Target:** One creature  
**Effect:** The target takes 20 + your charisma modifier psychic damage. You then assume the form of the Avatar of Thought until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them.

**Augment 2**  
**Effect:** Until the end of your next turn, you gain a +2 bonus to all defenses against the targets of the at-will attack. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your charisma and constitution modifier.

**Fast as Thought**  
**Psychic Attack 25**  
*You empower you own body with psychic energy allowing you to move faster than most can even perceive.*

**Daily ♦ Implement, Psionic, Stance, Weapon**  
**Standard Action**  
**Ranged weapon**  
**Requirement:** Must be using ranged psi-weapon.  
**Primary Target:** One, two, three, or four creatures.  
**Primary Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier damage.  
**Miss:** Half damage  
**Effect:** Before each attack but the first, you shift your speed. After making all the attacks, you assume the Fast as Thought stance. Until the stance ends, you can make the following secondary attack.  
**Opportunity Action**  
**Ranged 10**  
**Trigger:** An enemy Speared by you moves without shifting.  
**Secondary Target:** The triggering enemy  
**Secondary Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier damage. You can shift half your speed and make a ranged basic attack as a free action against a different enemy. A successful hit with the basic attack also spears the enemy.

**Life Theft**  
**Psychic Attack 25**  
*You concentrate on the life force of your target, sucking it out and adding it to your own.*

**Daily ♦ Implement, Psionic, Psychic**  
**Standard Action**  
**Ranged 10**  
**Target:** One Creature  
**Attack:** Constitution vs. Fortitude  
**Hit:** 4D10 + Constitution modifier psychic damage.  
**Miss:** Half damage.  
**Effect:** You receive 6 power points.
**Telekinetic Bombardment**  
**Psychic Attack 25**

Balls of tightly compressed psychic energy appear in the area you wish, than explodes throwing your victims everywhere.

**Daily ◆ Implement, Psionic, Psychic**  
**Standard Action**  
**Area** burst 2 within 20 squares  
**Target:** each creature in burst  
**Attack:** Constitution vs. Reflex  

**Hit:** 5D6 + constitution modifier psychic damage, and you push the target a number of squares from the center of the burst equal to your wisdom modifier. If the target ends adjacent to blocking terrain, the target takes 3D6 additional damage.  

**Miss:** Half damage, and you push the target 2 squares from the center of the burst.

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**Thrall**  
**Psychic Attack 25**

You destroy your enemy’s sense of self, than recreate it, making it think it is your loyal ally.

**Daily ◆ Implement, Psionic, psychic**  
**Standard Action**  
**Range** 20  
**Target:** One creature  
**Attack:** Constitution vs. Will  

**Hit:** The target is now an NPC ally under your total control (save ends).

**Aftereffect:** 2D10 + Constitution modifier psychic damage and target is dominated (save ends).

**Tertiary Effect:** 1D10 + Constitution modifier psychic damage and target is dazed (save ends).  

**Miss:** Target is stunned (save ends).  

**Aftereffect:** 1D10 + constitution modifier psychic damage.

---

**Level 27 At-Will Disciplines**

**Intuition**  
**Psychic Attack 27**

After missing your foe with an attack you gain insight to its defenses allowing you to make a follow up strike.

**At-will ◆ Augmentable, Implement, Psionic, psychic, Weapon**  
**Standard Action**  
**Melee Weapon**  
**Requirement:** Must use melee psychic weapon.  
**Target:** An enemy you missed with an attack during this turn.  
**Attack:** Charisma vs. AC  

**Hit:** 1[W] + Charisma modifier psychic damage.  

**Augment 2**  
**Attack:** Charisma vs. Reflex  

**Hit:** 2[W] + Charisma modifier psychic damage.  

**Augment 6**  
**Hit:** 3[W] + Charisma modifier psychic damage.  

**Miss:** You regain the power points you spent to augment this power.

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**Bull’s-eye**  
**Psychic Attack 27**

You paint a psychic bull’s eye on your target allowing any other psychic to deal extra damage to it.

**At-will ◆ Augmentable, Implement, Psionic, psychic, Weapon**  
**Standard Action**  
**Ranged weapon**  
**Requirement:** Must use ranged psychic weapon.  
**Target:** One creature  
**Attack:** Wisdom vs. AC  

**Hit:** 1[W] + wisdom modifier psychic damage, and you spear the target until the end of your next turn.  

**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.  

**Augment 2**  
**Hit:** 2[W] + wisdom modifier psychic damage, and you spear the target until the end of your next turn.  

**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.  

**Augment 6**  
**Hit:** 2[W] + wisdom modifier psychic damage, and the target is dazed (save ends).  

**Miss:** Target is stunned (save ends).

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**Psychic Strom**  
**Psychic Attack 27**

You unleash a storm of psychic energy that damages your foe while empowering your ability to hurt them.

**At-will ◆ Augmentable, Implement, Psionic, Psychic**  
**Standard Action**  
**Ranged 20**  
**Target:** One creature  
**Attack:** Constitution vs. Will  

**Hit:** 1D8 + Constitution modifier psychic damage.  

**Effect:** Until the end of your next turn, your Psychic Spear power deals extra damage equal to 5 + your wisdom modifier.  

**Augment 2**  
**Area** Burst 2 within 20 squares  
**Target:** Each enemy in burst  

**Hit:** 2D10 + Constitution modifier psychic damage, and you mark the target until the end of your next turn.  

**Augment 6**  
**Hit:** 4D8 + Constitution modifier psychic damage.  

**Effect:** Until the end of your next turn, you can use your Psychic spear power as a free action, and it deals extra damage equal to 5 + your wisdom modifier.
**Psionic Veil**  
*Psychic Attack 27*

You pull a veil over your foes’ senses, hiding yourself and your allies.

**At-will ♦ Augmentable, Implement, Psionic, Psychic**

**Standard Action**  
**Area** burst 1 within 20 squares

**Target:** Each enemy in burst

**Attack:** Constitution vs. Will

**Hit:** 1D8 + Constitution modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

**Augment 2**

**Area** Burst 2 within 20 squares

**Hit:** 2D10 + Constitution modifier psychic damage, and you and each ally adjacent to your or the target is invisible to the target until the end of your next turn.

**Augment 6**

**Hit:** 3D8 + Constitution modifier psychic damage, and the target is blinded (save ends).

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**Level 29 Daily Disciplines**

**Avatar of Annihilation**  
*Psychic Attack 29*

You imbue yourself with destructive power as you strike your enemy.

**Daily ♦ Implement, Polymorph, Psionic, Weapon**

**Standard Action**  
**Melee** Weapon

**Requirement:** Must be using melee psi-weapon.

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage, and ongoing 20 damage (save ends)

**Miss:** Half damage, and ongoing 10 damage (save ends).

**Effect:** You assume the form of the Avatar of Annihilation until the end of the encounter. While in this form, you can use the following augmentation with your psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them.

**Augment 2**

**Effect:** The target of your at-will attack fails it’s first saving thrown before the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your constitution modifier.

**Super Nova**  
*Psychic Attack 29*

A small globe of energy appears in a space you wish, than collapses into itself; only to explode in unparalleled damage.

**Daily ♦ Implement, Psionic**

**Standard Action**  
**Area** burst 4 within 20 squares

**Target:** Each creature in burst

**Attack:** Constitution vs. Reflex

**Hit:** 5D10 + Constitution modifier damage. If you have no power points remaining, the damage increases by 2D10.

**Miss:** Have damage.

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**Mind Shards**  
*Psychic Attack 29*

You unleash a burst of psychic energy that hits to the heart of your foes vary soul.

**Daily ♦ Implement, Psionic, Stance, Weapon**

**Standard Action**  
**Area** burst 3 in 20 squares

**Requirement:** Must be using ranged psi-weapon.

**Primary Target:** Each enemy in burst

**Primary Attack:** Wisdom vs. Will

**Hit:** 4[W] + wisdom modifier psychic damage, and the primary target is dazed and immobilized (save ends both).

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

**Effect:** You assume the Mind Shard stance. Until the stance ends, you can make the following secondary attack.

- **Opportunity Action**  
  **Ranged** 10

  **Trigger:** An enemy Speared by you moves without shifting.

  **Secondary Target:** The triggering enemy

  **Secondary Attack:** Wisdom vs. AC

  **Hit:** 3[W] + Wisdom modifier damage and the target is stunned until the end of your next turn.

**Red String of Fate**  
*Psychic Attack 29*

Your essence and that of your enemies is connected by fate. Any damage you take is transferred to your foe and you take nothing.

**Daily ♦ Implement, Charm, Psionic**

**Minor Action**  
**Range 20**

**Target:** One creature

**Attack:** Constitution vs. Will

**Hit:** Until the end of the encounter the target takes any damage that you were suppose to take until the target reaches 0 hit points or fewer. As a free action the target can end the effect by taking 5D10 + Constitution modifier psychic damage.

**Miss:** 2D10 + Constitution modifier psychic damage and target is dazed (save ends).
PSI-KNIGHT

“Toward this power personified, none shall stand against me.”

Prerequisite: Psychic Hero, and psi-blade projection

The psi-knight turns her Psionic potential into the ultimate weapon. The psi-knight combines physical prowess with mental energy to become a devastating warrior. Using telekinetics and biokinetics, the battle mind employs psionics with the subtlety of an assassin or the hard-hitting power of an explosive force. Whether forging weapons of psychic energy or mentally manipulating physical objects, calling forth fire from her mind or unleashing a bolt of mental energy, the battle mind is never at a loss for an offensive strategy.

PSI-KNIGHT PATH FEATURES

Knights Action (11th level): Whenever you spend an action point each enemy adjacent to you is speared until the end of your next turn.

Knights Challenge (11th level): You gain the Knights Challenge power.

Knights Skill (11th level): You gain either the Psi-guard or Psychic Armor as a free projection. As well whenever you use your psi-blade projection you can use either the psi-guard or psychic armor projection at the same time as if it were only one projection.

Paragon Power Points (11th level): You gain 2 additional power points.

Armor of the Mind (16th level): Whenever a critical hit is scored against you, roll a D20. On a roll of 10 or higher, the critical hit is a normal hit instead.

PSI-KNIGHT DISCIPLINES

<table>
<thead>
<tr>
<th>KNIGHTS CHALLENGE</th>
<th>PSI-KNIGHT FEATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Encounter</strong> ♦ Augmentable, Psionic</td>
<td>You create a bubble of energy that protects yourself and any adjacent ally from energy damage.</td>
</tr>
<tr>
<td>Minor Action</td>
<td>Close burst 10</td>
</tr>
<tr>
<td>Target: The enemy nearest to you in burst</td>
<td>Effect: Until the end of the encounter the target is Speared, and unless it takes a move action every round to move closer to you or to a square adjacent to you it takes your speared damage.</td>
</tr>
<tr>
<td>Augment 1</td>
<td>Special: If the target drops to 0 hit points or fewer during this encounter, you regain the use of this power.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RALLY</th>
<th>PSI-KNIGHT ATTACK 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>You create a bubble of energy that protects yourself and any adjacent ally from energy damage.</td>
<td></td>
</tr>
</tbody>
</table>

| Encounter ♦ Augmentable, Implement, Psionic, psychic, Weapon |
| Standard Action | Melee Weapon |
| Target: One Creature | Effect: Until the end of your next turn, the target provokes opportunity attacks from you whenever it shifts or attacks an ally. |
| Hit: 1[W] + Charisma Modifier psychic damage. Until the end of your next turn, the target provokes opportunity attacks from you whenever it shifts or attacks an ally. |

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<thead>
<tr>
<th>KNIGHTLY DEFENSE</th>
<th>PSI-KNIGHT UTILITY 12</th>
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</thead>
<tbody>
<tr>
<td>You body glows with an inner light, allowing you to shrug off even the deadliest blows.</td>
<td></td>
</tr>
<tr>
<td>At-Will ♦ Psionic</td>
<td>Effect: Until the end of your next turn, roll a D20 whenever you take damage. On a 10 or higher, the damage is reduced to 0. Otherwise, the damage is halved.</td>
</tr>
<tr>
<td>Standard Action</td>
<td>Personal</td>
</tr>
</tbody>
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<thead>
<tr>
<th>AVATAR OF THE GUARDIAN</th>
<th>PSI-KNIGHT ATTACK 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>You imbue yourself with destructive power as you strike your enemy.</td>
<td></td>
</tr>
</tbody>
</table>

| Daily ♦ Implement, Polymorph, Psionic, Weapon |
| Standard Action | Close Burst 1 |
| Requirement: Must be using melee psi-weapon. | Effect: You assume the form of the Avatar of The Guardian until the end of the encounter. While in this form, you can use the following augmentation with you psychic hero attack powers that are augmentable. This augment is in additions to the effects that the power might have; This augment doesn’t supersede them. |
| Target: Each enemy you can see in burst | Augment 1 |
| Hit: 3[W] + Charisma modifier damage., and you knock the target prone. |
| Miss: Half damage | Effect: Until the start of your next turn, you gain a +2 power bonus to AC, and any enemy adjacent to you that falls prone or starts its turn prone takes damage equal to your constitution modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your charisma modifier. |

| PARAGON PATHS | CHAPTER 2 | Character Classes |
**Elemental Channeler**

“Energy Courses through my vannes struggling to be let loose.”

**Prerequisite:** Psychic Hero, Energy substitution trait

An Elemental Channeler is a master psychic with dramatic Psionic powers that manifest themselves in “physical” ways, most significantly in the ability of pyrokinesis, electrokinesis, cyrokinesis, etc. As the name suggests, these psychics can create energy out of thin air, causing a reaction in the world around them. They are master of their chosen element and it responds to them.

**Elemental Channeler Path**

**Features**

- **Energy Manipulation (11th level):** Choose one energy type you know from the Energy Substitution class trait. You gain a resistance to your chosen energy type equal to your level.
- **Energy Control (11th level):** Whenever you make a Psionic attack you deal energy damage of your chosen energy type equal to half your constitution modifier.
- **Paragon Path Points (11th level):** You gain 2 additional power points.
- **Energy Eruption (11th level):** Whenever you spend an action point to take an extra action, each enemy adjacent to you takes energy damage of your chosen type equal to your constitution modifier. If you use this action to use a Psychic hero attack power, choose one target you hit with the attack. Each enemy adjacent to that target takes energy damage of your chosen type equal to your constitution modifier.
- **Energy Vortex (16th level):** When you use a Psychic hero daily attack power, each enemy within 2 squares of you takes energy damage of your chosen type equal to your constitution modifier, and you acquire a Energy Vortex until the end of the encounter. While the Vortex lasts, you gain the Energy lash power, and any creature that starts its turn adjacent to you gains vulnerability to your chosen energy type equal to your constitution modifier.

**Elemental Channeler Disciplines**

<table>
<thead>
<tr>
<th>Energy Lash</th>
<th>Elemental Channeler Feature</th>
</tr>
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<tr>
<td>At-will</td>
<td><strong>Augmentable, Implement, Psionic, Varies,</strong></td>
</tr>
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If you can think it, I can make it happen.

CLASS TRAITS
Role: Controller. Your vast intelligence allows you to improve technology, and come up with smart tactics. You lean toward Leader as a secondary role.
Power Source: Martial & Craft. Problem solving is your foray, be it for technology and science, or tactics and planning.
Key Abilities: Intelligence, Wisdom, Dexterity or Strength.

Armor Proficiencies: Light, Medium
Weapon Proficiencies: Simple Melee, Simple ranged
Implement Proficiencies: Tool Kit
Bonus to Defense: +2 Will
Inherent Bonus: +1 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 10- Constitution Score
Hit Points per Level Gained: 4
Healing surges per day: 6 + Constitution Modifier

Trained Skills: Computer Use (Int); From the class skills list below, choose Five trained skills at 1st level.
Class Skills: Computer Use(Int), Demolitions(Int), Electrical(Int), Forgery (Int), Heal(Wis), History(Int), Mechanical(Int), Repair(Int), Structural(Int), Thievery(Dex)

Class Features: Smart Agility, Prodigy, Exploit weakness, Strategic action.

The Smart Hero uses his Intelligence score to his best advantage. Taking a level in this class demonstrates educational training in an academic or technical subject. Learning and reasoning powers combine to define the smart hero.

A Smart Hero might be a brainy or bookish. He might possess uncanny reasoning skills or the ability to puzzle his way out of any situation. He’s bright, quick-witted, and possessed of a great deal of knowledge or at least the ability to gather that knowledge if he so chooses.

Scientists and researchers of all description, academics, law enforcement or military professionals who specialize in using tactics, deduction, or reason, and many kinds of white-collar professionals fall within the scope of the smart hero.
SMART HERO CLASS FEATURES

SMART AGILITY
When you are not wearing heavy armor or using shields you gain a +2 Class bonus to AC and a +1 Class bonus to Reflex.

PRODIGY
Smart Heroes tend to excel in several areas knowledge. Choose one from the class features listed below.

Savant
The smart hero has a natural aptitude for study and fact-finding. Select two Trained skills listed below. The smart hero gains a +2 bonus to that skill. This bonus increases to +4 at 11th level and +6 at 21st level. Feats may be taken in order to increase the number of Savant skills the smart hero has.

Computer use, Demolitions, Electrical, Forgery, Mechanical, Repair, Structural, Thievery.

Talented
The smart heroes’ talents branch out from the standard norm. At first level select a free multi-class feat even if you do not meet the prerequisites. You may also swap out an at-will attack power you know for one from the multi-class at-will power list. The smart hero can also choose class-specific multi-class feats from more than one class.

Creative
The Smart hero is a creative genius, capable of crafting devices in ways others would never think possible. The Smart hero only pays half the cost for using Craft powers, and each time you gain a level that lets you select a daily or utility heroic power you also choose one additional craft power of that level. During an extended rest you choose which power you have access to.

EXPLOIT WEAKNESS
The Smart heroes’ vast intellect allows him to exploit inherent weaknesses in an enemy’s defenses. Prior to starting an encounter the smart hero can choose to use his Intelligence modifier instead of either his strength or dexterity modifier on attack and damage rolls as he finds ways to outthink his opponents and find flaws and weaknesses in his enemy’s defense. The smart hero cannot use his Intelligence modifier for both his strength and dexterity attacks during an encounter. The smart hero must choose only one.

STRATEGIC ACTION
The smart heroes’ great intelligence allows him to come up with plans of attack and defense on the spot, even during the most heated of combat. You start with the encounter power Strategic Action that allows you to grant bonuses to you and your allies.

SMART HERO POWERS
Your powers are Intelligent Heroics that draw on your vast intellect and cunning.

CLASS FEATURE
The smart heroes’ Strategic Action works like a power and is presented below.

<table>
<thead>
<tr>
<th>STRATEGIC ACTION</th>
<th>SMART FEATURE</th>
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<tr>
<td>When all seems lost, and the odds are against you- you manage to come up with a plan of attack that leads to victory.</td>
<td></td>
</tr>
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</table>

Encounter ◆ Martial
Requirement: You have to have spent one round doing nothing (take no actions), and just observe the enemy. If you are forced to take an action you have to start over again.

Minor Action Close burst 2 (4 at 11th level, 6 at 21st level)

Target: You an all allies in burst

Effect: The targets gain one of the following benefits until the end of the encounter.

◆ +1 Power bonus to speed
◆ +1 Power bonus to attack rolls and damage rolls with opportunity attacks
◆ +3 Power bonus, instead of +2, to attack rolls with combat advantage.
◆ +2 Power bonus to damage when flanking.
◆ +1 Power bonus to AC and Reflex.

LEVEL 1 AT-WILL HEROICS

FIND THE GAP
Using your vast intelligence your attack opens a hole in the enemies’ defense.

At-will ◆ Firearm, Martial, Weapon
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), or Dexterity vs. AC (Ranged)

Hit: 1[W] +Strength modifier damage (Melee) or 1[W] + Dexterity modifier damage (Ranged), and the target takes a –2 penalty to the defense of your choice until the end of your next turn.

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

Trained Mechanical: If attacking a Construct the target gains vulnerability 5 weapons until the start of your next turn.

BLINDING STRIKE
You attack at your enemies’ vision in the hopes of distracting his attacks.

At-will ◆ Firearm, Martial, Weapon
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)

Hit: 1[W] +Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes a –2 penalty to attack rolls until the end of your next turn.

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

Trained Electrical: If attacking a Construct the target is blinded until the start of your next turn.
TACTICAL STRIKE | SMART ATTACK 1
---|---
**Using your attack you cause your enemy to open himself up to attacks from your allies.**

**At-will ◆ Firearm, Martial, Weapon**

**Standard Action** Melee or Ranged Weapon

**Target:** One Creature

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

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

**Effect:** Until the end of your next turn, the target grants combat advantage to an ally of your choice.

**Trained History:** Until the end of your next turn anyone with combat advantage on the target deals extra damage to the target equal to your wisdom modifier.

FORCEFUL ARMOR | SMART ATTACK 1
---|---
**You build a devise that encases you or an ally in a protective field and harms attacking enemies.**

**At-will ◆ Craft, Force, Implement**

**Minor Action (Special) Close Burst 10**

**Primary Target:** You or one ally in burst.

**Effect:** The primary target gains a +1 power bonus to AC until the end of your next turn.

**Secondary Target:** Any creature attacking primary target with melee attack until end of your next turn.

**Attack:** Intelligence vs. Fortitude

**Hit:** 1D8 + Intelligence modifier Force damage, and the secondary target is pushed 1 square away from primary target.

**Level 21** 2D8 + Intelligence modifier Force damage

**Special:** Power can only be used once per turn.

LEVEL 1 ENCOUNTER HEROICS

ANGLED SHOT | SMART ATTACK 1
---|---
**By angling your shot off of a surface you manage to skip you attack around a barrier.**

**Encounter ◆ Firearm, Martial**

**Standard Action** Ranged Weapon

**Target:** One Creature

**Attack:** Dexterity vs. AC

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

**Effect:** You ignore the effects of cover but not total cover.

**Trained Structural:** You also ignore the effects of total cover.

STUNNING BLOW | SMART ATTACK 1
---|---
**Your knowledge of human antinomy allows you to confuse your enemy causing him to attack his own allies.**

**Encounter ◆ Martial, Weapon**

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and dazed until the end of your next round.

**Trained Heal:** The target is dazed (save ends), and makes a basic attack against one of its adjacent allies.

SMART STRIKE | SMART ATTACK 1
---|---
**Rather than wasting precious time and energy you attack both targets with the same attack.**

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action** Melee or Ranged Weapon

**Target:** One Creature

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

**Hit:** 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged). You manage to clip an enemy adjacent to you target with your strike.

**Secondary Target:** One adjacent creature to primary target.

**Secondary attack:** Intelligence +2 vs. AC

SHOCKING STRIKE | SMART ATTACK 1
---|---
**Arcs of lightning race across your weapon as you add your own modification to it.**

**Encounter ◆ Craft, Firearm, Lightning, Weapon**

**Standard Action** Melee or Ranged Weapon

**Target:** One Creature

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

**Hit:** 2[W] + Strength modifier lightning damage (Melee), 2[W] + Dexterity modifier lightning damage (Ranged). Until the end of your next turn, you and any ally that hits the target deals extra lightning damage equal to your wisdom modifier.

LEVEL 1 DAILY HEROICS

AERIAL DRONE | SMART ATTACK 1
---|---
**You create a flying machine that reveals your enemies locations and weaknesses.**

**Daily ◆ Craft, Implements, Summoning**

**Standard Action** Range 5

**Effect:** You deploy a small flying robot and it moves to a square in range and last until the end of the encounter. Enemies within 3 squares of the robot do not benefit from concealment, and when an ally attacks an enemy within 3 squares from the aerial drone and hits, that enemy takes extra damage equal to your intelligence modifier. You can move the aerial drone 3 squares as a minor action. The aerial drone is not capable of making any other actions other than its move action.

CRAFT POWERS EXPLAINED

The Craft power source is new to the 4th Edition power set. Similar to Arcane, Martial, Primal, etc., the Craft power source explains what brings a power into existence. Arcane powers are magical by nature, and Martial powers utilize the characters body or weapons, while the Craft power source relies on the characters ability to create.

The Downside to Craft power is that they always require components in order to use. These components are 'Parts' that a character may purchase almost anywhere, and with the Salvage Feat can find almost anywhere.

Tool Kits are used as Implements by smart heroes to increase the effectiveness of their craft powers. Some Tool Kits also bestow special properties. Either a mundane Electrical or Mechanical tool kit is bought then using the weapon gadget and upgrade system the Kit is enhanced. This will provide enhancement bonuses to all Craft powers that require implements.
**Effect:** You stagger your enemy causing him to stumble each time he’s hit.

Daily ◆ Firearm, Martial
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage
Secondary Attack: Intelligence vs. Reflex

**Effect:** Until the end of the encounter the target is pushed back one square each time they are hit by an attack.

**Requirement:** Must be trained in Computer Use

**Effect:** Make a computer use check to defeat computer security. Make this check as a standard action even if it would take longer.

**Savant:** Gain a +5 power bonus to make this check.

**Effect:** A number of allies equal to 1+half your intelligence modifier can make a skill check using a skill you have training in, as if you were trained in that skill.

**Requirement:** From a distance you instruct an ally or allies how to perform a specific skill or task.

**Daily ◆ Martial**

**Standard Action** Close Burst 10

**Target:** One ally in burst that you can see or hear.

**Effect:** One ally in burst can make a skill check using a skill you have training in, as if you made the check yourself.

**Talented:** A number of allies equal to 1+half your intelligence modifier can make a skill check using a skill you have training in, as if you made the check yourself.

**Requirement:** Your superior planning gives you an edge in combat.

**Daily ◆ Firearm, Martial, Weapon**

**Target:** One Creature

**Effect:** Two allies of your choice can shift a number of squares equal to 2 + intelligence modifier towards the target. Until the end of the encounter the two allies gain a +2 to hit and +2 damage when both are flanking the target.

**Requirement:** Trained in selected skill

**Effect:** The garget gains a +1 power bonus to AC until the end of the encounter. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

**Creative:** The Range increases to Close burst 1 and you can target yourself and all allies in burst.

**Target:** You or one ally

**Effect:** Make a bird’s eye view. You can see and hear through the eyes spy as if you were in its square and it does not require line of effect to control.

**Requirement:** Your reinforce an ally's armor for a fight.

**Encounter ◆ Craft, Implement**

**Target:** You or one ally

**Effect:** The target gains a +1 power bonus to AC until the end of the encounter. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

**Creative:** The Range increases to Close burst 1 and you can target yourself and all allies in burst.

**Target:** One Creature

**Effect:** Until the end of your next turn, whenever any ally hits the target with a melee or ranged attack, that ally pushes the target 1 square.
**PRACTICED SHOT**  
**SMART ATTACK 3**  
*If at first you don't succeed try again.*

**Encounter ✧ Firearm, Martial, Weapon**
**Standard Action**  Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength+2 vs. AC (Melee), Dexterity+2 vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).  
**Miss:** Reroll without the bonus to attack but only deal 1[W] + modifier damage.

**DISTRACTING SHOT**  
**SMART ATTACK 3**  
*Your attacks on the enemy cause him to lose concentration on his own attacks.*

**Encounter ✧ Firearm, Martial, Weapon**
**Standard Action**  Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes a penalty to attack rolls equal to your wisdom modifier until the end of your next turn.  
**Trained Mechanical:** If attacking a Construct the target is also dazed until the end of your next turn.

**SHARED SUFFERING**  
**SMART ATTACK 3**  
*Do unto others as they do to you.*

**Encounter ✧ Firearm, Martial, Weapon**
**Standard Action**  Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged). You end one effect on you that a save can end, and the target gains the effect until the end of your next turn.  
**Heal:** The target gains the effect (save ends).

**MOBILE BOMB**  
**SMART ATTACK 3**  
*You create a bomb on wheels that can move to a location of your choosing.*

**Encounter ✧ Craft, Fire, Implement**
**Minor Action**  Touch  
**Range 5**  
**Effect:** You move the bomb from your square to a square within range. You do not need line of sight so long as there is access to that square.  
**Sustain Minor:** You can choose to sustain the effect as a minor action moving the bomb up to 5 squares, otherwise to make its attack at the beginning of your next turn.  
**Target:** All creatures in Burst 2  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2D8 + Intelligence modifier fire damage.  
**Trained Demolitions:** You gain a +2 bonus to the attack.

**LEVEL 5 DAILY HEROICS**

**TACTICAL PERCEPTION**  
**SMART ATTACK 5**  
*You pinpoint the location of your enemies in your sight. So long as you can see them they can't hide from your attacks.*

**Daily ✧ Firearm, Martial, Weapon**
**Standard Action**  Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).  
**Miss:** Half damage.  
**Effect:** The target doesn’t benefit from cover or concealment against your attacks (save ends). The target can still benefit from superior cover or total concealment against your attacks. Until the end of the encounter, you and your allies gain a +1 power bonus to attack rolls against all targets with cover or concealment, but not total cover or concealment.

**FORESIGHT**  
**SMART ATTACK 5**  
*You get a feel for the enemy giving you the ability to foresee its every move. Whenever it moves or attacks you, your ready.*

**Daily ✧ Martial, Weapon**
**Standard Action**  Melee Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier damage.  
**Effect:** When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).

**WEAPON UPGRADE I**  
**SMART ATTACK 5**  
*Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.*

**Daily ✧ Craft**
**Minor Action**  Melee Touch  
**Target:** One held weapon  
**Effect:** Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 damage. When the weapon hits an enemy, the enemy takes a –2 penalty to AC until the end of the weapon wielder’s next turn.

**PERFUSE WOUNDS**  
**SMART ATTACK 5**  
*You damage your enemy in such a way as to take extra damage from other subsequent hits.*

**Daily ✧ Firearm, Martial, Weapon**
**Standard Action**  Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes an extra 1d6 damage for every attack that hits it (Save ends)  
**Aftereffect:** Whenever an attack hits the target, the target takes 1d4 extra damage (Save ends)  
**Miss:** Half damage. Whenever an attack hits the target, the target takes 1d4 extra damage (Save ends)
STATIONARY TURRET

You create a turret in an adjacent square that targets your enemies drawing their attention.

Daily ♦ Craft, Implement, Summoning

Standard Action Ranged 10

**Effect:** You deploy a small Stationary Turret in an unoccupied adjacent square. The Stationary turret has no speed and can make no actions other than to attack. Any enemy attacked by the stationary turret is marked by it. The stationary turret can have only one marked target at a time. You share sight with the Stationary Turret as if you were in its square. You can give the stationary turret the following special commands.

- **Standard Action:** Ranged 10; targets one creature; Intelligence + 2 vs. AC; 2D6 + Intelligence modifier damage. Can use this power 30 times.
- **Opportunity Attack:** Ranged 10; targets one marked creature that moves or shifts; Make standard attack as a free action.
- **Special:** You do not require line of effect to command the stationary turret, and it will remain in play until an extended rest is taken.

LEVEL 6 UTILITY HEROICS

FORTUITOUS DODGE

You duck out of the way of an incoming attack causing it to hit an adjacent creature.

Daily ♦ Martial

Immediate Reaction Melee 1

Trigger: A melee or ranged attack misses you.

Target: One adjacent creature other than the attacker.

**Effect:** The target is also targeted by the triggering attack. You can then shift 1 square.

ARMOR UPGRADE I

Using the tools you have at hand you quickly upgrade a suit of armor.

Daily ♦ Craft, Implement

Minor Action Melee Touch

Target: One worn Light, medium, or heavy armor.

**Effect:** Until the end of the encounter the armor gains one of the following:
- **Light:** Reflex defense increased by 2.
- **Medium:** Fortitude defense increased by 2.
- **Heavy:** Resist weapons 5.

SMART FLANKER

Nimble feet and intense focuses keep you on your foe.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An ally enters a square adjacent to an enemy adjacent to you.

**Effect:** You can shift to any other square adjacent to the enemy.

Talented: You can also shift 1 other ally within 5 squares of the enemy to a square adjacent to the enemy.

FLYING SHIELD

You create a flying shield that is capable of intercepting enemy attacks, protecting you or your allies.

Daily ♦ Craft, Implement, Summoning

Minor Action Close Burst 1

**Effect:** You deploy a small flying shield in an unoccupied square in burst. The flying shield has a flat 5 speed (Hover) and has a +2 bonus to AC. You can give the flying shield the following special command.

- **Immediate Interrupt:** When you or an ally adjacent to the flying shield is targeted by a ranged or melee attack, the flying shield becomes the target instead.

Savant: You can sustain this bonus by taking a minor action at the beginning of your turn.

Cryo Blast

You modify your weapon so it will deal a chilling attack.

Encounter ♦ Craft, Cold, Firearm

Standard Action Area Burst 2 within 10 squares

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

**Effect:** Until the end of your next turn, you and any ally that hits the target deals extra cold damage equal to your wisdom modifier.
OPENING ATTACK

The concussive force of your strike dazes your enemy causing him to lose his balance.

Encounter ◆ Firearm, Martial, Weapon
Standard Action  Melee or Ranged  Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to saving throws until the end of your next turn.

Mechanical: If attacking a construct the target takes a -2 penalty to AC (Save ends).

PAST PLANS

Using your knowledge of previous battles you quickly formulate a plan of attack.

Encounter ◆ Firearm, Martial, Weapon
Standard Action  Melee or Ranged  Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 1[W] Damage
Effect: Two Allies that can see or hear you can shift 2 squares and make a basic attack against a target of your choice.

Trained History: Allied attacks gain a bonus to damage equal to your wisdom modifier.

LEVEL 9 DAILY HEROICS

GO FOR THE EYES

You attack the enemy’s eyes, blinding him from combat.

Daily ◆ Firearm, Martial, Weapon
Standard Action  Firearm, Martial, Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target is blind (Save ends)
Effect: Until the end of the encounter whenever the target is hit by an attack they become blinded until the end of their next turn.

ELECTRIC TAG

You throw out electric tags the stick to your enemies causing pain and impairing movement.

Daily ◆ Craft, Lighting, Implement
Standard Action  Close  Blast 3
Target: All creature in blast.
Attack: Intelligence vs. Reflex
Hit: 2D6 + Intelligence modifier lightning damage, and the target is (Save ends).

Each Failed Saving Throw: Target takes 10 lightning damage.

Aftereffect: The target takes ongoing 5 lightning damage (Save ends).

Miss: Half damage, and ongoing 5 lightning damage (Save ends).

IRON SENTINEL

You create a treaded robot with a built-in automatic weapon and grenade launcher.

Daily ◆ Craft, Implement, Summoning
Standard Action  Close  Burst 1
Effect: You deploy a medium Iron Sentinel in an unoccupied adjacent square. The iron sentinel has a speed of 6 and resist 5 all. The iron sentinel is not effected by difficult terrain. You share sight with the iron sentinel as if you were in its square. You can give the iron sentinel the following special commands.

Standard Action: Area burst 1 within 20 squares; targets all creatures in burst; Intelligence vs. Reflex; 1D10 + Intelligence modifier fire damage. Can use this power 20 times.

Minor Action: Area burst 3 within 10 squares; targets all creatures in burst; Intelligence vs. reflex; 3D6 + Intelligence modifier fire damage. Can use this power 1 time.

Special: You do not require line of effect to command the iron sentinel, and it will remain in play until an extended rest is taken.

Weight: 100lbs

MODERN SUMMONING

In a modern setting the Summoning effect is less magical and more creative. The only class that has access to summoning powers is the smart hero who actually builds the summoned construct using the crafting component 'Parts'.

Now, the smart hero does not actually build the summoned construct during an encounter, but instead deploys it premade. The smart hero could have built the summoned construct at a prior date or even the night before. The DM should leave it up to the character to develop a story behind the constructs development.

A summoning power should be treated as an item in the characters inventory no different than a weapon, and as such it can be taken away if captured or imprisoned. Also as an item, each summoned construct has a weight that affects the characters carrying capacity.

Summoned constructs smaller than medium size have no effective weight, while medium and larger constructs do as noted in the specific power. A character not able to carry their summoned constructed with them must find another way of transporting it or risk not having it with them during an encounter. Some high level constructs may weigh thousands of pounds and may only be moved with the aid of vehicle transport.

Once used the summoned construct does not just disappear it merely becomes nonfunctional. Unless its hit points have been reduced to 0 the construct can be recovered. If recovered the Craft cost can be ignored the next time the power is used. If the constructs hit points have been reduced to 0 or fewer, it has been destroyed and the full Craft cost will need to be paid the next time the power is used. At the end of an extended rest any damage to a recovered construct is repaired at no cost.
**INTO HARM’S WAY**

You deliver a slashing feint, causing your enemy to stumble into more danger.

**Daily ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. Will (Melee), Dexterity vs. Will (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and you slide the target 2 squares. Then an ally of yours can make a basic attack against the target as a free action.  
**Miss:** Half damage.

**SMART RECOVERY**

With a cunning attack, you create a new opportunity for yourself.

**Daily ◆ Martial, Weapon, Firearm**

**Standard Action** Melee or Ranged Weapon  
**Target:** One Creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged).  
**Effect:** If you have used all your encounter attack powers, you regain the use of a smart encounter attack power you have used during this encounter. Or you can allow an ally to make a basic attack as a free action with an extra 1[W] damage.  
**Special:** If the weapon already had the weapon upgrade I power on it the 1D6 extra damage is lost and the weapon now does 1D10 extra damage. All other effects stack.

**WEAPON UPGRADE II**

Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.

**Daily ◆ Craft, Minor Action** Melee Touch  
**Target:** One held weapon  
**Effect:** Until the end of the encounter, all attacks made with the weapon deal an extra 1d8 damage and the weapons critical range increases to 19-20.  
**Special:** If the weapon already had the weapon upgrade I power on it the 1D6 extra damage is lost and the weapon now does 1D10 extra damage. All other effects stack.

**LEVEL 10 UTILITY HEROICS**

**GAP IN THE ARMOR**

You take a moment to find a weak point in your opponent’s defense.

**Daily ◆ Martial, Minor Action** Personal  
**Prerequisite:** You must be trained in Structural.  
**Effect:** Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.  
**Talented:** All allies in close burst 5 also gain the bonus.

**ARMOR UPGRADE II**

Using the tools you have at hand you quickly upgrade a suit of armor.

**Daily ◆ Craft, Minor Action** Melee Touch  
**Target:** One Light, medium, or heavy armor  
**Effect:** Until the end of the encounter the armor gains one of the following effects;  
**Light:** Base speed increased by 2.  
**Medium:** +2 Power bonus to AC.  
**Heavy:** Resist Acid/Cold/Fire/Lightning/Poison/Thunder or Force 10 (Choose one).  
**Creative:** The auto med heals a character 1D8 + your wisdom modifier in hit points for each successful use of the healing skill.  
**Special:** The auto-med lasts for the encounter or 5 minutes whichever comes first, after which it becomes nonfunctional.
### Level 13 Encounter Heroics

**Allied Assistance**  
An enemy gets too close for comfort and you call on an ally for help.

**Encounter**  
**Martial**

**Immediate Reaction**  
Close burst 10

**Target:** The triggering Enemy

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

**Effect:** Two allies in burst can move 5 squares and make a basic attack against the target as a free action.

**Trained History:** The attacking allies gain a bonus to attack and damage equal to your wisdom modifier.

---

**Stunning Retort**  
Just as an enemy is about to throw off a harmful effect you launch an attack that disrupts their concentration.

**Encounter**  
**Firearm, Martial, Weapon**

**Immediate Reaction**  
**Melee or Ranged** Weapon

**Target:** The triggering Enemy

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

**Trigger:** An enemy rolls a saving throw.

**Hit:** 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes a -2 penalty to the saving throw.

**Trained Heal:** The target’s penalty to the saving throw equals 1 + your wisdom modifier.

---

**Protective Field**  
You construct a generator capable of throwing up a protective field around you and your allies.

**Encounter**  
**Craft, Implement, Lightning**

**Standard Action**  
Close burst 2

**Primary Target:** You and each ally in burst

**Effect:** Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack. Each primary target in burst also gains cover while in the burst.

**Secondary Target:** The attacking enemy.

**Attack:** Intelligence vs. Reflex

**Hit:** 2D10 + Intelligence modifier force damage.

**Trained Electrical:** At the beginning of your next round you can sustain the effect as a standard action.

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**Unbalancing Strike**  
Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

**Encounter**  
**Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged** Weapon

**Target:** One Creature

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

**Hit:** 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and the target cannot sit until the end of your next turn. If the target provokes an opportunity attack from you or your allies before the start of your next turn, you and or allies gain a bonus to the attack and damage roll equal to your wisdom modifier, and the target is knocked prone.

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### Level 15 Daily Heroics

**Smart Attack 13**

**Swarm**  
You unleash a horde of tiny robot bugs that attack your foes.

**Daily**  
**Craft, Implement, Zone**

**Standard Action**  
**Close** blast 5

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Reflex

**Hit:** 2D8 + Intelligence modifier poison damage, and ongoing 5 poison damage (save ends).

**Effect:** You create a zone of tiny robotic bugs that last until the end of the encounter. Any enemy entering or starting their turn in the zone gains combat advantage and takes 5 poison damage.

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**Weapon Upgrade III**

**Smart Attack 15**

Using your vast technical skills you manage to quickly modify a weapon, enhancing its attacks and damage.

**Daily**  
**Craft Minor Action**  
**Melee Touch**

**Target:** One held weapon

**Effect:** Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 5 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used.

**Special:** Any extra damage this weapon already has due to another Weapon Upgrade power also gains the damage type of this power.

---

**Psychology**

**Smart Attack 15**

You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

**Daily**  
**Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged** Weapon

**Target:** One Creature

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

**Hit:** 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). As the first action of each of the targets turns, the target makes a basic attack against a creature of your choice in range as a free action (save ends).

**Miss:** Half damage. As the first action of the targets next turn, the target makes a basic attack against a creature of your choice within range as a free action.

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**Bleeding Wounds**  
You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

**Daily**  
**Firearm, Martial, Weapon**

**Standard Action**  
**Melee or Ranged** Weapon

**Target:** One Creature

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

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

**Miss:** Half damage.

**Effect:** The target takes ongoing 10 damage (save ends). If you or an ally hit the target with an attack, it automatically fails its next saving throw against this effect.
**Fire Storm Fury**  **Smart Attack 15**

You create a construct that unleashes fiery death on all your enemies.

**Daily ◆ Craft, Implement, Summoning**

**Standard Action** Close Burst 1

**Effect:** You deploy a medium Fire Storm Fury in an unoccupied adjacent square. The Fire storm fury has a speed of 6 and resist 10 fire. You can give the Fire storm fury the following special commands.

**Standard Action:** Close blast 5; targets each creature in blast; Intelligence vs. Reflex; 2D6 + intelligence modifier fire damage and ongoing 5 fire damage (save ends). Can use this power 5 times.

**Minor Action (once per turn):** Area burst 2 within 15 squares; targets all creatures in burst; Intelligence vs. reflex; 3D6 + Intelligence modifier fire damage. Can use this power 5 times.

**Special:** You do not require line of effect to command the iron sentinel, and it will remain in play until an extended rest is taken.

**Weight:** 500lbs

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**Level 16 Utility Heroics**

**Jet Pack**  **Smart Utility 16**

You create a Jet pack that allows you to fly.

**Daily ◆ Craft**

**Standard Action** Close Burst 1

**Target:** You or one ally.

**Effect:** You gain a fly speed of 8 until the end of your next turn. If you are not on solid ground when he fly speed ends you fall.

**Sustain Minor:** The fly speed persists until the end of your next turn.

---

**Hover Bike**  **Smart Utility 16**

You create a hover bike capable of transporting you and one ally.

**Daily ◆ Craft, Implement, Summoning**

**Minor Action** Close Burst 1

**Effect:** You deploy a large hover bike in an adjacent square. The hover bike has a speed of Fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to reflex. You can give the hover bike the following commands only while occupying its space.

**Move Action:** The hover bike can carry you and one other medium or smaller ally that is adjacent to it when the hover bike begins its move. The carried creatures’ moves with the hover bike and occupy its space; if the hover bike provokes opportunity attacks, the attacker can target either the hover bike or a carried creature. At the end of the hover bikes move, the carried creatures can either remain in the bikes space or land in a square adjacent to the bike. A carried creature grants combat advantage and takes a -5 penalty to attack rolls.

**Creative:** The hover bike can carry one other medium or smaller ally for a total of 3 creatures.

**Special:** The hover bike is not a vehicle and so vehicle rules do not apply, and it will remain in play until an extended rest it taken.

**Weight:** 250lbs

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**Allied Harmony**  **Smart Utility 16**

Even the greatest heroes always have a little help from their friends.

**Encounter ◆ Martial**

**Minor Reaction** Ranged 10

**Target:** You or an ally

**Effect:** Until the end of your turn, the target gains a power bonus to each of his or her attack rolls equal to the number of allies adjacent to the target of each of those attacks.

**Talented:** Target gains a bonus to his or her attack equal to your wisdom modifier.

---

**Revive**  **Smart Utility 16**

One of your allies is critically injured, lucky for him you have the skills to save his life.

**Daily ◆ Martial, Healing**

**Standard Action** Melee Touch

**Target:** One dying ally

**Requirement:** Trained heal skill

**Effect:** The target regains hit points as if he or she had spent a healing surge. The target can then stand up as a free action.

**Savant:** The target regains hit points as if two healing surges were used.

---

**Level 17 Encounter Heroics**

**Unstable Explosion**  **Smart Attack 17**

You throw a hastily created bomb, hoping it has the desired result.

**Encounter ◆ Craft, Force, Implement**

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

**Target:** One Creature

**Attack:** Intelligence vs. Reflex

**Effect:** Roll a D20 and check the result below to determine effect of power.

1 - The explosive goes off in your square and deals 1D10 + intelligence modifier force damage to all creatures in burst.

2-10 - Explosive go off as planed dealing 2D10 + intelligence modifier force damage to all creatures in burst.

11-19 - As above, and all targets are dazed until the end of your next turn.

20 - Explosive goes off better than expected dealing 4D10 + intelligence modifier force damage to all creatures in burst.

**Trained Demolitions:** You gain a +2 bonus to attack rolls.

---

**Warning Shot**  **Smart Attack 17**

An enemy gets too close for comfort and you call on an ally for help.

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action** Ranged Weapon

**Target:** One Creature

**Attack:** Dexterity vs. AC

**Hit:** 2D10 + Dexterity modifier damage, and you and each ally within 10 squares of you can shift 2 squares as a free action.

**Trained History:** The number of squares you and your allies can shift equals 1 + your wisdom modifier.
Unsteady Attack [Smart Attack 17]

Your attack resonates within your enemy causing them to lose focus of their target.

**Encounter ☣ Firearm, Martial, Weapon**

**Standard Action** • Melee or Ranged Weapon

**Target:** One Creature

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

**Hit:** 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). Until the end of your next turn, the target takes a penalty to AC and Reflex equal to your Wisdom modifier.

**Trained Heal:** Your target is also dazed until the end of your next round.

Targeted Heal [Smart Attack 17]

Noticing a hole in your enemies defenses you attack it showing all your allies your foes weak point.

**Encounter ☣ Firearm, Martial, Weapon**

**Standard Action** • Melee or Ranged Weapon

**Target:** One Creature

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

**Hit:** I[W] + Strength modifier damage (Melee), I[W] + Dexterity modifier damage (Ranged). Until the end of your next turn, attacks against the targets AC instead target its Reflex.

**Trained Mechanical:** Your target also gains Venerable 5 Weapons until the end of your next turn.

**Trained Electrical:** If your target is a construct any attack against its AC also gains a bonus to hit equal to your wisdom modifier until the end of your next turn.

Level 19 Daily Heroics

Quick Tactics [Smart Attack 19]

Inspired by your tactics your ally lets loose a fury of attacks.

**Daily ☣ Martial**

**Standard Action** • Ranged 10

**Target:** one ally.

**Effect:** The target makes four basic attacks as a free action. No more than two of the attacks can be against a single target.

Penetrating Shot [Smart Attack 19]

You use your knowledge of the human mind to confuse your enemy into lashing out blindly.

**Daily ☣ Firearm, Martial, Weapon**

**Standard Action** • Ranged Weapon

**Target:** One Creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target takes ongoing 5 damage and grants combat advantage (save ends both)

**Aftereffect:** The target takes ongoing 5 damage (save ends). If the target drops to 0 hit points before the ongoing damage ends, you choose an enemy within 5 squares of the target to take ongoing 5 damage (save ends).

**Miss:** Half damage, and target grants combat advantage (save ends).

Assassin Bug [Smart Attack 19]

You design a tiny bug that's capable of administering a deadly poison with each attack.

**Daily ☣ Craft, Implement, Summoring**

**Standard Action** • Range 5

**Effect:** You deploy a tiny assassin bug in an unoccupied adjacent square that can move to a square in range. The bug has a speed Fly 8 (hover). It has a +4 bonus to AC and Reflex, and its movements do not provoke opportunity attacks. The assassin bug however only has your surge value in hit points. You can give the assassin bug the following special commands.

**Standard Action:** Melee 1; Intelligence +2 vs. AC; 1D10 + Intelligence modifier poison damage, and ongoing 10 poison damage and the target is immobilized (save ends both). **Can use this power 15 times.**

**Opportunity Attack:** Melee 1; Make standard attack as a free action.

**Special:** The Assassin bug remains in play until an extended rest it taken.

Weapon Upgrade IV [Smart Attack 19]

Your craft an attachment for a weapon the modifies the damage that weapon deals. If need be the attachment can be set to overload and shot at the enemy for a devastating attack.

**Daily ☣ Craft**

**Minor Action** • Melee Touch

**Target:** One held weapon

**Effect:** Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 10 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used. As a free action, the targets wielder can end the effect when he or she hits a creature using the target in order to infuse the creature with energy (save ends). While infused with the energy, the target takes ongoing 10 energy damage. In addition, any enemy starting its turn within 2 squares of the target takes 10 energy damage.

**Special:** If the target weapon already has the Weapon Upgrade III power the extra damage is 15 + your wisdom modifier. A different energy type can be chosen for each power.

Kinetic Field Generator [Smart Attack 19]

You place a field generator on yourself or an ally that helps disrupt damaging attacks, and damaging the enemy at the same time.

**Daily ☣ Craft, Force, Implement**

**Minor Action** • Melee Touch

**Primary Target:** You or one ally.

**Effect:** The devise infuses the target with kinetic energy. Until the end of the encounter, the target gains resist 10 All. In addition, you can use the Kinetic Field Attack once per round until the end of the encounter if the primary target is within 5 squares of you.
**Kinetic Field Attack**  **Smart Attack 19**

*At-will* ◆ Craft, Force, Implement  
*No Action*  

**Requirement:** The power Kinetic Field Generator must be active in order to use this power.  

**Trigger:** An enemy hit the primary target.  

**Secondary Target:** Each enemy in burst  

**Effect:** The target takes force damage equal to 10 + your implements enhancement bonus and pushes the targets 2 squares.

---

**Level 22 Utility Herosicos**

**Miracle Cure**  **Smart Utility 22**

*Your vast healing knowledge allowed you to create an elixir with tremendous healing properties.*  

*Daily* ◆ Martial, Healing  

**Standard Action**  

**Target:** You or one ally  

**Requirement:** Trained heal skill  

**Effect:** The target spends one healing surge and is restored to the maximum number of hit points possible. If the target cannot spend a healing surge, the target instead regains hit points equal to his or her bloodied value.  

**Savant:** If the target has no healing surges left after this power is used the target gains a number of healing surges equal to half your wisdom modifier.

**Holographic Generator**  **Smart Utility 22**

*You activate a device that creates holographic copies of all your allies.*  

*Daily* ◆ Craft, Illusion, Zone  

**Standard Action**  

**Target:** You and each ally in burst  

**Effect:** Each target gains two holographic duplicates of him or herself that last until the end of the encounter. Until the duplicates disappear, the duplicates share the targets space and move with him or her. In addition, the target gains a +4 power bonus to AC. When an attack against AC misses the target, one of that targets duplicates disappears, and the power bonus to AC decreases by 2.  

**Zone:** Any ally that leaves the zone looses all benefits of the power and any ally that enters the zone gains the benefits so long as they have not already been affected by the power.

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**Quick Thinking**  **Smart Utility 22**

*Your mastery of your thoughts allow you to make calculated decisions in quick order.*  

*Daily* ◆ Martial  

**Minor Action**  

**Effect:** You gain two extra standard actions, which you must use before the end of your turn. You can’t use these extra actions to make attacks.  

**Talented:** You can use this power at the beginning of an encounter before initiative is rolled, gaining 2 standard actions before anyone acts.

---

**Emergency Repair**  **Smart Utility 22**

*You quickly repair a damaged summoned construct that you have built.*  

*Daily* ◆ Craft, Healing  

**Standard Action**  

**Target:** One Construct you have summoned  

**Effect:** You heal your summoned creature to its maximum possible hit points and remove any effects that a save can end.  

**Creative:** You can use this power on a summoned construct that has been reduced to 0 hit points or fewer so long as it has not dropped below your surge value in hit points.

---

**Sentry Drone**  **Smart Utility 22**

*You construct a sentry drown with every type of optics system on the market, capable of painting hidden targets with light so others can see them.*  

*Daily* ◆ Craft, Implement, Summoning  

**Minor Action**  

**Effec:** You deploy a small sentry drone in an unoccupied adjacent square and it moves to a square in range. The drone has a fly speed 10 (hover). The drone can see all creatures in a close burst 20 centered on the drone, whether or not the creature is invisible, hidden, or even behind walls. You can see and hear everything the drone can as if you were in its square. You can give the sentry drone the following special command.  

**Minor Action:** Area burst 2 within 10 squares; any creature that is invisible, hidden, has cover or concealment (even total cover or concealment) is visible and can be targeted without penalty.  

**Creative:** Any attack against an enemy in the burst gains a bonus to attack and damage equal to your wisdom modifier.  

**Special:** The Sentry will remain in play until an extended rest it taken.

---

**Level 23 Encounter Herosicos**

**Flying Bomb**  **Smart Attack 23**

*You release a tiny robot that flies toward your enemy and exploding with impossible force.*  

*Encounter* ◆ Craft, Force, Implement  

**Standard Action**  

**Primary Target:** One Creature  

**Primary Attack:** Intelligence vs. Reflex  

**Hit:** 2D8 + Intelligence modifier damage Force damage and you push the primary target a number of squares equal to 1 + your wisdom modifier. If the target can’t be pushed do to terrain the target takes an additional 5 damage for every square not moved.  

**Effect:** Make a secondary attack that is an area burst 2 centered on primary target.  

**Secondary Target:** Each creature in burst.  

**Secondary Attack:** Intelligence vs. Reflex  

**Hit:** 1D8 + Intelligence modifier force damage the target is knocked prone.  

**Trained Demolitions:** Secondary targets hit are also dazed until the end of your next turn.
CHAOTIC WEAPON | SMART ATTACK 23
You quickly modify your weapon to deal a different type of damage that lingers on your target.

Encounter ✧ Firearm, Martial, Weapon
Standard Action       Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged). Choose a damage type: Acid, Cold, Fire, Force, or Lightning. The attack deals damage of this time to the target. Until the end of your next turn the weapon attacks of you and your allies deal extra damage of the chosen type equal to 1D8 + your wisdom modifier.

Trained Heal: The extra damage afflicted on the target requires a save to end.

TACTICAL STRIKE | SMART ATTACK 23
By pointing out flaws in your enemies defenses you give your allies an advantage when attacking your target.

Encounter ✧ Firearm, Martial, Weapon
Standard Action       Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged). Until the end of your next turn each time an ally makes an attack against the target they can roll twice and take either result.

Trained History: Until the end of your next turn you and your allies gain a power bonus to attack the target equal to your wisdom modifier.

SMART INTERCEPTION | SMART ATTACK 23
You give your ally warning against an attack directed at them.

Encounter ✧ Firearm, Martial, Weapon
Immediate Interrupt   Ranged Weapon
Target: One Creature
Attack: Dexterity vs. AC
Trigger: An enemy hits and deals damage to one of your allies within range.
Hit: 2[W] + Dexterity modifier damage, and the ally hit by the triggering attack can spend a healing surge. Rather than gains hit points the triggering ally gains a resist all equal to their surge value against all attacks from the triggering enemy until the end of the triggering enemies next round.

Trained Heal: If the triggering ally has no healing surges left they instead regain hit points as if they had spent a healing surge.

LEVEL 25 DAILY HEROICS

KILL IT NOW | SMART ATTACK 25
With but a single attack against your enemy you intensify your allies resolve.

Daily ✧ Firearm, Martial, Weapon
Standard Action       Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged). Until the end of the encounter whenever you or your ally rolls the maximum result on any damage die against the target, reroll the die and add the result as extra damage to the total damage dealt.

Aftereffect: The target takes ongoing 5 fire damage (save end)

Miss: Half damage, and until the end of your next turn whenever you or your ally rolls the maximum result on any damage die against the target, reroll the die and add the result as extra damage to the total damage dealt.

SKELETAL BOTS | SMART ATTACK 25
Your skeletal bots have been designed to be light and compact, capable of being deployed easily while in battle.

Daily ✧ Craft, Implement, Summoning
Standard Action       Close burst 1
Effect: You deploy three medium skeletal bots in an adjacent square. Each Skeletal bot has a speed of 6. You can give the skeletal bots the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. AC; 2D8 + Intelligence modifier damage, and skeletal bot can shift 1 square as a free action.

Can use this power 30 times.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1D8 + Intelligence modifier damage, and the target is immobilized until the beginning of your next round.

Special: Each of the three skeletal bots are treated as separate creatures as far as powers and modifiers go, and each has your bloodied value in hit points. Whenever you use a standard action or a minor action to issue a command, all bots take that action. The action type need not be the same. The bots will remain in play until an extended rest is taken, and when destroyed only 1/3 of the component cost in Parts per bot destroyed needs to be paid the next time the power is used.

Weight: 50lbs each, 150lbs total.

WEAPON UPGRADE V | SMART ATTACK 19
Your superior crafting skill allows you to alter several weapons at once.

Daily ✧ Craft
Minor Action       Close burst 1
Target: Each held weapon in burst
Effect: Until the end of the encounter, any attack that uses the target as a weapon deals extra damage equal to 10 + your wisdom modifier. The extra damage will be dealt as either Cold, Fire, Force, Lightning, or Thunder damage. Chosen when power is used.
**Rocket Launcher**

*Smart Attack 25*

You pull out a rocket launcher and unleash hell upon all your enemies.

**Daily ◆ Craft, Fire, Implement**

**Standard Action**  
**Area** burst 5 within 50 squares

**Target:** All creatures in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 3D12 + Intelligence modifier damage, and the target takes ongoing 10 fire damage (save ends) and is pushed 3 squares from the origin square.

**Aftereffect:** The target takes ongoing 5 fire damage (save end)

**Miss:** Half damage, and target takes ongoing 5 fire damage (save ends).

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**Crab Tank**

*Smart Attack 25*

You create a huge mechanical quadruped tank capable of quick movement and deadly firepower.

**Daily ◆ Craft, Implement, Summoning**

**Standard Action**  
**Close Burst 1**

**Effect:** You deploy a Huge Crab tank in an unoccupied adjacent square. The Crab tank has a speed of 8, and a resist 10 all. You can give the Crab tank the following special commands only while occupying its space. While occupying the crab tanks space you do not have any line of effect with your attack powers besides the ones the hellfire walker provides. Up to 3 allies can also occupy the tanks space and gain all benefits and drawbacks for being in its space.

**Traits**

**Armored Shell**

While occupying the Hellfire walkers’ space you gain superior cover against all attacks.

**Quick Stomp (4/round)**

When an enemy starts its turn adjacent to the crab tank it can be targeted by the tanks Stomp attack as a free action.

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**Standard Actions**

**Tank Cannon** (Weapon) ◆ At-Will

Attack: Area burst 2 within 20 squares; targets all creatures in burst; Intelligence vs. AC

Hit: 3D10 + Intelligence modifier damage to target in origin square, 2D8 + Intelligence modifier damage to each other creature in burst.

**Mini-Missile Barrage** (Weapon, Force) ◆ Recharge 4,5,6

Attack: Ranged 20; targets five separate creatures; Intelligence vs. reflex; make five attacks.

Hit: 2D6 + Intelligence modifier force damage and target is pushed 3 squares and knocked prone.

**Twin Rocket Strike** (Weapon, Fire) ◆ Daily

Attack: Area burst 4 within 20 squares (all creatures in burst); Intelligence vs. reflex; make two attacks.

Hit: 2D10 + Intelligence modifier fire damage and all targets take ongoing 10 fire damage.

**Minor Actions (1 per round)**

**Thundering Stomp** (Weapon) ◆ At-Will

Attack: Melee 2; targets on creature; Intelligence vs. AC

Hit: 2D6 + Intelligence modifier damage and target is knocked prone.

**Mini-Gun** (Weapon) ◆ At-Will

Attack: Area burst 1 within 20 squares; targets all creatures in burst; Intelligence vs. AC

Hit: 1D8 + Intelligence modifier damage.

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**Move Actions**

**Effect:** You can enter or leave the space occupied by your Hellfire walker, or move the Hellfire walker 5 squares. When you move the hellfire walker you move with it the same distance. The crab walker can also make use of skills that require move actions such as climb, jump, etc.

**Special:** While nonfunctional the tank is only a large creature, but when deployed it expands to a huge creature. The crab tank will remain in play until an extended rest it taken.

**Weight:** 5000lbs
**Level 27 Encounter Heroics**

**Smart Attack 27**

**Plan of Action**

Your attack begins a plan that will lead to your foes destruction.

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action** Melee or Ranged

**Target:** One Creature

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

**Hit:** 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls against the target.

**Trained History:** Until the end of your next turn you and your allies also gain a power bonus to damage rolls equal to your wisdom modifier.

**Legendary Strategy**

In a moment of insight you strike at your foe, inspiring your allies in doing so.

**Encounter ◆ Firearm, Healing, Martial, Weapon**

**Standard Action** Melee or Ranged

**Target:** One Creature

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

**Hit:** 4[W] + Strength modifier damage (Melee), 4[W] + Dexterity modifier damage (Ranged). If the target is reduced to 0 hit points or fewer by this attack, each ally within 5 squares gains a +2 power bonus to attack rolls until the end of your next turn.

**Trained Heal:** If the target is not reduced to 0 hit points or fewer by the attack, each ally within 5 squares of the target can spend a healing surge; add your wisdom modifier to the hit points recovered by each ally.

**Surge of Valor**

You renew your allies hopes and inspire them to greater feats of strength.

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action** Melee or Ranged

**Target:** One Creature

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

**Hit:** 2[W] + Strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and each ally within 10 squares of you can shift 2 squares and make a basic attack as a free action.

**Trained History:** Your allies gain a bonus to the attack and damage roll equal to 1 + your wisdom modifier.

**Smart Attack 27**

**Spine Bombs**

Your throw a handful of spiked orbs across an area. After stinging your foes the orbs explode.

**Encounter ◆ Craft, Fire, Implement, Poison**

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

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 2D10 + wisdom modifier poison damage and target is immobilized until the end of your next turn.

**Effect:** The burst creates a zone of bombs that last until the end of your next turn. The zone is treated as difficult terrain to your enemies, and any enemy within the zone at the end of your next turn takes 3D10 + wisdom modifier fire damage.

**LEVEL 29 Daily Heroics**

**Smart Attack 29**

**Chilling Shot**

You coat your weapon in a substance that chills the blood making the enemy more vulnerable to damage.

**Daily ◆ Craft, Cold, Firearm, Weapon**

**Standard Action** Melee or Ranged

**Target:** One Creature

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

**Hit:** 3[W] + Strength modifier cold damage (Melee), 3[W] + Dexterity modifier cold damage (Ranged), and the target is immobilized and gains vulnerability 10 to all damage (save ends both)

**Aftereffect:** Target is slowed and gains vulnerability 5 to all damage (save ends both).

**Miss:** Half damage and the target is slowed and gains vulnerability 5 to all damage.

**Ultimate Grenade**

Your grenade is a work of destructive art capable of dealing a tightly controlled explosion of epic proportions.

**Daily ◆ Craft, Fire, Force, Implement**

**Standard Action** Ranged 10

**Primary Target:** One creature

**Primary Attack:** Intelligence vs. AC

**Hit:** 5D12 + Intelligence modifier fire and force damage.

**Miss:** Half damage.

**Effect:** Make a secondary attack.

**Secondary Target:** Each creature adjacent to primary target.

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 2D12 + Intelligence modifier fire and force damage, and push the target a number of squares equal to your wisdom modifier. If the target ends it forced movement adjacent to an ally, that ally can make a melee basic attack against it as a free action. Each enemy can only be attack by one of your allies as a result of this power.

**Dooming Attack**

You coat your weapon in a substance that chills the blood making the enemy more vulnerable to damage.

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action** Melee or Ranged

**Target:** One Creature

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

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

**Miss:** Half damage.

**Effect:** A number of allies equal to your wisdom modifier that can see you can make a basic or at-will attack against the target. Each attack provided by this power that hits gives the next attack a +5 bonus to damage. This damage is accumulative so three hits would provide the forth attack with a +15 damage, and so on.
### Android

**Your construct a medium sized android that has all the same skills and abilities that you do.**

**Daily** ◆ Craft, Implement, Summoning

**Standard Action** ◆ Close burst 1

**Effect:** You deploy an android that has the appearance of any medium sized creature to an unoccupied adjacent square. The Android has whatever speed and modes of movement that you do without bonuses or penalties. The android has non-advanced copies of whatever weapons or implements you possessed at the time of creation. You do not require line of sight to control the android and can see, hear, and communicate as thou you were in its square.

**Standard Action:** The android uses an at-will or encounter attack power that you know, regardless of whether or not you have already used that power. The androids use of an encounter attack power does not count against your use of that power. The android uses your attack bonuses with the power but the damage of the weapon. It can use each encounter attack power only once for each use of this power.

**Opportunity Attack:** The android uses your powers when making opportunity attack.

**Special:** The android stays in play until an extended rest is taken.

Weight: 200lbs

### Vehicular Summoning

Some of the Smart heroes summoning powers are special in the way the hero must occupy the summons space in order to utilize its powers and give it commands. In this way the summons acts much as a vehicle or power armor without actually being of that type.

Unless otherwise noted, any summons in which the smart hero must occupy its space in order to issue commands does not offer line of effect for the smart heroes own attack powers. Utility powers still function normally. If the smart hero wants to use their own attack powers they must first leave the space occupied by their summon construct.

One of the big differences between vehicular summoned constructs and standard summoned constructs is that the vehicular summons do not have any limitations on powers based on ammunition. Standard summons can only utilize powers a certain number of times before running out of ammunition.

Vehicular summoned constructs tend to be very large and heavy. The constructs size can vary from large to gargantuan. It is up to the character to determine how they get these constructs to and from an encounter. One way is to simply leave home in it and ride it directly into an encounter.

### Helldriver Power Armor

**You create a large bipedal mechanical monster capable of dealing destruction upon all your enemies.**

**Daily** ◆ Craft, Implement, Summoning

**Standard Action** ◆ Close Burst 1

**Effect:** You deploy a Large Helldriver Power Armor in an unoccupied adjacent square. The Helldriver power armor has a speed of 7, and a resist 5 all. It also gains a +2 bonus to AC and fortitude. You can give the Helldriver power armor the following special commands only while occupying its space.

While occupying the Helldriver's space you can use your own powers with weapons you have on your possession as well as the power the Helldriver comes with. The Helldriver powers do not make use of the weapons in your possession but do make use of any enhancements and effects of an implement in your possession.

**Traits**

**Armored Shell**
- While occupying the Hellfire walkers’ space you gain superior cover against all attacks.

**Nano-Regeneration**
- The Helldriver gains Regeneration 10, and at the end of a short rest recovers full hit points.

**Enhancement**
- While occupying the Helldriver's space your strength score is considered to be 10 points higher for the purposes of checks and carrying capacity.

**Standard Actions**

**Mini-Gun (Weapon)** ◆ At-Will
- Attack: Area burst 1 within 20 squares (all creatures in burst); Intelligence vs. AC
- Hit: 3D8 + Intelligence modifier damage.

**Saw Strike (Weapon)** ◆ At-Will
- Attack: Melee 2; Intelligence vs. Fortitude
- Hit: 2D10 + Intelligence modifier damage and the target takes ongoing 10 damage (save ends).

**Steel Rain (Weapon)** ◆ Daily
- Attack: Close burst 20; Choose 10 squares in burst and make an attack against each creature occupying that square (a square can be chosen only once); Intelligence vs. reflex
- Hit: 4D10 + Intelligence modifier damage and target takes ongoing 10 damage (save ends).
- Special: If a creature occupies more than one square it can be targets more than once. The ongoing damage stacks each time the target is hit.

**Minor Actions**

**Snap Shot (Weapon)** ◆ Recharge 4, 5, 6
- Attack: Range 20; Intelligence +2 vs. AC
- Hit: 2D6 + Intelligence modifier damage.

**Move Actions**

**Effect:** You can enter or leave the space occupied by your Hellfire walker, or move the Helldriver 7 squares. When you move the hellfire walker you continue to occupy its space.

**Special:** The Hellfire walker will remain in play until an extended rest it taken.

Weight: 1500lbs
**BATTLE ENGINEER**

“A Mechanics shop? Not for me. I’ll be on the front lines.”

**Prerequisite:** Smart Hero and Mechanical or electrical trained skill.

Most of the time engineers prefer to stay indoors providing logistical and technological support to their allies. A few engineers however refuse to be confined to their workshops, and set out for adventure. These engineers are battle engineers, and they carry their skills into battle alongside their allies providing support with their tactics and constructs.

**BATTLE ENGINEER PATH FEATURES**

**Aggressive Action (11th level):** When you spend an action point to take an extra action, one summoned creature you have crafted can also make a standard attack at the same time.

**Brutal Tactics (11th level):** Whenever one of your powers grants an ally a bonus to weapon damage rolls, that ally’s weapon also becomes a brutal 1 until the bonus ends. If the weapon is already brutal, its brutal value increases by 1.

**Accurate Tactics (16th level):** Whenever one of your powers grants a bonus to weapon attack rolls for an ally, that bonus increases by +1.

**BATTLE ENGINEER HEROICS**

**GREATER TACTICS**

**BATTLE ENGINEER ATTACK 11**

In a bout of inspiration you rally your allies for attack.

**Encounter ◆ Martial, Weapon, Firearm**

**Standard Action** ◆ Melee or Ranged Weapon

**Target:** One Creature

**Attack:** Strength +3 vs. AC (Melee), Dexterity +3 vs. AC (Ranged)

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

**Effect:** Each ally in a burst 2 to you gains a power bonus to attack rolls and to damage rolls equal to your Wisdom modifier or your Intelligence modifier until the end of your next turn.

**MODIFICATION**

**BATTLE ENGINEER UTILITY 12**

You briefly infuse a weapon with a powerful charge.

**Encounter ◆ Martial**

**Standard Action** ◆ Close Burst 1

**Target:** One weapon or summoned construct

**Effect:** You infuse the target with mechanical energy. Choose a damage type: Cold, Fire, Force, or lightning. The target deals extra damage of this type equal to your Intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target’s user scores a critical hit, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends).

**HELLFIRE WALKER**

**SMART ATTACK 20**

You create a large bipedal mechanical monster capable of dealing destruction upon all your enemies.

**Daily ◆ Craft, Implement, Summoning**

**Standard Action** ◆ Close Burst 1

**Effect:** You deploy a Large hellfire Walker in an unoccupied adjacent square. The Hellfire Walker has a speed of 5, and a resist 5 all. You can give the Hellfire Walker the following special commands only while occupying its space. While occupying the hellfire walkers’ space you do not have any line of effect with your attack powers besides the ones the hellfire walker provides.

**Traits**

**Armored Shell**

While occupying the Hellfire walkers’ space you gain superior cover against all attacks.

**Standard Actions**

**Auto Cannon (Weapon) ◆ At-Will**

Attack: Area burst 2 within 20 squares (all creatures in burst); Intelligence vs. AC

Hit: 2D8 + Intelligence modifier damage.

**Flame Thrower (Weapon, Fire) ◆ Recharge 4,5,6**

Attack: Blast 3 (all creatures in blast); Intelligence vs. reflex

Hit: 2D6 + Intelligence modifier fire damage and all targets take ongoing 5 fire damage.

**Missile Storm (Weapon, Force) ◆ Daily**

Attack: Area burst 5 within 20 squares (all creatures in burst); Intelligence vs. reflex

Hit: 2D10 + Intelligence modifier force damage and all targets are knocked prone.

**Minor Actions**

**Grenade Launcher (Weapon) ◆ Encounter**

Attack: Area burst 2 within 20 squares (all creatures in burst); Intelligence vs. reflex

Hit: 3D6 + Intelligence modifier damage.

**Move Actions**

**Effect:** You can enter or leave the space occupied by your Hellfire walker, or move the Hellfire walker 5 squares. When you move the hellfire walker you move with it the same distance.

**Special:** The Hellfire walker will remain in play until an extended rest is taken.

**Weight:** 2500lbs
CYBORG

"I improve myself by any means necessary."

**Prerequisite:** Any race except constructs, Smart Hero, Mechanical, and Electrical trained skills.

Robots are an intriguing creation, and regard for them ranges from fascination to obsession. Most people view robots as just another tool to be used. You take a different view: You want to become one, to become a Cyborg. Cyborgs are the pinnacle of human and machine melding.

To become a Cyborg, your first step is to install a cybernetic limb, usually an arm. The Cybernetic limb is a mechanized steel appendage that resembles loosely your own limb which functions the same as the old one. The Cybernetic limb replaces your limb, requiring you to sever your old appendage to make way for the new addition. As a result, only the most dedicated or mad inventors embark on this path.

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**CYBORG PATH FEATURES**

**Inner Robot (11th level):** You are considered to be a construct for the purposes of attacks and damage. You also gain vulnerable 5 lightning.

**Fortifying Action (11th level):** When you spend an action point to take an extra action, you gain temporary hit points equal to 5 + one half your level.

**Cyber Limb (11th level):** You have a cybernetic limb, which replaces the one you severed. The limb is a melee weapon with which you are proficient. It is a part of the mace and unarmed weapon group, deals 1D8 damage, and has a +3 proficiency bonus. Your limb functions normally as it did before. You can use the gadget system to upgrade your limb as a melee weapon.

**Supporting Construction (11th level):** The parts you graft into your body make you more durable. You gain a +2 bonus to saving throws against ongoing damage.

**More Machine than Man (16th level):** Your body is able to accept upgrades and gadgets as if it were a Heavy suit of armor.

**Robotic Resilience (16th level):** Whenever you make a death saving throw, you can take the better of your die roll or 10.

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**CYBORG HEROICS**

**CYBER SMASH**

*Your advanced cybernetic design allows you to attack your enemy with such force that you leave your foe staggering.*

**Encounter ◆ Martial, Weapon**

**Standard Action** Melee 1 Cyber Limb

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and your push the target a number of squares equal to your Strength modifier. The target grants combat advantage to you and your allies until the start of your next turn.

**AUTO-REPAIR**

*You activate a repair feature in your construction*

**Encounter ◆ Martial**

**Standard Action** Personal

**Effect:** You regain hit points equal to twice your healing surge value.

**CHARGED LIMB**

*Your cybernetic limb sparks as you charge it with electricity to give your attack a bit more power.*

**Daily ◆ Martial, Lightning, Zone**

**Standard Action** Melee 1 Cyber Limb

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + strength modifier lightning damage, and your target is dazed (save ends).

**Miss:** Half damage, and the target is not dazed.

**Effect:** Any attack made with your cybernetic limb deals an extra 1D8 electrical damage until the end of the encounter.
TECHNO-SAVANT

“Your little robots nice, but look at mine – it has a gun”

Prerequisite: Smart Hero, Computer use, Mechanical and Electrical trained skills.

A skilled if somewhat quirky technician, the Techno-Savant combines natural genius with expert training to become a master of technology and technological devices. As an avid collector of robotics and computer hardware, they often seem more comfortable around machines than living, breathing people.

TECHNO-SAVANT PATH FEATURES

Synchronized Action (11th Level): Whenever you spend an action point to take an extra action, your robot can make its standard action attack as a free action.

Robotic Companion (11th Level): You create a robot—a medium construct that is incapable of independent action and under your complete control. The robot’s appearance may vary depending on the progress level of the adventure. At lower progress levels, the robot may appear to be a simple armature, while at higher progress levels, the robot may appear to be a living creature. Regardless of its appearance, all robots have the same stats. The Robot is considered an ally to you and your allies, and can benefit from feats and powers that target your summoned creatures.

When you use your second wind, your robot regains hit points equal to your healing surge value. Your robot regains all its hit points when you take a short rest.

If your robot is destroyed, you can rebuild it by using the component ‘Parts’. The component cost is $5000, or $50,000 at epic tier, and requires 8 hours to complete.

The robot has no actions of its own; you spend actions to command it by remote. You can command the robot only if you have line of effect to it. When you command the thrall, the two of you share knowledge but not senses.

As a minor action, you can issue the following special commands to your thrall.

Standard Action:

Weapon or Natural attack; targets one creature; intelligence + 2 vs. AC; 1[W] + Intelligence modifier damage.

Opportunity Attack:

Weapon or Natural attack; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage.

Check:

If the robot can make a skill check or ability check, you make the check.

Temporary Modifiers:

Attacks and checks you make through the robot do not include any temporary bonuses or penalties to your statistics.

Advanced Weapons:

The robot can employ a single advanced item. If the item has any powers, you use those powers using your own actions.

Robot Statistics

The robot’s statistics are based on your level and your abilities.

Speed: 5 squares

Defenses: AC 14 + Level, Fortitude + 13 + Level, Reflex 12 + Level, Will 0 (any attack against Will automatically misses)

Hit Points: 14 + 4 per level

Initiative: The robot acts during each of your turns.

Attacks: If the cohort wields a weapon, it uses the weapon’s proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. If the natural attack is ranged, it decreases its damage by 1 die size and it has a range of 10 squares. You choose one option when you select your cohort. The cohort’s attack can benefit from the effect of either an implement you wield or a weapon the cohort wields, but not both.

Check: If the robot can make a skill check or ability check, you make the check.

Temporary Modifiers: Attacks and checks you make through the robot do not include any temporary bonuses or penalties to your statistics.

Advanced Weapons: The robot can employ a single advanced item. If the item has any powers, you use those powers using your own actions.
course of provoking the opportunity attack, the thrall gains a +4 bonus to the attack roll.

**Upgrade (16th Level):** Once per encounter your robot companion can benefit from one of the following upgrades for the duration of the encounter or 5 minutes, whichever comes first.

- **Enhanced Speed:** The robot companion gains a +4 bonus to its speed.
- **Jet Pack:** The robot companion gains Fly 6 (hover).
- **Aquatic Systems:** Your robot companion gains the aquatic keyword and swim 8.
- **Pin Point Accurate:** Robot companion gains a +2 bonus to attacks make through it.
- **Aggressive:** Any attack made through the robot companion deals extra damage equal to your wisdom modifier.
- **Superior Programming:** You can use your robot companion’s standard attack as a minor action, but are still only able to make the attack once per round as normal.

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**Start Program**

You initiate a program that gives your robot superior combat potential.

**Techno-Savant Attack 11**

**Encounter ◆ Martial, Weapon**

**Standard Action**  
**Melee or Ranged** Weapon

**Target:** One, two, or three Creatures

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

**Hit:** 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and target takes ongoing 5 damage (save ends). If one creature is hit multiple times the ongoing damage stacks.

**Effect:** If the robot companion misses two or more times the power is not used up.

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**Initiate Repair**

Automated systems are activated and initiate repair.

**Techno-Savant Utility 12**

**Encounter ◆ Martial**

**Minor Action**  
**Ranged 10**

**Target:** Your robot companion in range

**Effect:** Your robot companion regains hit points equal to your surge value.

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**AI Program**

Your start an artificial intelligence program that allows your robot companion to fight along side you.

**Techno-Savant Attack 20**

**Daily ◆ Martial**

**Standard Action**  
**Ranged 10**

**Target:** Your robot companion in range.

**Effect:** Until the end of the encounter your robot companion gains a standard action and an move action during each of your turns. You can use your standard action to give your robot companion an extra action over and above it own standard action.
TECHIE

“This piece go’s in there, that piece in their – and now this cigarette pack shoots a bullet.”

Prerequisite: Smart Hero, Repair skill

Techies are vital members of any industrialized society, responsible for building and maintaining weapons, vehicles and more. Although many techies confine themselves to workshops, garages, scrap yards, many are drawn to a life of adventure and prefer to work “in the field”. Every organization and nation that depends on technology relies on their knowledge. Techies use their knowledge of how things are put together to more effectively take things apart and are often called in to bypass security measures or whip up special weapons for field troops in dangerous situations.

TECHIE PATH FEATURES

Reconfigure Weapon (11th level): A Techie can reconfigure a weapon, improving one aspect of it. This requires 5 minutes of work and can be done during a short rest. A repair check against the level of the item as a DC is required as well. The weapon can be reconfigured many times but only one of each type, and each reconfiguration added to the weapon imposes a -1 penalty to attack.

Reconfigure: Rate of fire: The rate of fire for the weapon is changed to either semiautomatic or automatic fire. This benefit applies only to range weapons.

Reconfigure: Payload: The amount of ammo the weapon can hold is increased by 50%. This benefit only applies to weapons that take ammunition.

Reconfigure: Concealment: The weapon grants a +2 bonus to thievery checks to sleight of hand checks made with the weapon.

Reconfigure: Range: The weapons range is increased by 10 squares. This benefit applies only to weapons with range increments.

Undoing a reconfiguration can be done with a successful repair check against the items level +2 as a DC.

Sabotage (11th level): As a standard action the techie can make a repair check against a easy, medium or hard DC of the techies level (as determined by the DM) in order to sabotage a device with electrical or mechanical components (such as a computer, weapon, or vehicle). The Techie can only sabotage an unattended device and anyone using that device takes the Techies intelligence modifier as a penalty to any check or attack made with that device.

A perception check against the same DC as above can determine if a device has been sabotaged and another repair check with the same DC can fix the sabotaged device.

Skillful action (11th level): If the Techie uses an action point to make a skill check the Techie gets a bonus to that check equal to his wisdom modifier.

Weapon Upgrade (16th level): The Techie is able to add certain upgrades to weapons that take effect when the weapon is first used then is gone. Upgrading weapons in this way takes only a minute but can only be done during a short or extended rest. A weapon may only have one upgrade at a time.

Upgrade: Hard Hit: The first time the weapon is used any target hit is knocked prone and pushed a number of squares equal to half the Techies intelligence modifier.

Upgrade: Shocking: The first time the weapon is used any target hit is dazed (save ends). The target takes a -2 penalty to save against this effect.

Upgrade: Stunning: The first time the weapon is used the first creature hit is stunned (save ends).

Upgrade: Powered: The first time the weapon is used the [W] damage dealt to any creature is increased by 2 die.

Upgrade: Armor piercing: The first time the weapon is used its damage bypasses any resistance.

Upgrade: Advanced: The first time the weapon is used it critical range is increased to 17-20 for any target hit.

TECHIE HEROICS

QUICK FIX

Using a few spare pieces of equipment you have on hand you empower your weapon for one attack.

Encounter ⭐ Martial, Weapon, Firearm

Standard Action Melee or Ranged Weapon

Target: One Creature

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

Hit: 2 [W] + Strength modifier damage (Melee) or 2 [W] + dexterity modifier damage (Ranged) and the target takes ongoing 5 damage.

Special: The energy type of the attack is either Fire, Cold, Lightning, or Force. Chosen before the attack is made.

POWER BOOST

You activate a repair feature in your robot.

Encounter ⭐ Martial

Standard Action Burst 1

Target: One held weapon.

Effect: The target weapon deals an extra 1D6 damage in an energy type of your choice for the duration of the encounter. The energy types can be fire, cold, thunder, lightning, or force.

SUPERIOR UPGRADE

In a flurry of motions you manage to upgrade a number of your allies weapons.

Daily ⭐ Martial

Standard Action Burst 1

Target: Hand held weapons

Effect: A number of allies equal to half your intelligence modifier gain one of the Upgrades from your Weapon upgrade class feature added to one of their held weapons. Those allies can then make a basic attack as a free action against a target of their choice.
Meet my fists, their the last things you’ll ever see!

CLASS TRAITS

Role: Striker. You prefer the use of melee weapons over ranged weapons to deal serious damage to your enemies. Your physical power and awesome presence can cause foes to cower before you.

Power Source: Martial. You are a champion of the streets, a warrior devoted to the cities and alley ways.

Key Abilities: Strength, Constitution, Charisma

Armor Proficiencies: Light, Medium

Weapon Proficiencies: Simple melee, Military melee, Improvised weapons

Bonus to Defense: +2 Fortitude

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

+1 Attack and Damage with improvised weapons at levels 2nd, 7th, 12th, 17th, 22th, and 27th.

Hit Points at 1st Level: 15+Constitution score

Hit Points per Level Gained: 6

Healing surges per day: 8+Constitution modifier

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

Class Skills: Acrobatics(Dex), Athletics(Str), Endurance(Con), Intimidate(Cha), Structural(Int), Repair(Int), Operate (Dex)

Class Features: Strong agility, extreme effort, Find the weakness, Melee smash

The Strong Hero uses his strength score to his best advantage. Taking a level in this class demonstrates physical training for overall strength and power. Strong heroes excel at hand to hand and melee combat, as well as at other activities that best utilize physical power.

A strong hero might be a bodybuilder or an athlete who concentrates on the power aspect of sports. He might be quietly intimidating or robustly boisterous. He might be as gentle as he is big or a lout and a bully.
STRONG HERO CLASS FEATURES

Strong heroes have the following class features.

STRONG AGILITY

While you are not wearing heavy or medium armor or using shields, you gain a +2 class bonus to AC and Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

EXTREME EFFORT

A strong hero can push himself to make an extreme effort. The effort must relate either to a strength check or a strength based skill check. You must decide to use this ability before making the check.

The extreme effort requires a minor action to use and provides a +4 bonus to all strength checks and strength based skills checks until the beginning of your next turn. This bonus increases to +8 at 11th level and +12 at 21st level.

FIND THE WEAKNESS

The strong hero has an innate talent for finding inherent weaknesses in objects and creatures. This allows a strong hero to deal extra damage to objects or to bypass resistances in armors. Choose one of the following two benefits.

Ignore Hardness: When the strong hero damages a non-living object such as a wall or door, the hero deals double damage to that object.

Ignore Resistance: The strong hero ignores a number of points of resistance when making melee attacks equal to his strength modifier. This is in addition to any properties the weapon or power used may have to ignore resistance.

MELEE SMASH

The strong hero has an innate talent that increases melee damage. When making a melee attack roll with an improvised weapon the strong hero deals an additional +2 damage. This bonus increases to +4 at 11th level and +6 at 21st level.

The Strong hero treats all improvised weapons as one die size larger than what they are. For example a punch which is considered an improvised weapon for the Strong hero, would be D6s instead of D4s. Also all improvised weapons used by the strong hero have a proficiency bonus of +2.

STRONG HERO POWERS

Your powers are smashing Heroics derived from your relentless street fights and battles.

LEVEL 1 AT-WILL HEROICS

<table>
<thead>
<tr>
<th>STRONG ATTACK 1</th>
<th>DEVASTATING STRIKE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using whatever you have at hand, including your hand you strike with awesome power.</td>
<td></td>
</tr>
<tr>
<td>At-will ◆ Martial, Weapon</td>
<td></td>
</tr>
<tr>
<td>Standard Action     Melee Weapon</td>
<td></td>
</tr>
<tr>
<td>Requirement: You must be wielding an improvised weapon.</td>
<td></td>
</tr>
<tr>
<td>Target: One Creature or object</td>
<td></td>
</tr>
<tr>
<td>Attack: Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td>Hit: [W] + 1D8 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Level 11: [W] + 2D8 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Level 21: [W] + 3D8 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>STRONG ATTACK 1</th>
<th>WINDUP STRIKE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using your body you throw your weight in to your hit.</td>
<td></td>
</tr>
<tr>
<td>At-will ◆ Martial, Weapon</td>
<td></td>
</tr>
<tr>
<td>Standard Action     Melee Weapon</td>
<td></td>
</tr>
<tr>
<td>Requirement: You must be wielding an improvised weapon.</td>
<td></td>
</tr>
<tr>
<td>Target: One Creature or object</td>
<td></td>
</tr>
<tr>
<td>Attack: Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td>Hit: [W] + 1D6 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Level 11: [W] + 2D6 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Level 21: [W] + 3D6 + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Effect: When charging you can use this power in place of a melee basic attack.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STRONG ATTACK 1</th>
<th>PUSHING STRIKE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using your bulk you force your way through a group of enemies to reach your target.</td>
<td></td>
</tr>
<tr>
<td>At-will ◆ Martial, Weapon</td>
<td></td>
</tr>
<tr>
<td>Standard Action     Melee Weapon</td>
<td></td>
</tr>
<tr>
<td>Effect: Before the attack, you shift 2 squares. You can move through an enemy’s space during the shift, but you can’t end there.</td>
<td></td>
</tr>
<tr>
<td>Target: One Creature</td>
<td></td>
</tr>
<tr>
<td>Attack: Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td>Hit: [W] + Strength modifier damage, and you push the target 1 square.</td>
<td></td>
</tr>
<tr>
<td>Level 21: [W] + Strength modifier damage</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>STRONG ATTACK 1</th>
<th>PUNISHING STRIKE</th>
</tr>
</thead>
<tbody>
<tr>
<td>You miss with your strike but connect with the backswing.</td>
<td></td>
</tr>
<tr>
<td>At-will ◆ Martial, Weapon</td>
<td></td>
</tr>
<tr>
<td>Standard Action     Melee Weapon</td>
<td></td>
</tr>
<tr>
<td>Target: One Creature</td>
<td></td>
</tr>
<tr>
<td>Attack: Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td>Hit: [W] + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Level 21: [W] + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td>Miss: Deal damage equal to your strength modifier. If you are wielding an improvised weapon you keep the bonus damage from the melee smash class feature.</td>
<td></td>
</tr>
</tbody>
</table>

STRONG HEROES AND IMPROVED WEAPONS

Strong heroes master intricacies of improvised weapons that other characters can’t match. Unlike other classes strong heroes have many attack powers that work better when used with an improvised weapon. For a strong hero everything around him can be seen as a weapon, from a chair to a bat.
FOLLOWING STRIKE

Even if your enemy tries to get away, you keep on him.

At-will ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage

Effect: If the target shifts before the start of your next turn you can shift 1 square as a free action toward the enemy.

LEVEL 1 ENCOUNTER HEROICS

ROLLING ATTACK

You drop your guard to deal a devastating blow.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Melee Smash: If you’re using an improvised weapon you deal extra damage equal to your constitution modifier

Effect: Until the start of your next turn any attacker gains a +4 bonus to attack rolls against you.

ARMOR SMASH

The enemy’s armor is no match for your attack.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Ignore Hardness: If the target is wearing armor he takes a –2 penalty to his AC defense (if not he takes a –2 penalty to reflex defense) till the end of your next turn.

RUSHING STRIKE

You put all your weight behind your attack, blowing your enemy away.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target gets pushed a number of squares equal to 1+Strength modifier.

Special: This attack can be used in place of a basic attack as part of a charge.

FRENZIED ATTACK

You lose yourself in the battle, letting go of all restraint, and inspiring fear in all around you.

Encounter ◆ Martial, Weapon
Standard Action Close Burst 1
Target: Each enemy in burst you see
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you deal +1 extra damage for each enemy adjacent to you.

Melee Smash: If you are wielding an improvised weapon you instead deal +2 extra damage for each enemy adjacent to you.

LEVEL 1 DAILY HEROICS

CURB STOMP

You plow the guy in the head knocking him down and then follow up with a vicious stomp to the back of the head.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and target is knocked prone, make secondary attack.

Secondary Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target remains prone save ends.

Effect: Until the end of the encounter whenever the target is hit by any attack he is knocked prone.

WINDUP ATTACK

Lowering your guard you take your time and execute a very powerful attack that blows away your enemies.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature

Effect: The enemy, if it wants to can make a melee basic attack against you as a free action with a +4 bonus to hit. If the enemy attacks you, deal an extra 1[W] extra damage.

Attack: Strength vs. AC

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

Special: If a bat is used the target is pushed 1+Strength modifier in squares, and is prone. If target hits an obstacle that prevents some or all of the forced movement the target takes 2 damage per square not moved.

OUT FOR BLOOD

You focus almost all of your effort on a single enemy, never letting him get the upper hand.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature

Effect: Until the end of the encounter you gain a +2 to hit, and +2 damage against the target. If or when the target is bloodied you deal +6 extra damage instead.

STREET TOUGHS FRENZY

Living on the street makes you strong, and just a little crazy. You use this to your advantage.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon

Requirement: You must be wielding an improvised weapon.

Target: One Creature

Effect: Until the end of the encounter, once per round when you reduce an enemy to 0 hit points, you can charge an enemy as a free action.
LEVEL 2 UTILITY HEROICS

**Hard Hitting**
*Strong Utility 2*

The wall is no patch for your strength.

**Encounter ◆ Martial**

**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, you gain a +5 power bonus to strength checks to break objects, and you deal double damage against objects.

**Ignore Hardness:** You instead deal triple damage against objects.

**High Jump**
*Strong Utility 2*

With a surge of strength you leap a great distance without a running start.

**Encounter ◆ Martial**

**Move Action**

**Personal**

**Prerequisite:** You must be trained in athletics.

**Effect:** You make an athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

**Vitality Resurgence**
*Strong Utility 2*

You draw strength from within to push away the pain of minor wounds.

**Daily ◆ Martial**

**Minor Action**

**Personal**

**Effect:** You gain temporary hit points equal to one-half your level + your constitution modifier. If you are bloodied the number of temporary hit points you gains equals ½ your level plus twice your constitution modifier.

**Combat Sprint**
*Strong Utility 2*

Using your inner strength you burst across the battlefield.

**Encounter ◆ Martial**

**Move Action**

**Personal**

**Effect:** You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

LEVEL 3 ENCOUNTER HEROICS

**Wild Swing**
*Strong Attack 3*

Even though you attack a single enemy, none around you are spared.

**Encounter ◆ Martial, Weapon**

**Standard Action**

**Melee Weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2 [W] + Strength modifier damage and each bloodied enemy adjacent to you takes damage equal to your constitution modifier.

**Melee Smash:** Each adjacent enemy takes damage equal to your constitution modifier, and if that enemy is also bloodied it takes your melee smash extra damage.

**Call of Blood**
*Strong Attack 3*

The smell of blood gives you extra strength in battle.

**Encounter ◆ Martial, Weapon**

**Standard Action**

**Melee Weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage. If your or the target is bloodied, the attack deals 1[W] extra damage.

**Crushing Charge**
*Strong Attack 3*

Nothing else matters in life except getting through the enemies defense.

**Encounter ◆ Martial, Weapon**

**Standard Action**

**Melee Weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

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

**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +2 bonus to the attack roll and the damage roll for each opportunity attack made against you while you charge.

**Ignore Resistance:** This attack ignores a number of points of resistance equal to 5 + your strength modifier.

**Breaking Point**
*Strong Attack 3*

Everything has a weak point, even objects.

**Encounter ◆ Martial, Weapon**

**Standard Action**

**Melee Weapon**

**Target:** One creature or object

**Attack:** Strength vs. AC

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

**Special:** You gain a bonus to strength checks equal to your strength modifier until the end of your next turn.

**Ignore Hardness:** You gain a bonus to strength checks equal to your strength modifier until the end of your next turn.

**Mobile objects such as vehicles, are immobilized (save ends).**

LEVEL 5 DAILY HEROICS

**Street Fighters Rage**
*Strong Attack 5*

You let the enemy have a free hit on you. It’s only fair when he’s about to die.

**Daily ◆ Martial, Weapon, Stance**

**Standard Action**

**Melee Weapon**

**Target:** One Creature

**Effect:** The enemy, if it wants to can make a melee basic attack against you as a free action. If the enemy attacks, you deal an extra 1[W] damage.

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter or until the stance ends any enemy that makes a melee attack against you takes damage equal to 3 + your strength modifier.
NEVER GIVE UP  STRONG ATTACK 5
You tap into your vast resources of strength to keep you going.

Daily ◆ Martial, Weapon, Stance
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and ongoing 5 damage (Save ends).
Miss: Half damage

Effect: Until the end of the encounter, or until the stance ends you gain regeneration 3. In addition, the first time you dip to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

KNOCK’EM DOWN  STRONG ATTACK 5
Using your momentum, hit after hit, you knock your enemy down before you like bowling pins.

Daily ◆ Martial, Weapon, Stance
Standard Action  Melee Weapon
Primary Target: One Creature
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage

Effect: Until the end of the stance you can make the following secondary attack once during each of your turns.
- Free Action                     Melee 1
  Secondary Target: One Creature
  Secondary Attack: Strength vs. Fortitude
  Hit: You knock the secondary target prone.

Effect: End the stance as a free action immediately after hitting with an attack to Deal an extra 1[W] damage, and knock the target prone and dazed (Save ends both).

LUNGING CHARGE  STRONG ATTACK 5
You lunge through the air toward your foe, landing with a bloody crunch.

Daily ◆ Martial, Weapon
Standard Action  Melee Weapon
Prerequisite: You must be trained in Athletics
Requirement: You must charge and use this power in place of a melee basic attack.
Target: One Creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier + Constitution Modifier damage.
Miss: Half damage

STOP’EM DEAD  STRONG ATTACK 5
With a quick jab you stop your enemy dead in his tracks.

Daily ◆ Martial, Weapon, Reliable
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and target is immobilized and dazed (save ends).

Aftereffect: Target is dazed (save ends).

LEVEL 6 UTILITY HEROICS

BATTLE AWARENESS  STRONG UTILITY 6
No enemy can stop you once you get going.

Daily ◆ Martial
No Action  Personal

Effect: You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

Extreme Effort: You gain an extra move action during your first turn.

STARE’EM DOWN  STRONG UTILITY 6
As you stare into your enemies eyes, they see death and it scares them.

Encounter ◆ Martial
Immediate Reaction  Personal
Trigger: An enemy misses you with an attack.
Target: The triggering enemy

Effect: Until the end of the targets next turn, the target takes a penalty to attack rolls against you equal to your charisma modifier.

STRONG FOCUS  STRONG UTILITY 6
Concentration improves your ability to accomplish feat of strength.

Encounter ◆ Martial
Minor Action  Personal

Effect: Until the end of your next turn, you gain a power bonus to athletics checks and strength ability checks equal to your charisma modifier.

COMBAT SURGE  STRONG UTILITY 6
As your attack goes awry, you react from the heat of battle without pause or thought, adding in a bit of your reserve energy for good measure.

Daily ◆ Martial
Free Action  Personal
Trigger: You miss with an attack

Effect: You reroll the attack.
  Ignore Hardness: Target gains vulnerability 5 Weapon damage. (save ends)
  Ignore Resistance: Target takes extra damage equal to its resistance.

IMPOSSIBLE SHIFT  STRONG UTILITY 6
You pound across the street, leaving no openings as you move, drawing strength from the numbers arrayed against you.

Daily ◆ Martial
Minor Action  Personal

Effect: You shift a number of squares equal to your constitution modifier. You gain 1D10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of where you end this action.
**Level 7 Encounter Heroics**

**Raging Attack**  
**Strong Attack 7**

You attack with powerful, wild swings of deadly force.

**Encounter**  
**Martial, Weapon**

**Standard Action**  
Melee Weapon

**Requirement:** Must be wielding an improvised weapon.

**Target:** One or two Creatures

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

**Hit:** 1[W] + Strength modifier damage per attack and the target is slowed until the end or your next turn. If both attack hit the same target, the second attack deals 1[W] extra damage.

**Eye for an Eye**  
**Strong Attack 7**

No attack will come toward you without being answered in kind.

**Encounter**  
**Martial, Weapon**

**Immediate Reaction**  
Melee 1

**Trigger:** An enemy adjacent to your hits or misses you.

**Target:** The triggering enemy

**Attack:** Strength vs. AC

**Melee Smash:** You gain a bonus to the attack roll equal to your charisma modifier.

**Hit:** 3[W] + Strength modifier damage.

**Intimidating Strike**  
**Strong Attack 7**

You attack with powerful, wild swings of deadly force.

**Encounter**  
**Martial, Weapon**

**Standard Action**  
Melee Weapon

**Target:** One or two Creatures

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

**Hit:** 2[W] + Strength modifier damage and each enemy within 5 squares of you take a -2 penalty to attack rolls until the end or your next turn.

**Intimidate:** If you have training in intimidate the penalty is instead 2 + half your charisma modifier.

**Hit:** 3[W] + Strength modifier damage.

**Dazing Strike**  
**Strong Attack 7**

You hit your enemy over the head, knocking the sense out of him.

**Encounter**  
**Martial, Weapon**

**Free Action**  
Melee Weapon

**Trigger:** You hit an enemy with a melee attack

**Target:** The triggering enemy

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage and the target is dazed until the end or your next turn.

**Weapon:** If you are using an improvised weapon the target is instead dazed with a -2 on all saves (save ends).

**Level 9 Daily Heroics**

**Strong Recovery**  
**Strong Attack 9**

Seeing the blood of your enemy on your weapon gives you vigor for the fight to come.

**Daily**  
**Martial, Weapon**

**Standard Action**  
Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage.

**Miss:** Half damage

**Effect:** If you have used all your encounter attack powers, you regain the use of an encounter attack power you have used during this encounter.

**Terrifying Strike**  
**Strong Attack 9**

Giving an exultant battle cry, you pulverize an opponent and put the fear of impending doom in the hearts of nearby foes.

**Daily**  
**Martial, Weapon**

**Standard Action**  
Melee Weapon

**Primary Target:** One Creature

**Primary Attack:** Strength vs. AC

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

**Weapon:** If you are wielding an improvised weapon you deal extra damage equal to your constitution modifier.

**Effect:** Make a secondary attack, which has the fear keyword.

**Secondary Target:** Each enemy within 3 squares of the primary target.

**Secondary Attack:** Strength vs. Will

**Hit:** You push the target 1 square.

**Intimidate:** If you have training in intimidate you instead push the targets back a number of squares equal to 1 + half your charisma modifier.

**Hunters Prey**  
**Strong Attack 9**

Seeing the blood of your latest victim gives you the energy to attack again.

**Daily**  
**Martial, Weapon**

**Free Action**  
Melee Weapon

**Trigger:** An enemy previously damaged by you becomes bloodied.

**Target:** The triggering enemy

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage.
**STRONG REJUVENATION**  
**STRONG ATTACK 9**  
Seeing the blood of your enemy on your weapon gives you vigor for the fight to come.  
**Daily** ♦ Healing, Martial, Reliable, Weapon  
**Standard Action** ♦ Melee Weapon  
**Target**: One Creature  
**Attack**: Strength vs. AC  
**Hit**: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.

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**LEVEL 10 UTILITY HEROICS**

**LAST DITCH DODGE**  
**STRONG UTILITY 10**  
Thanks to your natural skill, and strength, you just barely avoid a devastating attack but leave yourself exposed.  
**Daily** ♦ Martial  
**Immediate Interrupt** ♦ Personal  
**Trigger**: You are hit by an attack  
**Effect**: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

**TIGHTEN UP**  
**STRONG UTILITY 10**  
You go into a defensive posture, raising your arms to protect yourself.  
**Daily** ♦ Martial, Stance  
**Minor Action** ♦ Personal  
**Effect**: Until the stance ends you gain cover against all attacks, but suffer a -2 penalty on any attack made while in this stance. You can end this stance as a free action.

**DEATH DENIED**  
**STRONG UTILITY 10**  
The sweat embrace of death will not touch you until you have finished what you set out to do.  
**Daily** ♦ Martial, Stance  
**Immediate Interrupt** ♦ Personal  
**Trigger**: You drop to 0 hit points or fewer and don’t die.  
**Effect**: You are dying but don’t fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.  
**Sustain Standard**: You remain conscious until the end of your next turn.

**SPIRITED STRIKE**  
**STRONG UTILITY 10**  
You put the weight of your spirit behind every swing of your weapon.  
**Daily** ♦ Martial, Stance  
**Minor Action** ♦ Personal  
**Effect**: Until the stance ends whenever you hit with an at-will attack power, the attack deals extra damage equal to your charisma modifier.

---

**STRENGTH FROM PAIN**  
**STRONG UTILITY 10**  
The pain of your wounds opens the floodgates to your inner strength.  
**Daily** ♦ Martial  
**Minor action** ♦ Personal  
**Requirement**: You must be bloodied.  
**Effect**: You gain a +4 power bonus to melee damage rolls, athletics checks, and endurance checks until the end of the encounter or until you are no longer bloodied.  
**Extreme Effort**: You also gain a +4 power bonus to all strength checks.

---

**LEVEL 13 ENCOUNTER HEROICS**

**CALL OF THE STREETS**  
**STRONG ATTACK 13**  
You call on your enemy to attack you, then prove you are the stronger.  
**Encounter** ♦ Martial, Weapon  
**Standard Action** ♦ Melee Weapon  
**Target**: One Creature  
**Attack**: Strength vs. AC  
**Effect**: Before the attack, you can let the target make a basic attack against you as a free action. If it does so you gain a +1 bonus to the attack roll and do not expend this power if you miss.  
**Ignore Resistance**: If the target hits you with its attack, you can transfer any one ongoing status effect afflicting you to your target.  
**Hit**: 4[W] + Strength modifier damage.

**BLOODIED STRIKE**  
**STRONG ATTACK 13**  
Your heavy blow draws blood and undermines the enemy’s resolve in the face of greater danger.  
**Encounter** ♦ Martial, Weapon  
**Standard Action** ♦ Melee Weapon  
**Target**: One Creature  
**Attack**: Strength vs. AC  
**Hit**: 3[W] + Strength modifier damage and the target gains vulnerable 5 to all damage until the end of your next turn.  
**Ignore Hardness**: The vulnerability equals 3 + your charisma modifier.

**BLOODIED STRIKE**  
**STRONG ATTACK 13**  
Your heavy blow draws blood and undermines the enemy’s resolve in the face of greater danger.  
**Encounter** ♦ Martial, Weapon  
**Standard Action** ♦ Melee Weapon  
**Requirement**: Must be wielding an improvised weapon.  
**Target**: One Creature  
**Attack**: Strength vs. AC  
**Hit**: 4[W] + Strength modifier damage. You can reroll the attack. If the reroll hits, the attack deals 1[W] extra damage. If the reroll misses, the attack deals 1[W] less damage.
### Freight Truck

**Strong Attack 13**

You charge down your enemy with the unrelenting power of a freight truck.

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Martial, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Target:</strong> One Creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 3[W] + Strength modifier damage and you push the target 1 square and knock it prone.</td>
<td></td>
</tr>
<tr>
<td><strong>Special:</strong> When charging, you can use this power in place of a melee basic attack. If you charge and hit, the number of squares you push the target equal your constitution modifier.</td>
<td></td>
</tr>
</tbody>
</table>

### Level 15 Daily Heroics

**Street Rage**

**Strong Attack 15**

You swear to mow down all enemies that stand before you.

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial, Weapon, Stance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Target:</strong> One Creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 4[W] + Strength modifier damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Miss:</strong> Half damage</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> Until the end of the encounter, or until the stance ends you gain combat advantage against any enemy when making melee attacks against it. In addition, whenever you roll a 1 on a damage die for a melee attack, the roll changes to the dies maximum value.</td>
<td></td>
</tr>
</tbody>
</table>

**Pushing Strike**

**Strong Attack 15**

You swear to mow down all enemies that stand before you.

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial, Weapon, Stance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Target:</strong> One Creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 3[W] + Strength modifier damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Miss:</strong> Half damage</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> Until the end of the encounter, or until the stance ends you can push an enemy adjacent to you 2 squares as a minor action once per round.</td>
<td></td>
</tr>
</tbody>
</table>

**Whirling Attack**

**Strong Attack 15**

They may think they are safe at a distance, but you’ll show them just how wrong they are.

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial, Weapon, Stance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Target:</strong> Each creature in burst</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).</td>
<td></td>
</tr>
<tr>
<td><strong>Miss:</strong> Half damage, and no ongoing damage.</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> Until the end of the encounter, or until the stance ends, at the start of each of your turns, deal damage equal to your melee smash class feature to each enemy within 2 squares of you.</td>
<td></td>
</tr>
</tbody>
</table>

### Level 16 Utility Heroics

**Fuel the Rage**

**Strong Utility 16**

You lower your guard, allowing your opponent to score a glancing blow, but the pain only fuels your next attacks.

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Martial</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Effect:</strong> Each enemy adjacent to you can make an opportunity attack against you. Until the end of your next turn, you gain a bonus to attack rolls equal to +2 for each enemy that makes the opportunity attack.</td>
<td></td>
</tr>
</tbody>
</table>

**Kill Them All**

**Strong Utility 16**

You raise your bloody weapon in the air and call out to your allies to end this fight.

<table>
<thead>
<tr>
<th>Encounter</th>
<th>Martial</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Free Action</strong></td>
<td>Close Burst 5</td>
</tr>
<tr>
<td><strong>Target:</strong> Each ally in burst that can hear you.</td>
<td></td>
</tr>
<tr>
<td><strong>Trigger:</strong> You reduce an enemy to 0 hit points or fewer.</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> The target gains a +2 power bonus to attack rolls and deals your melee smash damage on melee and ranged attacks until the end of your next turn.</td>
<td></td>
</tr>
</tbody>
</table>

**Pain Denied**

**Strong Utility 16**

Cut and bleeding you feel no pain and fear no weapon.

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Effect:</strong> Until the stance ends you gain resist 10 all, but you are slowed until the stance ends.</td>
<td></td>
</tr>
</tbody>
</table>

**Next Round**

**Strong Utility 16**

Cut and bleeding you feel no pain and fear no weapon.

<table>
<thead>
<tr>
<th>Daily</th>
<th>Martial</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Free Action</strong></td>
<td>Personal</td>
</tr>
<tr>
<td><strong>Trigger:</strong> You reduce an enemy to 0 hit points during your turn.</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> You take a standard action.</td>
<td></td>
</tr>
</tbody>
</table>
LEVEL 17 ENCOUNTER HEROICS

DEVASTATING BLOW  STRONG ATTACK 17
Your powerful blow shatters your targets defenses.

Encounter  Martial, Weapon
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage and the target takes a -2 penalty to AC until the end of your next turn.
Ignore Hardness: If you hit the target during your next turn the penalty continues until the end of your next turn. The penalty will continue so long as you hit the target during your next turn.

PLOW THE ROAD  STRONG ATTACK 17
You plow into your foes, driving them across the ground.

Encounter  Martial, Weapon
Standard Action  Melee Weapon
Primary Target: One Creature
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage and you push the target 1 square. You then shift 1 square and make a secondary attack.
Secondary Target: One Creature
Secondary Attack: Strength vs. AC
Hit: 1[W] + strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a bonus to the primary attack roll equal to your constitution modifier.

VIGOROUS STRIKE  STRONG ATTACK 17
Your attack against your enemy bolsters your future attacks against it.

Encounter  Martial, Weapon
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage and you gain temporary hit points equal to one-half your level.
Ignore Resistance: You gain a number of temporary hit points equal to your targets resistance. If the target has more than one you gain the highest.

INTO THE FREY  STRONG ATTACK 17
Using the momentum of your strikes, you cut across the battlefield.

Encounter  Martial, Weapon
Standard Action  Melee Weapon
Target: One Creature
Requirement: Must be wielding a two-handed weapon.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage to each enemy adjacent to you.
Melee Smash: Each enemy you hit after your shift is pushed 1 square.

LEVEL 19 DAILY HEROICS

HURTLING BLOWS  STRONG ATTACK 19
Hurtling at an enemy, you make an inescapable attack. The strength of your charges adds to the force of your blows.

Daily  Martial, Weapon, Stance
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage and you push the target a number of squares equal to your constitution modifier.
Miss: Half damage
Effect: Until the end of the encounter, or until the stance ends, whenever you charge an enemy and hit, you push that enemy a number of squares equal to your constitution modifier.
Special: When charging, you can use this power in place of a melee basic attack.

ROOTED TO THE GROUND  STRONG ATTACK 19
You brace yourself and lash out at attacking enemies.

Daily  Martial, Weapon, Stance
Immediate Reaction  Melee Weapon
Target: The Triggering enemy
Attack: Strength vs. AC
Trigger: An enemy enters a square adjacent to you.
Hit: 5[W] + Strength modifier damage.
Miss: Half damage
Effect: Until the end of the encounter, or until the stance ends, when any enemy enters a square adjacent to you, you can make an opportunity attack against that enemy. In addition, if you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

VORACIOUS ATTACK  STRONG ATTACK 19
The more you attack the more vicious your assaults become.

Daily  Martial, Weapon, Stance
Standard Action  Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage. If the target is already bloodied, the attack deals 1[W] extra damage.
Miss: Half damage
Effect: Until the end of the encounter, or until the stance ends, when you reduce any enemy to 0 hit points with an attack, you gain a +2 power bonus to your next melee attack roll, and that next attack deals 1[W] extra damage if it hits.
**NEVER GIVE UP**

Cut and bruised you continue to fight even after your body has passed its limit.

- **Daily** ◆ **Martial, Weapon, Stance**
- **Standard Action** ◆ **Melee Weapon**
  - **Target:** One Creature
  - **Attack:** Strength vs. AC
  - **Hit:** 3[W] + Strength modifier damage and ongoing 10 damage (save ends).
  - **Miss:** Half damage
  - **Effect:** Until the end of the encounter, or until the stance ends, you gain regeneration 5 + your constitution modifier. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

---

**LEVEL 22 UTILITY HEROICS**

**LAST STAND**

As death approaches, you push yourself to battle on.

- **Daily** ◆ **Martial**
- **Immediate Interrupt** ◆ **Personal**
  - **Trigger:** You drop to 0 hit points or fewer and don't die.
  - **Effect:** You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.
  - **Sustain Minor:** You take 5 damage and don't fall unconscious.

**LIKE A ROCK**

Your years of fights have hardened you skin against attacks.

- **Daily** ◆ **Martial**
- **Immediate Interrupt** ◆ **Personal**
  - **Trigger:** You are hit by an attack.
  - **Effect:** Until the end of your next turn, you gain resistance to all damage equal to one-half your level + your constitution modifier.
  - **Sustain Standard:** You maintain the resistance until the end of your next turn.

**UNTouched**

With a surge of strength you deny all ill affects afflicting you.

- **Daily** ◆ **Martial**
- **Minor Action** ◆ **Personal**
  - **Effect:** You make a saving throw against each affect on you that a save can end.
    - **Ignore Resistance:** You gain a bonus to each saving throw equal to your constitution modifier.

**MAKE WAY**

Your are drawn to danger, and often lead the way.

- **Encounter** ◆ **Martial**
  - **Minor Action** ◆ **Personal**
    - **Requirement:** No enemies are within 2 squares of you.
    - **Effect:** You shift you speed and gain 1D8 temporary hit points per enemy adjacent to you at the end of your move.

---

**LEVEL 23 ENCOUNTER HEROICS**

**THROW ANYTHING**

You pick up and throw anything you have at hand, including your weapon.

- **Encounter** ◆ **Martial, Weapon**
  - **Standard Action** ◆ **Ranged** 5/10
  - **Requirement:** Must be wielding an improvised weapon.
  - **Target:** One Creature
  - **Attack:** Strength vs. AC
  - **Hit:** 5 [W] + Strength modifier damage and the target is slowed until the end of your next urn.
  - **Special:** When you use this power, you can make the attack with a melee weapon as if it were a heavy thrown weapon.

**GREAT SHOVE**

You swing your weapon launching your enemy a great distance.

- **Encounter** ◆ **Martial, Weapon**
  - **Standard Action** ◆ **Melee** 3/10
  - **Target:** One Creature
  - **Attack:** Strength vs. AC
  - **Hit:** 3 [W] + Strength modifier damage, and you push the target 3 squares and knock it prone. This forced movement ignores hindering terrain, such as a pit, between the targets starting square and its destination. If you push the target through squares occupied by other enemies, those enemies are knocked prone.
  - **Special:** When charging, you can use this power in place of a melee basic attack. If you charge, the number of squares you push the target equals your strength modifier.

**FERAL STRIKE**

You are a swirling mass of destruction, cutting deep into every foe beside you.

- **Encounter** ◆ **Martial, Weapon**
  - **Standard Action** ◆ **Close Burst 1**
  - **Target:** Each enemy in burst
  - **Attack:** Strength vs. AC
  - **Hit:** 3 [W] + Strength modifier damage and each target is pushed 3 squares.

**SINGLE MINDED ASSAULT**

You recklessly stalk a distant enemy and are emboldened by attack on the way.

- **Encounter** ◆ **Martial, Weapon**
  - **Standard Action** ◆ **Melee Weapon**
    - **Effect:** You grant combat advantage until the start of you next turn. You then move your speed and make the following attack. If an enemy makes an opportunity attack against you as a result of this movement, your attack deals 1[W] extra damage.
    - **Target:** One Creature
    - **Attack:** Strength vs. AC
    - **Hit:** 5 [W] + Strength modifier damage.
LEVEL 25 DAILY HEROICS

**STRENGTH FROM BLOOD**

You draw strength and vitality from each foe you draw blood from.

**Daily** Martial, Weapon, Stance

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 7[W] + Strength modifier damage, and the target is dazed (save ends).

**Miss:** Half damage and target is dazed until the end of your next round.

**Effect:** Until the end of the encounter, or until the stance ends, whenever you hit with an attack, you gain temporary hit points equal to 10 + your charisma modifier. If that attack already grants temporary hit points to you, add your charisma modifier to the number of temporary hit points you gain.

**TITANIC ATTACK**

You attack with such force that even the enemies adjacent to your target are affected.

**Daily** Martial, Weapon, Stance

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 5[W] + Strength modifier damage, and ongoing 10 damage (save ends).

**Miss:** Half damage and 5 ongoing damage (save ends).

**Effect:** Until the end of the encounter, or until the stance ends, once per round when you hit a target with a melee attack, each enemy adjacent to that target takes 10 damage.

**SAVAGE STRIKE**

Your strike savages your foes defenses and looses your untapped rage against all that approach you.

**Daily** Martial, Weapon, Stance

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage, and target takes a penalty to AC equal to your constitution modifier (save ends).

**Miss:** Half damage and the target takes a penalty to AC equal to your constitution modifier until the end of your next turn.

**Effect:** Until the end of the encounter, or until the stance ends, when an enemy enters a square adjacent to you, you can make a melee basic attack against that enemy as an opportunity action.

**MIGHTY BLOW**

Your attack contains all the fury of your vary soul.

**Daily** Martial, Weapon, Stance

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 7[W] + Strength modifier damage, and you can score a critical hit on a roll of 16-20.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, or until the stance ends, you can score a critical hit on a roll of 18-20.

---

LEVEL 27 ENCOUNTER HEROICS

**BLOODED WRATH**

The blood of your enemies fills you with a thirst for more violence.

**Encounter** Martial, Weapon

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC. You gain a +2 bonus to the attack roll if the target is bloodied.

**Hit:** 5[W] + Strength modifier damage and you gain a +2 bonus to attack and damage rolls until the end of your next turn.

**Ignore Resistance:** The bonus to attack and damage rolls equal your constitution modifier.

**PERUSING STRIKE**

As your enemy moves to run away from you, you unleash a powerful assault.

**Encounter** Martial, Weapon

**Immediate Interrupt** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC.

**Trigger:** An enemy leaves a square adjacent to you.

**Hit:** 4[W] + Strength modifier damage and the target takes 5 damage for every moved during the movement that this attack interrupts.

**ANSWERING ASSAULT**

No attack will come forward without being answered in kind.

**Encounter** Martial, Weapon

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC.

**Hit:** 6[W] + Strength modifier damage. Until the end of your next turn, you can make a melee basic attack as a free action against any enemy adjacent to you that hits or misses you.

**Ignore hardness:** You deal an extra damage equal to your charisma modifier when making melee basic attacks associated with this power.

**CRIPPLING ASSAULT**

As your enemy moves to run away from you, you unleash a powerful assault.

**Encounter** Martial, Weapon

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC.

**Hit:** 4[W] + Strength modifier damage and the target gains vulnerable 3 + your charisma modifier to all damage until the end of your next turn.

**Special:** When charging, you can use this power in place of a melee basic attack.
# Level 29 Daily Heroics

<table>
<thead>
<tr>
<th><strong>Unmatched Strength</strong></th>
<th><strong>Strong Attack 29</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Daily</strong> ◆ Martial, Weapon, Stance</td>
<td><strong>Unending Assault</strong></td>
</tr>
<tr>
<td>Standard Action Melee Weapon</td>
<td><strong>Scorched Earth</strong></td>
</tr>
<tr>
<td>Target: One Creature</td>
<td><strong>Denied Might</strong></td>
</tr>
<tr>
<td>Attack: Strength vs. AC</td>
<td><strong>DENIED MIGHT</strong></td>
</tr>
</tbody>
</table>

**Hit:** 7[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, or until the stance ends, whenever you roll 1 or 2 on a damage die for a melee attack, the roll changes to the die’s maximum value.

**Hit:** 4[W] + Strength modifier damage.  
**Miss:** Half damage and ongoing 10 damage (save ends).  
**Effect:** Until the end of the encounter, or until the stance ends, your at-will attack power deal 1[W] extra damage on a hit. In addition, whenever you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

**Hit:** 4[W] + Strength modifier damage, and you can make an attack against each other enemy adjacent to yourself using strong hero at-will attack powers that you know.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, or until the stance ends, once per round when you make an attack roll against an enemy and hit, you can make the attack roll a second time against that enemy. If the second attack roll hits, the attack deals 2[W] extra damage.

**Hit:** 8[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, or until the stance ends, once per round as a free action you can make a strong hero at-will attack and gain a bonus to attack equal to your charisma modifier.
Martial Artist

“So you have a knife, and here I am with nothing but my hands. I think you’re a little under armed.”

Prerequisite: Strong Hero

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training includes a profound philosophy that teaches restraint and humility. The martial artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skill and philosophy to aid her career as an agent or law enforcer, or she might become an independent operative whose entire person is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the job done.

Martial Artists Path Features

Living Weapon (11th level): Your very body is treated as a weapon. As such any unarmed melee attack gains the Heavy critical property.

Martial Discipline (11th level): When you spend an action point to take an extra action, you can also spend a healing surge. The Martial Artist also gains a second action point that must be used to make an attack.

Movement Mastery (16th level): Whenever you reduce an enemy to 0 hit points or fewer you may shift 2 squares as a free action.

Martial Artist Heroics

Flying Kick

You make a running charge and leap at your enemy landing a devastating blow that knock him off his feet.

Encounter ◆ Martial, Weapon

Standard Action Melee Weapon

Target: One creature

Effect: Make a charge at your speed +2

Attack: Strength vs. AC

Hit: 2 [W] + Strength modifier damage and the enemy is knocked prone.

Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

Iron Skin

The sweat embrace of death will not touch you until you have finished what you set out to do.

Daily ◆ Martial, Stance

Minor Action Personal

Effect: You gain resist weapons 10 until the end of your next turn. You are immobilized while the resistance is in effect.

Sustain: Minor.

Aerial Attack

You make a flying leap towards your first target. After making the first strike you rebound off of him the leap toward your next target where you attack again before leaping to safety.

Daily ◆ Martial, Weapon

Standard Action Melee Weapon

Primary Target: One Creature

Effect: You jump a number of squares equal to your speed ignoring difficult terrain.

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your charisma modifier and knock it prone.

Effect: You jump a number of squares equal to your strength modifier ignoring difficult terrain, and then make a secondary attack.

Secondary Target: One creature other than primary target.

Secondary Attack: Strength vs. AC

Hit: 2 [W] + strength modifier damage, and you push the secondary target 1 square and knock it prone.

Effect: You jump a number of squares equal to your strength modifier ignoring difficult terrain.
STREET THUG

“I wander these streets of mine, pounding into the ground any threat that gets in my way. These are my streets and all who see me coming understand that.”

Prerequisite: Strong Hero

The streets are your home, and you connection to them grant you a sense of belonging. You move around the alleys of buildings as one would the trees of a forest, with the supreme confidence of a hunter. This is your home and all must ask permission before entering.

The powers of a street thug emphasize strength, allowing you to protect your streets and those who live there. You charge your foes head on and think about the consequences later.

STREET THUG PATH FEATURES

Street smart (11th level): If you spend an action point to make a melee attack and that attack misses, you deal half of that attack’s damage on the miss. This benefit does not apply to attacks that already deal damage on a miss.

Heroic Strength (11th level): You strength is considered to be 4 higher for the purposes of determining carrying weight, and when you critical with a melee attack you can choose to push your target back a number of squares equal to half your strength modifier.

Mighty Charge (16th level): If you successfully perform a bull rush as part of a charge you can also make a free melee basic attack against the target of the bull rush.

STREET THUG HEROICS

POWER ATTACK

STREET THUG ATTACK 11
You forgo all the finesse of combat and just hit your enemy really hard.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage.
Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

PRESS THE ATTACK

STREET THUG UTILITY 12
You make a running charge and leap at your enemy landing a devastating blow that knock him off his feet.

Encounter ◆ Martial, Weapon
Free Action Personal
Trigger: You reduce an enemy to 0 hit points or fewer.
Effect: You shift two squares and make a melee basic attack against a creature.

BLOOD ON THE STREET

STREET THUG ATTACK 20
Your attacks make enemies fly. Lucky for them your always round to bring them back down.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon
Primary Target: One Creature
Effect: You charge toward an enemy.
Primary Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you push the target 2 squares. You shift toward the enemy 2 squares and make a grab attack.
Target: Creature attacked.
Grab Attack: Strength vs. Reflex
Hit: 2 [W] + strength modifier damage and the target is prone and immobilized until the beginning of your next turn.
Sustain: Minor (See grab PH pg290)
COMMANDO

“I excel in all forms of military hand to hand, and melee combat. I put my enemies down hard and fast, and without others realizing I’ve done it. If you see me it’s already too late.”

Prerequisite: Strong Hero, Melee smash class feature

The advantage of getting the drop on an enemy is acknowledged far and wide. Equally prized is the benefit of taking out important targets with little risk of being found. No one is better at accomplishing either task than a commando, and the commandos’ weapon of choice is the dagger. Nations and mercenary groups train specialized soldiers in this fashion. Underworld organizations do the same. Any such soldier is essentially an assassin who knows how to kill without being noticed.

COMMANDO PATH FEATURES

Dagger Master (11th level): The commando treats the dagger as an improvised weapon for the purposes of his melee smash class ability. The commando also adds the heavy throw weapon feature to all daggers used.

Like a Shadow: (11th level): The commando gains the stealth skill, and a +2 bonus to that skill.

Slaying Action (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to each damage die until the start of your next turn.

Military Weapons (16th level): You gain the use of Simple and military ranged weapons. You can also change out one at-will attack power and encounter attack power of your level or lower with a tough hero’s power.

This does not count toward the powers chosen for the tough hero hybrid class.

COMMANDO HEROICS

Sudden Attack

From the edge of sight, your well placed attack knocks your enemy senseless.

Encounter ◆ Martial, Weapon

Minor Action ◆ Melee or Ranged Weapon

Requirement: You must be wielding a dagger.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2 [W] + Strength modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end or your turn.

Special: Roll a D20 after using this power. On a 10 or higher you retain the use of this power.

Unseen Attack

From the shadows you strike true.

At-will ◆ Martial, Weapon

Free Action ◆ Personal

Trigger: An attack is made against a target you have combat advantage against.

Effect: You deal an extra 1D6 damage with your attack. This ability can only be used once a round.

Snap Neck

From out of nowhere you come up behind your target, breaking his neck and silencing him forever.

Daily ◆ Martial, Weapon

Standard Action ◆ Melee Weapon

Requirement: Must use an unarmed attack.

Target: One Creature

Attack: Strength vs. Fortitude

Hit: 5[W] + Strength modifier damage and the target is stunned and prone (save ends).

Aftereffect: Target is dazed (Save ends)

Miss: Half damage and target is dazed (Save ends)
**Weapons Master**

"My blade and my soul are one in the same."

**Prerequisite:** Strong Hero

Weapons masters have been around for hundreds or years, advancing and evolving with the times. A weapons master trains her entire life to master one specific weapon. When using that weapon her attacks can be compared to nothing short of wondrous. A blade that can cut through the toughest of armors, an attack so fast no one can see it coming, damage so devastating one hit can fell and enemy.

There is a cost to perfection thou. A weapons master may excel in one particular weapon, but is hampered with all others. When using weapons not of her chosen type she is clumsy and awkward.

A weapons master isn’t subjected simply to blades or melee weapons. In the modern world weapons masters have evolved to utilize modern weapons as well.

**Weapons Master Path Features**

- **Weapon Mastery (11th level):** Choose one melee weapon, except improvised weapons to master, i.e. long sword, dagger, broadsword, etc. You gain proficiency with this weapon but loose proficiency with all others.
  - **One-Handed:** Gaines the benefit of the strong hero’s melee smash class feature and the critical range changes to 19-20
  - **Two-Handed:** Weapon die size increases by 1. A D6 increases to a D8 and so on. If the weapons die size is D12 it instead deals 2D8 damage.

- **Mastery Action (11th level):** When you spend an action point to make an attack you can either increase the critical range of the attack by 1 or make the power reliable.

- **Weapon Supremacy (16th level):** Choose one of the three options that gets added to your chosen weapon.
  - **Weapon Property:** Choose one of the following properties that get added to your chosen weapon; Brutal 2, High Critical, Heavy thrown, or Defensive.
  - **Weapon Style:** Gain the Invigorating or Rattling keyword to all attacks. Choose one only.
  - **Weapon Skill:** The critical range for your weapon of choice increases by 1.

**Weapons Master Heroics**

**Sudden Attack**

*You are surrounded by enemies on all sides, but you just smile and cut them all down finishing off with a mighty blow.*

**Encounter ♦ Martial, Weapon**

- **Standard Action** Melee Weapon
- **Requirement:** You must be wielding chosen weapon
- **Target:** Three creatures
- **Attack:** Strength vs. AC, three attacks.
- **Hit:** 2[W] + Strength modifier damage and shift 2 squares per attack.
- **Effect:** If all three attacks hit their target a forth attack at 2[W] + strength modifier damage can be made against a fourth creature.

**Marked By Blood**

*The blood of my enemy covering my weapon marks him as good as mine.*

**Encounter ♦ Martial, Weapon**

- **Free Action** Personal
- **Trigger:** An enemy you hit with an attack.
- **Effect:** The target is marked until the end of the encounter, or until you are knocked unconscious. No other mark can supersede this mark.
  - **Weapon:** If you hit the marked target with your chosen weapon you deal additional 1D6 damage, and gain a +1 power bonus to hit.

**Shower of Blood**

*With one well place attack your enemy erupts in a shower of blood and gore, which just won’t stop bleeding.*

**Daily ♦ Martial, Weapon**

- **Standard Action** Melee or Ranged Weapon
- **Requirement:** You must be wielding chosen weapon
- **Target:** One Creature
- **Hit:** 4[W] + Strength modifier damage and the target takes ongoing 10 damage (save ends). If the target moves on its turn, it cannot make a saving throw against the ongoing damage.
  - **Aftereffect:** Ongoing 5 damage (save ends)
- **Miss:** Half damage and target takes ongoing 5 damage (save ends)
Come ‘on, hit me I can take it!

The Tough hero uses his constitution score to his best advantage. Taking a level in this class provides improved health and physical stamina. Better hit points, good fortitude, and the ability to shrug off some amount of damage combine to define the Tough hero.

A tough hero might be built like a truck or possess a great amount of endurance. He can take a lot of physical punishment, rarely gets sick, and often is hard to move. A tough hero can be stubborn or single-minded, feels protective of others, and usually succeeds because he stays in the contest long after the competition has crumbled.

Types of Tough heroes might be stunt persons, bodyguards, enforcers, wrestlers, and athletes who demand extreme staying power or who must withstand a lot of physical punishment all fall within the purview of the tough hero.
TOUGH HERO CLASS FEATURES

Tough heroes have the following class features.

TOUGH’S TRIAL

In combat, it’s dangerous to ignore a Tough Hero. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn’t include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

RESIST WEAPONS

The tough hero has an innate ability to ignore an amount of damage from most weapons, but not from energy attacks. The tough hero gains a resistance to weapons equal to 1+ half of their constitution modifier rounded down.

RESIST ENERGY

The tough hero is particularly resistant to certain kind of deadly energy effects. Choose one of the following benefits from the list below.

- **Resist Acid:** The tough hero ignores an amount of Acid damage equal to his constitution modifier. He can also make a save against ongoing Acid damage as an immediate reaction.
- **Resist Cold:** The tough hero ignores an amount of cold damage equal to his constitution modifier. He also gains a +5 bonus against any immobilizing and slowing effects.
- **Resist Fire:** The tough hero ignores an amount of fire damage equal to his constitution modifier. He can also make a save against ongoing fire damage as an immediate reaction.
- **Resist Force:** The tough hero ignores an amount of force damage equal to his constitution modifier. He can also resist being pushed, pulled or slid a number of squares equal 1+1/2 his constitution modifier.
- **Resist Lightning:** The tough hero ignores an amount of Lightning damage equal to his constitution modifier. He also gains a +5 bonus against being dazed.
- **Resist Poison:** The tough hero ignores an amount of Poison damage equal to his constitution modifier. He also gains a +5 bonus against diseases.
- **Resist Thunder:** The tough hero ignores an amount of Thunder damage equal to his constitution modifier. He also gains a +5 bonus against any blinding and deafening effects.

UNBREAKABLE

The Tough hero has near superhuman health that aids him in battles. Choose one of the following benefits from the list below.

- **Robust:** Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier. You also Gain Toughs Defense class feature.
- **Determined:** You gain a +2 bonus to death saving throws and can make a basic attack as a free action when bloodied first time in an encounter and when reduced to 0 hit points or fewer. You also gain Toughs Fury Class Feature.

TOUGH HERO POWERS

Your powers are Tough Heroics that draw on your supernatural endurance and ability to resist pain.

**CLASS FEATURE**

<table>
<thead>
<tr>
<th>Tough’s Fury</th>
<th>Tough Attack 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Your target is unwise to ignore you, and you’ll show him why.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At-will ◆ Firearm, Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Immediate Reaction</strong></td>
<td><strong>Melee or Ranged Weapon</strong></td>
</tr>
<tr>
<td><strong>Trigger:</strong> An enemy marked by you makes an attack that does not include you as a target.</td>
<td></td>
</tr>
<tr>
<td><strong>Target:</strong> One creature in line of sight.</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. Fortitude (Melee), Dexterity vs. Reflex (Ranged)</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 1[W] + Strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the marked enemy takes a negative to attack equal to your wisdom modifier.</td>
<td></td>
</tr>
<tr>
<td><strong>Increase damage to 2[W] + Strength modifier damage, 2[W] + Dexterity modifier at 21st level.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> The target grants combat advantage to you and your allies until the end of your next turn.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tough’s Defense</th>
<th>Tough Attack 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>So long as you’re nearby, your allies have nothing to fear.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At-will ◆ Martial</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Immediate Interrupt</strong></td>
<td><strong>Close Burst 5</strong></td>
</tr>
<tr>
<td><strong>Trigger:</strong> An enemy marked by you makes an attack against an ally that is within 5 squares of you, and does not include you as a target.</td>
<td></td>
</tr>
<tr>
<td><strong>Target:</strong> One ally within 5 squares of you.</td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> Move up to 5 squares, and so long as you can block line of sight between the trigger and target you instead become the target of the attack.</td>
<td></td>
</tr>
<tr>
<td><strong>Special:</strong> You still incur opportunity attacks for your movement.</td>
<td></td>
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</tbody>
</table>

LEVEL 1 AT-WILL HEROICS

<table>
<thead>
<tr>
<th>Stunning Blow</th>
<th>Tough Attack 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Using your superior training you attack your enemy where he least’s expects it.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At-will ◆ Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong></td>
<td><strong>Melee Weapon</strong></td>
</tr>
<tr>
<td><strong>Target:</strong> One creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Strength vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 1[W] + Strength modifier damage</td>
<td></td>
</tr>
<tr>
<td><strong>Increase damage to 2[W] + Strength modifier at 21st level.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Effect:</strong> The target grants combat advantage until the start of your next turn.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sure Strike</th>
<th>Tough Attack 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>You line the enemy up in your sights, wait for the right time. Only then do you strike.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At-will ◆ Firearm, Martial, Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Standard Action</strong></td>
<td><strong>Ranged Weapon</strong></td>
</tr>
<tr>
<td><strong>Requirement:</strong> Must remain stationary before and after the attack.</td>
<td></td>
</tr>
<tr>
<td><strong>Target:</strong> One creature</td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Dexterity + 2 vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 1[W] + Dexterity modifier damage</td>
<td></td>
</tr>
</tbody>
</table>
**Auto Fire Strike**

Your skill and training with automatic weapons allows you to accurately hit your targets.

- **At-will** ◆ Auto, Firearm, Martial
- **Standard Action** ◆ Ranged burst 1 in weapons range
- **Target**: Each creature in burst
- **Attack**: Dexterity vs. Reflex
- **Hit**: 1[W] damage.

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

**Special**: This power replaces the Automatic Fire basic attack power. All feats, power and abilities that affect the Automatic Fire basic attack also affect Auto Fire Strike power. This power can be used in place of a basic ranged attack.

---

**Toughening Strike**

You gain strength in ensuring your enemies are defeated.

- **At-will** ◆ Firearm, Martial, Weapon
- **Standard Action** ◆ Melee or Ranged Weapon
- **Requirement**: Target: One Creature
- **Attack**: Strength vs. AC (melee) or Dexterity vs. AC (Ranged)
- **Hit**: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (Ranged)

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

**Effect**: You gain temporary hit points equal to your Constitution modifier.

---

**Level 1 Encounter Heroics**

**Hail of Bullets**

You concentrate your fire in a line of death to keep the enemy at bay.

- **Encounter** ◆ Auto, Firearm, Martial
- **Standard Action** ◆ Ranged Weapon Wall 3
- **Target**: All targets in wall
- **Attack**: Dexterity vs. Reflex
- **Hit**: 1[W] + Dexterity modifier damage, and hit 3 squares in a line. Any target hit is slowed until the end of your next turn.

**Auto**: Uses three rounds plus the number of targets in wall.

---

**Distracting Strike**

Your light weapon cuts a distracting strike on the enemy, causing him to slip up.

- **Encounter** ◆ Martial, Weapon
- **Standard Action** ◆ Melee Weapon
- **Target**: One Target
- **Attack**: Strength vs. AC
- **Hit**: 2[W] + Strength modifier damage

**Effect**: The target grants combat advantage to you until the end of your next turn.

**Weapon**: If you are wielding a light blade the target grants combat advantage to you for a number of rounds equal to your wisdom modifier.

---

**Concentrated Fire**

You tighten up your firing to prevent the enemies from moving.

- **Daily** ◆ Auto, Firearm, Martial
- **Standard Action** ◆ Ranged burst 1 in weapons range
- **Target**: All creatures in burst
- **Attack**: Dexterity vs. Reflex
- **Hit**: 2[W] + Dexterity modifier damage.

**Auto**: Uses two rounds plus the number of targets in burst.

**Miss**: Half damage.

---

**Ear to Ear**

Sometimes the subtle approach is what’s needed in combat.

- **Daily** ◆ Martial, Weapon
- **Standard Action** ◆ Melee Weapon
- **Target**: One Creature
- **Attack**: Strength vs. AC
- **Hit**: 2[W] + Strength modifier, and the target takes ongoing 5 damage (save ends).

**Special**: If you have combat advantage from behind you deal an extra 1[W] damage and the target takes ongoing 10 damage, save ends.

---

**Point Blank Shot**

If enemies think they have the advantage by being next to you, that ok they will soon find out there error.

- **Encounter** ◆ Firearm, Martial, Weapon
- **Standard Action** ◆ Ranged Weapon
- **Target**: One Target
- **Attack**: Dexterity vs. AC
- **Hit**: 1[W] + Dexterity modifier damage, and do not incur opportunity attacks from adjacent enemies.

**Weapon**: If you are using a Handgun, you may shift 1 square as a free action before or after the attack.

---

**Knock down Shot**

The force of your strike launches your enemy.

- **Encounter** ◆ Firearm, Martial, Weapon
- **Standard Action** ◆ Ranged Weapon
- **Target**: One Target
- **Attack**: Dexterity vs. AC
- **Hit**: 2[W] + Dexterity modifier damage and you knock the enemy prone.

**Weapon**: If you are using a Longarm, you also push the target a number of squares equal to half your wisdom modifier.

---

**Level 1 Daily Heroics**

**Auto Assault**

As my father us to say, spray and Pray and hope they hit.

- **Daily** ◆ Auto, Firearm, Martial
- **Standard Action** ◆ Ranged burst 2 in weapons range
- **Target**: All creatures in burst
- **Attack**: Dexterity vs. Reflex
- **Hit**: 1[W] + Dexterity modifier damage.

**Auto**: Uses three rounds plus the number of targets in burst.

**Miss**: Half damage.
Head Shot  

Tough Attack 1

Sometimes you have to make a shot to the mouth to get a head in life.

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action**  

**Ranged**  

**Weapon**

**Target:** One Creature

**Attack:** Dexterity vs. AC

**Hit:** 2 \[W\] + Dexterity modifier damage and the target is stunned until the end of your next turn.

**Aftereffect:** Target is dazed (save ends).

---

**LEVEL 2 UTILITY HEROICS**

### Tough Resistance  

**Tough Utility 2**

You reach deep within and pull forth energy reserves to keep going.

**Daily ◆ Martial, Stance**

**Minor Action**  

**Personal**

**Effect:** You gain the bonuses and effects of another resist energy class feature for the encounter.

### Come Get Me  

**Tough Utility 2**

You stand tall, stare everyone down, and command everyone to attack you.

**Encounter ◆ Martial**

**Minor Action**  

**Close**  

**Burst 5**

**Effect:** You can mark a number of enemies equal to 1 + your wisdom modifier.

### Unbeatable  

**Tough Utility 2**

You summon up reserves of inner strength to keep on fighting.

**Daily ◆ Martial**

**Minor Action**  

**Personal**

**Effect:** You gain temporary hit points equal to 1D6 + your constitution modifier.

**Robust:** 2D6 + constitution modifier in temporary hit points.

### Endurance  

**Tough Utility 2**

You shake off the works of your wounds.

**Daily ◆ Healing, Martial, Stance**

**Minor Action**  

**Personal**

**Effect:** You gain regeneration 2 + half your constitution modifier when you are bloodied.

**Determined:** Regeneration 2 + your constitution modifier.

---

**LEVEL 3 ENCOUNTER HEROICS**

### Spray and Pray  

**Tough Attack 3**

You pull the trigger and hope for the best.

**Encounter ◆ Auto, Firearm, Martial**

**Standard Action**  

**Ranged**  

**Burst 2 in weapons range**

**Target:** All creatures in burst

**Attack:** Strength vs. Reflex

**Hit:** 1 \[W\] + Dexterity modifier damage and the target is slowed until the end of your next turn.

**Special:** You deal an extra 1 point of damage for each target in the burst.

**Auto:** Uses three rounds plus the number of targets in Burst.

---

### Burst Fire  

**Tough Attack 3**

None shall pass you as you stand firm and hold the line.

**Encounter ◆ Firearm, Martial**

**Standard Action**  

**Close**  

**Blast 3**

**Target:** Each creature in blast

**Attack:** Dexterity vs. AC

**Hit:** 2\[W\] + Dexterity modifier damage and the targets are immobilized until the end of your next turn.

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

**Weapon:** Only uses one round of ammunition if the weapon uses 10 or 12 Gauge ammunition.

### Precise Strike  

**Tough Attack 3**

You trade damage for accuracy when you really want to land an attack on your opponent.

**Encounter ◆ Martial, Weapon**

**Standard Action**  

**Melee**  

**Weapon**

**Target:** One Creature

**Attack:** Strength +4 vs. AC

**Hit:** 1\[W\] + strength modifier damage

**Weapon:** Target takes ongoing 5 damage (Save ends) if a light blade is used.

### Three Shot Burst  

**Tough Attack 3**

With three rapid shots in quick succession you fell your enemies.

**Encounter ◆ Firearm, Martial, Weapon**

**Standard Action**  

**Ranged**  

**Weapon**

**Target:** One Two or Three Creatures

**Attack:** Dexterity vs. AC

**Hit:** 1\[W\] + Dexterity modifier damage, three attacks.

**Special:** If a target gets hit all three times he is knocked prone.

---

**LEVEL 5 DAILY HEROICS**

### Reactive Fire  

**Tough Attack 5**

An enemy may think he is safe keeping his range, but he his wrong.

**Daily ◆ Firearm, Martial, Stance**

**Minor Action**  

**Personal**

**Requirement:** Must be using a Handgun.

**Effect:** You gain a +2 power bonus to AC against opportunity attacks. Any enemy that starts its turn two squares away from you takes 1\[W\] damage, as long as you are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

### Crack in the Armor  

**Tough Attack 5**

You skill in weapons allows you to strike between the cracks.

**Daily ◆ Firearm, Martial, Weapon**

**Standard Action**  

**Melee or Ranged**  

**Weapon**

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2\[W\] + Strength Modifier, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

**Weapon:** If the weapon is a longarm you gain a bonus to the damage roll equal to your constitution modifier.
### Pinning Strike  
**Tough Attack 5**

*You ensure your enemies do not move any closer giving you allies the chance to make there move.*

**Daily ◦ Auto, Firearm, Martial**

<table>
<thead>
<tr>
<th>Standard Action</th>
<th>Ranged</th>
<th>burst 1 in weapons range</th>
</tr>
</thead>
</table>

**Target:** All creatures in burst

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage and target is immobilized (save ends).

**Effect:** All targets are pushed back 3 squares.

**Auto:** Uses a number of rounds equal to the targets in burst.

### Heart Strike  
**Tough Attack 5**

*Your attack to your enemy's chest knocks the wind out of him.*

**Daily ◦ Martial, Weapon**

<table>
<thead>
<tr>
<th>Standard Action</th>
<th>Melee Weapon</th>
</tr>
</thead>
</table>

**Target:** One Creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage and target is Dazed until the end of your next turn.

**Weapon:** Target is stunned if a light blade is used.

**Aftereffect:** Target is immobilized (Save ends).

### Level 6 Utility Heroics

### Defensive Training  
**Tough Utility 6**

*With a soldier's discipline, you fend off attacks that would overcome a lesser person.*

**Daily ◦ Martial, Weapon**

<table>
<thead>
<tr>
<th>Minor Action</th>
<th>Personal</th>
</tr>
</thead>
</table>

**Effect:** Gain a +2 power bonus to your Fortitude, Reflex, or Will Defense.

**Determined:** Gain a +2 power bonus to two of your defenses (Fortitude, reflex or will)

### Unbreakable  
**Tough Utility 6**

*You steel yourself against a brutal attack*

**Encounter ◦ Martial**

<table>
<thead>
<tr>
<th>Minor Action</th>
<th>Personal</th>
</tr>
</thead>
</table>

**Effect:** Reduce the damage from the attack by 5 + your constitution modifier.

**Robust:** If the attack is a critical you reduce the damage from the attack by 10 + double your constitution modifier.

### Toughs Endurance  
**Tough Utility 6**

*Drawing on the boundless endurance of years of training, you regain a measure of your vitality.*

**Daily ◦ Healing, Martial**

<table>
<thead>
<tr>
<th>Immediate Interrupt</th>
<th>Personal</th>
</tr>
</thead>
</table>

**Trigger:** You drop to 0 hit points for fewer

**Effect:** You regain hit points as if you had spent a healing surge.

**Robust:** You gain temporary hit points equal to 3 + your constitution modifier.

### Eye for an Eye  
**Tough Utility 6**

*When the attack hits you, you decide then and there to take your enemy out.*

**Daily ◦ Martial**

<table>
<thead>
<tr>
<th>Immediate Reaction</th>
<th>Personal</th>
</tr>
</thead>
</table>

**Trigger:** An enemy hits you with an attack

**Effect:** You gain a +2 power bonus to attacks rolls against the triggering enemy until the end of the encounter.

**Mark:** If the enemy was marked at the time it hits you, you can make a basic attack against it as a free action.

### Like a Rock  
**Tough Utility 6**

*You sink your center of gravity into the ground below you and grit your teeth. You are going nowhere.*

**Daily ◦ Martial, Stance**

<table>
<thead>
<tr>
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<th>Personal</th>
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</table>

**Effect:** Until the stance ends, you cannot be knocked prone, and if you are subject to a pull, a push, or a slide, you can reduce the forced movement by 1 square.

**Determined:** Reduced forced movement a number of squares equal to half your constitution modifier.

### Level 7 Encounter Heroics

### Gift of Blood  
**Tough Attack 7**

*The sight of fresh blood gets your heart pumping giving you energy to go on.*

**Encounter ◦ Healing, Martial, Weapon**

<table>
<thead>
<tr>
<th>Standard Action</th>
<th>Melee Weapon</th>
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</thead>
</table>

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + strength modifier damage, and you regain 10 hit points.

### Forceful Positioning  
**Tough Attack 7**

*You attack not only forces your target into a square of your choosing but also a second creature in it's in the way.*

**Encounter ◦ Firearm, Martial, Weapon**

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<thead>
<tr>
<th>Standard Action</th>
<th>Ranged Weapon</th>
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</table>

**Target:** One Creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + dexterity modifier damage, and you slide the target 1 square. You can slide the target into a second creature’s space and then slide the second creature 1 square.

**Weapon:** The target slides two squares if a longarm is used.

### Wounding Shot  
**Tough Attack 7**

*Even your stray shots are something to be feared.*

**Encounter ◦ Auto, Firearm, Martial**

<table>
<thead>
<tr>
<th>Standard Action</th>
<th>Ranged Weapon</th>
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</table>

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. Make a secondary attack

**Secondary Target:** Each creature adjacent to the primary target

**Secondary Attack:** Dexterity vs. Reflex

**Hit:** 5 ongoing damage (Save ends).

**Auto:** Uses a number of rounds equal to 3 + the number of targets attacked.
Brutal Hit  
Tough Attack 7
You strike with the weight of a mountain behind your shot: Brutal and unforgettable.

Encounter ♦ Martial, Weapon
Standard Action ♦ Ranged Weapon
Target: One Creature
Attack: Dexterity vs. Fortitude
Hit: 2 \[W\] + dexterity modifier damage and the target takes a -2 penalty to attack rolls until the end of your next turn.
Weapon: The penalty to attack rolls equals 1 + your constitution modifier if a Handgun is used.

LEVEL 9 DAILY HEROICS

Victorious Surge  
Tough Attack 9
You strike true, and your enemy’s howl of pain is like music to your ears, making you forget about your own wounds.

Daily ♦ Martial, Weapon
Standard Action ♦ Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Hit: 3\[W\] + Strength modifier damage and you regain hit points as if you had spent a healing surge.
Weapon: You gain temporary hit points equal to 5 + your constitution modifier if a light blade is used.

Toughs Recovery  
Tough Attack 9
As you fire you use the momentum of battle

Daily ♦ Firearm, Martial, Weapon
Standard Action ♦ Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 3\[W\] + Strength modifier damage (Melee), 3\[W\] + Dexterity modifier damage (Ranged)
Effect: You regain the use of an encounter attack power you have used this fight.

Jackal Strike  
Tough Attack 9
Sensing your opponents flagging strength, you move in for the kill.

Daily ♦ Firearm, Martial, Weapon
Free Action ♦ Melee or Ranged Weapon
Trigger: An enemy marked by you becomes bloodied by you’re or an allies attack or suffers a critical hit from you or an ally.
Target: The triggering enemy
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2\[W\] + Strength modifier damage (Melee), 2\[W\] + Dexterity modifier damage (Ranged)
Weapon: You gain resist all 10 until the end of your next turn if a light blade is used.
Weapon: You gain +2 to all defenses until the end of your next turn if a Handgun is used.

Immobilizing Shot  
Tough Attack 9
As the enemy moves to attack you respond by striking first.

Daily ♦ Firearm, Martial, Reliable
Immediate Reaction ♦ Ranged Weapon
Trigger: An enemy enters a square adjacent to you.
Target: The triggering enemy
Effect: Before the attack, you can shift 1 square.
Attack: Dexterity vs. AC
Hit: 2\[W\] + Dexterity modifier damage, and the target is immobilized until the start of your next turn.

LEVEL 10 UTILITY HEROICS

Tough Resurgence  
Tough Utility 10
You buck up under the pressure and redouble your defensive efforts.

Daily ♦ Healing, Martial
Minor Action ♦ Personal
Effect: You can spend a healing surge. Until the start of your next turn, you gain a bonus to AC equal to your dexterity modifier.
  Determined: You gain a bonus to AC and one other defense equal to your dexterity modifier.
  Robust: You gain temporary hit points equal to 5 + your constitution modifier.

Tighten Your Guard  
Tough Utility 10
You drop into a defensive posture, raising your shield to protect your self.

Daily ♦ Martial, Stance
Minor Action ♦ Personal
Requirement: You must be using a shield.
Effect: Until the stance ends, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

Menacing Glare  
Tough Utility 10
You seem ready to spring at any moment, forcing marked foes to devote more attention to you.

Daily ♦ Martial, Stance
MINOR ACTION ♦ PERSONAL
Effect: Until the stance ends, whenever an enemy marked by you makes an attack that doesn’t include you as a target, that enemy grants combat advantage to your allies until the start of its next turn.

Shooters Nemesis  
Tough Utility 10
The fact that your enemy is too cowardly to close to melee swells your confidence.

Daily ♦ Healing, Martial
Immediate Reaction ♦ Personal
Trigger: You are hit by a ranged attack
Effect: You spend a healing surge and regain additional hit points equal to twice your wisdom modifier.
LEVEL 13 ENCOUNTER HEROICS

Two For The Money Tough Attack 13
You shoot down one enemy and then shoot another with your next shot.

Encounter ◆ Firearm, Martial, Weapon
Standard Action Ranged Weapon
Target: One or Two Creatures
Attack: Dexterity vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.

Hit: [W] + dexterity modifier damage, and the target is dazed until the end of your next turn. If you hit the same target twice with this power, the second attack deals extra damage equal to your wisdom modifier.

Weapon: If a longarm is used to make the attack the targets also grant combat advantage to you and your allies until the end of your next turn.

Battle Rush Tough Attack 13
You rush past your foes to meet face to face with your target.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. AC
Effect: Before you make your attack you can move your speed. You do not provoke opportunity attacks during this move and can move through squares occupied by enemies.

Hit: [W] + strength modifier damage.

Weapon: If a light blade is used the target takes ongoing 10 damage (save ends).

Brutal Repost Tough Attack 13
Your respond immediately to an attack against you.

Encounter ◆ Firearm, Martial, Weapon
Immediate Reaction Ranged Weapon
Target: One Creature
Trigger: You are attack by an enemy you can see.
Attack: Dexterity vs. AC

Hit: [W] + dexterity modifier damage.

Weapon: If a handgun is used to make the attack the damage gets applied to the target first. If the target is killed by your attack its attack misses.

Storming Assault Tough Attack 13
You duck and weave between your enemies shots while shooting at them ferociously.

Encounter ◆ Auto, Firearm, Martial
Standard Action Ranged Weapon
Target: One Creature
Attack: Dexterity vs. AC

Hit: [W] + dexterity modifier damage

Auto: Use a number of round equal to 3 + the number of targets attacked.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

LEVEL 15 DAILY HEROICS

Storm of Bullets Tough Attack 15
None are saved as you litter the battle field with your bullets.

Daily ◆ Firearm, Martial, Stance
Minor Action Personal
Requirement: Must be using a Handgun.
Effect: You gain regeneration equal to your constitution modifier, a +4 power bonus to AC against opportunity attacks. Any enemy that starts its turn within a close burst 2 of you takes [W] damage as long as you are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

Strategic Strike Tough Attack 15
Your position your attack such that your enemy has no chance to avoid it.

Daily ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One Creature
Attack: Strength vs. Reflex

Weapon: If you're wielding a light blade, you gain a bonus to the attack roll equal to your dexterity modifier.

Hit: [W] + strength modifier damage.

Miss: Half damage.

Sudden Opportunity Tough Attack 15
When one of your allies hits an enemy, you take advantage of the foes distraction to put it down.

Daily ◆ Firearm, Martial, Reliable, Weapon
Free Action Melee or Ranged Weapon
Trigger: An enemy marked by you becomes bloodied by you're or an allies attack or suffers a critical hit from you or an ally.

Target: The triggering enemy

Effect: Before the attack you can shift 3 squares.

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

Hit: [W] + Strength modifier damage (Melee), [W] + Dexterity modifier damage (Ranged), and the target is dazed (save ends).

Weapon: If you are wielding a handgun the target knocked prone and incurs combat advantage so long as the dazed condition continues.

Weapon: If you are wielding a longarm the target is pushed 3 squares and knocked prone.

Gale of Bullets Tough Attack 15
Your mow down the ranks of your foes like a fierce wind.

Daily ◆ Auto, Firearm, Martial
Standard Action Ranged burst 1 in weapons range
Target: All creatures in burst

Effect: You can shift 1 square and repeat the attack against any enemy you haven't already hit with the attack.

Auto: Uses a number of rounds equal to 3 + the number of targets attacked.
**Level 16 Utility Heroics**

**Buffering Attack**

*You and your weapon are one and the same as you attack any that move in your line of sight.*

- **Encounter** ◆ Auto, Firearm, Martial
- **Standard Action** Ranged Weapon
- **Target:** One, Two or Three Creatures
- **Attack:** Dexterity vs. AC. You make the attack three times, distributing the attacks between the targets or making all attacks against one.
- **Hit:** 1[W] + dexterity modifier damage, until the start of your next turn, any enemy within a burst 10 of you that moves closer to you or an ally takes 5 damage.

**Tough Utility 16**

- **Hit:** Uses a number of rounds equal to targets attacked plus one for any target that takes damage for moving closer.

**Buffering**

*You and your weapon are one and the same while you are conscious.*

- **LEVEL 17 ENCOUNTER HEROICS**

- **Tough Utility 16**

**Marking Stance**

*You give off such an aura of damager enemy target your allies with fear in their hearts.*

- **Daily** ◆ Martial, Stance
- **Minor Action** Personal
- **Effect:** Until the stance ends, any enemy that begins its turn adjacent to an ally is marked until the start of its next turn.

**Resurgence**

*The thrill of the kill is enough to shake off any ill effects.*

- **Daily** ◆ Healing, Martial
- **Free Action** Personal
- **Trigger:** You score a critical hit or reduce an enemy to 0 hit points or fewer.
- **Effect:** You spend a healing surge and regain additional hit points equal to your constitution modifier. You make a saving throw against each effect on you that a save can end.
- **Robust:** You receive hit points as if you spent a healing surge.
- **Determined:** You gain a bonus to each saving throw equal to your constitution modifier.

**Tough Utility 16**


**Tough Attack 16**

- **Hit:** 1[W] + dexterity modifier damage, and the targets are immobilized until the end of the encounter.

**Human Shield**

*Using your own body you block an attack made against a close ally.*

- **Encounter** ◆ Martial
- **Immediate Interrupt** Melee 1
- **Trigger:** An adjacent ally is hit by an attack
- **Effect:** The ally gains a +2 bonus to AC and Reflex defense against the triggering attack.
- **Robust:** The ally gains a +4 bonus to AC and Reflex defense.

**Tough Utility 16**

- **Effect:** Until the end of the encounter, whenever an enemy moves closer to you or an ally takes 5 damage.

**Tough Attack 16**

- **Hit:** 2[W] + dexterity modifier damage.

**E xacting Shot**

*Your attack may be powerful it leaves you open to restitution.*

- **Encounter** ◆ Martial, Weapon
- **Standard Action** Melee Weapon
- **Target:** One Creature
- **Attack:** Strength vs. AC
- **Effect:** Before making this attack, you may sheathe a weapon and draw a different one as a free action and make a melee basic attack against one adjacent enemy at the end of this powers effect.

**Tough Attack 17**

- **Hit:** 1[W] + dexterity modifier damage, and the targets are immobilized until the end of your next turn.

**Moving Assault**

*Attacking as you move you make sure your enemy can't follow or can't get away when you rush them.*

- **Encounter** ◆ Firearm, Martial, Weapon
- **Standard Action** Ranged Weapon
- **Target:** One or Two Creature
- **Attack:** Dexterity vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.
- **Hit:** 1[W] + dexterity modifier damage, and the targets are immobilized until the end of your next turn.

**Tough Attack 16**

- **Hit:** 4[W] + strength modifier damage, and you grant combat advantage to all enemies until the start of your next turn.

**War Path**

*Thou your attack may be powerful it leaves you open to restitution.*

- **Encounter** ◆ Martial, Weapon
- **Standard Action** Melee Weapon
- **Target:** One Creature
- **Attack:** Strength vs. AC
- **Effect:** Before making this attack, you may sheathe a weapon and draw a different one as a free action and make a melee basic attack against one adjacent enemy at the end of this powers effect.

**Tough Attack 17**

- **Hit:** 4[W] + strength modifier damage, and you grant combat advantage to all enemies until the start of your next turn.

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

**Weapon:** If a light blade is used to make the attack you can draw a light blade as a free action and make a melee basic attack against one adjacent enemy at the end of this powers effect.

**Tough Attack 16**

- **Hit:** 5[W] + strength modifier damage (Melee), 3[W] + dexterity modifier damage (Ranged)

**Tough Attack 17**

- **Effect:** Until the end of the encounter, whenever an enemy you can see makes an attack that does not include you as a target.
target; you can mark that enemy as an opportunity action. This
mark takes effect after the attack, and lasts until the end of
your next turn.

### Persistence

**Tough Attack 19**

You know every inch of your weapon allowing you to correct
any variable when it comes to attacking.

- **Daily** ◆ Martial, Stance
- **Minor Action** ◆ Personal
- **Effect:** Until the stance ends, once per turn when you miss
  with an attack roll, you can reroll the attack roll.

### One with the Gun

**Tough Attack 19**

When one of your allies hits an enemy, you take advantage of
the foes distraction to put it down.

- **Daily** ◆ Firearm, Martial, Reliable
- **Standard Action** ◆ Ranged Weapon
- **Target:** One creature
- **Attack:** Dexterity vs. AC
- **Hit:** 3[W] + Dexterity modifier damage
- **Miss:** Half Damage
- **Effect:** Until the start of your next turn, you can make a
  secondary attack as an opportunity action against anyone in a
  burst 10 that moves closer to you.
- **Secondary Attack:** Dexterity vs. AC
- **Hit:** 1[W] + Dexterity modifier damage.
  - **Weapon:** If you are wielding a handgun you gain a +2
    power bonus to hit with the secondary attack.
  - **Weapon:** If you are wielding a longarm the target is dazed
    until the end of your next turn.

### Iron Curtin

**Tough Attack 19**

Your mow down the ranks of your foes like a fierce wind.

- **Daily** ◆ Auto, Firearm, Martial
- **Standard Action** ◆ Close Blast 5
- **Target:** All creatures in blast
- **Attack:** Dexterity vs. AC
- **Hit:** 3[W] + Dexterity modifier damage.
- **Effect:** You gain 2 temporary hit points for every enemy you
  hit with this attack.
- **Auto:** Uses a number of rounds equal 3 + the number of
  targets attacked.

### Level 22 Utility Heroics

### Battle Tumult

**Tough Utility 22**

You draw upon your energy reserves to lend you aid during battle.

- **Encounter** ◆ Martial, Stance
- **Minor Action** ◆ Personal
- **Effect:** Until the stance ends, whenever you would receive hit
  points, you gain any additional hit points that go above your
  maximum value as temporary hit points.
  - **Determined:** Whenever you gain hit points you can make a
    save against one effect that a save can end as a free action.
  - **Robust:** Whenever you gain hit points you gain resist all
equal to half the hit points received until the start of your
next turn.

## Level 23 Encounter Heroics

### Crippling Strike

**Tough Attack 23**

Your attack completely devastates your enemy leaving them
staggered.

- **Encounter** ◆ Firearm, Martial, Weapon
- **Standard Action** ◆ Ranged Weapon
- **Target:** One creature
- **Attack:** Dexterity vs. AC
- **Hit:** 2[W] + Dexterity modifier damage, and the target is dazed
  and weakened until the end of your next turn.
  - **Weapon:** If a longarm is used to make the attack the target
    is also knocked prone.

### Inspired Heroism

**Tough Utility 22**

Your victory in combat inspires you to greater deeds.

- **Encounter** ◆ Healing, Martial
- **Free Action** ◆ Personal
- **Trigger:** An enemy marked by you is reduced to 0 hit points
  or fewer.
- **Effect:** You can spend a healing surge and shift 3 squares.
  - **Robust:** You gain additional hit points equal to your
    constitution modifier.

### Shrug the Bonds

**Tough Utility 22**

You quickly shrug off the bonds that hold you in place.

- **At-will** ◆ Martial
- **Minor Action** ◆ Personal
- **Effect:** You can make an escape attempt, or you can make a
  saving throw against any effect that immobilizes or restrains you.

### Never Give Up

**Tough Utility 22**

The thrill of the kill is enough to shake off any ill effects.

- **Daily** ◆ Healing, Martial
- **No Action** ◆ Personal
- **Trigger:** You drop to 0 hit points or fewer but don't die.
- **Effect:** You regain enough hit points to bring you to one half
  of your maximum hit point value. However, you take a -2
  penalty to attack rolls until the end of the encounter.

### Steadfast Defense

**Tough Utility 22**

The thrill of the kill is enough to shake off any ill effects.

- **Daily** ◆ Martial, Stance
- **Minor Action** ◆ Personal
- **Effect:** Until the stance ends, when an attack causes you to
  take an effect that a save can end, you can make a saving
  throw against that effect as an immediate reaction.
Critical Hit
Tough Attack 23
You mercilessly plunge you weapon deep into your enemy ensuring you hit critical organs.

Encounter ◆ Martial, Weapon
Standard Action Melee Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + strength modifier damage, and the target is dazed and weakened until the end of your next turn.

Weapon: If a light blade is used to make the attack the target takes ongoing 5 damage for every 1[W] removed from the damage dealt.

Painful Strike
Tough Attack 23
Your attack leaves your foe in great pain.

Encounter ◆ Firearm, Martial, Weapon
Standard Action Ranged Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + dexterity modifier damage, and the target is immobilized until the end of your next turn.

Bullet Shield
Tough Attack 23
You respond to your ally's plight and cover them with a shield of bullets.

Encounter ◆ Auto. Firearm, Martial
Immediate Interrupt Ranged Burst 1 in weapon's range
Target: Each enemy in burst
Attack: Dexterity vs. AC
Trigger: An enemy attacks an ally with a melee attack.
Hit: 2[W] + dexterity modifier damage, and you can shift two squares.
Effect: The ally takes only half damage from the triggering attack.

Auto: Uses a number of rounds equal 3 + the number of targets attacked.
**Level 25 Daily Heroics**

**Ballistic Assault**

*When one of your allies hits an enemy, you take advantage of the foes distraction to put it down.*

**Tough Attack 25**

*Daily † Firearm, Martial, Reliable*

**Standard Action** Ranged Weapon

**Target:** One creature

**Primary Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target is immobilized (save ends). Make a secondary attack against the target.

**Weapon:** If a longarm is used to make the attack the target is also dazed (Save ends).

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target is knocked prone.

**Special:** This power can be used in place of a ranged basic attack.

**Disarm**

*You hit the target with such force it drops its weapon.*

**Tough Attack 25**

*Daily † Firearm, Martial, Weapon*

**Standard Action** Melee or Ranged Weapon

**Target:** One creature

**Attack:** Strength vs. Fortitude (Melee) Dexterity vs. Reflex (Ranged)

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

**Effect:** The target drops its weapon at its feet. If you are adjacent to the target and have a free hand you can choose to catch the dropped weapon. The target grants combat advantage to you until it retrieves the weapon or until the end of the encounter.

**Weapon:** If a hand gun is used to make the attack any enemy starting within a close burst 2 takes 2[W] damage and 1[W] damage beyond that to a close burst 4.

**Weapon:** If a long arm is used to make the attack any enemy starting within a close burst 4 takes ongoing 5 damage and is slowed (save ends).

**Marking Barrage**

*Your mow down the ranks of your foes like a fierce wind.*

**Tough Attack 25**

*Daily † Auto, Firearm, Martial*

**Standard Action** Ranged burst 1

**Target:** All creatures in burst

**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage. If you have combat advantage against the target, the attack deals 1[W] extra damage.

**Miss:** Half damage

**Effect:** The target is marked until the end of the encounter, or until another mark supersedes this one.

**Auto:** Uses a number of rounds equal 3 + the number of targets in burst.

**Meet the Reaper**

*None are saved as you litter the battle field with your bullets.*

**Tough Attack 25**

*Daily † Firearm, Martial, Stance*

**Minor Action** Personal

**Effect:** Whenever you use a Tough attack power, you can score a critical hit on a roll of 19-20, and you gain a +4 power bonus to AC against opportunity attacks. Any enemy that starts is turn within a close burst 4 of you takes 1[W] damage and is slowed (save ends) as long as you are able to make opportunity attacks. This uses one round of ammunition per target attacked and incurs opportunity attacks from adjacent enemies.

**Weapon:** If a hand gun is used to make the attack any enemy starting within a close burst 2 takes 2[W] damage and 1[W] damage beyond that to a close burst 4.

**Weapon:** If a long arm is used to make the attack any enemy starting within a close burst 4 takes ongoing 5 damage and is slowed (save ends).

**Slaughtering Attack**

*You put all your strength into one mighty strike.*

**Tough Attack 15**

*Daily † Martial, Reliable, Weapon*

**Standard Action** Melee Weapon

**Target:** One Creature

**Attack:** Strength vs. AC

**Hit:** 6[W] + Strength modifier damage and if you deal the targets bloodied value in damage it dies immediately.

**Weapon:** If a light blade is used to make the attack you deal 2[W] extra damage.

**Level 27 Encounter Heroics**

**Auto-fire Rush**

*You let loose a hail of gunfire that carves a path through the enemy lines.*

**Tough Attack 27**

*Encounter † Auto, Firearm, Martial*

**Standard Action** Close Burst 2

**Effect:** Shift up to half your speed.

**Target:** Each enemy in burst

**Primary Attack:** Dexterity vs. AC

**Hit:** 2[W] + dexterity modifier damage

**Effect:** Shift up to half your speed and then make a secondary attack.

**Secondary Target:** Each enemy in close burst 1

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + dexterity modifier damage

**Auto:** Uses a number of rounds equal 3 + the number of targets attacked.
Murderous Intent **Tough Attack 27**  
You attack your enemy without remorse or emotion.  
**Encounter**  
**Fear, Martial, Weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 4\[W\] + strength modifier damage.  
**Effect:** All of your enemies within 10 squares of you are marked until the end of your next turn.  
**Weapon:** If a light blade is used to make the attack all enemies marked are also pushed 2 squares.

Called Shot **Tough Attack 27**  
You line your shot up making it count.  
**Encounter**  
**Firearm, Martial, Weapon**  
**Target:** One creature  
**Attack:** Dexterity +4 vs. AC  
**Hit:** 4\[W\] + dexterity modifier damage, and the target is immobilized until the end of your next turn.  
**Weapon:** If a Longarm is used to make the attack, you can score a critical hit on a roll of 18-20.

Coordinated Shot **Tough Attack 27**  
You coordinate your attack with that of an ally.  
**Encounter**  
**Firearm, Martial, Weapon**  
**Immediate Interrupt**  
**Ranged Weapon**  
**Target:** One creature  
**Trigger:** An ally make a ranged attack against an enemy.  
**Attack:** Dexterity vs. AC  
**Hit:** 4\[W\] + dexterity modifier damage.  
**Weapon:** If a Longarm is used to make the attack your ally gains a bonus to hit the target equal to your wisdom modifier.  
**Weapon:** If a handgun is used to make the attack you ally gains a bonus to damage equal to your wisdom modifier.

Blade Storm **DAILY HEROICS**  
**Tough Attack 29**  
You weave through your enemies while gutting them like pigs.  
**Daily**  
**Martial, Weapon**  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 3\[W\] + Strength modifier + Dexterity modifier damage, and the target is dazed (Save ends).  
**Miss:** Half damage, and the target is not dazed.  
**Effect:** You can shift 3 squares and repeat the attacks against a second target. You can then shift three squares and repeat the attack against a third target.  
**Weapon:** If a light blade is used the attacks deal 1\[W\] extra damage.

Centered Barrage **Tough Attack 29**  
You let loose a barrage of three shots all centered on one target.  
**Daily**  
**Auto, Firearm, Martial**  
**Target:** One creature  
**Attack:** Dexterity vs. Ranged weapon  
**Hit:** 2\[W\] + Dexterity modifier damage per attack. If you hit twice, you deal 1D10 extra damage to the target. If you hit three times, you deal 2D10 extra damage to the target and takes ongoing 10 damage (save ends).  
**Miss:** Half damage

Exhilarating Assault **Tough Attack 29**  
You rush the enemy, feeling a fierce exhilaration that allows you to ignore your wounds.  
**Daily**  
**Martial, Weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC (Melee), Dexterity vs. AC (Ranged)  
**Hit:** 3\[W\] + Strength modifier damage (Melee), 3\[W\] + Dexterity modifier damage (Ranged), and you can spend a healing surge.  
**Effect:** You can make a saving throw against each effect on you that a save can end. Until the end of the encounter, you have regeneration 15 while you are bloodied.  
**Special:** This power can be used in place of a basic attack.

Force of Battle **Tough Attack 29**  
None are saved as you litter the battle field with your bullets.  
**Daily**  
**Firearm, Martial, Stance, Weapon**  
**Minor Action**  
**Personal**  
**Effect:** You deal extra 1 \[W\] damage with your at-will and encounter attack powers. Three times a round when an enemy starts its turn within a close burst 10 of you; you can use an at-will attack power as a free action at the start of its turn, as long as you are able to make opportunity attacks.
SOLDIER

"I live and die for my country; I only hope that I can take as many of the enemy with me as I can before I do die."

Prerequisite: Tough Hero

The Soldier is a trained warrior, as good with a gun as he is with a knife or some other melee weapon. Some soldiers come out of formal military programs or law enforcement academies. Others acquire their skills on the field of battle. The Soldier might be a dedicated idealist or a profit-seeking mercenary, a hired gun or a highly skilled adventurer. In all cases, the Soldier learns how to defeat his enemies, to complete his missions, an ultimately, to survive.

SOLDIER PATH FEATURES

Weapon Specialization (11th level): Choose a group of weapons such as light blade, handgun, longarm, etc. You gain a +1 bonus to hit and a +2 bonus to damage when using weapons in that group.

Improved Reaction (11th level): At any point during an encounter the soldier can spend an action point as an immediate reaction to make a basic attack. The soldier cannot use this against targets that have combat advantage against her.

Improved Critical (16th level): The critical range of the weapons in the soldiers chosen weapon group increases by 1. For example, a critical range of 20 will become 19-20.

SOLDIER HEROICS

CHILLING STRIKE Soldier Attack 11
You well placed strike against your enemy puts the fear into him causing your further attack to deal more damage.

Encounter ♦ Auto, Firearm, Martial, Weapon
Standard Action Melee or Ranged Weapon
Target: One Creature
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)
Hit: 2 [W] + strength modifier damage (Melee), 2[W] + Dexterity modifier damage (Ranged), and the target gains vulnerable 5 to your attacks (Save ends).
Auto: If using an automatic attack all targets hit in burst take 1 [W] + modifier damage and vulnerable 5 to your attacks (save ends).

TRY AGAIN Soldier Utility 12
Your calm demeanor and cool gaze makes an enemy rethink his attack.

Encounter ♦ Martial
Free Action Personal
Target: One ally in burst you can see.
Trigger: An enemy makes an attack against you.
Effect: You cause the enemy to make a second attack roll and take the lower of the two.

ESCALATING BARRAGE Soldier Attack 20
With increasing accuracy and deadliness, you attack multiple foes.

Daily ♦ Martial, Weapon, Firearm
Standard Action Melee or Ranged Weapon
Primary Target: One Creature
Primary Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 2[W] + Strength modifier damage (melee), 2[W] + Dexterity modifier damage (Ranged)
Effect: You can shift one square and make a secondary attack
Secondary Target: One creature other than the primary target.
Secondary Attack: Strength +2 vs. AC (Melee), Dexterity +2 vs. AC (Ranged)
Hit: 3[W] + Strength modifier damage (melee), 3[W] + Dexterity modifier damage (Ranged)
Effect: You can shift 2 squares and make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets.
Tertiary Attack: Strength +4 vs. AC (Melee), Dexterity +4 vs. AC (Ranged)
Hit: 4[W] + Strength modifier damage (melee), 4[W] + Dexterity modifier damage (Ranged)
BODYGUARD

“Don’t worry Sir, I’ll protect you even if it costs me my life.”

Prerequisites: Tough Hero

The bodyguard makes security his specialty. He knows how to keep someone safe and how to provide personal protection to the utmost degree. The bodyguard can be more than a security specialist, however. He might be part private detective, part hired muscle. He might serve as a driver or other personal aide, in addition to being ready at all times to offer protection to the client he watches out for. The bodyguard has the ability to avoid trouble, and when trouble can’t be avoided, he can protect a client through a variety of other means.

BODYGUARD PATH FEATURES

Harm’s Way (11th level): Once per round as a free action, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not a burst or blast), the bodyguard can shift to an unoccupied square adjacent to the ally to block line of sight and receive the attack instead. If the Bodyguard is already blocking line of sight between the attack and the target he does not need to move. If the attack hits the Bodyguard, he takes damage normally, if it misses, it also misses the ally.

Sudden Action (1th level): As an immediate interrupt, in response to an attack on an ally the Bodyguard can spend an action point to take a move action at his speed +4 so long as he moves closer to the attacked ally.

Blanket of Protection (16th level): All allies starting their turn within 3 squares of the Bodyguard gain a +1 bonus to AC and Reflex. This bonus disappears as soon as those allies are out of the area of effect.

BODYGUARD HEROICS

PROTECTORS STRIKE

You smite your chosen opponent, wreaking vengeance for its attack on an ally.

Encounter ◆ Martial, Weapon, Firearm
Immediate Interrupt ◆ Melee or Ranged Weapon
Trigger: An enemy marked by you makes an attack that does not include you as a target.
Target: Marked target
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged).
Effect: Enemy takes a penalty to hit his target equal to your wisdom modifier.

PROTECTIVE BULWARK

At your request an ally uses you as a shield against danger.

Encounter ◆ Martial
Minor Action ◆ Close Burst 5
Target: One ally in burst you can see.
Effect: The target can shift into a square adjacent to you as a free action and gains a +2 power bonus to AC until you or your ally moves.

BLOODY JUSTICE

Your foe sends your ally stumbling, and you instantly send that enemy flying back with a devastating attack.

Daily ◆ Martial, Weapon, Firearm
Immediate Interrupt ◆ Melee or Ranged Weapon
Trigger: An enemy bloodies an ally with an attack.
Target: The triggering enemy
Attack: Strength vs. AC (Melee), Dexterity vs. AC (Ranged)
Hit: 5[W] + Strength modifier damage (Melee), 5[W] + Dexterity modifier damage (Ranged), and you push the target back 1 square and knock him prone.
Miss: Half damage and no push or prone.
Effect: Ally gains a +2 power bonus to AC until the start of your next turn.
DAREDEVIL

“Can I ride a ride a motorcycle off the wing of a flying airplane, and grab onto a helicopter in midair, all while blindfolded? I did that last week you got anything else.”

Prerequisite: Tough Hero

The fearless daredevil risks life and limb to perform death defying acts. When you need a strut person, an extreme sports enthusiast, or someone with the know-how to stage a dangerous looking spectacle or to succeed at a stunt that no one else in their right mind would even attempt, then call on the Daredevil. The Daredevil can perform physical stunts and vehicle stunts, understands the magic of movie making, and is tough enough to take on a dangerous stunt, succeed at the stunt – and survive.

DAREDEVIL PATH FEATURES

Delay Damage (11th level): As a free action the Daredevil can delay the onset of damage from one attack, allowing him to continue on unhindered. Once per encounter the Daredevil can delay taking damage and effects from an attack power for a maximum number of rounds equal half his constitution modifier rounded down. After the rounds have expired the Daredevil takes the damage and effects at the beginning of his next turn as normal.

Action Boost (11th level): The Daredevil gains two extra action points at the end of an extended rest for a total of three action points that can be used.

Adrenaline Rush (16th level): Once per day the Daredevil can gain a burst of power allowing him to increase one of his physical stats (Strength, Dexterity, or Constitution) by an amount equal to his wisdom modifier. This effect lasts for the duration of an encounter or 5 minutes whichever comes first. The increase to the stat affects Skills, Powers, and abilities as normal for the encounter.

DAREDEVIL HEROICS

BACK AT YOU Daredevil Attack 11

You take the attack, spin round and give it right back.

Encounter ◆ Martial, Weapon, Firearm

Immediate Reaction Melee or Ranged Weapon

Trigger: An enemy hits you with a melee or ranged attack, but not burst or blast effects.

Target: Attacking enemy

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

Hit: 1 [W] + strength modifier damage (Melee), 1[W] + Dexterity modifier damage (Ranged), and the target takes half the damage he deals to you and the same effects and penalties if its attack. You take half damage and the effects are automatically negated.

BOUNCE BACK Daredevil Utility 12

You get knocked down only to get right back up.

Encounter ◆ Martial

Free Action Personal

Trigger: An enemy hits you with a melee or ranged attack.

Effect: The damage you take is reduced by half and you can spend a healing surge.

ENDLESS ENDURANCE Daredevil Attack 20

You gain a surge of raw power from attacking your enemy that allows you to stave off the effect from attacks.

Daily ◆ Martial, Weapon, Firearm

Standard Attack Melee or Ranged Weapon

Target: One Creature

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

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and you end any effect on you that a save can end.

Miss: Half damage and make a save for one effect that a save can end.

Effect: For the rest of the encounter make saving throws against effects at the beginning of your turn before they take effect, instead of the end of your turn.
DREADNOUGHT

“You can hit me, shoot me, and blow me up, but I shall not fall.”

Prerequisite: Tough Hero

Sometimes referred to as the “Walking tank”, the Dreadnought excels at knocking down foes while fearlessly standing her ground. Her nearly irresistible power comes from a strict exercise regimen supported by vitamin supplements, surgical operations designed to strengthen bones and enlarge muscles, and scientifically tested meditation techniques. Her power and resilience make her ideally suited for modern infantry units, military insurgence teams, and secret service protection agencies.

DREADNOUGHT PATH FEATURES

Fearless (11th level): The Dreadnought is immune to Fear effects.

Stability (11th level): The Dreadnought is incredibly sure-footed and can reduce the number of squares being pushed, pulled or slid by a number equal to his constitution modifier.

Ability Surge (11th level): The Dreadnought spends an action point but does not move or make an attack. Instead the Dreadnought can carry, lift, push, or drag double the weight of normal for the rest of the encounter or 5 minutes whichever comes first. Any object the Dreadnought can carry can be thrown 10 squares.

Heavy Artillery (16th level): A Dreadnought treats all two-handed melee weapons and two-handed firearms (except for heavy weapons) as one handed weapons.

DREADNOUGHT HEROICS

PUSHING ADVANCE Dreadnought Attack 11

You relentlessly push through and past your foes.

Encounter ◆ Martial, Weapon, Firearm, Standard Action Melee or Ranged Weapon

Target: One or Two Creatures

Effect: You can shift 2 squares before each attack.

Attack: Strength vs. AC (Melee), Dexterity vs. AC (Range)

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

Weapon: If you are using a two-handed weapon you also push the target back two squares.

TOUGHEN HIDE Dreadnought Utility 12

Detaching your mind from your injuries, you ignore minor wounds for the rest of the battle.

Encounter ◆ Martial

Immediate Reaction Personal

Trigger: You become bloodied

Effect: You gain resist 5 all damage until the end of the encounter. This stacks with any other resistance to damage.

BREAK THE LINE Dreadnought Attack 20

Your heavy attacks knock your foes where you want and leave them staggering.

Daily ◆ Martial, Weapon, Firearm

Standard Attack Melee or Ranged Weapon

Target: One Creature

Effect: You bull rush a target

Attack: Strength vs. Fortitude

Hit: You push the target 2 squares, and shift into the vacated space.

Effect: Make a secondary attack. If you use a melee weapon it is considered to have reach 1.

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

Hit: 3[W] + Strength modifier damage (Melee), 3[W] + Dexterity modifier damage (Ranged), and you push the target back a number of squares equal to half the stat modifier used for the attack.

Effect: Target is dazed (save ends)

Miss: Half damage and no push.
A vary intelligent young lady, whose always had her head stuck in one book or another, get scouted by a government agency to participate in a program to bring out her hidden potential. She suffered their experiments for months, and when she thought she couldn't take it anymore, it happened. Energy welled up within her, escaping through her outstretched hands. When the dust settled the lab was destroyed and a hole opened up in a wall to the outside. Without a second thought she walked through that hole as a Smart/Psychic.

A street warrior of some great renown gets defeated by a new comer wanting to make a name for himself. The street warrior tries to fight back, but finds that he is as strong as he will ever be, and so sets out to find alternate ways of great strength. While gaining knowledge in what true strength is, the street warrior comes across an old man in his way. The warrior tells the man to move aside, but the old man refuses. The warrior, agitated tries to overpower the old man, but instead ends up ten feet away on his back. The old man is sheathed in bright light, hands glowing with power. The warrior sees the strength he has been looking for and begs the old man to teach him his ways. The old man looks at the warrior and says to him, "You will make a good apprentice, so long as you can control that anger." Years later the Strong/Wizard is walking down the street and sees the one that defeated him, a smile crosses his lips as he approaches his target.

Modern Hybrids
The hybrid character rules found in the Players Handbook 3, allow you to combine elements of two character classes into a whole. Effectively, you create a brand-new class from portions of two classes. Like the multiclass feats, these rules let you reflect a more varied array of character abilities than traditional classes do. Whether you're doing this to reflect your characters elaborate back-story, to combine different mechanical elements to create a potent new combination, or to fill out a group that needs just a little something extra, the end result is the same; Your hybrid character gives up depth of ability in exchange for greater flexibility.

The hybrid classes found in the modern setting are completely compatible with the other hybrid classes found in the fantasy setting. Although it may be fun to run around with a gun in one hand and a fireball in the other, the equipment the character needs to support each class type may be difficult to obtain depending on the campaign being run.

Hybrid Charismatic
You have combined your talents of conversation and leadership with other skill sets, rather than focusing solely on what comes naturally. How and where did you come to learn the intricacies of your talents? Did an early stint in the police force or tutelage under a con-man inspire you to greater deeds? Or have you only just begun your début, your story still untold.

As a Hybrid Charismatic Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

**CLASS TRAITS**
Role: Leader.
Power Source: Martial.
Key Abilities: Charisma, Intelligence, Strength or Dexterity

Armor Proficiencies: Light, Medium
Weapon Proficiencies: Simple Melee, Simple ranged
Bonus to Defense: +1 Will
Inherent Bonus: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2.5
Healing surges per day: 3.5

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

Class Features: Leadership
Hybrid Talent Options: Charming, Fast-talk

Hybrid Charismatic Heroes have the following class feature.

Leadership: This class feature functions exactly as the Leadership class feature (4th Edition Modern, page ???).

Hybrid Talent Options
If you take the hybrid talent feat, you can select one of the following options.

Charming (Hybrid): This class feature functions as the Charming class feature, except that you don’t gain the power associated with it.

Fast-Talk (Hybrid): This class feature functions as the Fast-Talk class feature, except that you don’t gain the power associated with it.
HYBRID FAST

You have always been very active and know the value of training and discipline. You strive to be perfect, both in mind and body and try to achieve heights of greatness no other can achieve. You might have been an athlete, or served with the military or police, or even a special forces unit where your unique talents for speed and stealth can be used efficiently.

As a Hybrid Fast Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

CLASS FEATURES

Hybrid Fast Heroes have the following class feature.

Fast Talent: This class feature functions exactly as the Fast Talent class feature.

HYBRID TALENT OPTIONS

If you take the hybrid talent feat, you can select one of the following options.

Fast Agility: This class feature functions exactly as the Fast Agility class feature.

Evasion (Hybrid): This class feature functions as the evasion class feature, except that it can only be used once per round.

Single Weapon Fighting Style (Hybrid): This class feature functions exactly as the Single Weapon Fighting Style class feature, expect that you do not gain the power associated with it. Instead you deal an extra 3 damage with weapon attacks against enemies you have combat advantage against. This damage increases to 6 at level 11 and 9 at level 21.

Two Weapon Fighting Style (Hybrid): This class feature functions exactly as the Two Weapon Fighting Style class feature, except that you do not gain the power associated with it. Instead you deal an extra 2 damage with weapon attacks against enemies you have combat advantage against. This damage increases to 4 at level 11 and 6 at level 21.

HYBRID PSYCHIC

Like most Psychics your power comes from self-discovered potential rather than training. This power might have manifested itself at an early age due to a trauma inflicted upon you or it might have manifested itself later in life at a moment of great need. Regardless of how you received your powers, its how you use them that matters.

As a Hybrid Psychic Hero, you provide occasional but timely burst of power against your enemies. However by blending this power with that of another class you give up the depth of control you have over this power.

CLASS FEATURES

Hybrid Psychic Heroes have the following class feature.

Implements: The hybrid psychic hero can create implements in the same fashion as the psychic hero class feature.

Psychic Spear (Hybrid): Works exactly like the psychic spear class feature, except that it only works with the psychic hero class powers.

Psionic Augmentation (Hybrid): This class feature functions as the psychic hero class feature, except that your power point total varies depending on your selection of powers. See “Psionic Augmentation and Hybrid Characters”
(Players Handbook 3, page 137) to determine the number of power points you have.

**Hybrid Talent Options**

If you take the hybrid talent feat, you can select one of the following options.

- **Psychic Projection**: This class feature functions exactly as the psychic projection class feature.
- **Psychic Traits**: This class feature functions exactly as the psychic Traits class feature.

**Hybrid Smart**

You have combined your talents of conversation and leadership with other skill sets, rather than focusing solely on what comes naturally. How and where did you come to learn the intricacies of your talents? Did an early stint in the police force or tutelage under a con-man inspire you to greater deeds? Or have you only just begun your début, your story still untold.

As a smart Hero, you retain the talents of crafting constructs and using your intelligence to offset any physical limitation you may have.

**Class Features**

Hybrid Smart Heroes have the following class feature.

- **Prodigy**: This class feature functions exactly as the Prodigy class feature.

**Hybrid Talent Options**

If you take the hybrid talent feat, you can select one of the following options.

- **Smart Agility**: This class feature functions exactly as the Smart agility class feature.
- **Exploit Weakness**: This class feature functions exactly as the Exploit weakness class feature.

**Hybrid Strong**

You’ve grown up depending only on your own strength to get you through problems. You may have spent time in jail, or juvenile detention at one point? You may have been part of a street gang or mafia? Regardless of your affiliations you know the only one you can trust is yourself.

As a Hybrid Charismatic Hero, you bring talents of leadership and healing to a group. Your offensive talents usually take second place.

**Class Features**

Hybrid Strong Heroes have the following class feature.

- **Find The Weakness**: This class feature functions exactly as the Find the Weakness class feature.

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**Class Traits**

**Role**: Controller or Leader.

**Power Source**: Martial & Craft

**Key Abilities**: Intelligence, Wisdom, Strength or Dexterity

**Armor Proficiencies**: Light, Medium

**Weapon Proficiencies**: Simple Melee, Simple ranged

**Implements**: Tool Kit

**Bonus to Defense**: +1 Will

**Inherent Bonus**: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

**Hit Points at 1st Level**: 6

**Hit Points per Level Gained**: 2

**Healing surges per day**: 3

**Class Skills**: Computer Use(Int), Demolitions(Int), Electrical(Int), Forgery (Int), Heal(Wis), History(Int), Mechanical(Int), Repair(Int), Structural(Int), Thievery(Dex)

**Extra Trained Skills**: Choose two extra trained skills from the class list above.

**Class Features**: Prodigy

**Hybrid Talent Options**: Smart Agility, Exploit Weakness

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**Class Traits**

**Role**: Striker.

**Power Source**: Martial.

**Key Abilities**: Strength, Constitution, Charisma

**Armor Proficiencies**: Light

**Weapon Proficiencies**: Simple Melee, Military Melee, Improvised Weapons

**Bonus to Defense**: +1 Fort

**Inherent Bonus**: +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

**Hit Points at 1st Level**: 7.5

**Hit Points per Level Gained**: 3

**Healing surges per day**: 4

**Class Skills**: Acrobatics(Dex), Athletics(Str), Endurance(Con), Intimidate(Cha), Structural(Int), Repair(Int), Operate (Dex)

**Class Features**: Find the Weakness

**Hybrid Talent Options**: Extreme Effort, Melee Smash

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**Class Features**

Hybrid Strong Heroes have the following class feature.

- **Find The Weakness**: This class feature functions exactly as the Find the Weakness class feature.
HYBRID TALENT OPTIONS
If you take the hybrid talent feat, you can select one of the following options.

**Extreme Effort:** This class feature functions exactly as the Extreme Effort class feature.

**Melee Smash:** This class feature functions exactly as the Melee Smash class feature.

HYBRID TOUGH
You stand strong against overwhelming odds, defying death at every turn. For one reason or another you have decided that you can not protect you allies with the abilities you would normally have, and so you have buttressed your tough tenacities with the capabilities of another class.

As a hybrid tough you can still punish those who would attack your allies, but because you divide your focus between two classes you lack the durability of a complete tough hero.

CLASS FEATURES
Hybrid Tough Heroes have the following class feature.

**Combat Challenge:** This class feature functions exactly as the Combat challenge class feature.

**Unbreakable (Hybrid):** This class feature functions exactly as the Unbreakable class feature, except that you do not gain the power associated with the class feature.

CLASS TRAITS
**Role:** Defender.
**Power Source:** Martial.
**Key Abilities:** Dexterity or Strength, Constitution, Wisdom

**Armor Proficiencies:** Light, Medium, Heavy; Shields
**Weapon Proficiencies:** Simple melee, Military melee, Simple ranged, Military ranged.
**Bonus to Defense:** +1 Fort or +1 Reflex
**Inherent Bonus:** +0.5 Fortitude, Reflex, Will at levels 4th, 9th, 14th, 19th, 24th, 29th

**Hit Points at 1st Level:** 8.5
**Hit Points per Level Gained:** 3.5
**Healing surges per day:** 4.5

**Class Skills:** Athletics(Str), Endurance(Con), Heal(Wis), Intimidate(Cha), Streetwise(Cha), Mechanical(Int), Structural(Int), Operate(Dex)

**Class Features:** Combat Challenge, Unbreakable (Hybrid)

**Hybrid Talent Options:** Resist Weapons, Resist Energy, Unbreakable Power
Your epic destiny describes the legendary archetype you aspire to achieve. Some characters have a clear epic destiny in mind from the moment they began adventuring, while others discover their epic destiny somewhere along the way.

Most people don’t ever come close to achieving an epic destiny. Whether they simply failed in their journey, or whether the world never intended them to gain such lofty heights, is unknown and unknowable.

Your epic destiny sets you apart from such individuals – you know you’re destined for greatness and you have every opportunity to achieve it.

EPIC SWINDLER

"The world is your stage, and its people are your puppets. When you pull the strings, governments move and corporations fall. You are an epic swindler – and you have your fingers in everything."

Prerequisites: 21st level; Training in Bluff, or Diplomacy

As an Epic Swindler, you might be a thief, cheat, con-man, entrepreneur, or even the president of a multi-billion dollar corporation. You desire all the wonders of the world, from the lofty heights of a corporate building to the dirty streets below. As you take a firmer grasp on what is rightly yours, the world moves in your wake.

The Epic Swindler can take many paths to achieve his destiny, from betraying his comrades, rocking nations, and even overthrowing corporations. However, some will work with rather than against, securing a place in history as one of the few noble swindlers.

IMMORTALITY, CON OR NOT

Epic Swindlers have to resist the temptations to take the darker path. Here’s an example of how a campaign might present that choice.

The Road Not Taken: When you complete your final quest, your legendary reputation is assured. The stories of your convoluted exploits live forever.

If you stand with your companions and see them through their final quest, supporting their cause as yours, you are acclaimed a true hero. You are acquitted of past transgressions, if any, and are commended for suppressing your inner self when it counted most. You are invited to join a government or corporation you most admire and are provided a place of power and influence.

If, however, you betray your comrades and disrupt the completion of their final quest (or instead aid the other guys), you are cast out by all who once loved or trusted you. Your worst enemies welcome you to their courts as there pier, and your name becomes a dark curs, forever despised by all who hear it.

EPIC SWINDLER FEATURES

All Epic Swindlers have the following class features.

Swindlers Fortune (21st level): Your Charisma score increases by 2.

Fortune follows you wherever you go. Twice per encounter as a free action, you or an ally of your choice can reroll a D20 roll (attack roll, skill check, ability check, or saving throw), and gains a bonus to that roll equal to your charisma modifier.

Fate Denied (24st level): Once per day, you can treat any successful melee attack roll you just made as if it were a natural 20, or you can treat any unsuccessful melee attack roll you just made as if it were a hit.

Pulling Strings (30th level): Once per day, you can tell the DM to treat the result of a D20 roll he just made as a 1. No rerolls are possible.

EPIC SWINDLER POWER

THE GREAT CON Inspiring Leader Utility 26
Just when your enemies think you’re out, you show them just how wrong they are.

Daily ♦ Healing
Minor Action Personal

Effect: Regain all of your hit points and healing surges, automatically save against all effects on you, recover all expended encounter powers, or recover all expended daily powers except this one. Once you use this power, you cannot recover it except by taking an extended rest.
SOLDIER OF LEGEND

"I have seen things, heard things that would make a grown man weep in terror. Some of these things were done by me, and others were done to me. I am a soldier, and I will do what I must for my nation."

Prerequisite: 21st level, any martial class

Some may consider them to be monsters. These fearless, powerful, and nigh impervious, they embody everything a warrior should be. Many strive to emulate such people, most just end up dead, or wishing they were, long before they achieve their goal.

Your accomplishments raise you high, and your reputation casts a great shadow. Your enemies fear your ferocity. Both allies and foes claim that you are immortal. You shrug off attacks and hew your way through enemy ranks with ease. No matter the opponents arrayed against you, somehow you manage to stand firm against any threat. Your achievements and victories add to the legends already told of you, and your courage and battle prowess awe people in all nations.

IMMORTALITY

Toughness is the hallmark of a Soldier. Your long journey has hardened you and taught you to shrug off attacks of all kinds. As you near your final quest’s completion, you take on increasingly daring acts. The fear that might weaken a lesser hero instead fuels you to greater heights.

The Legend: Engaged in the most difficult battle of your life, you fight as you never have before. Your heart beats faster, thudding to match each use from your weapon. When you deliver the final strike and deliver death to your foe, a new awareness settles over you. You realize that their is no foe greater, no risk greater than the one you just survived. Any other battle that comes after would be but a distraction, and have no real challenge. Pondering your future, you walk off the battlefield of your life, and enter into legend.

SOLDIER OF LEGEND FEATURES

   **Legendary Spirit (21st level):** Your constitution score increases by 2.

   Whenever an enemy places a charm effect or a fear effect on you, you can immediately make a saving throw to end the effect on you, even if it does not normally end on a save. If the effect is continuous, such as an aura, a successful saving throw means that you remain unaffected by the effect until the end of your next turn, at which point you can repeat the saving throw.

   **Legendary Endurance (24th level):** The first time you become bloodied in an encounter, you gain temporary hit points equal to your bloodied value.

   **Legendary Soul (30th level):** Your healing surge value increases by 10.

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LEGENDS SHIELD  Soldier of Legend Utility 26

**Legends Shield**

*Falling into yourself, you shrug off blows that would kill an ordinary soldier.*

**Daily** Martial, Stance

**Immediate Reaction** Personal

**Trigger:** An attack bloodies you.

**Effect:** Until the stance ends, you gain resistance to all damage equal to your Constitution modifier, and whenever you take damage from a melee attack, your resistance increases by 5 (up to a maximum of 20). The stance ends when you are knocked unconscious or are no longer bloodied.
Invincible Guard

“I am the first to enter battle, and the last to leave. For none are stronger than me.”

Prerequisite: 21st level, any martial class

When battle erupts, you throw yourself into the thick of combat. You lead the charge against any foes, no matter how tough, how numerous, how terrifying, or how deadly. Your battle cries ring out, inspiring your allies to find courage to discover what fate the gods have in store for them.

You are a blur in battle, striking, leaping away, and then striking again. Each time your attack hits, death follows. Corpses litter the field in your wake. You are brash in combat, and for a long time, your allies believed you took unnecessary risks, putting yourself and them into danger. Then, with victory after bloody victory, you showed that your brazen courage could bring only triumph and glory.

Immortality

You do not walk toward destiny—you run. Each victory puts you a step closer to attaining glory and securing your place in legend. Each time you defeat an enemy, you set out to find the next one, leaving carnage in your wake. You seek the ultimate foe, after whose defeat you will understand your place in the world and history.

Eternal Warrior: The long road leads to one climactic battle, one in which to settle scores and complete the mission for which you were born. You have long chased your destiny and do not feel disappointment at the road’s end, but rather, you are excited that the battles you fought pointed to this final conflict.

Then, after what feels like mere moments, the fight ends, and the enemy is vanquished. Before you can savor the victory, though, you realize your task is still incomplete. Battles remain to be fought, and wars remain to be won. You squeezed out of this world everything it can offer, and now you must find new nations and challenges where you can test your mettle.

Invincible Guard Features

Invincible Charge (21st level): Your strength score increases by 2.

You can use any melee at-will power when you charge, rather than a melee basic attack. In addition, you can take actions after a charge.

Everlasting Rage (21st level): The first time each day when you drop to 0 hit points or fewer, you regain hit points equal to your bloodied value. As a free action, you then stand up, shift 2 squares, and make a charge attack. If the attack hits, you gain temporary hit points equal to your bloodied value.

Relentless Assault (30th level): Whenever you score a critical hit against an enemy with a melee attack, bloody an enemy, or reduce an enemy to 0 hit points, you can make a charge attack against a creature other than that enemy as a free action.

Invincible Guard Power

**Invincible Assault**

You hurl yourself at your enemies, chasing them down to the ends of the earth.

- **Daily**: Martial, Stance
- **Minor Action**: Personal

**Effect**: Until the stance ends, you gain a power bonus to speed when you charge equal to your Strength modifier, and is you hit with your charge attack you deal an extra 1[W] extra damage.
LEGENDARY COMMANDER
"Your superior leadership in the face of death gives others courage and the will to go on."

Prerequisite: 21st level

Captain James Steeves, Commander Ewan Peffers, Admiral Adrian Lake—these names live on in the annals of time because names of mighty leaders always do. Few leaders are more respected than those who have proven themselves on the field of battle and in the nightmare of war. It’s no surprise that history remembers those who lead others through mortal danger. These figures have influenced entire military traditions the world over.

Long have you stood among such illustrious company, a celebrated captain. You have led your fellows in battle against uncountable foes and emerged victorious. Your leadership and encouragement inspired your allies and brought them home safely again and again. Perhaps you’re the best commander the world has ever known.

Immortality
Is being clever in war enough? For a time, you thought so. You wore each victory as a badge of honor, and you used these triumphs as a means to validate the death wrought at your order. Yet as each victory became more and more sure, you began to wonder if you would ever face a challenge worthy of your talents.

Eternal War: As you have done countless times before, you set your brilliant mind to the task of defeating your enemies, bringing to a close your final quest. Though you are victorious, a realization crashes upon you as you understand that with this last triumph no mortal mind can outmaneuver you, catch you unawares, or surprise you with some unexpected ploy. Your keen wit and pragmatism have secured your place in the annals of history, your name written in the blood of the vanquished. Who will stand against you now that you have defeated the undefeatable? Wins are wins, to be sure, but you want—you need—a challenge. There will be none here, for who will stand against you? No, you must leave this world to pass into the realm of legend, where you might find a worthy foe.

The legend you see is the Eternal War, the ultimate battlefield that draws the greatest commanders to test their brilliance and cunning against their equals, to fight onward until the end of days when the best of them are chosen to lead the armies of light in one final confrontation against the hordes of darkness. Such a locale might be nothing more than a myth, but if there’s a chance that you could find a place among these great warlords, it’s a chance worth the risk of failure.

Legendary Commander Features
Great Inspiration (21st level): Your charisma and intelligence scores increase by 2.

Also, when you use your second wind, all allies within 20 squares of you can also spend a healing surge.

Greater Tactics (24st level): Whenever you spend an action point to take an extra action, one ally within 5 squares of you can also take an extra action on his or her next turn.

Battle Unto Death (30th level): While you have at least 1 hit point, allies within 20 squares of you do not fall unconscious at 0 hit points or fewer and cannot die because of negative hit points. Allies at 0 hit points or fewer still make death saving throws as normal, and they can die as a result of failed death saving throws.

Legendary Commander Power

<table>
<thead>
<tr>
<th>LEGENDARY EXPLOITS</th>
<th>Legendary Commander Utility 26</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daily ◆ Martial</td>
<td>Close burst 20</td>
</tr>
<tr>
<td>Target: You and each ally in burst</td>
<td></td>
</tr>
<tr>
<td>Effect: Each target regains the use of a power of level 25 or lower, either an encounter power he or she has used during this encounter or a daily power he or she has used today. The power cannot be one that allows the target to regain the use of another power.</td>
<td></td>
</tr>
</tbody>
</table>
MASTER PSYCHIC

“Reality is in the mind of the beholder, and within my mind your reality ends.”

Prerequisite: 21st level, any psionic class

Your mind flows like a river during a storm surge, threatening to overflow with a torrent of thought. As your consciousness grows more charged with psionic power, your attention expands each day. Soon, you believe, little will lie beyond your comprehension. No mystery will veil the divide between your desire and reality. You have become the walking embodiment of mind over matter. In truth, your mind controls matter and the perceptions of others. You suspect that you have discovered a new path to divinity, one powered by your will alone. But this is not a divinity that requires the adoration of others; the intensity of your focus is enough to sustain your mounting abilities.

It used to be that an insight would come to you unbidden once in a great while and shine like a star in your mind; a connection you had failed to make before suddenly became clear. Those moments of clarity were wonderful, even more so for their rarity. But now an hour does not go by that you don’t make such a startling association. All the components of existence are connected in far more fundamental ways than you had realized.

You now believe that much of what makes up reality is merely the consensus, albeit an unconscious one, of all the thinking beings within it. With your psionic abilities, you can influence how the minds around you see and understand their surroundings, and in so doing, you reshape the world according to your will.

Immortality

You perfect your understanding of the great skein of existence and picture it as a self-reinforcing and self-generating construct of conception and thought. It seems as if all the lesser minds in the universe make up one universal mind, whose perceptions expand once per age. You decide to contribute consciously to that expansion.

Universe Mind: With a smile on your face, you expend all your psionic power in one dramatic flare. Your physical form drops away, a vessel that has served its purpose. You imprint your mind on the universe, becoming an eternal thought, a higher ideal, a meme that will forever reverberate through existence. When your name is spoken, you notice, and if the need is great enough, you provide a crucial insight. Finally, you know all, see all, and think all.

Master Psychic Features

Channel Energy (21st level): You gain a +2 bonus to Charisma, wisdom, or constitution.

Also, once per encounter, you can use a minor action to cause a single enemy you can see to have vulnerable 5 psychic until the end of the encounter. This vulnerability can be added to an existing psychic vulnerability.

The Mind's Armor (24th level): When an enemy misses you with an attack, it takes 1D12 psychic damage and is dazed until the end of your next turn. If the enemy is already dazed, it is stunned instead.

In addition, when you are subjected to an effect that dazes, dominates, or stuns you that a save can end, you can make a saving throw against that effect the start of your next turn. If you save, the effect ends on you.

Absorb Mental Energy (30th level): When you reduce a non-minion creature to 0 hit points, choose one of the following effects.

- You regain hit points as if you had spent a healing surge.
- You regain 2 power points.

**Master Psychic Power**

<table>
<thead>
<tr>
<th>RESTORATION</th>
<th>Master Psychic Utility 26</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light emanates from you as you reach into the collective unconscious and touch a font of mental power.</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Daily</strong></td>
<td><strong>Psionic</strong></td>
</tr>
<tr>
<td><strong>Minor Action</strong></td>
<td><strong>Personal</strong></td>
</tr>
<tr>
<td><strong>Effect</strong>: You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score. Once you use this power, you cannot recover it except by taking an extended rest.</td>
<td></td>
</tr>
</tbody>
</table>
TAKEN TOGETHER, class and race define most of your character’s capabilities – but there’s more to a character than capabilities. Your character’s feats and equipment complement your powers and class features, while a developed background helps to flesh out your character into a three-dimensional person.

Backgrounds usually represent a character’s occupation or lifestyle, and only give minor benefits in the game, but they’re an important part of defining who your character is, not just what he or she can do. They suggest possible career paths your hero may have, because being a hero doesn’t put food on the plate. Backgrounds are also a great hook your DM can use to connect your character to the adventures that await you.

Feats are great way to customize your character, to tweak your abilities so they’re just right for the character you want to play. The feats in this chapter are aimed primarily at the modern classes that appear in this book and may not be usably in other campaign settings.

This chapter includes the following sections.

♦ **Skills**: New skills to be had and new uses for old skills to learn

♦ **Feats**: A wide selection of new feats for characters of every walk of life. Feats from other 4th edition books can still be taken.

♦ **Occupations**: Rules and story ideas for fleshing out your character’s past and its effects on the present.

♦ **Leadership**: Some characters are destined for greatness and leadership.

♦ **Reputation**: As your character progresses in various acts of heroics others take notice.
NEW SKILLS

This section lists new skills common to a modern era, as well as new uses for old skills. Listed here and new to 4th edition D&D, are skills for crafting common items. Although the crafting portion of the skill will probably have little in game effect, the knowledge checks they provide will still add value to a campaign and its encounters.

COMPUTER USE (INTELLIGENCE)

Use this skill to access computer systems, write or modify computer programs and override or bypass computer-controlled devices.

FIND INFORMATION

Finding a specific flight manifest on an airlines vast corporate network, or the case file for an old murder on a police detectives laptop, are examples of finding files or data on an unfamiliar system. Finding specific networks over the internet is also an example of finding information.

Find Information: See table.

♦ DC: See the Table.
♦ Success: You find the information you desire if it exists.
♦ Failure: You do not find the information you desire. The DM might allow you to make a new check.

<table>
<thead>
<tr>
<th>Find Information</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personal Computer</td>
<td>1 round</td>
<td>10</td>
</tr>
<tr>
<td>Small office network</td>
<td>2 rounds</td>
<td>15</td>
</tr>
<tr>
<td>Large office network</td>
<td>1 min</td>
<td>20</td>
</tr>
<tr>
<td>Massive corporate network</td>
<td>10 min</td>
<td>25</td>
</tr>
<tr>
<td>Reduce time by half (1 round min)</td>
<td>--</td>
<td>+5</td>
</tr>
</tbody>
</table>

DEFEND COMPUTER SECURITY

This application of computer use can’t be used untrained. The DC is determined by the quality of the security program installed to defend the system. These systems can be anything from a personal computer to a international global banking system.

Defend computer security: See table

♦ DC: See the Table.
♦ Success: You successfully defend you site
♦ Failure: The intruder stays on your site longer. You may try again.

<table>
<thead>
<tr>
<th>Level of Security</th>
<th>Difficulty</th>
<th>Successes</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum</td>
<td>Easy</td>
<td>6</td>
<td>1 round</td>
</tr>
<tr>
<td>Average</td>
<td>Moderate</td>
<td>8</td>
<td>5 rounds</td>
</tr>
<tr>
<td>Exceptional</td>
<td>Hard</td>
<td>10</td>
<td>1 minute</td>
</tr>
<tr>
<td>Maximum</td>
<td>Hard +2</td>
<td>12</td>
<td>10 minutes</td>
</tr>
</tbody>
</table>

COVER YOUR TRACKS

Hackers – especially those with plenty of time want to ensure that they are not discovered. By adding +2 to the DC of any computer use check you make you can impose a -5 penalty on any attempt made to identify you and your activity.

DEGRADE PROGRAMMING

You can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what you try to do. Crashing a computer simply shuts it down. It takes the user 10 rounds to turn the computer back on. Destroying a program makes the computer unusable until the program is repaired. Damaging a program imposes a -4 penalty on all computer use checks made with the computer (sometimes this is preferable to destroying the program since the user might not know that anything is wrong.)

Fixing the degraded program requires 1 hour and a computer use check against a DC equal to the DC for degrading it +5.

Defeat computer security: See table

♦ DC: See the Table.
♦ Success: You successfully degrade the chosen program.
♦ Failure: You fail to damage the program and may alert the system administrator.
**Write Program**
You can create a program to help you with a specific task. Doing so grants you a +2 power bonus to that task.

A specific task, in this case is one type of operation with one target. For example you could write a program to help you find files on a particular corporate network. It wouldn’t help you defeat computer security on that corporate network, or find files on a different network. Programs aren’t one use items, they can be used several times, but only one program can be used at a time when making a computer check. Multiple tasks can be placed in one program allowing you to gain the benefits for several different tasks. The more tasks that are added to a program the more difficult the program is to make.

<table>
<thead>
<tr>
<th>WRITE PROGRAM</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Write Program:</strong> 1 hour</td>
<td></td>
</tr>
<tr>
<td>✷ <strong>DC:</strong> Base DC is 15. Additional tasks increase the DC by 2 for each new task.</td>
<td></td>
</tr>
<tr>
<td>✷ <strong>Success:</strong> You successfully write a program.</td>
<td></td>
</tr>
<tr>
<td>✷ <strong>Failure:</strong> Your program fails to work.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SCOPE OF ALTERATION</th>
<th>DC</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crash Computer</td>
<td>10</td>
<td>1 minute</td>
</tr>
<tr>
<td>Destroy programming</td>
<td>15</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Degrade programming</td>
<td>20</td>
<td>10 minutes</td>
</tr>
</tbody>
</table>

**Computer Hacking**
Sometimes it's useful to get into an enemy's computers, to thwart his nefarious plans or to simply find evidence of what he's up to. Breaking into a secure computer or network is often called hacking.

When you hack, you attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world - the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the internet; others are not connected to any outside network and can only be tapped into by a user who physically access a computer connected to the site.

Every site is overseen by a system administrator - the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a sites functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. You are the system administrator of your personal computer.

When you hack into a site, your visited is called a session. Once you stop accessing the site, the session is over. You can go back to the site in the future; when you do, it's a new session.

Several steps are required to hack into a site:

- **Cover Your Tracks:** This step is optional, but carful hackers - especially those with plenty of time - often take it.

- **Operate Remote Device**
  Many devices such as security cameras, communications arrays, door locks, alarms, satellites, and so on, are computer operated via remote links. If you have access to the computer that controls such systems, you can either shut them off or change their operating parameters. The DC depends on the nature of the operation.

<table>
<thead>
<tr>
<th>Operate remote device: See table</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>✷ <strong>DC:</strong> See the Table.</td>
<td></td>
</tr>
<tr>
<td>✷ <strong>Success:</strong> You successfully operate the device as you want.</td>
<td></td>
</tr>
<tr>
<td>✷ <strong>Fail by 5 or more:</strong> You fail to gain access to the remote device and the system administrator is alerted.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Type of Operation</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shut down passive remote (e.g. Cameras, door locks)</td>
<td>1 round/remote</td>
<td>20</td>
</tr>
<tr>
<td>Shut down active remote (e.g. Motion detectors, Alarms)</td>
<td>1 round/remote</td>
<td>25</td>
</tr>
<tr>
<td>Reset parameters</td>
<td>1 minute/remote</td>
<td>30</td>
</tr>
<tr>
<td>Change Pass codes</td>
<td>1 minute</td>
<td>25</td>
</tr>
<tr>
<td>Hide evidence of alteration</td>
<td>1 minute</td>
<td>+10</td>
</tr>
<tr>
<td>Minimum security</td>
<td>--</td>
<td>-5</td>
</tr>
<tr>
<td>Exceptional security</td>
<td>--</td>
<td>+10</td>
</tr>
<tr>
<td>Maximum security</td>
<td>--</td>
<td>+15</td>
</tr>
</tbody>
</table>
DEMOLITIONS (INTELLIGENCE)

You use a demolitions check to set and disarm explosive devices. This includes all manner of mechanical and electronic detonators. Any ‘Volatile’ Item can be used when making a demolitions check. Your check determines whether the device goes off as planned and how much damage it does to any structure it is attached too. The attack modifiers are all determined by the explosive item being used. If the explosive device is attached to a structure it automatically hits that structure. The higher level the explosive the greater the chance to hit any creature in the blast radius.

SET DETONATOR

Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a demolitions check. There are different kinds of detonators available such as wired and wireless detonators, and timed detonators. If you want the detonator to be more difficult to disarm you can select the DC that must be beat and make a demolition check against that DC. The higher the DC the greater chance of failure.

Disarm Ballistic Device (Trained Only)

Disarming a ballistic device that has been set to go off requires a demolitions check. The DM can set the DC or make a demolitions check for the person who set it. You don’t need to roll a demolitions check to disarm your own explosives.

Damage increase

<table>
<thead>
<tr>
<th>DC</th>
<th>Damage increase</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>No increase in damage</td>
</tr>
<tr>
<td>15</td>
<td>Increase damage by 1.5 times</td>
</tr>
<tr>
<td>20</td>
<td>Increase damage by 2 times</td>
</tr>
<tr>
<td>25</td>
<td>Increase damage by 3 times</td>
</tr>
<tr>
<td>30</td>
<td>Increase damage by 4 times</td>
</tr>
<tr>
<td>35</td>
<td>Increase damage by 5 times</td>
</tr>
</tbody>
</table>

LINKING BALLISTIC DEVICES (Trained Only)

Additional explosives of the same type can be linked together for increased effect. Explosive devices can be linked together in one of two ways. The first way would be to keep all the explosives together for an increase in damage and blast radius. The second way would be to spread the explosives out over different squares and have them set to go off at the same time but for regular damage.

Only one detonator is required for linked explosives in the same square, but multiple detonators are required if the explosives are spread out in different squares.

No additional checks are required (beyond the normal check to set a detonator) to link explosives together. For every additional explosive device added to the link you add a bonus to the damage roll equal to half of the explosives maximum value. For every 2 explosive devices added to the link the burst radius is increased by 1 square. For example if two blocks of level 12 Plastic Explosive were linked together they would deal 1D10 +5 damage to a area burst 2, while three blocks of Plastic explosive would deal 1D10 +10 damage to a area burst 3 and so on.

ELECTRICAL (INTELLIGENCE)

You understand the working of and can create and modify electrical devices such as computers, wireless transmitters, circuit boards, etc. Some electrical devices may also require a mechanical check as well (To be determined by DM).
Craft Electrical Device

This skill allows you to build mundane electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communications devices.

**Craft Electrical Device:** See table

- **DC:** See the Table.
- **Success:** You successfully create an electrical device for 3/4 the base cost of the item in Parts components.
- **Failure:** You fail to create a working electrical device and lose 1/4 the base cost in Parts
- **Special:** A character without an electrical tool kit takes a –4 penalty on craft checks.

<table>
<thead>
<tr>
<th>Craft Electrical Device</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple/Tiny- Timer/detonator</td>
<td>1 Hour</td>
<td>15</td>
</tr>
<tr>
<td>Moderate/Small- radio</td>
<td>8 Hours</td>
<td>20</td>
</tr>
<tr>
<td>Difficult/Medium- Computer</td>
<td>24 Hours</td>
<td>25</td>
</tr>
<tr>
<td>Hard/Large- Mainframe</td>
<td>56 Hours</td>
<td>30</td>
</tr>
<tr>
<td>Very Hard/Huge- Power Substation</td>
<td>240 Hours</td>
<td>35</td>
</tr>
<tr>
<td>Complex/Gargantuan- Electrical Grid</td>
<td>1440 Hours</td>
<td>40</td>
</tr>
<tr>
<td>Fast work</td>
<td>½ time</td>
<td>+5</td>
</tr>
<tr>
<td>Quick Work</td>
<td>¼ time</td>
<td>+10</td>
</tr>
</tbody>
</table>

Knowledge Electrical

You know and understand electrical devices and their workings. You know how they work and how to use them.

**Knowledge Electrical:** No action, you either know it or you don’t.

- **DC:** See the Table.
- **Success:** You successfully identify the electronic device.
- **Failure:** You don’t understand the electronic device.
- **Special:** For each PL the technology is over what you know increases the DC by 5.*

<table>
<thead>
<tr>
<th>Knowledge Electrical DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common knowledge</td>
</tr>
<tr>
<td>Expert knowledge</td>
</tr>
<tr>
<td>Master knowledge</td>
</tr>
<tr>
<td>Advanced Technology +5/PL</td>
</tr>
<tr>
<td>Alien Technology +10</td>
</tr>
</tbody>
</table>

*PL is the progress level of technology.*

Craft Mechanical Device

This skill allows you to build mechanical devices from scratch including engines and engine parts, weapons, armor, vehicles, etc.

**Craft Mechanical Device:** See table

- **DC:** See the Table.
- **Success:** You successfully create a mechanical device for 3/4 the base cost of the item in Parts components.
- **Failure:** You fail to create a working mechanical device and lose 1/4 the base cost in Parts
- **Special:** A character without a mechanical tool kit takes a –4 penalty on craft checks.

<table>
<thead>
<tr>
<th>Craft Mechanical Device</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple/Tiny- Tripwire trap</td>
<td>1 Hour</td>
<td>15</td>
</tr>
<tr>
<td>Moderate/Small- toy robot</td>
<td>8 Hours</td>
<td>20</td>
</tr>
<tr>
<td>Difficult/Medium- Engine</td>
<td>24 Hours</td>
<td>25</td>
</tr>
<tr>
<td>Hard/Large- Car</td>
<td>56 Hours</td>
<td>30</td>
</tr>
<tr>
<td>Very Hard/Huge- Tank</td>
<td>240 Hours</td>
<td>35</td>
</tr>
<tr>
<td>Complex/Gargantuan- Airplane</td>
<td>1440 Hours</td>
<td>40</td>
</tr>
<tr>
<td>Fast work</td>
<td>½ time</td>
<td>+5</td>
</tr>
<tr>
<td>Quick Work</td>
<td>¼ time</td>
<td>+10</td>
</tr>
</tbody>
</table>

Knowledge Mechanical

You know and understand electrical devices and their workings. You know how they work and how to use them.

**Knowledge Mechanical:** No action, you either know it or you don’t.

- **DC:** See the Table.
- **Success:** You successfully identify the mechanical device.
- **Failure:** You don’t understand the mechanical device.
- **Special:** For each PL the technology is over what you know increases the DC by 5.*

<table>
<thead>
<tr>
<th>Knowledge Mechanical DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common knowledge</td>
</tr>
<tr>
<td>Expert knowledge</td>
</tr>
<tr>
<td>Master knowledge</td>
</tr>
<tr>
<td>Advanced Technology +5/PL</td>
</tr>
<tr>
<td>Alien Technology +10</td>
</tr>
</tbody>
</table>

*PL is the progress level of technology.*

Structural (Intelligence)

You understand the workings of and can create and modify structures such as desks, houses, bunkers, supports, etc. This also includes such handyman skills as plumbing, carpentry, drywall, etc.
**Craft Structural Device**

You craft a structural device of your choice for its price or a price determined by the DM.

**Craft Structural Device:** See table

- **DC:** See the Table.
- **Success:** You successfully create a Structural device for 3/4 the base cost of the item in Parts components.
- **Failure:** You fail to create a working Structural device and lose 1/4 the base cost in Parts.
- **Special:** A character without an mechanical tool kit takes a –4 penalty on craft checks.

<table>
<thead>
<tr>
<th>Craft Structural Device</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple/Small- chair</td>
<td>8 Hours</td>
<td>15</td>
</tr>
<tr>
<td>Moderate/Medium- Desk</td>
<td>24 Hours</td>
<td>20</td>
</tr>
<tr>
<td>Difficult/Large- shed</td>
<td>56 Hours</td>
<td>25</td>
</tr>
<tr>
<td>Hard/Huge- House</td>
<td>240 Hours</td>
<td>30</td>
</tr>
<tr>
<td>Vary Hard/Gargantuan- Building</td>
<td>1440 Hours</td>
<td>40</td>
</tr>
<tr>
<td>Fast work</td>
<td>½ time</td>
<td>+5</td>
</tr>
<tr>
<td>Quick Work</td>
<td>¼ time</td>
<td>+10</td>
</tr>
</tbody>
</table>

**Knowledge Structural**

You know and understand structural devices and their workings. You know how they work and how to use them.

**Knowledge Structural:** No action, you either know it or you don’t.

- **DC:** See the Table.
- **Success:** You successfully identify the structural device.
- **Failure:** You don’t understand the structural device.
- **Special:** For each PL the technology is over what you know increases the DC by 5.*

**Knowledge Structural**

<table>
<thead>
<tr>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common knowledge</td>
</tr>
<tr>
<td>Expert knowledge</td>
</tr>
<tr>
<td>Master knowledge</td>
</tr>
<tr>
<td>Advanced Technology</td>
</tr>
<tr>
<td>Alien Technology</td>
</tr>
</tbody>
</table>

*PL is the progress level of technology

**Repair (Intelligence)**

You can repair or jury-rig damaged machinery or electronic devices.

**Repair**

Most repair checks are made to fix the functions of electronic or mechanical devices, such as radios, cars, or computers. The repair skill is also used to tie into, augment, and adjust existing electrical and mechanical systems and equipment, so long as the appropriate knowledge check is made (i.e. knowledge electrical, knowledge mechanical).

**Repair:** See table

- **DC:** See Table
- **Success:** You successfully repair or augment the device.
- **Failure:** You fail at repairing or augmenting the device.
- **Fail by 5 or more:** The device actually ends up worse.
- **Special:** Repair checks can not be performed on objects and devices that have been reduce to 0 hit points or fewer.
- **Special:** You must have the appropriate tool kits or you will take a –4 on the skill check.

<table>
<thead>
<tr>
<th>Repair Task</th>
<th>Time</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple/Small (Jammed gun)</td>
<td>Minor Action</td>
<td>10</td>
</tr>
<tr>
<td>Moderate/Medium (Chair)</td>
<td>1 Min</td>
<td>15</td>
</tr>
<tr>
<td>Difficult/Large (Car)</td>
<td>10 min</td>
<td>20</td>
</tr>
<tr>
<td>Complex/Huge (Truck)</td>
<td>1 hours</td>
<td>25</td>
</tr>
<tr>
<td>Advanced/Gargantuan (Tank)</td>
<td>10 hours</td>
<td>30</td>
</tr>
<tr>
<td>+4X4 Squares in size</td>
<td>+10 hours</td>
<td>+2(Max 40)</td>
</tr>
</tbody>
</table>

*You can also use this skill to repair the Hit points of vehicles, starships, Mecha, cybernetics, and constructs.

Repairing damage to a vehicle, starship, mecha, etc requires a mechanical tool kit, and a proper facility such as a workshop or hanger bay. (Without a tool kit you take a –4 penalty on your repair check.) The time it takes to restore HP to a damaged device is 10 times the time it takes to repair the function of a device of similar size, and the hit points that are restored are ¼ of the objects base hit points.*
The cost of repairing ¼ of an object hit points is 1/10 the objects cost. An object that has been reduced to 0 hit points or fewer cannot be repaired.

**JURY-RIG**

You can choose to attempt jury-rigged or temporary repairs. Doing this reduces the repair check by 5 and allow you to make the check in a little as a full round action. However a jury-rigged repair can only fix a single problem with a check and the temporary repair will only last for the encounter or 5 minutes whichever comes first.

You can also use jury-rig to hot wire a car or jump start an engine or electronic device.

**Jury-Rig**: 1 round
- DC: -5 or 15 if trying to hotwire a car.
- **Success**: You successfully jury-rig the device
- **Failure**: The device still does not work. You can attempt to retry.
- **Special**: You gain a +2 bonus to the jury-rig check if you are trained in the appropriate skill. E.g. Mechanical for fixing cars.
- **Special**: You must have the appropriate tool kits or you will take a –4 on the skill check.

**FORGERY (INTELLIGENCE)**

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic looking government identification, to falsify a permit or license, or to detect forgeries that others try to pass off on you.

**Forgery**: See table
- **Opposed checks**: Forgery vs. Forgery or Perception
- **Success**: You successfully create a forged document, authentication, etc.
- **Failure**: The person opposing the check realizes the document as a fake.
- **Special**: Certain modifiers listed below can influence the success or failure.
- **Special**: You must have the appropriate tools or you will take a –4 on the skill check.

Forgery requires materials appropriate to the document being forged, and some time. To forge a document such as military orders, a government decree, an official identification card, or the like, you need to have seen a similar document before. (You can’t forge something you haven’t seen.) The complexity of the document, or degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provides modifiers to your forgery check, as shown below.

<table>
<thead>
<tr>
<th>Factor</th>
<th>Modifier</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Document Type</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Simple (Typed letter, business card)</td>
<td>+0</td>
<td>10 min</td>
</tr>
<tr>
<td>Moderate (Letter head, business form)</td>
<td>-2</td>
<td>20 min</td>
</tr>
<tr>
<td>Complex (Drivers license)</td>
<td>-4</td>
<td>1 hour</td>
</tr>
<tr>
<td>Difficult (Passport)</td>
<td>-8</td>
<td>4 hrs</td>
</tr>
<tr>
<td>Extreme (Military/law enforcement ID)</td>
<td>-16</td>
<td>24 hrs</td>
</tr>
<tr>
<td><strong>Familiarity</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unfamiliar (Seen once for short time)</td>
<td>-4</td>
<td></td>
</tr>
<tr>
<td>Fairly Familiar (Seen for several min)</td>
<td>+0</td>
<td></td>
</tr>
<tr>
<td>Quite Familiar (On hand or studied)</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Produced other docs of same type</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Specific signature required</td>
<td>-4</td>
<td></td>
</tr>
</tbody>
</table>

Some documents require security or authorizations codes, whether authentic ones or additional forgeries. The GM makes your check secretly so you’re not sure how good your forgery is.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Examiner’s Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of document unknown to examiner</td>
<td>-4</td>
</tr>
<tr>
<td>Type of document is somewhat known</td>
<td>-2</td>
</tr>
<tr>
<td>Type of document is well known</td>
<td>0</td>
</tr>
<tr>
<td>Document is put through additional tests</td>
<td>+4/per test</td>
</tr>
<tr>
<td>Examiner casually reviews document</td>
<td>-2</td>
</tr>
</tbody>
</table>

**NEW USES FOR OLD SKILLS**

**BLUFF (CHARISMA)**

**DISGUISE**

Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

**Disguise**: 10-40 minutes (DM’s choice)
- **Opposed checks**: Bluff vs. Insight or perception
- **Success**: You successfully disguise yourself, avoiding detection.
- **Failure**: The opposed check recognizes your feint as a disguise.
- **Special**: Certain modifiers listed below can influence the success or failure.
- **Special**: You must have the appropriate tool kits or you will take a –4 on the skill check.
The effectiveness of your disguise depends in part on how much you’re attempting to change your appearance.

<table>
<thead>
<tr>
<th>Disguise</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor details only</td>
<td>+5</td>
</tr>
<tr>
<td>Appropriate uniform or costume</td>
<td>+2</td>
</tr>
<tr>
<td>Disguised as different sex</td>
<td>-2</td>
</tr>
<tr>
<td>Disguised as different race</td>
<td>-2</td>
</tr>
<tr>
<td>Disguise kit not used</td>
<td>-4</td>
</tr>
</tbody>
</table>

If you’re impersonating a particular individual, those who know what that person looks like automatically get to make perception checks. Furthermore, they get a bonus on their checks.

<table>
<thead>
<tr>
<th>Disguise</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognize on sight</td>
<td>+4</td>
</tr>
<tr>
<td>Friend or associate</td>
<td>+6</td>
</tr>
<tr>
<td>Close friend</td>
<td>+8</td>
</tr>
<tr>
<td>Intimate</td>
<td>+10</td>
</tr>
</tbody>
</table>

**NATURE (WISDOM)**

**NAVIGATE**

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or GPS device.

Make a navigate check when you’re trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of underground storm drains.

**Navigation: 1 minute**

- **DC:** See table
- **Success:** You successfully plot a course to your destination without any trouble or delays.
- **Failure:** You still reach your goal but it takes twice as long.
- **Failure by 5 or more:** You only make it half way and become lost.
- **Special:** If you become lost you can make an additional check to find the path; the total time for your trip is twice the normal time. If you fail, you are even more lost than before and requires an extended rest before another check can be tried again.

<table>
<thead>
<tr>
<th>Length of Trip</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short (A few hours)</td>
<td>20</td>
</tr>
<tr>
<td>Moderate (A day or two)</td>
<td>22</td>
</tr>
<tr>
<td>Long (Up to a week)</td>
<td>25</td>
</tr>
<tr>
<td>Extreme (More than a week)</td>
<td>28</td>
</tr>
<tr>
<td>Find the path</td>
<td>20</td>
</tr>
</tbody>
</table>

**PERCEPTION (WISDOM)**

**INVESTIGATE**

Use this skill to analyze a crime scene and use an evidence kit. Investigate allow you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

You can make a perception check to apply forensics knowledge to a clue. By examining a body, you might tell whether the victim fought back against the assailant or not. By looking at a bullet hole in a wall, you might approximate the location, or at least direction, of the shooter. By looking at a bloodstain, you might tell where the attacker was relative to the victim.

**Investigate: 5 minutes**

- **DC:** 15; see table for modifiers
- **Success:** You successfully analyze a clue and gain knowledge of what happened.
- **Failure:** You do not learn of anything significant.
- **Special:** If part of the investigation includes people, a successful insight check grants a +2 bonus on all perception checks for the investigation.

<table>
<thead>
<tr>
<th>Circumstances</th>
<th>DC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Every day since event (Max +10)</td>
<td>+2</td>
</tr>
<tr>
<td>Scene is outdoors</td>
<td>+5</td>
</tr>
<tr>
<td>Scene is slightly disturbed</td>
<td>+2</td>
</tr>
<tr>
<td>Scene is moderately disturbed</td>
<td>+4</td>
</tr>
<tr>
<td>Scene is extremely disturbed</td>
<td>+6</td>
</tr>
</tbody>
</table>

**COLLECT EVIDENCE**

You can collect and prepare evidentiary material for a lab, such as gathering fingerprints from objects touched, making casts of footprints or tire tracks, collecting samples of fluids, fibers, and other materials, gathering castings of scratch marks where tools have been used to break into a location, or collecting bullets from walls. Without an evidence kit you will receive a -4 penalty for collecting evidence.

Collecting evidence uses the same DC used for the investigate skill except no modifiers are applied, and no immediate details are known. The evidence collected is sent to a crime lab which reduces the investigate DC of the check by 5 for standard labs found in most police stations. The DC of the check is reduced by 10 when sent to federal or government crime labs. The time it takes to receive the results of a lab based investigation is up to the DM’s discretion, but can take any ware from an hour to several days depending on the crime.

**THIEVERY (DEXTERITY)**

**SLEIGHT OF HAND**

Sleight of hand checks can also be used to conceal a small weapon such as a hand gun or knife, or other small item from view. For the modern adventure the following is added to the sleight of hand rules.
Sleight of Hand: standard action

♦ Opposed checks: Thievery vs. Perception (see the table for modifiers). If there are multiple observers, your thievery check is opposed by each observer’s perception check.

♦ Success: You successfully conceal an object from view.

♦ Failure: The person looking at you notices the object hidden.

♦ Take 10: So long as you are not in combat you can take 10 when concealing items.

♦ Special: Some armors are designed to be concealed. Look at the item’s description for details.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Item is:</strong></td>
<td></td>
</tr>
<tr>
<td>Tiny (Coin, pen)</td>
<td>+2</td>
</tr>
<tr>
<td>Small (Knife, baseball)</td>
<td>+0</td>
</tr>
<tr>
<td>Medium (Hand gun, large knife)</td>
<td>-2</td>
</tr>
<tr>
<td>Large (Long arm, sword)</td>
<td>-4</td>
</tr>
<tr>
<td><strong>Clothing is:</strong></td>
<td></td>
</tr>
<tr>
<td>Tight or small (Mini-skirt, Tight genes)</td>
<td>-2</td>
</tr>
<tr>
<td>Loose or bulky (baggy pants, overcoat)</td>
<td>+2</td>
</tr>
<tr>
<td>Standard Cloths</td>
<td>+0</td>
</tr>
</tbody>
</table>
The feats presented in this section provide a wide array of options for all characters. Characters using the new classes and races in this book will find abundant feats aimed at improving their class and racial features. Multiclass and hybrid characters can make use of a range of feats designed to help them make better use of their class abilities. These feats only add to those found in other 4th edition sources and characters making use of this book are more than welcome to choose from those feats as well so long as they meet the prerequisites.

Any Class Feats

Heroic Tier Feats

Agile Stand
Prerequisite: Trained in Acrobatics
Benefit: Whenever you use a move action to stand up you can shift 1 square as a free action.

Aircraft Operation
Prerequisite: Training in Operate skill
Benefit: You are capable of operating all civilian and military aircraft and space ships, as well as using any powers associated with them.
Special: Without this feat you take a –4 on any operate skill check and you are unable to use any powers that come with the aircraft.

Armor Proficiency Light
Benefit: You gain training in the use of light armors.

Armor Proficiency Medium
Prerequisite: Strength 13, Constitution 13, Armor proficiency light
Benefit: You gain proficiency with medium armors.

Armor Proficiency Heavy
Prerequisite: Strength 15, Constitution 15, Armor proficiency medium
Benefit: You gain training in the use of heavy armors.

Double Cocked
Prerequisite: Proficiency with Sawed-Off shotgun
Benefit: When making a basic attack with a sawed-off shotgun you can fire both barrels at once dealing +1[W] damage. At 21st level the extra damage increases to +2[W].

Gunnery Expert
Prerequisite: Training in the Operate skill
Benefit: You treat all vehicle mounted weapons as having a +2 proficiency bonus.

Handgun Expertise
Benefit: You gain a +1 feat bonus to weapon attacks rolls that you make weapons in the handgun group. This bonus increases to +2 at 11th level and +3 at 21st level.
In addition, when you make a ranged or an area attack with a handgun, you don’t provoke opportunity attacks for doing so.

Handgun Focus
Benefit: You gain a +1 feat bonus to damage rolls of weapon attacks with weapons in the handgun group.
In addition, you gain a +1 bonus to the damage rolls of attacks that you make with a handgun against a single creature that is not adjacent to any other creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Improvised Expertise
Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with an improvised weapon.
In addition, you gain a +1 bonus to the damage rolls of attacks that you make with your improvised weapon against a bloodied enemy. Both of these bonuses increase to +2 at 11th level, and +3 at 21st level.

Light Armor Expertise
Prerequisite: Con 15, proficiency with light armor
Benefit: While wearing light armor, you can gain a +3 bonus to AC instead of using your dexterity or Intelligence modifier to determine your AC.

Longarm Expertise
Benefit: You gain a +1 feat bonus to weapon attacks rolls that you make weapons in the longarm group. This bonus increases to +2 at 11th level and +3 at 21st level.
Also, you ignore partial cover and superior cover with weapon attacks you make with a longarm.

Longarm Focus
Benefit: You gain a +1 feat bonus to damage rolls of weapon attacks with weapons in the longarm group.
In addition, your ranged attacks ignore the penalty for attacking prone targets and deal +1 bonus damage with any weapon attack you make with a longarm against a prone creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Low Profile
Benefit: You add +10 to your reputation check DC.

Military Operation
Prerequisite: Training in Operate Skill
Benefit: You are capable of operating all military ground vehicles, as well as using any powers associated with them.
Special: Without this feat you take a –4 on any operate skill check and you are unable to use any powers that come with the vehicle.
<table>
<thead>
<tr>
<th>Any Class (Heroic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agile Stand</td>
<td>Trained in Acrobatics</td>
<td>Stand up as a free action</td>
</tr>
<tr>
<td>Aircraft Operation</td>
<td>Training in Operate skill</td>
<td>Operate aircraft</td>
</tr>
<tr>
<td>Armor proficiency light</td>
<td>--</td>
<td>Proficiency with light armors</td>
</tr>
<tr>
<td>Armor Proficiency medium</td>
<td>Strength 13, Constitution 13, Armor proficiency light</td>
<td>Proficiency with medium armors</td>
</tr>
<tr>
<td>Armor Proficiency Heavy</td>
<td>Strength 15, Constitution 15, Armor proficiency medium</td>
<td>Proficiency with Heavy armors</td>
</tr>
<tr>
<td>Double Cocked</td>
<td>Proficiency with Sawed-Off shotgun</td>
<td>Fire both barrels of the sawed-off</td>
</tr>
<tr>
<td>Gunnery Expert</td>
<td>Vehicle expert feat</td>
<td>Proficient with vehicle weapons</td>
</tr>
<tr>
<td>Handgun Expertise</td>
<td>--</td>
<td>+1 feat bonus to weapon attacks rolls with handguns</td>
</tr>
<tr>
<td>Handgun Focus</td>
<td>--</td>
<td>+1 feat bonus to damage rolls of weapon attacks with handguns</td>
</tr>
<tr>
<td>Improvised Expertise</td>
<td>--</td>
<td>You gain a +1 feat bonus to weapon attack rolls with handguns</td>
</tr>
<tr>
<td>Light Armor Expertise</td>
<td>Con 15, proficiency with light armor</td>
<td>Give up Dex or Int bonus for +3 bonus to AC</td>
</tr>
<tr>
<td>Longarm Expertise</td>
<td>--</td>
<td>+1 feat bonus to weapon attacks rolls with longarms</td>
</tr>
<tr>
<td>Longarm Focus</td>
<td>--</td>
<td>+1 feat bonus to damage rolls of weapon attacks with longarms</td>
</tr>
<tr>
<td>Low profile</td>
<td>--</td>
<td>You add +10 to your reputation check DC.</td>
</tr>
<tr>
<td>Military Operation</td>
<td>Training in Operate Skill</td>
<td>Operate all military ground vehicles</td>
</tr>
<tr>
<td>Nautical Operation</td>
<td>Training in Operate Skill</td>
<td>Operate all civilian and military nautical vehicles</td>
</tr>
<tr>
<td>Powerful Shot</td>
<td>Dexterity 15</td>
<td>Deal extra damage for reduced attack</td>
</tr>
<tr>
<td>Prone Combat</td>
<td>--</td>
<td>Attack from prone without penalty</td>
</tr>
<tr>
<td>Renown</td>
<td>--</td>
<td>You gain a +3 bonus to your reputation.</td>
</tr>
<tr>
<td>Revolver proficiency</td>
<td>--</td>
<td>Reload revolver as free action with speed loader</td>
</tr>
<tr>
<td>Rifle &amp; Shotgun Proficiency</td>
<td>--</td>
<td>Reload ammo faster than normal</td>
</tr>
<tr>
<td>Salvage</td>
<td>--</td>
<td>Recover the component ‘parts’ for crafting items</td>
</tr>
<tr>
<td>Two-Weapon Combat</td>
<td>Dexterity 13</td>
<td>Deal extra damage when wielding two ranged weapons</td>
</tr>
<tr>
<td>Two-Weapon Menace</td>
<td>Dexterity 13, Two-Weapon Combat</td>
<td>Deal extra damage with opportunity attacks while wielding two ranged weapons</td>
</tr>
<tr>
<td>Two-Weapon Guard</td>
<td>Dexterity 13, Two-Weapon Combat</td>
<td>Gain shield bonus while wielding two ranged weapons.</td>
</tr>
<tr>
<td>Vehicle Adept</td>
<td>Training in operate skill</td>
<td>Gain the run down vehicle attack power</td>
</tr>
<tr>
<td>Vehicle expert</td>
<td>Level 8, Vehicle Adept</td>
<td>Gain the runabout vehicle attack power</td>
</tr>
<tr>
<td>Vehicle Master</td>
<td>Level 10, Vehicle Expert</td>
<td>Gain the Unstoppable vehicle utility power</td>
</tr>
<tr>
<td>Weapons Proficiency</td>
<td>--</td>
<td>Gain proficiency with one melee or ranged weapon</td>
</tr>
<tr>
<td>Weapon Focus (Improvised)</td>
<td>--</td>
<td>Gain bonus to damage rolls with improvised weapons.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Any Class (Paragon)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor Specialization (Heavy)</td>
<td>11th level, Con 15, training with heavy armor</td>
<td>Bonus to AC while wearing heavy armor, and reduced check penalty</td>
</tr>
<tr>
<td>Armor Specialization (Light)</td>
<td>11th level, Dex 15, training with light armor</td>
<td>Bonus to AC while wearing light armor</td>
</tr>
<tr>
<td>Armor Specialization (Medium)</td>
<td>11th level, Con 15, training with Medium armor</td>
<td>Bonus to AC while wearing medium armor, and reduced check penalty</td>
</tr>
<tr>
<td>Bail Out</td>
<td>11th level</td>
<td>You gain the Bail Out feat power</td>
</tr>
<tr>
<td>Crossfire</td>
<td>11th level</td>
<td>Flank from 2 squares with handgun or longarm</td>
</tr>
<tr>
<td>Feather Trigger</td>
<td>11th level</td>
<td>Handguns and longarms count as having the auto property</td>
</tr>
<tr>
<td>Focused Fire</td>
<td>11th level</td>
<td>Deal extra damage to larger creatures with burst or blast powers</td>
</tr>
<tr>
<td>Jump Start</td>
<td>11th level</td>
<td>You gain the Jump Start feat power</td>
</tr>
<tr>
<td>Sniper Technique</td>
<td>11th level</td>
<td>Increase the range on handguns and longarms</td>
</tr>
<tr>
<td>Tactical Action</td>
<td>11th level</td>
<td>Ally can attack as free action when you use action point.</td>
</tr>
<tr>
<td>Two-Weapon Pounce</td>
<td>11th level, Two-Weapon Fighting</td>
<td>Primary weapon gains brutal 1 when attack foe with combat advantage</td>
</tr>
<tr>
<td>Two-Weapon Mastery</td>
<td>11th level, Two-Weapon Fighting</td>
<td>Make basic attack with offhand when you critical</td>
</tr>
<tr>
<td>Any Class (Epic)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>----------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Armor Mastery (Heavy)</td>
<td>21st level, Con 20, Armor Specialization (Heavy)</td>
<td>Gain resist all 5 with heavy armor</td>
</tr>
<tr>
<td>Armor Mastery (Light)</td>
<td>21st level, Dex 20, Armor Specialization (Light)</td>
<td>Gain +1 to speed and +2 ref defense with light armor</td>
</tr>
<tr>
<td>Armor Mastery (Medium)</td>
<td>21st level, Con 20, Armor Specialization (Medium)</td>
<td>Gain +1 to all saves and +2 to fortitude defense with medium armor.</td>
</tr>
<tr>
<td>Handgun Mastery</td>
<td>21st level</td>
<td>Critical on 19-20 with handguns</td>
</tr>
<tr>
<td>Longarm Mastery</td>
<td>21st level</td>
<td>Critical on 19-20 with handguns</td>
</tr>
<tr>
<td>Two-Weapon Flurry</td>
<td>21th level, Two-Weapon Fighting</td>
<td>Make opportunity attack with offhand weapon as free action</td>
</tr>
<tr>
<td>Two-Weapon Supremacy</td>
<td>21th level, Two-Weapon Fighting</td>
<td>Make two basic attacks as free action when you critical</td>
</tr>
<tr>
<td>Charismatic (Heroic)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>Aiding Coordination</td>
<td>Charismatic Hero</td>
<td>Aid another bonus equals +4 rather than +2</td>
</tr>
<tr>
<td>Armored Commander</td>
<td>Charismatic Hero, Medium armor proficiency</td>
<td>Gain proficiency with heavy armor, and +1 healing surge</td>
</tr>
<tr>
<td>Bold Command</td>
<td>Charismatic Hero</td>
<td>Allies gain bonus to attack enemies that miss you.</td>
</tr>
<tr>
<td>Bolstering Inspiration</td>
<td>Charismatic Hero, Inspiration</td>
<td>Inspiration gains bonus to next save that can end</td>
</tr>
<tr>
<td>Deceptive</td>
<td>Charismatic Hero, Fast talking</td>
<td>Gain bonus on bluff and disguise checks</td>
</tr>
<tr>
<td>Double Team</td>
<td>Charismatic Hero</td>
<td>Sacrifice bonus to attack to grant ally bonus to damage</td>
</tr>
<tr>
<td>Guiding Shot</td>
<td>Charismatic Hero</td>
<td>Ally ignores cover and concealment on granted basic attack</td>
</tr>
<tr>
<td>Gunnery Commander</td>
<td>Charismatic Hero</td>
<td>You and allies ignore penalty to attack for long range</td>
</tr>
<tr>
<td>Improved Inspiration</td>
<td>Charismatic Hero, Inspiration</td>
<td>Bonus to damage when using tactical organization</td>
</tr>
<tr>
<td>Improved Tactical Organization</td>
<td>Charismatic Hero, Tactical Organization</td>
<td>Inspiration grants bonus to defense</td>
</tr>
<tr>
<td>Inspired Defense</td>
<td>Charismatic Hero, Inspiration</td>
<td>Inspiration grants bonus to defense</td>
</tr>
<tr>
<td>Inspired Tactics</td>
<td>Charismatic Hero, Coordinate</td>
<td>Bonus to attack when ally spends action point</td>
</tr>
<tr>
<td>Leading Fire</td>
<td>Charismatic Hero, Coordinate</td>
<td>Allies gain bonus to attack on target you hit</td>
</tr>
<tr>
<td>Lend Strength</td>
<td>Charismatic Hero</td>
<td>Bonus to damage for allies granted a free basic attack</td>
</tr>
<tr>
<td>Saving Inspiration</td>
<td>Charismatic Hero, Inspiration</td>
<td>Forgo extra dice of healing to allow saving throw</td>
</tr>
<tr>
<td>Tactical Spirit</td>
<td>Charismatic Hero, Tactical Organization</td>
<td>When you spend a minor action as part of tactical organization, one ally can shift 1 square</td>
</tr>
<tr>
<td>Trustworthy</td>
<td>Charismatic Hero, Charm</td>
<td>Gain +2 bonus on diplomacy and streetwise checks.</td>
</tr>
<tr>
<td>Charismatic (Paragon)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>Avenging Spirit</td>
<td>11th level, Charismatic hero</td>
<td>Gain action point when ally is reduced to 0 hit points</td>
</tr>
<tr>
<td>Bloody Inspiration</td>
<td>11th level, Charismatic hero, Inspiration</td>
<td>Ally gains temporary hit points when you use inspiration while bloodied</td>
</tr>
<tr>
<td>Commanders Formation</td>
<td>11th level, Charismatic hero, Int 17</td>
<td>Aid two allies at once when you use aid another action</td>
</tr>
<tr>
<td>Defensive Surge</td>
<td>11th level, Charismatic hero, Con 15</td>
<td>Grant adjacent ally bonus to defense when you use second wind</td>
</tr>
<tr>
<td>Defensive Coordination</td>
<td>11th level, Charismatic hero</td>
<td>Allies gain bonus to total defense action</td>
</tr>
<tr>
<td>Expert Commander</td>
<td>11th level, Charismatic hero, Coordinate</td>
<td>Coordinate gains bonus to initiative equal to charisma modifier</td>
</tr>
<tr>
<td>Fight On</td>
<td>11th level, Charismatic hero, Inspiration</td>
<td>Gain one extra use of inspiration class feature</td>
</tr>
<tr>
<td>Greater Tactics</td>
<td>11th level, Charismatic hero, Tactical organization</td>
<td>Increase the burst effect for tactical organization by a number of squares equal to your charisma modifier</td>
</tr>
<tr>
<td>Group Flanking</td>
<td>11th level, Charismatic hero</td>
<td>Allies gain combat advantage against enemy you flank</td>
</tr>
<tr>
<td>Impetuous Charger</td>
<td>11th level, Charismatic hero</td>
<td>Allies gain combat advantage against enemies you charge</td>
</tr>
<tr>
<td>Improved Coordinate</td>
<td>11th level, Charismatic hero, Coordinate</td>
<td>Increase the burst effect of coordinate class feature</td>
</tr>
<tr>
<td>Improved Tactics</td>
<td>11th level, Charismatic hero, Tactical organization</td>
<td>Tactical organization bonus to attack increases by +1</td>
</tr>
<tr>
<td>Strategic Inspiration</td>
<td>11th level, Charismatic hero, Inspiration</td>
<td>Grant bonus to attack when using inspiration</td>
</tr>
<tr>
<td>Vital Inspiration</td>
<td>11th level, Charismatic hero</td>
<td>Allies regain extra hit points when using second wind</td>
</tr>
<tr>
<td>Charismatic (Epic)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>---------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Aggressive leadership</td>
<td>21st level, Charismatic hero,</td>
<td>Grant allies a bonus to damage rolls</td>
</tr>
<tr>
<td></td>
<td>Cha 19</td>
<td></td>
</tr>
<tr>
<td>Daring Spirit</td>
<td>21st level, Charismatic hero</td>
<td>Gain temporary hit points when attacked</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defensive Leadership</td>
<td>21st level, Charismatic hero,</td>
<td>Grant allies a bonus to defense</td>
</tr>
<tr>
<td></td>
<td>Int 19</td>
<td></td>
</tr>
<tr>
<td>Enabling Shot</td>
<td>21st level, Charismatic hero,</td>
<td>Ally can make basic attack when another ally makes a critical hit</td>
</tr>
<tr>
<td></td>
<td>Tactical Organization</td>
<td></td>
</tr>
<tr>
<td>Glory and Honor</td>
<td>21st level, Charismatic hero,</td>
<td>Allies granted a basic attack gain temporary hit points if they hit</td>
</tr>
<tr>
<td></td>
<td>Cha 17</td>
<td></td>
</tr>
<tr>
<td>Tactical Cunning</td>
<td>21st level, Charismatic hero,</td>
<td>Allies granted a basic attack gain bonus to AC</td>
</tr>
<tr>
<td></td>
<td>Int 17</td>
<td></td>
</tr>
<tr>
<td>Ultimate Inspiration</td>
<td>21st level, Charismatic hero,</td>
<td>Heal two targets with one use of inspiration</td>
</tr>
<tr>
<td></td>
<td>Cha 19, Inspiration</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fast (Heroic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Speed</td>
<td>Fast Hero, Improved Speed</td>
<td>Your speed increases by 1 square</td>
</tr>
<tr>
<td>Agile Riposte</td>
<td>Fast Hero, Dodge</td>
<td>Make basic attack against target of your dodge when they miss</td>
</tr>
<tr>
<td>Camouflage</td>
<td>Fast Hero, Trained in stealth</td>
<td>Gain a +5 bonus to stealth while outdoors with cover or concealment</td>
</tr>
<tr>
<td>Couscous Dodge</td>
<td>Fast Hero, Evasion</td>
<td>Gain bonus to defense when you save against miss damage</td>
</tr>
<tr>
<td>Dirty Fighting</td>
<td>Fast Hero</td>
<td>Gain a bonus to damage against surprised enemies</td>
</tr>
<tr>
<td>Dodge</td>
<td>Fast Hero</td>
<td>Gain a bonus to AC and Reflex against one enemy</td>
</tr>
<tr>
<td>Duelist’s Style</td>
<td>Fast Hero, Cha 13</td>
<td>Gain your charisma mod as a bonus to acrobatics and athletics</td>
</tr>
<tr>
<td>Expert Feint</td>
<td>Fast Hero, Trained in bluff</td>
<td>Gain a bonus to bluff in order to feint</td>
</tr>
<tr>
<td>Hamstring</td>
<td>Fast Hero, Fighting style</td>
<td>Forgo extra damage to slow target</td>
</tr>
<tr>
<td>Improved Fast Stealth</td>
<td>Fast Hero, Fast stealth</td>
<td>End your move at 2 squares instead of 3</td>
</tr>
<tr>
<td>Lucky Skirmisher</td>
<td>Fast Hero</td>
<td>When running enemies making opportunity attack must roll twice</td>
</tr>
<tr>
<td>Overwhelming Attack</td>
<td>Fast Hero, Fighting style</td>
<td>Deal your fighting style damage when you miss with encounter power</td>
</tr>
<tr>
<td>Point Black Shot</td>
<td>Fast Hero</td>
<td>Gain a +1 bonus to ranged attack against enemies you are closest to</td>
</tr>
<tr>
<td>Precise Shot</td>
<td>Fast Hero, Point blank shot</td>
<td>Ignore cover enemy gain from their allies</td>
</tr>
<tr>
<td>Quick Reload</td>
<td>Fast Hero</td>
<td>Reload a firearm as a free action</td>
</tr>
<tr>
<td>Rash Style</td>
<td>Fast Hero, Fighting style</td>
<td>Deal extra damage and grant combat advantage to enemies</td>
</tr>
<tr>
<td>Risky Shift</td>
<td>Fast Hero</td>
<td>Shift 1 additional square when you shift</td>
</tr>
<tr>
<td>Speedy Response</td>
<td>Fast Hero, Dex 15</td>
<td>Gain bonus to speed if hit while moving</td>
</tr>
<tr>
<td>Trap Sense</td>
<td>Fast Hero</td>
<td>Gain bonus to defense and perception against traps</td>
</tr>
<tr>
<td>Underhanded Strategy</td>
<td>Fast Hero, Fighting style</td>
<td>Forgo extra damage to impose penalty to attack</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fast (Paragon)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bleeding Backstab</td>
<td>11th level, Fast hero, Fighting</td>
<td>Deal ongoing damage to targets of your fighting style</td>
</tr>
<tr>
<td></td>
<td>style</td>
<td></td>
</tr>
<tr>
<td>Cull the Weak</td>
<td>11th level, Fast hero, Fighting</td>
<td>Deal extra damage with your fighting style against bloodied enemies</td>
</tr>
<tr>
<td></td>
<td>style</td>
<td></td>
</tr>
<tr>
<td>Disheartening Strike</td>
<td>11th level, Fast hero, Fighting</td>
<td>Forgo extra damage to gain the rattling keyword for the attack</td>
</tr>
<tr>
<td></td>
<td>style</td>
<td></td>
</tr>
<tr>
<td>Elusive Movement</td>
<td>11th level, Fast hero, Dex 17</td>
<td>Gain bonus to defense when ending you movement 3 squares away</td>
</tr>
<tr>
<td>Evasive Footwork</td>
<td>11th level, Fast hero, Dex 17,</td>
<td>Gain bonus to defense when shifting 2 or more squares</td>
</tr>
<tr>
<td></td>
<td>Uncanny dodge</td>
<td></td>
</tr>
<tr>
<td>Expert Sneak</td>
<td>11th level, Fast hero</td>
<td>Gain combat advantage against some enemies</td>
</tr>
<tr>
<td>Fast Weapon Mastery</td>
<td>11th level, Fast hero</td>
<td>Light melee weapons gain high crit property</td>
</tr>
<tr>
<td>Hindering Attack</td>
<td>11th level, Fast hero, Fighting</td>
<td>Forgo extra damage to cause enemy to become weakened</td>
</tr>
<tr>
<td></td>
<td>style</td>
<td></td>
</tr>
<tr>
<td>Improved Evasion</td>
<td>11th level, Fast hero, Evasion</td>
<td>Gain a bonus to the number of squares you can shift</td>
</tr>
<tr>
<td>Prime Slayer</td>
<td>11th level, Fast hero</td>
<td>Gain bonus to damage against enemies you are closest to</td>
</tr>
<tr>
<td>Roundabout Charge</td>
<td>11th level, Fast hero, trained</td>
<td>When charging, you end your move in an adjacent square.</td>
</tr>
<tr>
<td></td>
<td>in acrobatics</td>
<td></td>
</tr>
<tr>
<td>Shot on the Run</td>
<td>11th level, Fast hero, Defensive</td>
<td>Move before and after making a ranged basic attack</td>
</tr>
<tr>
<td></td>
<td>mobility, dodge</td>
<td></td>
</tr>
<tr>
<td>Spring Attack</td>
<td>11th level, Fast hero, Defensive</td>
<td>Move before and after making a melee basic attack</td>
</tr>
<tr>
<td></td>
<td>mobility, dodge</td>
<td></td>
</tr>
<tr>
<td>Fast (Epic)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>---------------------</td>
<td>----------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Artful Dodger</td>
<td>21st level, Fast hero, Uncanny dodge</td>
<td>When an enemy attack you and misses you gain combat advantage against that enemy</td>
</tr>
<tr>
<td>Critical Assault</td>
<td>21st level, Fast hero, Fighting style</td>
<td>Double your fighting style damage for a critical hit</td>
</tr>
<tr>
<td>Evasive Repost</td>
<td>21st level, Fast hero, Evasion</td>
<td>After successful saving throw against miss damage make basic attack against attacker</td>
</tr>
<tr>
<td>Fast Talent</td>
<td>21st level, Fast hero</td>
<td>Gain one additional option from the fast talent list</td>
</tr>
<tr>
<td>Lasting Benefit</td>
<td>21st level, Fast hero, Fighting style</td>
<td>Gain combat advantage against any enemy that takes your fighting style damage</td>
</tr>
<tr>
<td>Shadow Form</td>
<td>21st level, Fast hero, Fast stealth</td>
<td>Move through enemies space while hidden</td>
</tr>
<tr>
<td>Supreme Fighting Style</td>
<td>21st level, Fast hero, Fighting style</td>
<td>Deal extra damage with chosen encounter attack power</td>
</tr>
<tr>
<td>Sure Footed</td>
<td>21st level, Fast hero, Improved speed</td>
<td>Take no penalties for difficult terrain</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Psychic (Heroic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Implement Mastery</td>
<td>Psychic Hero</td>
<td>Basic attack power gains the implement keyword</td>
</tr>
<tr>
<td>Determine Resolve</td>
<td>Psychic Hero</td>
<td>Use second wind and gain 1 augment point rather then defense</td>
</tr>
<tr>
<td>Duel Personality</td>
<td>Psychic Hero, Psychic creature, Projection</td>
<td>Your psychic creature can speak to you and leave your sight</td>
</tr>
<tr>
<td>Duel Spear</td>
<td>Psychic Hero, Psychic spear</td>
<td>Spear more than one enemy at a time</td>
</tr>
<tr>
<td>Duel Mind</td>
<td>Psychic Hero</td>
<td>Create two psychic weapon instead of one</td>
</tr>
<tr>
<td>Energy Addition</td>
<td>Psychic Hero, Energy substitution</td>
<td>Choose another energy type</td>
</tr>
<tr>
<td>Energy Anti-mixture</td>
<td>Psychic Hero, Energy substitution</td>
<td>Apply more than one energy type to an attack</td>
</tr>
<tr>
<td>Energetic Penetration</td>
<td>Psychic Hero</td>
<td>Ignore energy resistance of the damage type you deal</td>
</tr>
<tr>
<td>Extrasensory Manifestation</td>
<td>Psychic Hero, Projection</td>
<td>Gain the extrasensory manifestation at-will power</td>
</tr>
<tr>
<td>Far Mind</td>
<td>Psychic Hero, Trait</td>
<td>Gain the far mind trait</td>
</tr>
<tr>
<td>Greater Spear</td>
<td>Psychic Hero, Psychic spear</td>
<td>Increase the die size of your psychic spear damage</td>
</tr>
<tr>
<td>Inner Strength</td>
<td>Psychic Hero</td>
<td>Gain additional power points</td>
</tr>
<tr>
<td>Lingering Energy</td>
<td>Psychic Hero</td>
<td>Target gains vulnerability after getting hit with augmented power</td>
</tr>
<tr>
<td>Mental Reach</td>
<td>Psychic Hero, Trait</td>
<td>Gain the mental reach trait</td>
</tr>
<tr>
<td>Omnipresence</td>
<td>Psychic Hero</td>
<td>You don't grant combat advantage during a surprise round</td>
</tr>
<tr>
<td>Psi-Blade</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psi-blade projection</td>
</tr>
<tr>
<td>Psi-Blaster</td>
<td>Psychic Hero, Projection, Psi-bolt</td>
<td>Your psi-bolt weapon increases in damage</td>
</tr>
<tr>
<td>Psi-Bolt</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psi-bolt projection</td>
</tr>
<tr>
<td>Psi-Guard</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psi-guard projection</td>
</tr>
<tr>
<td>Psionic Fortune</td>
<td>Psychic Hero</td>
<td>Gain bonus to saves while with power points</td>
</tr>
<tr>
<td>Psi-Shield</td>
<td>Psychic Hero, Projection, psi-guard</td>
<td>Your psi-guard grants greater defense</td>
</tr>
<tr>
<td>Psi-Sword</td>
<td>Psychic Hero, Projection, psi-blade</td>
<td>Your psi-blade weapon increases in damage</td>
</tr>
<tr>
<td>Psychic Armor</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psychic armor projection</td>
</tr>
<tr>
<td>Psychic Creature</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psychic creature projection</td>
</tr>
<tr>
<td>Psychic Fury</td>
<td>Psychic Hero</td>
<td>Expend power point to deal extra damage with basic attack</td>
</tr>
<tr>
<td>Psychic Impression</td>
<td>Psychic Hero, Projection</td>
<td>Gain the use of the psychic impression</td>
</tr>
<tr>
<td>Psychic Realization</td>
<td>Psychic Hero, Projection, psychic impression</td>
<td>Increase burst area of psychic impression</td>
</tr>
<tr>
<td>Strengthened Spirit</td>
<td>Psychic Hero, Projection</td>
<td>Substitute cha, wis, or con when making athletics or acrobatics check</td>
</tr>
<tr>
<td>Talented</td>
<td>Psychic Hero</td>
<td>Use one power point to use two projections</td>
</tr>
<tr>
<td>Telekinetic</td>
<td>Psychic Hero, Trait</td>
<td>Gain the use of the telekinetic trait</td>
</tr>
<tr>
<td>Psychic (Paragon)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------</td>
<td>---------</td>
</tr>
<tr>
<td>Aggressive Creature</td>
<td>11th level, Psychic hero, Psychic creature</td>
<td>Creature gain an aggressive mode that can be used during combat</td>
</tr>
<tr>
<td>Battle Mind</td>
<td>11th level, Psychic hero</td>
<td>Gain a bonus to damage with at-will attacks</td>
</tr>
<tr>
<td>Defensive Creature</td>
<td>11th level, Psychic hero, Psychic creature</td>
<td>Creature gain a defensive mode that can be used during combat</td>
</tr>
<tr>
<td>Dreaming Plight</td>
<td>11th level, Psychic hero, Psychic spear</td>
<td>Daze speared creatures with daily attack powers</td>
</tr>
<tr>
<td>Expanded Mind</td>
<td>11th level, Psychic hero, Trait</td>
<td>Gain the expanded mind trait</td>
</tr>
<tr>
<td>Enlarge Creature</td>
<td>11th level, Psychic hero, Trait</td>
<td>Increase the creatures size to large and block enemy movement</td>
</tr>
<tr>
<td>Forceful Rebuke</td>
<td>11th level, Psychic hero, Psychic spear</td>
<td>Deal damage to enemies adjacent to a speared target</td>
</tr>
<tr>
<td>Mind Spear</td>
<td>11th level, Psychic hero, Psychic spear</td>
<td>Enemies speared by you take a penalty to saves</td>
</tr>
<tr>
<td>Psychic Backlash</td>
<td>11th level, Psychic hero</td>
<td>Deal psychic damage to enemies that daze, dominate or deal psychic damage to you</td>
</tr>
<tr>
<td>Psychic Defense</td>
<td>11th level, Psychic hero</td>
<td>Gain bonus to defense when attacking with unaugmented power</td>
</tr>
<tr>
<td>Psychic Exposure</td>
<td>11th level, Psychic hero, Psychic spear</td>
<td>Speared target takes penalty to defense against next attack</td>
</tr>
<tr>
<td>Psychic Staff Focus</td>
<td>11th level, Psychic hero</td>
<td>Don't provoke opportunity attack with range attack with spear</td>
</tr>
<tr>
<td>Psychic Thorns</td>
<td>11th level, Psychic hero</td>
<td>Creature gains vulnerability psychic when failing saving throw</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Psychic (Epic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destructive Creature</td>
<td>21st level, Psychic hero, Psychic creature</td>
<td>Creature gain a Destructive mode that can be used during combat</td>
</tr>
<tr>
<td>Psychic Blessing</td>
<td>21st level, Psychic hero</td>
<td>Regain 2 power points when first bloodied</td>
</tr>
<tr>
<td>Psychic Gift</td>
<td>21st level, Psychic hero</td>
<td>Regain 1 power point after first turn in each encounter</td>
</tr>
<tr>
<td>Psychic Discorporation</td>
<td>21st level, Psychic hero</td>
<td>Become insubstantial when reduced to 0 hit points</td>
</tr>
<tr>
<td>Psychic Implement Expertise</td>
<td>21st level, Psychic hero</td>
<td>Psionic attack with implement score critical hit on 19-20</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Smart (Heroic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Builder</td>
<td>Smart Hero</td>
<td>Gain a +2 feat bonus to any crafting check made with trained skills</td>
</tr>
<tr>
<td>Carful Crafter</td>
<td>Smart Hero</td>
<td>Creatures summoned by you gain bonus to defense</td>
</tr>
<tr>
<td>Combat Model</td>
<td>Smart Hero</td>
<td>Creatures summoned by you gain bonus to attack and damage</td>
</tr>
<tr>
<td>Educated</td>
<td>Smart Hero</td>
<td>Gain a +2 bonus on any two knowledge skills</td>
</tr>
<tr>
<td>Exploited Action</td>
<td>Smart Hero, Exploit weakness</td>
<td>Re-choose which stat your exploit weakness uses when you spend an action point</td>
</tr>
<tr>
<td>Gear head</td>
<td>Smart Hero</td>
<td>Gain a +2 feat bonus on computer use checks and repair checks</td>
</tr>
<tr>
<td>Improved Design</td>
<td>Smart Hero</td>
<td>Creatures summoned by you gain temporary hit points</td>
</tr>
<tr>
<td>Improved Savant</td>
<td>Smart Hero, Savant</td>
<td>Gain a third skill associated with the savant class feature</td>
</tr>
<tr>
<td>Improved Strategic Action</td>
<td>Smart Hero, strategic action</td>
<td>Choose two benefits instead of one, and allies choose</td>
</tr>
<tr>
<td>Meticulous</td>
<td>Smart Hero</td>
<td>Gain a +2 feat bonus on forgery checks and Thievery checks</td>
</tr>
<tr>
<td>Strategic Hit</td>
<td>Smart Hero, strategic action</td>
<td>Add “+1 power bonus to all attack and damage rolls made with powers” to list</td>
</tr>
<tr>
<td>Strategic Defense</td>
<td>Smart Hero, strategic action</td>
<td>Add “+1 power bonus to Fortitude, Reflex, and Willpower Defenses” to list</td>
</tr>
<tr>
<td>Strategic Save</td>
<td>Smart Hero, strategic action</td>
<td>You add “+1 power bonus to all saves that can end” to the list of bonuses</td>
</tr>
<tr>
<td>Talented Training</td>
<td>Smart Hero, Talented</td>
<td>Gain a hybrid talent from a class you have multi-classed into</td>
</tr>
<tr>
<td>Vengeful Crafting</td>
<td>Smart Hero, Creative</td>
<td>Creatures adjacent to summoned creature take damage when it is destroyed</td>
</tr>
<tr>
<td><strong>Smart (Paragon)</strong></td>
<td><strong>Prerequisites</strong></td>
<td><strong>Benefit</strong></td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------</td>
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</tr>
<tr>
<td>Auto-Repair</td>
<td>11th level, Smart Hero, Creative</td>
<td>Summoned creature gain benefit of your second wind</td>
</tr>
<tr>
<td>Duel Action</td>
<td>11th level, Smart Hero, Strategic action</td>
<td>Choose two benefits from strategic action and gain the benefits of both.</td>
</tr>
<tr>
<td>Great Strategist</td>
<td>11th level, Smart Hero, Strategic action</td>
<td>Burst effect of strategic action increases</td>
</tr>
<tr>
<td>Master Crafter</td>
<td>11th level, Smart Hero, creative</td>
<td>Spend healing surge when summoning creature to increase its hit points</td>
</tr>
<tr>
<td>Rearm</td>
<td>11th level, Smart Hero</td>
<td>Recharge one summoned creatures powers</td>
</tr>
<tr>
<td>Skillful Master</td>
<td>11th level, Smart Hero</td>
<td>Roll twice when making skill checks and take the better of the two</td>
</tr>
<tr>
<td>Type I Artificial Intelligence</td>
<td>11th level, Smart Hero, creative</td>
<td>Gain free minor action to control summoned creature</td>
</tr>
<tr>
<td>Vigorous Crafting</td>
<td>11th level, Smart Hero, creative</td>
<td>Creatures summoned by you gain bonus to speed and defense</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Smart (Epic)</strong></th>
<th><strong>Prerequisites</strong></th>
<th><strong>Benefit</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Epic Exploit</td>
<td>21st level, smart hero</td>
<td>Substitute intelligence modifier for both strength and dexterity modifiers when rolling for attacks and damage</td>
</tr>
<tr>
<td>Supreme Strategist</td>
<td>21st level, smart hero, Strategic action</td>
<td>Increase any bonus given by this power by +1</td>
</tr>
<tr>
<td>Talented Mastery</td>
<td>21st level, smart hero, Talented</td>
<td>Choose second hybrid talent from a class you have multi-classed into</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Strong (Heroic)</strong></th>
<th><strong>Prerequisites</strong></th>
<th><strong>Benefit</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Bloodlust</td>
<td>Strong hero</td>
<td>Gain temporary hit points when you bloody an enemy</td>
</tr>
<tr>
<td>Bloody Stance</td>
<td>Strong hero</td>
<td>While in a stance deal extra damage after spending healing surge</td>
</tr>
<tr>
<td>Brawler</td>
<td>Strong hero, Melee smash, Weapon focus (improvised)</td>
<td>The die size for unarmed attack increase by one die size</td>
</tr>
<tr>
<td>Brutal Strike</td>
<td>Strong hero</td>
<td>Reroll 1’s on damage die while in a stance</td>
</tr>
<tr>
<td>Combat Martial Arts</td>
<td>Strong hero, Melee smash, Weapon focus (improvised)</td>
<td>Unarmed attacks gains offhand property and +1 bonus to hit</td>
</tr>
<tr>
<td>Combat Reflexes</td>
<td>Strong hero</td>
<td>Take two opportunity actions during another combatant’s turn</td>
</tr>
<tr>
<td>Combat Throw</td>
<td>Strong hero, Combat martial arts</td>
<td>Knock target prone instead of forced movement</td>
</tr>
<tr>
<td>Deadly Stance</td>
<td>Strong hero</td>
<td>Gain a bonus to damage rolls while in a stance</td>
</tr>
<tr>
<td>Defensive Martial Arts</td>
<td>Strong hero</td>
<td>Gain a bonus to defense when surrounded by enemies</td>
</tr>
<tr>
<td>Elusive Target</td>
<td>Strong hero, Defensive Martial Arts</td>
<td>Used an adjacent enemy as cover against his allies attacks</td>
</tr>
<tr>
<td>Fearsome Charge</td>
<td>Strong hero</td>
<td>Push target 1 square with charge attack</td>
</tr>
<tr>
<td>Feat of strength</td>
<td>Strong hero, Extreme effort</td>
<td>Gain a bonus to strength checks</td>
</tr>
<tr>
<td>Improvised Thrown</td>
<td>Strong hero</td>
<td>Throw melee improvised weapons</td>
</tr>
<tr>
<td>Killing Fury</td>
<td>Strong hero</td>
<td>Gain a bonus to damage rolls when reducing an enemy to 0 hit points</td>
</tr>
<tr>
<td>Knockout Punch</td>
<td>Strong hero, Melee smash, Weapon focus (improvised)</td>
<td>Daze and knock prone on a critical hit</td>
</tr>
<tr>
<td>Martial Arts Training</td>
<td>Strong hero, Str 15</td>
<td>Use your dexterity instead of strength for unarmed melee attacks and damage</td>
</tr>
<tr>
<td>Monkey Grip</td>
<td>Strong hero</td>
<td>Wield melee weapons used by creatures one size category larger</td>
</tr>
<tr>
<td>Offensive Resilience</td>
<td>Strong hero</td>
<td>Second wind grants bonus to attack when bloodied</td>
</tr>
<tr>
<td>Strong Recovery</td>
<td>Strong hero</td>
<td>Regain extra hit points with healing surge while in a stance</td>
</tr>
<tr>
<td>Strong (Paragon)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Advanced Combat Martial Arts</td>
<td>11th level, Strong hero, combat martial arts</td>
<td>Unarmed attacks gain brutal property and bonus to attack</td>
</tr>
<tr>
<td>Improved Brawler</td>
<td>11th level, Strong hero, Brawler</td>
<td>Increase die size for unarmed attacks</td>
</tr>
<tr>
<td>Improved Knockout Punch</td>
<td>11th level, Strong hero, Knockout Punch</td>
<td>Unarmed attacks critical on 19-20</td>
</tr>
<tr>
<td>Improved Improvised Weapons</td>
<td>11th level, Strong hero, Melee Smash</td>
<td>Proficiency bonus for improvised weapon increases to +3</td>
</tr>
<tr>
<td>Larger than life</td>
<td>11th level, Strong hero</td>
<td>Carry, lift and drag double that of normal</td>
</tr>
<tr>
<td>Enduring Wallop</td>
<td>11th level, Strong hero</td>
<td>Deal ongoing damage with daily attack power</td>
</tr>
<tr>
<td>Mighty Smash</td>
<td>11th level, Strong hero, Melee Smash</td>
<td>Increase the damage dealt by your melee smash</td>
</tr>
<tr>
<td>Reckless Attacker</td>
<td>11th level, Strong hero</td>
<td>Make melee basic attack after scoring critical hit</td>
</tr>
<tr>
<td>Reckless Stance</td>
<td>11th level, Strong hero</td>
<td>Take penalty to attack to increase damage while in stance</td>
</tr>
<tr>
<td>Violent Strike</td>
<td>11th level, Strong hero</td>
<td>Deal extra damage on next hit after reducing enemy to 0 hit points</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Strong (Epic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enduring Stance</td>
<td>21st level, Strong hero</td>
<td>While you are in a stance, you do not fall unconscious as a result of the dying condition</td>
</tr>
<tr>
<td>Overpowering Strength</td>
<td>21st level, Strong hero</td>
<td>Your strength is considered to be 10 higher for determining the amount you can carry, lift, and push</td>
</tr>
<tr>
<td>Stand Strong</td>
<td>21st level, Strong hero</td>
<td>When you are knocked prone, you can stand up as an immediate reaction</td>
</tr>
<tr>
<td>Unarmed Mastery</td>
<td>21st level, Strong hero</td>
<td>Score critical hit with unarmed attacks on 19-20 or 18-20.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tough (Heroic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto-Fire Proficiency</td>
<td>Tough hero</td>
<td>Use less ammunition when using automatic weapons</td>
</tr>
<tr>
<td>Bloodied Defense</td>
<td>Tough hero, Resist Weapons</td>
<td>While bloodied gain a bonus to resist weapons</td>
</tr>
<tr>
<td>Burst Fire</td>
<td>Tough hero</td>
<td>Make an automatic ranged basic attack against a single target</td>
</tr>
<tr>
<td>Defensive Advantage</td>
<td>Tough hero, Toughs Defense</td>
<td>Gain combat advantage against trigger of your toughs defense</td>
</tr>
<tr>
<td>Defensive Resilience</td>
<td>Tough hero, Con 13</td>
<td>Gain bonus to defense when second wind is used</td>
</tr>
<tr>
<td>Devoted Trial</td>
<td>Tough hero, Toughs Fury</td>
<td>Gain bonus to attack and damage against target of toughs fury</td>
</tr>
<tr>
<td>Distracted Fury</td>
<td>Tough hero</td>
<td>Target of your toughs fury gain penalty to attack if hit</td>
</tr>
<tr>
<td>Double Tap</td>
<td>Tough hero</td>
<td>Deal extra die of damage with semi-automatic weapons</td>
</tr>
<tr>
<td>Fear the reaper</td>
<td>Tough hero, Determined</td>
<td>Require 4 failed death saves rather than 3</td>
</tr>
<tr>
<td>Group Assault</td>
<td>Tough hero</td>
<td>Allies gain a bonus to damage rolls against targets marked by you</td>
</tr>
<tr>
<td>Improved damage resistance</td>
<td>Tough hero, Resist weapons</td>
<td>Gain a bonus to resist weapons</td>
</tr>
<tr>
<td>Improved Energy Resistance</td>
<td>Tough hero, Energy Resistance</td>
<td>Choose a second energy resistance, and add the benefits</td>
</tr>
<tr>
<td>Improved Resilience</td>
<td>Tough hero, Robust</td>
<td>You are able to use a second wind as a minor action</td>
</tr>
<tr>
<td>Iron Defense</td>
<td>Tough hero, Toughs Defense</td>
<td>Gain bonus to defense against triggering attack</td>
</tr>
<tr>
<td>Precise Shot</td>
<td>Tough hero, point black shot</td>
<td>Ignore cover enemy gains from their allies</td>
</tr>
<tr>
<td>Point Black Shot</td>
<td>Tough hero</td>
<td>Gain bonus to ranged attacks against enemies you are the closest to</td>
</tr>
<tr>
<td>Sideways Defense</td>
<td>Tough hero, Tough's Trial</td>
<td>Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you</td>
</tr>
<tr>
<td>Shield Expertise</td>
<td>Tough hero, Proficient in shields</td>
<td>Your shield bonus also applies to your fortitude</td>
</tr>
<tr>
<td>Toughs Defiance</td>
<td>Tough hero, Resist Energy</td>
<td>The resistance to your chosen energy increases by +5</td>
</tr>
<tr>
<td>Undeniable Fury</td>
<td>Tough hero, Toughs Fury</td>
<td>Attacks granted to you by your Toughs fury power ignore all resistances</td>
</tr>
<tr>
<td>Victor’s Confidence</td>
<td>Tough hero, Con 15</td>
<td>Gain bonus to saves when enemy reduced to 0 hit points</td>
</tr>
<tr>
<td>Tough (Heroic)</td>
<td>Prerequisites</td>
<td>Benefit</td>
</tr>
<tr>
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</tr>
<tr>
<td>Advanced Energy Resistance</td>
<td>11th level, Tough hero, Energy Resistance</td>
<td>Choose a Third energy resistance, and add the benefits</td>
</tr>
<tr>
<td>Advantageous Mark</td>
<td>11th level, Tough hero, Toughs fury or defense</td>
<td>Score critical hit on 19-20 for enemies triggering your toughs fury or toughs defense</td>
</tr>
<tr>
<td>Avenging Spirit</td>
<td>11th level, Tough hero</td>
<td>Gain action point if ally is reduced to 0 hit points</td>
</tr>
<tr>
<td>Opening Fury</td>
<td>11th level, Tough hero, Toughs Fury</td>
<td>Let ally make attack as part of toughs fury rather than yourself</td>
</tr>
<tr>
<td>Great Fortitude</td>
<td>11th level, Tough hero</td>
<td>Take 10 damage to re-roll a save</td>
</tr>
<tr>
<td>Grit</td>
<td>11th level, Tough hero, Con 17</td>
<td>Gain temporary hit points when you spend a healing surge</td>
</tr>
<tr>
<td>Marked Scourge</td>
<td>11th level, Tough hero</td>
<td>Deal extra damage to marked targets</td>
</tr>
<tr>
<td>Pointed Defense</td>
<td>11th level, Tough hero</td>
<td>Deal damage while taking total defense action</td>
</tr>
<tr>
<td>Retributive Fury</td>
<td>11th level, Tough hero, Toughs fury</td>
<td>Spend action point while making triggering attack granted by toughs fury to deal extra damage</td>
</tr>
<tr>
<td>Shield Supremacy</td>
<td>11th level, Tough hero, Proficiency with shields</td>
<td>Enemies gain no bonus to attack rolls for having combat advantage</td>
</tr>
<tr>
<td>Steal Defense</td>
<td>11th level, Tough hero, Toughs Defense</td>
<td>Gain bonus to resist weapons against triggering attack</td>
</tr>
<tr>
<td>Striking Resurgence</td>
<td>11th level, Tough hero</td>
<td>Forgo second winds bonus to defense to make basic attack</td>
</tr>
<tr>
<td>Superior Conditioning</td>
<td>11th level, Tough hero, Fear the reaper feat</td>
<td>Damage you can sustain before deal equals your total hit points</td>
</tr>
<tr>
<td>Surefooted Reprisal</td>
<td>11th level, Tough hero</td>
<td>Make opportunity attack against trigger of forced movement</td>
</tr>
<tr>
<td>Tactical Superiority</td>
<td>11th level, Tough hero, Toughs Fury</td>
<td>Slow target of your toughs fury with successful hit</td>
</tr>
<tr>
<td>Tough Save</td>
<td>11th level, Tough hero, Resist Energy</td>
<td>Make saves at beginning of your turn again some conditions</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Tough (Epic)</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allied Fury</td>
<td>21st level, Tough hero, Toughs Fury</td>
<td>Ally can make melee attack against target of toughs fury</td>
</tr>
<tr>
<td>Dual Trial</td>
<td>21st level, Tough hero, Toughs Trial</td>
<td>Mark one additional enemy adjacent to primary mark</td>
</tr>
<tr>
<td>Inevitable Fury</td>
<td>21st level, Tough hero, Toughs Trial</td>
<td>Target of toughs fury takes damage if you miss with attack</td>
</tr>
<tr>
<td>Rapid Trial</td>
<td>21st level, Tough hero, Toughs Fury</td>
<td>First use of immediate reaction or interrupt does not count towards maximum uses per round</td>
</tr>
<tr>
<td>Practiced Reliability</td>
<td>21st level, Tough hero, Toughs Trial</td>
<td>One encounter power gains the reliable keyword</td>
</tr>
<tr>
<td>Tactical Insight</td>
<td>21st level, Tough hero, Toughs Trial</td>
<td>Allies gain bonus to damage rolls against enemies marked by you</td>
</tr>
<tr>
<td>Wild Shot</td>
<td>21st level, Tough hero</td>
<td>Increase the burst or blast of powers by 1 square</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Multiclass feats</th>
<th>Prerequisites</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captivating Charismatic</td>
<td>Charisma 13</td>
<td>Gain training in a charismatic hero skill and gain a power</td>
</tr>
<tr>
<td>Disciplined Mind</td>
<td>Cha 13 and Wis 13 or Con 13</td>
<td>Gain training in a Psychic hero skill and gain a power</td>
</tr>
<tr>
<td>Fast Initiate</td>
<td>Dex 13</td>
<td>Gain training in a Fast hero skill</td>
</tr>
<tr>
<td>Knowledgably Smart</td>
<td>Int 13</td>
<td>Gain training in a smart hero skill and use strategic action once per day</td>
</tr>
<tr>
<td>Strong Ferocity</td>
<td>Str 13</td>
<td>Gain training in a strong hero skill and gain proficiency in improvised weapons</td>
</tr>
<tr>
<td>Toughs Challenge</td>
<td>Con 13</td>
<td>Gain training in a tough hero skill and once per encounter mark an enemy as a free action</td>
</tr>
</tbody>
</table>
NAUTICAL OPERATION
Benefit: You are capable of operating all civilian and military nautical vehicles, as well as using any powers associated with them.
Special: Without this feat you take a –4 on any operate skill check and you are unable to use any powers that come with the nautical vehicle.

POWERFUL SHOT
Prerequisite: Dexterity 15
Benefit: When making a ranged attack with a handgun, you can take a -2 penalty on the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to the damage roll with a longarm).
This extra damage increases by level, as shown on the table below, but the attack penalty remains the same.

<table>
<thead>
<tr>
<th>Level</th>
<th>Extra Damage (Longarm)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st-10th</td>
<td>+2 (+3)</td>
</tr>
<tr>
<td>11th-20th</td>
<td>+4 (+6)</td>
</tr>
<tr>
<td>21st-30th</td>
<td>+6 (+9)</td>
</tr>
</tbody>
</table>

PRONE COMBAT
Benefit: You no longer take any penalties to attack when you are prone and instead gain a +1 feat bonus to attack rolls.

RENOwn
Benefit: You gain a +3 bonus to your reputation.

REVOLVER PROFICIENCY
Benefit: Should you run out of ammunition while making an attack with a firearm that uses cylinders to hold its payload, you can reload it as a free action should you have a speed loader prepared. This can be done while in the middle of an attack.
Special: Speed loaders can be bought in the equipment section of this book as mundane items.

RIFLE & SHOTGUN PROFICIENCY
Benefit: While reloading a firearm that uses an internal space to hold its payload, you can reload two rounds of ammunition for every minor action used instead of one. At 11th level you can reload 4 rounds, and at 21st level you can reload 6 rounds.

SALVAGE
Benefit: You take time to salvage a destroyed piece of technology for the component ‘Parts’. Parts can be used when crafting advanced items and are used in the smart heroes Craft powers. Depending on the size of the destroyed mechanical device determines how long it takes to salvage it and what purchase levels worth of parts you receive for your efforts.
The time spent in recovering the part need not be all at the same time. The time can be split up over several days if need be, but the parts won’t be recovered until all the times has been completed.
The purchase levels of multiple salvages do not get added together. Only the purchase levels cost in dollars get added together.

Special: The character can also visit a scrap yard or a city dump once a week to look for the component ‘Parts’. Treat the scrap yard and dump as a huge piece of machinery for the purposes of time and recovered parts. Some places may require the hero to pay for a percentage of the parts recovered, but it should never be over 50% of the value of the parts.

TWO-WEAPON COMBAT
Prerequisite: Dexterity 13
Benefit: While wielding a ranged weapon in each hand, you gain a +1 bonus to the damage rolls of weapon attacks that you make with ranged weapons.

TWO-WEAPON MENACE
Prerequisite: Dexterity 13, Two-Weapon Combat
Benefit: While wielding two ranged weapons, you gain a +3 bonus to damage rolls with opportunity attacks.

TWO-WEAPON GUARD
Prerequisite: Dexterity 13, Two-Weapon Combat
Benefit: While wielding a ranged weapon in each hand, you gain a +1 shield bonus to AC and Reflex.

VEHICLE ADEPT
Prerequisite: Training in operate skill
Benefit: You gain a +2 feat bonus to the operate skill, and can operate either civilian aircraft, military aircraft, civilian nautical vehicles, military nautical vehicles, or military ground vehicles. Choose one.
You also gain the vehicle substitution power listed below. During a short rest you can substitute an encounter attack power of your level or lower for this vehicle power and it can be switched back on the next short rest.

RUN DOWN
You chase down your enemy with the sole purpose of running them down.

Encounter ◆ Martial, Weapon
Standard Action Vehicle
Effect: Move the vehicles speed and at any point during this movement make the attack.
Target: One creature
Attack: Dexterity +2 vs. Reflex
Level 11: Dexterity +4 vs. Reflex
Level 21: Dexterity +6 vs. Reflex
Hit: 2D10 + Dexterity modifier damage and the target is pushed 5 squares and knocked prone.
Level 11: 3D10 + Dexterity modifier damage
Level 21: 4D10 + Dexterity modifier damage
Special: Your vehicle does not take damage from this attack and is not subject to the crashing and ramming rules.
VEHICLE EXPERT

Prerequisite: Level 8, Vehicle Adept

Benefit: Choose another vehicle to operate from the vehicle adept feat list. You also gain the vehicle substitution power listed below. During an extended rest you can substitute a Daily attack power of your level or lower for this vehicle power and it can be switched back on the next extended rest.

RUNABOUT

Your superb driving skills allow you to move freely on the battle field using your vehicle as a weapon of destruction.

Daily ◆ Martial
Standard Action Vehicle
Effect: Move half of the vehicles speed and at any point during this movement make the attack.
Primary Target: One creature
Primary Attack: Dexterity +2 vs. Reflex
Level 11: Dexterity +4 vs. Reflex
Level 21: Dexterity +6 vs. Reflex
Hit: 3D10 + Dexterity modifier damage and target is dazed and prone (save ends both).
Effect: Move half of the vehicles speed in any direction and make a secondary attack at any point during that movement.
Secondary Target: One creature.
Secondary Attack: Dexterity +2 vs. Reflex
Level 11: Dexterity +4 vs. Reflex
Level 21: Dexterity +6 vs. Reflex
Hit: 2D10 + Dexterity modifier damage and target is knocked prone. If target is already prone then it takes +2D10 extra damage from this attack.

Vehicle Master

Prerequisite: Level 10, Vehicle Expert

Benefit: Choose another vehicle to operate from the vehicle adept feat list. You also gain the vehicle substitution power listed below. During an extended rest you can substitute a Utility power of your level or lower for this vehicle power and it can be switched back on the next extended rest.

UNSTOPPABLE

When all seams lost you manage to regain control of the vehicle and land it alive.

Daily ◆ Martial
Immediate Reaction Vehicle
Trigger: The vehicle is reduced to 0 hit points and is destroyed
Effect: You shift 4 squares from the outside of your vehicles occupied space. You may still take damage from this move depending on the location and speed of your vehicle.

WEAPONS PROFICIENCY

Benefit: You gain proficiency with one melee or ranged weapon of choice.
Special: This feat can be chosen more than once but applies to another melee or ranged weapon.

WEAPON FOCUS (IMPROVISED)

Benefit: You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with an improvised weapon. This bonus increases to +2 at 11th level, and +3 at 21st level.

PARAGON TIER FEATS

ARMOR SPECIALIZATION (HEAVY)

Prerequisite: 11th level, Con 15, training with heavy armor

Benefit: You gain a +1 feat bonus to AC when wearing heavy armor. and reduce the check penalty incurred by the heavy armor by 1.

ARMOR SPECIALIZATION (LIGHT)

Prerequisite: 11th level, Dex 15, training with light armor

Benefit: You gain a +1 feat bonus to AC when wearing light armor.

ARMOR SPECIALIZATION (MEDIUM)

Prerequisite: 11th level, Con 15, training with Medium armor

Benefit: You gain a +1 feat bonus to AC when wearing medium armor. and reduce the check penalty incurred by the medium armor by 1.

BAIL OUT

Prerequisite: 11th level
Benefit: You gain the Bail Out feat power.

FEATHER TRIGGER

Prerequisite: 11th level
Benefit: All handguns and longarms count as having the automatic property and can be used with powers with the auto keyword such as the automatic fire basic attack.

FOCUSED FIRE

Prerequisite: 11th level
Benefit: When using a power with a blast or burst effect, you can inflict +3 bonus damage for every additional square the target occupies within the burst or blast area.

JUMP START

Prerequisite: 11th level
Benefit: You gain the Jump Start feat power.
**JUMP START**

You play with the vehicles controls bringing it back to life.

**Encounter ◆ Martial**

**Immediate Reaction ◆ Vehicle**

**Trigger:** The vehicle have become dazed, immobilized, slowed or stunned.

**Effect:** The condition is removed.

**SNIPER TECHNIQUE**

**Prerequisite:** 11th level

**Benefit:** The effective range of all handguns you are proficient in is increased by 10/10 squares, and 20/20 squares for all longarms and heavy weapons your proficient in. At level 21 the bonus to range is doubled.

**TACTICAL ACTION**

**Prerequisite:** 11th level

**Benefit:** When you spend an action point, not only do you gain a extra action, on e ally within 5 squares of you can make a basic attack as a free action.

**TWO-WEAPON POUNCE**

**Prerequisite:** 11th level, Two-Weapon Fighting

**Benefit:** While you wield two ranged weapons and attack foes that grant you combat advantage, your primary weapon gains the brutal 1 property.

**TWO-WEAPON MASTERY**

**Prerequisite:** 11th level, Two-Weapon Fighting

**Benefit:** While you wield two ranged weapons and score a critical hit with either weapon, you can make a basic attack with your off-hand weapon against the same target as a free action.

**EPIC TIER FEATS**

**ARMOR MASTERY (HEAVY)**

**Prerequisite:** 21st level, Con 20, Armor Specialization (Heavy)

**Benefit:** You gain a Resist All 5 while wearing heavy armor. If you already have a Resist All then increases it by 2.

**ARMOR MASTERY (LIGHT)**

**Prerequisite:** 21st level, Dex 20, Armor Specialization (Light)

**Benefit:** You gain a +1 bonus to speed and +2 bonus to your reflex defense while wearing light armor.

**ARMOR MASTERY (MEDIUM)**

**Prerequisite:** 21st level, Con 20, Armor Specialization (Medium)

**Benefit:** You gain a +1 bonus to all saves and +2 bonus to your fortitude defense while wearing medium armor.

**HANDGUN MASTERY**

**Prerequisite:** 21st level

**Benefit:** When you make a ranged attack with a handgun, you can score a critical hit on a roll of 19-20.

**LONGARM MASTERY**

**Prerequisite:** 21st level

**Benefit:** When you make a ranged attack with a longarm, you can score a critical hit on a roll of 19-20.

**TWO-WEAPON FLURRY**

**Prerequisite:** 21th level, Two-Weapon Fighting

**Benefit:** While holding a ranged weapon in each hand, if you make a successful opportunity attack with your primary weapon, you can also make an opportunity attack with your off-hand weapon against the same target (but with a -5 penalty to the attack roll).

**TWO-WEAPON SUPREMACY**

**Prerequisite:** 21th level, Two-Weapon Mastery

**Benefit:** While you wield two ranged weapons and score a critical hit with either weapon, you can make two basic attacks with your off-hand weapon against the same target as a free action.

**CHARISMATIC HERO**

**HEROIC TIER FEATS**

**AIDING COORDINATION [CHARISMATIC]**

**Prerequisite:** Charismatic Hero

**Benefit:** Whenever you or an ally who can hear you and has line of sight to you takes the aid another, aid attack, or aid defense action, the bonus granted to the target equals +4 instead of +2. This effect replaces the normal +2 bonus. An ally can benefit from this feat only once per round.

**Coordinate:** Should an ally be in range of your coordinate class feature when the aid action is used, the bonus lasts until the end of the aiders next turn.

**ARMORED COMMANDER [CHARISMATIC]**

**Prerequisite:** Charismatic Hero, Proficiency with medium armor.

**Benefit:** You gain proficiency with heavy armor, and you increase your number of healing surges by 1.

**BOLD COMMAND [CHARISMATIC]**

**Prerequisite:** Charismatic hero

**Benefit:** If an enemy that has combat advantage against you, misses you with a melee attack, your allies gain a +1 bonus to attack rolls against that enemy until the start of your next turn.

**BOLSTERING INSPIRATION [CHARISMATIC]**

**Prerequisite:** Inspiration, Charismatic hero

**Benefit:** When you use your inspiration class feature on an ally, that ally gains a power bonus to their next save equal to the charismatic hero’s charisma modifier.

**DECEPTIVE [CHARISMATIC]**

**Prerequisite:** Fast talking, Charismatic

**Benefit:** Gain a +2 feat bonus on bluff and disguise checks.
**Double Team [Charismatic]**

**Prerequisite:** Charismatic

**Benefit:** When making a melee or ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, one ally of your choice within 5 squares of you gains a +3 bonus to damage rolls against the target until the end of your next turn.

**Coordinate:** Each ally within your coordinate area of effect can deal extra damage to the target equal to 2 + half your charisma modifier until the end of your next turn.

**Guiding Shot [Charismatic]**

**Prerequisite:** Charismatic Hero

**Benefit:** Whenever you grant an ally a ranged basic attack, that ally’s attack ignores cover and concealment (but not superior cover or total concealment).

**GunnerCommander [Charismatic]**

**Prerequisite:** Charismatic hero

**Benefit:** You and any ally within 5 squares of you ignore the penalty for attacking at long range.

**Improved Inspiration [Charismatic]**

**Prerequisite:** Inspiration, Charismatic Hero

**Benefit:** Doubles your charisma modifier to the hit points restored by your inspiration class feature.

**Improved Tactical Organization [Charismatic]**

**Prerequisite:** Tactical Organization, Charismatic hero

**Benefit:** Add +2 to the damage bonus granted by your tactical organization.

**Inspired Defense [Charismatic]**

**Prerequisites:** Inspiration, Charismatic Hero

**Benefit:** When you use *inspiration*, the target also gains a +1 power bonus to all defenses until the start of your next turn. The target can also forgo the extra healing dice and instead gain a bonus to one defense score equal to your charisma or intelligence modifier.

**Inspired Tactics [Charismatic]**

**Prerequisites:** Coordinate, Charismatic Hero

**Benefit:** When an ally who can see you spends an action point to make an attack, that ally gains a +2 bonus to the attack roll.

**Leading Fire [Charismatic]**

**Prerequisites:** Coordinate, Charismatic Hero

**Benefit:** When you hit an enemy with a ranged attack, each ally within the coordinates burst effect who can see and hear you gains a +2 bonus to ranged attack rolls against the attack’s target until the start of your next turn.

**Lend Strength [Charismatic]**

**Prerequisite:** Charismatic Hero

**Benefit:** Whenever you grant an ally a basic attack against an enemy, the ally gains a +2 bonus to the attacks damage roll.

**Saving Inspiration [Charismatic]**

**Prerequisite:** Inspiration, Charismatic Hero

**Benefit:** When you use *Inspiration*, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.

**Tactical Spirit [Charismatic]**

**Prerequisite:** Tactical Organization, Charismatic Hero

**Benefit:** When the charismatic hero uses a minor action as part of the tactical organization class feature one ally of his choice can shift 1 square.

**Trustworthy [Charismatic]**

**Prerequisite:** Charm, Charismatic Hero

**Benefit:** Gain a +2 feat bonus to Diplomacy and Streetwise checks.

**Paragon Tier Feats**

**Avenging Spirit [Tough] [Charismatic]**

**Prerequisites:** 11th level, Tough or Charismatic Hero

**Benefit:** When an ally of your level or higher is reduced to 0 hit points or fewer, you gain an action point that you must use before the end of your next turn or the action point is lost. You must see or hear the ally when he or she is reduced to 0 hit points or fewer to gain this feat’s benefit.

**Bloody Inspiration [Charismatic]**

**Prerequisites:** 11th level, Inspiration, Charismatic Hero

**Benefit:** If you use *Inspiration* while you are bloodied and do not target yourself, a second ally within the power’s range gains temporary hit points equal to twice your Charisma modifier.

**Commanders Formation [Charismatic]**

**Prerequisites:** 11th level, Int 17, Charismatic hero

**Benefit:** When you use the aid another action, you can aid up to two allies. You must provide the same aid to both allies (for instance, you can’t aid one ally’s attack roll and another ally’s defenses, and you can’t aid attack rolls against different targets).

**Defensive Surge [Charismatic]**

**Prerequisites:** 11th level, Con 15, Charismatic hero

**Benefit:** When you use your second wind, you can grant the +2 bonus to all defenses to an adjacent ally, in addition to gaining the bonus yourself.

**Defensive Coordination [Charismatic]**

**Prerequisite:** 11th level, Charismatic Hero

**Benefit:** Whenever an ally within line of sight to you takes the total defense action, the bonus to his or her defense equals your charisma modifier.

**Coordinate:** While in your coordinates burst effect an ally can forgo the bonus to defense from your charisma until the start of their next turn to make a basic attack.
**EXPERT COMMANDER [CHARISMATIC]**

**Prerequisite:** 11th level, Coordinate, Charismatic Hero  
**Benefit:** The bonus to initiative you and your allies receive from your coordinate class feature equals your charisma or intelligence modifier.

**FIGHT ON [CHARISMATIC]**

**Prerequisite:** 11th level, Inspiration, Charismatic Hero  
**Benefit:** You gain one extra use of your inspiration class feature per encounter.

**GREATER TACTICS [CHARISMATIC]**

**Prerequisite:** 11th level, Tactical organization, charismatic hero  
**Benefit:** The size of the close burst for this class feature increases by a number of squares equal to your charisma or intelligence modifier.

**GROUP FLANKING [CHARISMATIC]**

**Prerequisites:** 11th level, Charismatic hero  
**Benefit:** While you’re flanking an enemy, all allies gain combat advantage against that enemy.

**IMPESSUOUS CHARGER [CHARISMATIC]**

**Prerequisites:** 11th level, Charismatic Hero  
**Benefit:** When you charge an enemy, your allies gain combat advantage against that enemy until the end of your next turn.

**IMPROVED COORDINATE [CHARISMATIC]**

**Prerequisite:** 11th level, Coordinate, Charismatic Hero  
**Benefit:** The burst effect for your coordinate class feature becomes close burst 15. At 21st level the burst effect becomes close burst 20.

**IMPROVED TACTICS [CHARISMATIC]**

**Prerequisite:** 11th level, Tactical organization, charismatic hero  
**Benefit:** The bonus to attack granted by this class feature increases by +1.

**STRATEGIC INSPIRATION [CHARISMATIC]**

**Prerequisite:** 11th level, Inspiration, Charismatic hero  
**Benefit:** When you use your inspiration power, the target gains a bonus to attack equal to one-half your charisma or intelligence modifier before the start of your next turn.

**VITAL INSPIRATION [CHARISMATIC]**

**Prerequisites:** 11th level, Charismatic Hero  
**Benefit:** Any ally who can see and hear you adds your Charisma modifier to the hit points regained by using second wind.

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**EPIC TIER FEATS**

**AGGRESSIVE LEADERSHIP [CHARISMATIC]**

**Prerequisite:** 21st level, Cha 19, Charismatic Hero  
**Benefit:** While you are conscious, bloodied allies who can see and hear you gain a +2 bonus to damage rolls.  
**Coordinate:** Allies within your coordinates area of effect gain a bonus to damage rolls equal to your charisma or intelligence modifier while bloodied.

**DARING SPIRIT [CHARISMATIC]**

**Prerequisite:** 21st level, Charismatic Hero  
**Benefit:** When you are hit by an attack while you are bloodied or granting combat advantage to the attacker, you gain temporary hit points equal to your charisma modifier after the attack is resolved.

**DEFENSIVE LEADERSHIP [CHARISMATIC]**

**Prerequisite:** 21st level, Int 19, Charismatic Hero  
**Benefit:** While you are conscious, bloodied allies who can see and hear you gain a +1 bonus to all defenses.  
**Coordinate:** While in the area of effect of your coordinate class feature allies gain a +2 bonus to all defenses.

**ENABLING SHOT [CHARISMATIC]**

**Prerequisite:** 21st level, Tactical Organization, Charismatic Hero  
**Benefit:** Whenever you or an ally within the tactical organizations burst effect scores a critical hit against an enemy, an ally within the burst effect can make a basic attack against that enemy as a free action.

**GLORY AND HONOR [CHARISMATIC]**

**Prerequisite:** 21st level, Cha 17, Charismatic Hero  
**Benefit:** Whenever you grant an ally an attack by using a charismatic power, that ally gains temporary hit points equal to one-half your level if the attack hits.

**TACTICAL CUNNING [CHARISMATIC]**

**Prerequisite:** 21st level, Int 17, Charismatic Hero  
**Benefit:** Whenever you use a charismatic power to let an ally make an attack, that ally gains a +2 bonus to AC until the end of your next turn.

**ULTIMATE INSPIRATION [CHARISMATIC]**

**Prerequisite:** 21st level, Cha 19, Inspiration, Charismatic hero  
**Benefit:** Whenever you use your Inspiration class feature, you can heal two targets instead of one.

**FAST HERO**

**HEROIC TIER FEATS**

**ADVANCED SPEED [FAST]**

**Prerequisite:** Improved Speed, Fast Hero  
**Benefit:** Your speed increased by 1 square.
**AGILE RIPOSTE [FAST]**
Prerequisite: Dodge, Fast Hero
Benefit: Once per round, if the enemy you have selected to be the designate of your dodge misses you with an attack, you can make a basic attack against that target as a free action.

**CAMOUFLAGE [FAST]**
Prerequisite: Trained in stealth, Fast hero
Benefit: When you have any cover or concealment outdoors, you gain a +5 feat bonus to stealth checks.

**COUSCOUS DODGE [FAST]**
Prerequisite: Evasion, Fast Hero
Benefit: If you successfully save against miss damage from a burst or blast attack, you gain a +2 power bonus to all defenses against attacks from that attacker until the end of your next turn.

**DIRTY FIGHTING [FAST]**
Prerequisite: Fast hero
Benefit: You gain a +4 bonus to melee weapon damage rolls against surprised enemies.

**DODGE [FAST]**
Prerequisite: Fast Hero
Benefit: At the beginning of your turn as a free action you select one enemy to be the designate of your dodge. Until the beginning of your next turn you gain a +1 bonus to AC and reflex against attacks from this target.

**DUELIST'S STYLE [FAST]**
Prerequisite: Cha 13, Fast Hero
Benefit: You gain your charisma modifier as a feat bonus to Acrobatics and Athletics checks.

**EXPERT FEINT [FAST]**
Prerequisite: Trained in Bluff, Fast Hero
Benefit: You gain a +2 bonus to Bluff checks to made to feint. In addition, when you make a Bluff check to cause an enemy to grant combat advantage to you and succeed, you deal extra damage to the target with your fighting style at-will power equal to your charisma modifier until the end of your next turn.

**HAMSTRING [FAST]**
Prerequisite: Fighting Style Class Feature, Fast Hero
Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to slow the target until the end of your next round.

**IMPROVED FAST STEALTH [FAST]**
Prerequisite: Fast Stealth, Fast Hero
Benefit: When you make a stealth check to become hidden using your fast stealth class feature, you must end a move action at least 2 squares away from your starting position instead of 3.

**LUCKY SKIRMISHER [FAST]**
Prerequisites: Fast Hero
Benefit: When you run, enemies making opportunity attacks against you during that movement must roll twice and take the lower result.

**OVERWHELMING ATTACK [FAST]**
Prerequisite: Fighting Style class feature, Fast Hero
Benefit: Whenever you miss with a fast hero encounter attack power, the target of your attack still takes damage from your fighting style at-will power.

**POINT BLACK SHOT [FAST][TOUGH]**
Prerequisite: Fast or Tough Hero
Benefit: Gain a +1 bonus to ranged attacks against enemies you are the closest to.

**PRECISE SHOT [FAST][TOUGH]**
Prerequisite: Point Blank Shot, Fast or Tough Hero
Benefit: Ignore the cover that enemies gain from having line of sight obscured by their allies.

**QUICK RELOAD [FAST]**
Prerequisite: Fast Hero
Benefit: Reloading a firearm with an already loaded magazine or speed loader can be done as a free action rather than a minor action. It still takes a minor action to retrieve the magazine or speed loader.

**RASH STYLE [FAST]**
Prerequisite: Fighting Style Class Feature, Fast Hero
Benefit: When you deal damage with your fighting style at-will power, you can choose to gain a +2 bonus to the damage dealt. If you do so, you grant combat advantage to all enemies damaged by the power.

**RISKY SHIFT [FAST]**
Prerequisite: Fast Hero
Benefit: Whenever you shift, you can shift 1 additional square. If you do so, you grant combat advantage until the start of your next turn.

**SPEEDY RESPONSE [FAST]**
Prerequisites: Dex 15, Fast hero
Benefit: If you are hit by an opportunity attack while moving, you gain a +1 bonus to speed for that move. This benefit is cumulative if you are hit multiple times.

**TRAP SENSE [FAST]**
Prerequisites: Wis 13, Fast hero
Benefit: You gain a +2 feat bonus to all defenses against attacks by traps and to Perception checks to find traps.

**UNDERHANDED STRATEGY [FAST]**
Prerequisite: Fighting Style Class Feature, Fast Hero
Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to impose a -2 penalty to the targets attack rolls until the end of your next turn.
PARAGON TIER FEATS

Bleeding Backstab [Fast]
Prerequisites: 11th level, Fast hero, Fighting Style
Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack with a fast daily power, the target takes ongoing 5 damage (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by 5.

Cull the Weak [Fast]
Prerequisites: 11th level, Fast hero, Fighting Style
Benefit: You deal extra damage with your fighting style at-will power against bloodied or weakened enemies equal to one-half your charisma modifier.

Disheartening Strike [Fast]
Prerequisite: 11th level, Fighting style, Fast Hero
Benefit: Whenever you deal damage with your fighting style at-will power to the target of the triggering attack, you can forgo the extra damage to give the attack the rattling keyword.

Elusive Movement [Fast]
Prerequisites: 11th level, Dex 17, Fast Hero
Benefit: Whenever you end your turn at least 3 squares away from where you began your turn, you gain a +1 feat bonus to AC and Reflex until the start of your next turn.

Evasive Footwork [Fast]
Prerequisites: 11th level, Dex 17, Uncanny Dodge, Fast Hero
Benefit: When you shift 2 or more squares on your turn, you gain a +1 bonus to AC and Reflex until the start of your next turn.

Expert Sneak [Fast]
Prerequisite: 11th level, Fast Hero
Benefit: You have combat advantage against enemies that are deafened, immobilized, slowed, stunned, or weakened.

Fast Weapon Mastery [Fast]
Prerequisites: 11th level, Dex 17, Fast hero
Benefit: When you wield a light melee weapon, the weapon gains the high crit property.

Hindering Attack [Fast]
Prerequisites: 11th level, Fast hero, Fighting Style
Benefit: You can forgo the damage from your fighting style at-will power to cause the triggering enemy to become weakened until the start of your next turn.

Improved Evasion [Fast]
Prerequisite: Evasion, Fast Hero
Benefit: You can shift a number of squares equal to 1+ one-half your dexterity modifier instead of 1 square when making a successful save against miss damage.

Prime Slayer [Fast]
Prerequisites: 11th level, Fast Hero
Benefit: While none of your allies are closer to your target than you are, you gain a +2 bonus to damage rolls for ranged attacks against that target.

Roundabout Charge [Fast]
Prerequisites: 11th level, Fast hero, trained in Acrobatics
Benefit: When you charge, you can end your movement in any square adjacent to the target from which you can attack it.

Shot on the Run [Fast]
Prerequisite: 11th level, Defensive Mobility, Dodge, Fast hero
Benefit: When making a ranged basic attack, you can move both before and after the attack, provided that you’re total distance is no greater than your move action. I.e. During your round you use your first move action to move 7 squares, during your second move action you move 2 squares then make a ranged basic attack before proceeding with the other 5 squares of movement.
Special: The movement that is split between the ranged basic attack is not subject to opportunity attacks.

Spring Attack [Fast]
Prerequisite: 11th level, Defensive Mobility, Dodge, Fast hero
Benefit: When making a melee basic attack, you can move both before and after the attack, provided that your total distance in no greater than your move action. I.e. During your round you can use your first move action to move 7 squares, during your second move action you move 2 squares then make a melee basic attack before proceeding with the other 5 squares of movement.
Special: The movement that is split between the melee basic attack is not subject to opportunity attacks.

EPIC TIER FEATS

Artful Dodger [Fast]
Prerequisite: 21st level, Uncanny Dodge, Fast Hero
Benefit: Whenever an enemy attacks you and misses, you gain combat advantage against the enemy that targeted you.

Critical Assault [Fast]
Prerequisite: 21st level, Fighting style, Fast hero
Benefit: If you score a critical hit with a weapon and deal damage with your fighting style, you double the damage you would normal deal with your fighting style at-will power.

Evasive Repost [Fast]
Prerequisite: 21st level, Evasion, Fast Hero
Benefit: After making a successful save against miss damage you can make a basic attack against the attacker as a free action.

Fast Talent [Fast]
Prerequisite: 21st level, Fast Hero
Benefit: You gain one additional option from the Fast Talent List.

CHAPTER 3 | Character Options

FEATS
LASTING BENEFIT [FAST]
Prerequisite: 21st level, fighting style, Fast Hero
Benefit: You have combat advantage against any target that takes damage from your fighting style at-will power until the end of your next turn.

SHADOW FORM [FAST]
Prerequisite: 21st level, Fast Stealth, Fast Hero
Benefit: While you are hidden from an enemy, you can move through that enemies space and remain hidden.

SUPREME FIGHTING STYLE [FAST]
Prerequisite: 21st level, Fighting Style, Fast Hero
Benefit: Choose a fast encounter attack power that you know. You deal extra damage equal to your charisma modifier while using your fighting style at-will power with the chosen encounter power.

SURE FOOTED [FAST]
Prerequisite: 21st Level, Improved Speed, Fast Hero
Benefit: You are no longer hindered by difficult terrain.

Psychic Hero

Heroic Tier Feats

BASIC IMPLEMENT MASTERY [PSYCHIC]
Prerequisite: Psychic hero
Benefit: Your basic attack powers gain the Implement keyword, and gain the benefits of your implement items.

DETERMINE RESOLVE [PSYCHIC]
Prerequisite: Psychic Hero
Benefit: When you use your second wind, rather than gaining a bonus to defense you can gain 1 augment point that must be used before the end of your next turn.

DUEL PERSONALITY [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Creature, Psychic Hero
Benefit: Your psychic creature can speak and understand any language you do and has an Intelligence, wisdom, and charisma score of 10 + one-half your level. You can also see and hear through your psychic creature as if in its square. You no longer need line of sight to maintain your psychic creature, but while maintaining the creature outside of your sight you are considered helpless and can take no actions.

DUEL SPEAR [PSYCHIC]
Prerequisite: Psychic Spear, Psychic Hero
Benefit: When you spend a minor action to spear an enemy, you can instead spear two enemies in range rather than one. At 11th level you can spear three enemies in range, and at 21st level you can spear 4 enemies in range.

DUEL MIND [PSYCHIC]
Prerequisite: Psychic Hero
Benefit: When creating a psychic weapon such as a psi-blade or psi-bolt, you can create a weapon in each hand and can use interchangeably with powers. This feat works well when hybirding into a class that uses two weapons for its powers.

ENERGY ADDITION [PSYCHIC]
Prerequisite: Energy substitution class feature, Psychic Hero
Benefit: Choose another energy type from the energy substitution class feature list. You gain its energy type and the augmentable power that comes with it. Normally only one energy type can be applied to augmentable powers without the use of certain feats.
Special: This power can be taken multiple times.

ENERGY ANTI-MIXTURE [PSYCHIC]
Prerequisite: Energy substitution class feature, Psychic Hero
Benefit: Any at-will augmentable attack power can now have up to two energy types. This could be the first energy type chosen at character creation and the psychic energy type that all the at-will powers originally have, or it could be two other energies chosen through the use of feats, however only one augment associated with an energy type can be used as a time.

ENERGETIC PENETRATION [PSYCHIC]
Prerequisite: Psychic Hero
Benefit: Your attacks ignore the first 5 points of energy resistance of the energy type they deal. This increases to 10 points at 11th level, and 15 points at 21st level. Untyped damage does not gain this benefit.

EXTRASENSORY MANIFESTATION [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature
Benefit: Make use of this at-will attack power for the duration of the encounter.

EXTRASENSORY MANIFESTATION

The vary environment is your weapon as you use anything and everything you can see as deadly projectiles.

At-will ♦ Augmentable, Psionic, Psychic, Implement

Standard Action Close Burst 5
Requirement: Select a tiny or small unattended object in the burst to be used for the attack. The object deals 1D6 damage when used with this power.

Effect: Move object in burst, 10 squares in any direction and if it occupies the square of the target you wish to hit, resolve the attack as normal.

Target: One Creature

Attack: Constitution vs. Reflex

Hit: 1[W] + Constitution modifier damage, and target is pushed 1 square.

Augment 1

Requirement: Choose a medium unattended object in the burst to be used for the attack. The object deals 2D6 damage when used with this power.

Hit: As above, Target is also knocked prone.

Augment 2

Requirement: Choose a large object in the burst to be used for the attack. The object deals 2D10 damage when used with this power.

Hit: As above, target is also prone and immobilized (save ends both)
Effect: Make a secondary attack
Secondary Target: Each creature adjacent to primary target.
Secondary Attack: Constitution vs. Reflex
Hit: 1D6 + constitution modifier damage.
11th Level: Increases damage by +1[W], and +1 Augment point
21st Level: Increases damage by +2[W], and +2 Augment points

Object examples
Tiny or Small: A hand held object, rock, small appliance.
Medium: Chair, small table, trash can, microwave.
Large: Small Car, dumpster, Large sofa, Large Table.

FAR MIND [PSYCHIC] [TRAIT]
Prerequisite: Psychic traits class feature, Psychic Hero
Benefit: Gain the use of the far mind trait. Its effect adds to and does not replace any other existing effects.

FAR MIND
You have the ability to extend the range of your powers far beyond that of normal psychics.

At-Will ◆ Psonic
Free Action Augmentable
Effect: Increase the range of your ranged attack by +5 squares. At 11th level the ranged increases by +10 squares, and at 21st level the ranged increases by +15 squares.

GREATER SPEAR [PSYCHIC]
Prerequisite: Psychic Spear class feature, Psychic Hero
Benefit: The die size for your psychic spear class feature increases to D6’s.

INNER STRENGTH [PSYCHIC]
Prerequisite: Psychic Augmentation Class feature, Psychic Hero
Benefit: You gain 1 additional power point at the beginning of every encounter. At level 11 this increases to 2 additional power points, and at level 21 it increases to 3 power points.

LINGERING ENERGY [PSYCHIC]
Prerequisite: Psychic Hero
Benefit: After you hit an enemy with an augmented psionic power, that enemy gains vulnerability to the damage type of the power that was used until the end of your next turn. The vulnerability equals 2 and increases to 4 at 11th level, and 6 at 21st level.

MENTAL REACH [PSYCHIC] [TRAIT]
Prerequisite: Psychic traits class feature, Psychic Hero
Benefit: Gain the use of the mental reach trait. Its effect adds to and does not replace any other existing effects.

MENTAL REACH
You force your mental energies to extend further to strike at your enemies.

At-Will ◆ Psonic
Free Action Augmentable
Effect: Your melee attacks can reach 1 square further than normal.

OMNIPRESENCE [PSYCHIC]
Prerequisite: Psychic Hero
Benefit: You gain flashes of insight before being surprised. You no longer grant combat advantage during a surprise round, and can roll initiative as normal possibly allowing you to act before your attackers.

PSI-BLADE [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero
Benefit: Add the Psi-blade projection to your list of known projections.

PSI-BLASTER [PSYCHIC] [PROJECTION]
Prerequisite: Psi-bolt class feature, Psychic Hero
Benefit: The die size for the psi-bolt class feature increases to D8’s. The blaster’s size represents it change in damage, and as such can look like any one or two handed ranged weapon but can still be used in one hand.

PSI-BOLT [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero
Benefit: Add the Psi-bolt projection to your list of known projections.

PSI-GUARD [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero
Benefit: Add the Psi-guard projection to your list of known projections.

PSIONIC FORTUNE [PSYCHIC] [AUGMENT]
Prerequisite: Psychic Hero
Benefit: While you have at least 1 power point, you gain a +1 feat bonus to saving throws. When you make a saving throw, you can spend 1 power point to increase the feat bonus to +3 until the end of your turn.

PSI-SHIELD [PSYCHIC] [PROJECTION]
Prerequisite: Psi-guard class feature, Psychic Hero
Benefit: Your Psi-guard is treated as a large shield for all intents and purposes, that your are proficient in which means you will not be able to use your shield arm and hand to hold items or make attacks.

PSI-SWORD [PSYCHIC] [PROJECTION]
Prerequisite: Psi-blade class feature, Psychic Hero
Benefit: The die size for the psi-blade class feature increases to D10’s. The sword’s size represents it change in damage, and as such can look like any one or two handed melee weapon but can still be used in one hand.
PSYCHIC ARMOR [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: You can manifest a transparent suit of armor that covers your body. This armor can look like anything from a bluish glow to a full suit of full plate, and can be manifested and dispelled as a free action. Regardless of its look it provides the psychic hero temporary hit points at the start of each round equal to their constitution modifier. At level 11 the temporary hit points increase to $3 + \text{their constitution modifier}$, and at level 21 the temporary hit points equal $5 + \text{their constitution modifier}$.

Special: Normal armor cannot be worn while this projection is being used, and vice versa.

PSYCHIC CREATURE [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: You can manifest a small or medium transparent creature in a square adjacent to you. This creature can look like anything your imagination can conceive, and can be manifested as a minor action and dispelled as a free action. As a minor action you can move the creature 6 squares in any direction, and any enemy adjacent to it provides combat advantage to you and your allies. This projection does not obscure line of sight and can't be used for cover.

If line of sight between you and the creature is lost the creature disappears, but can reappear in a square adjacent to you as a minor action. The creature has no hit points and cannot be damaged by attacks.

PSYCHIC FURY [PSYCHIC]
Prerequisite: Psychic Hero

Benefit: If you have at least 1 power point when making a basic attack with your psychic weapons, you can expend that power point to deal $1[W]$ extra psychic damage.

PSYCHIC IMPRESSION [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: Add the Psychic Impression projection to you list of known projections.

PSYCHIC REALIZATION [PSYCHIC] [PROJECTION]
Prerequisite: Psychic Impression class feature, Psychic Hero

Benefit: The psychic impressions burst increases by 1 square, and the damage increases by $+5$. All other effects remain the same.

STRENGTHENED SPIRIT [PSYCHIC]
Prerequisite: Psychic Hero

Benefit: You can substitute Charisma, Wisdom, or Constitution for strength or dexterity when making athletics or acrobatics checks.

TALENTED [PSYCHIC] [AUGMENT]
Prerequisite: Psychic Projection class feature, Psychic Hero

Benefit: For the cost of 1 power point, two psychic projections can be used at the same time should a character have a second one to use.

TELEKINETIC [PSYCHIC] [TRAIT]
Prerequisite: Psychic traits class feature, Psychic Hero

Benefit: Gain the use of the telekinetic trait. Its effect adds to and does not replace any other existing effects.

Special: The second level utility power telekinetic lift can be used as an encounter power instead of a daily power.

**Telekinetic Heroic Trait**

You have a unique knack for telekinesis and are able to move things further than other psychics with similar powers.

At-Will ◆ Psionic
Free Action Augmentable
Effect: Increase the forced movement made by the attack by $+2$ squares, and double the weight limit if any for this power.
At 11th level the forced movement increases by $+4$, and at 21st level the forced movement increases by $+6$.

Paragon Tier Feats

AGGRESSIVE CREATURE [PSYCHIC] [PROJECTION]
Prerequisite: 11th level, Psychic Creature, Psychic Hero

Benefit: Your psychic creature now has an aggressive mode which requires a minor action to activate, and deactivate. While in its aggressive mode you psychic creature can be targeted by attacks and has your bloodied value in hit points. Its defenses are equal to yours and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.

While in its aggressive mode and so long as you have line of sight to your target you can make psychic hero at-will attacks from your creatures square as if you occupied it.

Special: A psychic creature can use only one mode type at a time.

BATTLE MIND [PSYCHIC]
Prerequisite: 11th level, Psychic hero

Benefit: You gain a $+2$ feat bonus to damage rolls with at-will psychic hero powers. While you have no power points remaining, this bonus increases to $+4$. The bonus increases to $+4$ or $+8$ at 21st level.
DEFENSIVE CREATURE [PSYCHIC] [PROJECTION]
Prerequisite: 11th level, Psychic Creature, Psychic Hero
Benefit: Your psychic creature now has a defensive mode which requires a minor action to activate, and deactivate. While in its defensive mode the psychic creature gains hit points equal to your bloodied value and can be targeted by attacks. Its defenses are equal to yours +2 and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.
While in its defensive mode your psychic creature can occupy an allies or your square. Any attack that that targets an ally or yourself while occupying a square with the psychic creature, targets the psychic creature instead.
Special: A psychic creature can use only one mode type at a time.

DREAMING PLIGHT [PSYCHIC]
Prerequisite: 11th level, Psychic Hero, Psychic spear
Benefit: Whenever you deal Psychic spear damage to a target and do so with a Psychic Hero daily attack power, the target is dazed (save ends). If the power already subjects the target to a dazing effect that a save can end, the target is instead dazed and takes ongoing 5 psychic damage (save ends both).

EXPANDED MIND [PSYCHIC][TRAIT]
Prerequisite: 11th level, Psychic trait class feature, Psychic Hero
Benefit: Gain the use of the Expended Mind trait. Its effect adds to and does not replace any other existing effects.

PSYCHIC BACKLASH [PSYCHIC]
Prerequisite: 11th level, Psychic Hero
Benefit: Whenever an enemy dazes, dominates, or deals psychic damage to you, that enemy takes psychic damage equal to 10 + your Wisdom modifier. The damage increases to 15 + your Wisdom modifier at 21th.

PSYCHIC DEFENSE [PSYCHIC]
Prerequisite: 11th level, Psychic Hero
Benefit: Whenever you hit an enemy with a psionic at-will attack power that is unaugmented, you gain a +2 bonus to all defenses against melee attacks until the end of your next turn.

PSYCHIC EXPOSURE [PSYCHIC]
Prerequisite: 11th level, Psychic creature, Psychic spear
Benefit: Any target you hit that is subjected to your psychic spear take a -2 penalty to all defenses against the next attack directed towards it.

PSYCHIC STAFF FOCUS [PSYCHIC]
Prerequisite: 11th level, Psychic Hero
Benefit: When you use a ranged psychic hero attack power using a staff against a target adjacent to you, the attack does not provoke opportunity attacks.

PSYCHIC THORNS [PSYCHIC]
Prerequisite: 11th level, Psychic Hero, Psychic creature
Benefit: Your psychic creature now has a destructive mode which requires a minor action to activate, and deactivate. While in its destructive mode the psychic creature gains its bloodied value in hit points and can be targeted by attacks. Its defenses are equal to yours +2 and if your psychic creatures hit points are reduced to 0, it disappears and is no longer usable during that encounter. A creatures hit points are fully recovered at the end of each encounter.
While in its destructive mode, each enemy adjacent to the creature takes damage equal to your constitution modifier at the beginning of their turns.

PSYCHIC GIFT [PSYCHIC]
Prerequisite: 21st level, Psychic hero
Benefit: At the end of your first turn in each encounter, you regain 1 power point.

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PSYCHIC DISCORPORATION [PSYCHIC]
Prerequisite: 21st level, Psychic hero
Benefit: While you are at 0 hit points or fewer, you are insubstantial. When you regain hit points so that you are no longer dying, you gain a +2 bonus to attack rolls for psionic powers until the end of your next turn.

PSYCHIC IMPLEMENT EXPERTISE
Prerequisite: 21st level, Psychic hero
Benefit: When you use a psionic power through an implement, you can score a critical hit on a roll of 19–20.

SMART HERO
HEROIC TIER FEATS

BUILDER [SMART]
Prerequisite: Smart Hero
Benefit: Gain a +2 feat bonus to any crafting check made with trained skills.

CARFUL CRAFTER [SMART]
Prerequisite: Smart Hero
Benefit: Creatures created by your craft summoning powers gain a +2 Feat bonus to Fortitude, Reflex, and Willpower.

COMBAT MODEL [SMART]
Prerequisite: Smart Hero
Benefit: Constructs created by your craft summoning powers gain a +1 bonus to attack and damage. This bonus increases to +2 at level 11, and +3 at level 21.

EDUCATED [SMART]
Prerequisite: Smart hero
Benefit: Gain a +2 bonus on any two knowledge skills.

EXPLOITED ACTION [SMART]
Prerequisite: Exploit weakness, Smart hero
Benefit: When you spend an action point to make an attack you can re-choose which stat your intelligence modifier affects according to the exploit weakness class feature.

GEAR HEAD [SMART]
Prerequisite: Smart Hero
Benefit: Gain a +2 feat bonus on computer use checks and repair checks.

IMPROVED DESIGN [SMART]
Prerequisite: Smart Hero
Benefit: Creatures created by your craft summoning powers gain temporary hit points equal to 5 + your intelligence modifier.

IMPROVED SAVANT [SMART]
Prerequisite: Savant, Smart hero
Benefit: Gain a third skill associated with the savant class feature.

IMPROVED STRATEGIC ACTION [SMART]
Prerequisite: Strategic Action, Smart Hero
Benefit: Choose two benefits from the list and you and your allies can choose which one benefit they wish to use.

METICULOUS [SMART]
Prerequisite: Smart Hero
Benefit: Gain a +2 feat bonus on forgery checks and Thievery checks.

STRATEGIC HIT [SMART]
Prerequisite: Strategic Action, Smart hero
Benefit: You add “+1 power bonus to all attack and damage rolls made with powers” to the list of bonuses.

STRATEGIC DEFENSE [SMART]
Prerequisite: Strategic Action, Smart hero
Benefit: You add “+1 power bonus to Fortitude, Reflex, and Willpower Defenses”.

STRATEGIC SAVE [SMART]
Prerequisite: Strategic Action, Smart hero
Benefit: You add “+1 power bonus to all saves that can end” to the list of bonuses.

TALENTED TRAINING [SMART]
Prerequisite: 11th level, Talented, Smart Hero
Benefit: Gain a hybrid talent from a hybrid class that shares its class with a multi-class feat you know. For example, if you chose a Fast Hero multi-class feat you can choose a hybrid talent option from the hybrid Fast hero class.
Special: You cannot chose a hybrid talent option from a hybrid class you are a part of.

VENGEFUL CRAFTING [SMART]
Prerequisite: Smart Hero, Creative
Benefit: When creatures created by your craft summoning powers are reduced to 0 hit points or fewer all creatures adjacent to it take your intelligence modifier in damage. At level 11 the damage increases to 1D10 + your intelligence modifier, and at level 21 the damage increases to 2D10 + your intelligence modifier.

PARAGON TIER FEATS

AUTO-REPAIR [SMART]
Prerequisite: 11th level, Creative, Smart Hero
Benefit: When you are within a close burst 1 to a creature you have summoned when you use a second wind, your summoned creature also regains the same number of hit points you do.

DUEL ACTION [SMART]
Prerequisite: 11th level, Strategic Action, Smart Hero
Benefit: Choose two benefits from the strategic action list and you and your allies gain the benefits of both. Similar bonuses don’t stack.
Special: If you have the feat ‘Improved Strategic Action’ you can instead choose four benefits from the list and you and your allies can choose which two benefits they wish to use.
**GREAT STRATEGIST [SMART]**
Prerequisite: 11th level, Strategic Action, Smart Hero
Benefit: Increase the burst effect of your strategic action class feature by an amount equal to one-half your intelligence modifier.

**MASTER CRAFTER [SMART]**
Prerequisite: 11th level, Creative, Smart Hero
Benefit: You can spend a healing surge as a free action when you create a construct using your craft summoning powers. Doing so grants you no benefit but instead increases your summoned creatures maximum hit point value by an amount equal to your surge value.

**REARM [SMART]**
Prerequisite: 11th level, Creative Smart Hero
Benefit: Once per encounter as a minor action you can rearm one summoned creature adjacent to you that you have crafted. Doing so recharges all the summoned creatures’ powers to their maximum value. A specific summoned construct may only receive this benefit once per day.

**SKILLFUL MASTER [SMART]**
Prerequisite: 11th level, Smart Hero
Benefit: When making a skill check with a trained skill, roll twice and take the greater of the two rolls.

**TYPE I ARTIFICIAL INTELLIGENCE [SMART]**
Prerequisite: 11th level, Creative, Smart Hero
Benefit: Once per round you gain a free minor action that can only be used to command one of your summoned creatures.

**VIGOROUS CRAFTING [SMART]**
Prerequisite: 11th level, Creative, Smart Hero
Benefit: Creatures created by your craft summoning powers gain a +2 feat bonus to speed and a +2 feat bonus to AC.

**EPIC TIER FEATS**

**EPIC EXPLOIT [SMART]**
Prerequisite: 21st level, Exploit Weakness, Smart Hero
Benefit: The smart hero can substitute his intelligence modifier for both strength and dexterity modifiers when rolling for attacks and damage.

**SUPREME STRATEGIST [SMART]**
Prerequisite: 21st level, Strategic Action, Smart Hero
Benefit: Increase any bonus given by this power by +1.

**TALENTED MASTERY [SMART]**
Prerequisite: 21st level, Talented Training, Smart Hero
Benefit: Choose a second hybrid talent option from a hybrid class that shares its class with a multi-class feat you know. You must choose the hybrid talent from a hybrid class that currently does not offer you
Special: You cannot choose a hybrid talent option from a hybrid class you are a part of or from a hybrid class you already receive a hybrid talent option from.

**STRONG HERO**

**HEROIC TIER FEATS**

**BLOODLUST [STRONG]**
Prerequisite: Strong Hero
Benefit: Whenever you bloody an enemy with a melee attack power, you gain temporary hit points equal to your charisma modifier.

**BLOODY STANCE [STRONG]**
Prerequisite: Strong Hero
Benefit: When you spend a healing surge while in a stance, the next melee attack you make before the end of your next turn deals extra damage equal to your charisma modifier on a hit.

**BRAWLER [STRONG]**
Prerequisite: Melee Smash, Weapon Focus (Improvised), Strong Hero
Benefit: The die size for unarmed attack increase by one die size. I.e. 1D6 to 1D8 etc.

**BRUTAL STRIKE [STRONG]**
Prerequisite: Strong Hero
Benefit: When you are in a stance, you can reroll any weapon damage die that displays a 1 when making melee attacks.

**COMBAT MARTIAL ARTS [STRONG]**
Prerequisite: Melee Smash, Weapon Focus (Improvised), Strong Hero
Benefit: All attacks under the unarmed group have the offhand property, and you gain a +1 bonus to unarmed attacks.
Special: If you are not wearing any armor or using shields you gain a +1 bonus to AC and Reflex.

**COMBAT REFLEXES [STRONG]**
Prerequisite: Strong hero
Benefit: You can take two opportunity actions during another combatant’s turn rather than one.

**COMBAT THROW [STRONG]**
Prerequisite: Combat martial arts, Strong Hero
Benefit: After making an attack that would normally cause forced movement; you instead throw the target to the ground causing the target to become prone in its square. This deals 1 point of extra damage per square the target would have been moved.

**DEADLY STANCE [STRONG]**
Prerequisite: Strong Hero
Benefit: You gain a +1 bonus to damage rolls while in a stance. The bonus increases to +2 at 11th level, and +3 at 21st level.

**DEFENSIVE MARTIAL ARTS [STRONG]**
Prerequisite: Strong hero
Benefit: When surrounded by three or more adjacent targets you gain a +1 Feat bonus to AC and Reflex.
**Elusive Target [Strong]**
- **Prerequisite:** Defensive Martial Arts, Strong Hero
- **Benefit:** When in melee combat with the enemy, you gain cover against ranged attacks made by the enemies' allies.
- **Special:** The enemy needs to be adjacent to you and needs to block line of sight from the ranged attack being made.

**Fearsome Charge [Strong]**
- **Prerequisite:** Strong Hero
- **Benefit:** When you hit with a charge attack, you can push the target 1 square.

**Feat of Strength [Strong]**
- **Prerequisite:** Strong Hero, Extreme effort
- **Benefit:** You gain a +1 feat bonus to strength checks. This bonus increases to +2 at level 11. At level 21 this bonus increases to +3.

**Improvised Thrown [Strong]**
- **Prerequisite:** Strong Hero
- **Benefit:** You can use improvised melee weapons (not including unarmed attacks) as heavy thrown weapon with a normal range of 5 squares and a long range of 10 squares. In addition, whenever you use an improvised melee weapon in this way, you gain a +2 feat bonus to attack rolls and damage rolls.

**Killing Fury [Strong]**
- **Prerequisite:** Strong Hero
- **Benefit:** When you reduce an enemy to 0 hit points, you gain a +2 feat bonus to attack rolls and damage rolls until the end of your next turn. The bonus increases to +4 at 11th level, and +6 at 21st level.

**Knockout Punch [Strong]**
- **Prerequisite:** Melee Smash, Weapon Focus (Improvised), Strong Hero
- **Benefit:** When scoring a critical hit with a improvised weapon you daze and knock the target prone. The daze effect ends at the end of your next turn.

**Martial Arts Training [Strong]**
- **Prerequisite:** Strong Hero
- **Benefit:** You use your dexterity instead of strength for unarmed melee attack rolls and damage rolls.

**Monkey Grip [Strong]**
- **Prerequisite:** STR 15, Strong Hero
- **Benefit:** You are capable of wielding melee weapons used by creatures one size category larger than yourself. This increases the damage increment of the weapon by one but imposes a -2 on all attacks made with the weapon.

**Offensive Resilience [Strong]**
- **Prerequisites:** Strong Hero
- **Benefit:** When you are bloodied and use second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

**Strong Recovery [Strong]**
- **Prerequisite:** Strong Hero
- **Benefit:** When you use a healing surge while in a stance, you regain extra hit points equal to your charisma modifier.

**Advanced Tier Feats**

**Advanced Combat Martial Arts [Strong]**
- **Prerequisite:** 11th level, Combat martial arts, Strong Hero
- **Benefit:** All attacks under the unarmed group gain the Brutal 2 property, and you gain a +2 bonus to unarmed attacks. This bonus replaces the previous bonus.
- **Special:** This replaces any other lesser brutal property the character may have for unarmed attacks.

**Improved Brawler [Strong]**
- **Prerequisite:** 11th level, Brawler, Strong Hero
- **Benefit:** The die size for unarmed attacks increase by one die size. I.e. 1D8 to 1D10 etc.

**Improved Knockout Punch [Strong]**
- **Prerequisite:** 11th level, Knockout Punch, Strong Hero
- **Benefit:** All at-will unarmed attacks you make critical on an 19-20.

**Improved Improvised Weapons [Strong]**
- **Prerequisite:** 11th level, Melee Smash, Strong Hero
- **Benefit:** The proficiency bonus gained for using improvised weapons in increased to +3 from +2.

**Larger Than Life [Strong]**
- **Prerequisite:** 11th level, Strong Hero
- **Benefit:** You can carry, lift and push double that of a medium creature. A strong hero with a 20 strength can carry 400 lbs rather than 200 lbs.

**Enduring Wallop [Strong]**
- **Prerequisites:** 11th level, Strong Hero
- **Benefit:** When you hit an enemy with a strong daily attack power while wielding improvised weapon, that enemy takes ongoing damage equal to your Constitution modifier (save ends). If the power already deals ongoing damage that has no damage type, instead increase that ongoing damage by an amount equal to your constitution modifier.

**Mighty Smash [Strong]**
- **Prerequisites:** 11th level, Str 15, Melee Smash, Strong Hero
- **Benefit:** The damage bonus granted by your Melee smash increases by 2. At 21st level, it increases by 4.

**Reckless Attacker [Strong]**
- **Prerequisites:** 11th level, Strong Hero
- **Benefit:** When you score a critical hit with a Strong attack power, you can make a melee basic attack as a free action. If you do so, you take a –2 penalty to AC until the end of your next turn.
**RECKLESS STANCE [STRONG]**

**Prerequisite:** 11th level, Strong Hero

**Benefit:** When you attack an enemy while in a stance, you can take a -2 penalty to the attack roll against that enemy to deal 1[W] extra damage to it.

**VIOLENT STRIKE [STRONG]**

**Prerequisite:** 11th level, Strong Hero

**Benefit:** When you reduce an enemy to 0 hit points, you gain a +5 bonus to the next damage roll you make before the end of your next turn.

**EPIC TIER FEATS**

**ENDURING STANCE [STRONG]**

**Prerequisite:** 21st level, Strong Hero

**Benefit:** While you are in a stance, you do not fall unconscious as a result of the dying condition.

**OVERPOWERING STRENGTH [STRONG]**

**Prerequisite:** 21st level, Strong Hero

**Benefit:** Your strength is considered to be 10 higher for determining the amount you can carry, lift, and push.

**STAND STRONG [STRONG]**

**Prerequisite:** 21st level, Strong Hero

**Benefit:** When you are knocked prone, you can stand up as an immediate reaction.

**UNARMED MASTERY [STRONG]**

**Prerequisite:** 21st level, Strong Hero

**Benefit:** Whenever you make a melee attack with an unarmed strike, you can score a critical hit on a roll of 19-20.

**Special:** If you have improved knockout punch you can score a critical hit with at-will powers on a 18-20 when using an unarmed strike.

**TOUGH HERO**

**HEROIC TIER FEATS**

**AUTO-FIRE PROFICIENCY [TOUGH]**

**Prerequisite:** Tough Hero

**Benefit:** When making an attack with a power with the Auto keyword you use 1 less round of ammunition to a minimum of 1 per target.

**BLOODIED DEFENSE [TOUGH]**

**Prerequisite:** Resist Weapons, Tough hero

**Benefit:** While bloodied your resist weapons value increases by +3

**BURST FIRE [TOUGH]**

**Prerequisite:** Tough Hero

**Benefit:** You can make an automatic ranged basic attack against a single target rather than a burst 1. Doing so deals an extra 1 die damage. The Auto keyword still applies to the power.

**DEFENSIVE ADVANTAGE [TOUGH]**

**Prerequisite:** Toughs Defense, Tough Hero

**Benefit:** You gain combat advantage against the trigger of the toughs defense power until the end of your next turn.

**DEFENSIVE RESILIENCE [TOUGH]**

**Prerequisite:** Con 13, Tough Hero

**Benefit:** When you use second wind while you are bloodied, you gain a +1 bonus to all defenses, in addition to the normal bonus for second wind, until the end of your next turn.

**DEVOTED TRIAL [TOUGH]**

**Prerequisite:** Toughs Fury, Tough hero

**Benefit:** When you make an attack granted by your toughs fury power, you gain a feat bonus to the attack and damage rolls equal to your Wisdom modifier.

**DISTRACTED FURY [TOUGH]**

**Prerequisite:** Toughs Fury, Tough Hero

**Benefit:** If you hit a foe with an attack granted by your toughs fury power, the target takes a -2 penalty to attack rolls until the start of your next turn.

**DOUBLE TAP [TOUGH]**

**Prerequisite:** Tough Hero

**Benefit:** When making a basic attack with a semi-automatic weapon you can expend an extra round of ammunition to deal 1 die extra damage to the target. Doing so imposes a −2 penalty on the attack.

**FEAR THE REAPER [TOUGH]**

**Prerequisite:** Determined, Tough hero

**Benefit:** You require 4 failed death saves rather than 3 before you die.

**GROUP ASSAULT [TOUGH]**

**Prerequisites:** Tough Hero

**Benefit:** Allies gain a +1 bonus to damage rolls against targets marked by you.

**IMPROVED DAMAGE RESISTANCE [TOUGH]**

**Prerequisite:** Resist weapons, Tough Hero

**Benefit:** Your resist weapons increases by +1. At 11th level the bonus increases to +2, and at 21st level the bonus becomes +3.

**IMPROVED ENERGY RESISTANCE [TOUGH]**

**Prerequisite:** Energy Resistance, Tough Hero

**Benefit:** Choose a second energy resistance, and add the benefits.

**IMPROVED RESILIENCE [TOUGH]**

**Prerequisite:** Robust, Tough Hero

**Benefit:** You are able to use a second wind as a minor action rather than a standard action.
IRON DEFENSE [TOUGH]
Prerequisite: Toughs Defense, Tough hero
Benefit: Gain a bonus to all defenses against the triggering attack cause by toughs defense equal to your wisdom modifier.

PRECISE SHOT [TOUGH][FAST]
Prerequisite: Point Blank Shot, Tough or Fast Hero
Benefit: Ignore the cover that enemies gain from having line of sight obscured by their allies.

POINT BLACK SHOT [TOUGH][FAST]
Prerequisite: Tough or Fast Hero
Benefit: Gain a +1 bonus to ranged attacks against enemies you are the closest to.

SIDEWAYS DEFENSE [TOUGH]
Prerequisites: Tough's Trial class feature, Tough hero
Benefit: Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you.

SHIELD EXPERTISE [TOUGH]
Prerequisite: Proficient in shields, Tough hero
Benefit: Your shield bonus also applies to your fortitude.

TOUGHS DEFIANCE [TOUGH]
Prerequisite: Resist Energy, Tough hero
Benefit: The resistance to your chosen energy increases by +5.

UNDENIABLE FURY [TOUGH]
Prerequisite: Toughs Fury, Tough hero
Benefit: Attacks granted to you by your Toughs fury power ignore all resistances.

VICTOR’S CONFIDENCE [TOUGH]
Prerequisites: Con 15, Tough hero
Benefit: When you reduce an enemy to 0 hit points with a melee attack, you gain a +1 bonus to saving throws until the beginning of your next turn.

PARAGON TIER FEATS
ADVANCED ENERGY RESISTANCE [TOUGH]
Prerequisite: 11th level, Energy Resistance, Tough Hero
Benefit: Choose a Third energy resistance, and add the benefits.

ADVANTAGEOUS MARK [TOUGH]
Prerequisite: 11th level, Toughs Fury, or Toughs Defense, Tough hero
Benefit: When an enemy triggers your toughs fury or toughs defense power you score a critical hit on a natural 19 or 20 against them until the end of your next turn.

AVENGING SPIRIT [TOUGH][CHARISMATIC]
Prerequisites: 11th level, tough or Charismatic Hero
Benefit: When an ally of your level or higher is reduced to 0 hit points or fewer, you gain an action point that you must use before the end of your next turn or the action point is lost. You must see or hear the ally when he or she is reduced to 0 hit points or fewer to gain this feat’s benefit.

OPENING FURY [TOUGH]
Prerequisite: 11th level, Toughs Fury, Tough Hero
Benefit: When an enemy triggers an attack from your toughs fury power you can instead choose to let an ally make a basic attack against that target as a free action.

GREAT FORTITUDE [TOUGH]
Prerequisite: 11th level, Tough Hero
Benefit: Once per round after you fail a saving throw you may take 10 damage to re-roll the save. This damage cannot be reduced in any way.

GRIT [TOUGH]
Prerequisites: 11th level, Con 17, Tough Hero
Benefit: When you spend a healing surge to regain hit points, you also gain temporary hit points equal to your Constitution modifier.

MARKED SCOURGE [TOUGH]
Prerequisites: 11th level, Tough hero, Tough's Trial class feature
Benefit: Add your Wisdom modifier to damage rolls you make against enemies marked by you.

POINTED DEFENSE [TOUGH]
Prerequisite: 11th level, Tough Hero
Benefit: When you take a total defense action while wielding a melee weapon, any enemy that attacks you with a melee attack takes damage equal to your strength modifier.

RETRIBUTIVE FURY [TOUGH]
Prerequisite: 11th level, Toughs fury, Tough Hero
Benefit: You can spend an action point as a free action when making an attack triggered by your toughs fury power. Your attack deals +2[W] damage.

SHIELD SUPREMACY [TOUGH]
Prerequisite: 11th level, Proficiency with shields, Tough hero
Benefit: While you are using a shield, enemies gain no bonus to attack rolls for having combat advantage against you.

STEAL DEFENSE [TOUGH]
Prerequisite: 11th level, Toughs Defense, Tough Hero
Benefit: Gain a bonus to your resist weapons and resist energy values against the triggering attack by toughs defense equal to your wisdom modifier.

STRIKING RESURGENCE [TOUGH]
Prerequisite: 11th level, Tough hero
Benefit: When you use your second wind, you can forgo the bonus to defenses to make a basic attack as a free action.
**Superior Conditioning [Tough]**

**Prerequisite:** 11th level, Fear the reaper feat

**Benefit:** The amount of damage you can sustain before death is equal to your total hit points as a negative number rather than your bloodied value expressed as a negative number.

**Surefooted Reprisal [Tough]**

**Prerequisite:** 11th level, Tough Hero

**Benefit:** If an enemy pushes or slides you with an attack, you can make an opportunity attack against that enemy before the forced movement. If the attack hits, you can negate the forced movement.

**Tactical Superiority [Tough]**

**Prerequisite:** 11th Level, Toughs Fury, Tough Hero

**Benefit:** Whenever you hit an enemy that triggered your toughs fury power, that enemy is slowed until the end of your next turn.

**Tough Save [Tough]**

**Prerequisite:** 11th level, Resist Energy, Tough Hero

**Benefit:** When afflicted by a condition noted in the resist energy class feature you have chosen you may make a save against that condition at the beginning of your turn before you are affected by the condition.

**Epic Tier Feats**

**Allied Fury [Tough]**

**Prerequisite:** 21st level, Toughs Fury, Tough Hero

**Benefit:** Whenever an enemy triggers an attack from your toughs fury power, one ally that can see the target can make a melee basic attack against it as an opportunity action.

**Dual Trial [Tough]**

**Prerequisite:** 21st level, Toughs Trial, Tough Hero

**Benefit:** Whenever you mark an enemy with toughs trial, you can mark one additional enemy adjacent to that enemy. This mark lasts until the end of your next turn.

**Inevitable Fury [Tough]**

**Prerequisite:** 21st level, Toughs Fury, Tough Hero

**Benefit:** Whenever you miss with an attack granted by your toughs fury power, the target takes damage equal to your strength modifier.

**Rapid Trial [Tough]**

**Prerequisite:** 21st level, Toughs Trial, Tough Hero

**Benefit:** The first time you use an immediate reaction or immediate interrupt each round does not count toward the normal limit on the number of those actions types you can take in one round. You still cannot use these immediate action more than once per triggering event.

**Practiced Reliability [Tough]**

**Prerequisite:** 21st level, Tough Hero

**Benefit:** Choose a encounter attack power that you know and that has a single target and a single attack roll. That power gains the reliable keyword.

**Special:** Each time you gain a level, you can choose to remove this feats benefit from the power and assign it to a different power.

**Tactical Insight [Tough]**

**Prerequisite:** 21st level, Toughs Trial, Tough Hero

**Benefit:** Allies gain a bonus to damage rolls against enemies marked by you equal to your wisdom modifier.

**Wild Shot [Tough]**

**Prerequisite:** 21st level, Tough Hero

**Benefit:** While wielding a firearm, you increase the burst or blast effect of any at-will or encounter power that has the auto keyword by 1 square.
Multiclass feats allow you to dabble in the class features and powers of another class. You might be a Strong hero who wishes to be faster so crosses into the Fast hero, or a Charismatic hero who wants the smarts of a Smart hero. Each class has a class-specific multiclass feat that gives you access to features from that class.

**CLASS-SPECIFIC FEATS**

There are two restrictions on your choice of a class-specific multiclass feat. First, you can’t take a multiclass feat for your own class. Second, once you take a multiclass feat, you can’t take a class-specific feat for a different class. You can dabble in a second class but not a third.

A character who has taken a class-specific multiclass feat counts as a member of that class for the purpose of meeting prerequisites for taking other feats and qualifying for paragon paths. For example, a character who takes Strong Ferocity counts as a Strong Hero for the purpose of selecting feats that have Strong hero as a prerequisite. These feats can qualify you for other feats; for example, a Tough Hero who takes Fast Initiate can use the a Fast Heroes Evasion class feature, which means that he meets the prerequisite for feats that have Evasion as a prerequisite.

**HEROIC TIER FEATS**

**CAPTIVATING CHARISMATIC [MULTICLASS CHARISMATIC]**
- **Prerequisite:** Charisma 13
- **Benefit:** You gain training in one skill from the Charismatic hero’s class skill list.
  
  Once per day, you can use the Charismatic Heroes Inspiration Class Feature.

**DISCIPLINED MIND [MULTICLASS PSYCHIC]**
- **Prerequisite:** Cha 13, Wis 13, or Con 13
- **Benefit:** You gain training in one skill from the psychic’s class skills list.
  
  Choose one 1st-level psychic at-will attack power. You can use that power once per encounter, and you can’t augment it.
  
  In addition, you can wield psychic implements.

**FAST INITIATE [MULTICLASS FAST]**
- **Prerequisite:** Dex 13
- **Benefit:** You gain training in one skill from the Fast Heroes class skill list.

**KNOWLEDGABLY SMART [MULTICLASS SMART]**
- **Prerequisite:** Intelligence 13
- **Benefit:** You gain training in one skill from the Smart Heroes class skill list and gain a +1 bonus to that skill.
  
  Once per day you can use the smart heroes Strategic Action Class feature.

**STRONG FEROCITY [MULTICLASS STRONG]**
- **Prerequisite:** Str 13
- **Benefit:** You gain training in one skill from the Strong heroes class skill list.
  
  The character can use any improvised weapon with a +2 proficiency bonus, and once per day as a free action the character can gain a +2 bonus to melee damage rolls until the end of the encounter while using an improvised weapon.

**TOUGHS CHALLENGE [MULTICLASS TOUGH]**
- **Prerequisite:** Con 13
- **Benefit:** You gain training in one skill from the Tough heroes class skill list.
  
  Once per encounter as a free action, you can mark an enemy as part of an attack. The mark lasts until the enemy is killed or until another mark supersedes it. You can then use Tough’s Fury or Tough’s Defense class feature against that target once during that encounter. When selecting this feat choose either Tough’s Fury or Tough’s Defense to be used.
  
  Once per encounter you can use the Fast Heroes Evasion Class feature.

**PARAGON MULTICLASSING**

If you have the Novice Power, Acolyte Power, and Adept Power feats for a class, and have chosen to continue into paragon Multiclassing for that class, See Players Handbook page 209 for details.
Your character's occupation is a career, calling, or an identity that describes what your character does in the world. Just as race and class create basic definitions about who your character is, occupations add a third character component to help refine your story and identity.

**Choosing an Occupation**

Select one of the occupations for your 1st level character. This represents the training and life experience the character has had prior to the start of the campaign. A hero may hold other jobs as his career unfolds, but the benefits of an occupation are only applied once, at the time of character creation. The occupation you select grants the benefits described below.

A character selecting an occupation is not able to gain the benefits of the backgrounds and themes presented in other D&D material. A character may still choose them in order to add more story to their character but they will not gain the benefits.

**Starting Features:** Each occupation includes a feature that you gain when you select the occupation during character creation.

**Related Skills:** Each occupation has skills that are associated with it. These skills get added to a character's class's skill list before you choose your trained skills. If you already have the related skills in your class list, you gain a +2 bonus to that skill should you train in it.

**Wealth Progression:** Should the campaign being run use the wealth level system (page ?) for determining how much money the characters makes, this section describes the column of the wealth table the character uses. Some occupations also grant bonus funds at first level or an increase to the character's starting wealth level.

**Job Features:** Most occupations offer additional features at level 5 and 10. You gain these features when you reach the appropriate level - it doesn't replace any of your class features.

**Career Opportunities:** Most occupations include a number of powers that you add to the ones from which you can choose from your class when you reach the appropriate level.

**Academic**

Your life once revolved around knowledge. What areas of scholarship are your domain? Where you a teacher or an instructor, an architect or an astrologer, a scientist or a sage? Did you write papers or publish theories, and did your piers respect you or scoff at your work? Do you still seek to learn, or have you given up academia for a life of adventure?

**Starting Features**

You excelled at school and learning came naturally to you. As you increased your knowledge you discovered new and interesting insights into the world.

Choose one of the two benefits listed below, and gain the Academic utility feature power.

**Benefit:** You know two additional languages of your choice.

**Benefit:** Gain training in one additional skill. This skill does not need to be in your class list of skills.

**Trained Experience**

<table>
<thead>
<tr>
<th>Trained Experience</th>
<th>Academic Utility</th>
</tr>
</thead>
<tbody>
<tr>
<td>After spending only a few seconds pondering the problem at hand, you arrive at a solution.</td>
<td></td>
</tr>
</tbody>
</table>

**At-Will**

**Standard Action**

**Personal**

**Effect:** You gain a +2 bonus to your next skill check with a skill you have trained.

**Special:** Once during a skill challenge you can cause one skill check you fail while using this power to become a success.

**Related Skills:** Choose any one skill to add to your class list of skills or choose one trained skill to gain a +2 bonus.

**Wealth Progression:** An academic finds themselves in a medium class pay rate with a +2 bonus to their wealth level.

**Job Features**

**Level 5 Feature**

Choose training in one new skill and one new language of your choice. The trained skill must be from your class list and if you already have all your class skills trained, you instead choose one of these skills to gain a +2 bonus. The language can be any language you have access to.

**Level 10 Feature**

You learn a number of languages equal to your intelligence modifier. If your modifier increases after gaining this feature you learn an additional language. You can also attempt an Intelligence check with a +5 bonus against a hard DC of your level to decipher a message written in code.

**Career Opportunities**

Your vast knowledge gives you a better understanding on how to inflict the most damage during combat and overcome adversity in the face of overwhelming odds.

**Level 2 Utility Power**

Your knowledge in living beings and mechanic devices allows you to deal extra damage to those creature and gives your allies the ability to do the same.
**Observe Vulnerability**

You see an opening in your enemies defenses and strike with brutal accuracy.

*Encounter* ♦ Martial

*Free Action* ♦ Personal

*Trigger:* You succeed on a knowledge check to identify a creature that you can see or hear.

*Effect:* If your check result meets or exceeds the hard DC for the creature’s level, you gain a +2 power bonus to attack and a power bonus to damage equal to your intelligence modifier until the end of your next turn. Additionally, your next attack using the bonuses provided by this power ignores any resistance the creature has, and should that next attack hit your allies gain a +2 power bonus to hit your target until the end of your next turn.

**Level 6 Utility Power**

Weather your profession or just simple tinkering, you have developed some measure of skill with mechanical and electrical devices allowing you to quickly augment yours and your allies weapons to deal different types of damage. Vary useful when going up against a creature with a specific vulnerability to damage.

**Tinkers Trick**

You augment your allies weapons with energy that allows you to devastate your enemies.

*Encounter* ♦ Craft

*Minor Action* ♦ Close burst 1

*Trigger:* You and each ally in burst.

*Effect:* Choose acid, cold, fire, lightning, or thunder. Until the end of your next turn, any untyped damage each target would deal with attacks is of the chosen type instead.

Level 11: Attacks deal +2 damage of the chosen type.

Level 21: Attacks deal +4 damage of the chosen type.

**Level 10 Utility Power**

You have gleaned knowledge from countless battles allowing your to create strategies and maneuvers during battle, keeping you and your allies one step ahead of your enemies.

**Past Battles**

You take in the situation and instantly devise a strategy to give you the greatest advantage.

*Encounter* ♦ Martial, Zone

*Minor Action* ♦ Ranged burst 2 within 20

*Effect:* The burst create a zone that lasts until the end of your next turn, and that's centered on you. Until the end of your next turn all enemies within the zone take a -2 penalty to attack rolls and to all defenses while in the zone. Also attacks by enemies only deal half damage to allies within the zone.

You can move the zone 6 squares as a move action once per round.

*Sustain Minor:* The zone persists until the end of your next turn.

**Adventurer**

Many adventures start their careers out as professional daredevils, big game hunters, treasure-hunters, explorers, and other thrill seekers. These people have an insatiable desire for adventure and fun, and often take on dangerous missions and jobs others would find suicidal.

**Starting Features**

Adventurers laugh in the face of danger gaining a +5 bonus to saving throws against fear affects and can make saves against being dazed, stunned, and immobilized at the beginning of their turn as a free action.

In addition, you gain the Quick Reaction power.

**Quick Reaction**

Your quick reactions are what keep you alive in the face of adversity.

*Encounter*

*Standard Action* ♦ Personal

*Trigger:* You fail a skill check or a saving throw.

*Effect:* You can reroll the failed skill check or saving throw and gain an additional +4 bonus to the result.

Related Skills: Add Athletics and Dungeoneering, or Nature to your class skill list.

Wealth Progression: An adventurer doesn't always have a steady flow of income, placing them in the Low Class pay rate.

**Job Features**

**Level 5 Feature**

You gain a +1 bonus to saving throws, and a +2 bonus to endurance checks. In addition, when an ally is adjacent to you that ally gain a +1 bonus on their saving throws.

**Level 10 Feature**

You gain a +1 bonus to fortitude and you can make saves against ongoing damage at the beginning of your turns.

**Career Opportunities**

Your life as an adventurer has made you tough and durable, capable of shrugging off effects that cripple others.

**Level 2 Utility Powers**

You are a pinnacle of health and endurance, allowing you to shrug off effects without a thought.

**Determined**

With a quick stretch and a few popping joints you shoulder your ailments and fight on.

*Encounter*

*No Action* ♦ Personal

*Trigger:* You are affected by an effect that a save can end.

*Effect:* Make a save against the effect with a bonus to the save equal to your constitution modifier.
**Level 6 Utility Power**
Your life as an adventurer has given you an almost endless supply of energy. With this energy reserve you scale mountains, swim rivers, and continue fighting when others would have succumbed to their wounds.

**DEATHS WALK**
You grit your teeth, and stand tall.

**Level 10 Utility Power**
Though you may be badly hurt, and bleeding from multiple wounds, you continue to advance. Moving may be the only thing you can do but nothing shall keep you down.

**ATHLETE**
You have spent years earning your living as a competitive athlete. You might be a sprinter, a swimmer, a gymnast, or wrestler. You have participated in athletic competitions, both in small and big. Your youth was spent in training and as you participating in athletic challenges you found you had a knack for them. You are known in top physical condition, and your athletic training is aiding you in your everyday life.

**Starting Features**
Your athletic prowess has given you unmatched speed and stability. You gain a +2 bonus to speed when you run or charge, and you are considered to have a running start when making jump checks.

You also gain the burst of speed utility power.

**Burst of Speed**
You reach deep down and pull forth your hidden energy reserves.

**Related Skills:** Add Acrobatics and Athletics to your class skill list.

**Wealth Progression:** An athlete doesn’t always have a steady flow of income placing them in the Low Class pay rate.

**Job Features**

**Level 5 Feature**
Gain a +2 class bonus to Athletics and Acrobatics checks, and you ignore the first square of difficult terrain for each move action you take.

**Level 10 Feature**
When making Athletics and Acrobatics checks, roll twice and take the better of the two rolls.

**Career Opportunities**

**Level 2 Utility Power**
Your agile expertise has granted you the ability to stand up from a prone condition, and quickly move away.

**Quick Dodge**
You deftly move with the blow to avoid damage.

**Level 6 Utility Power**
You dodge and weave, using your agility to your advantage. When a blow does strike true, you deftly move with it to avoid damage.

** Nimble Maneuver**
You tumble away from your foe as its attack flies wide.

| Chapter 3 | Character Options |
BLUE-COLLAR
A blue-collar worker is a member of the working class who typically performs manual labor and earns an hourly wage. Blue-collar work may be skilled or unskilled, and may involve manufacturing, mining, building, and construction trades, mechanical work, maintenance, repair and operations maintenance or technical installations.

Starting Features
Having worked in various industries throughout your career, you have obtained a wide range of skills and abilities that come in handy while in the field. You gain training in the Repair skill for free, and gain a +2 class bonus for any checks that require the repair skill.

You also take half the normal time when using the repair skill. If the repair action is 1 round, you instead take a standard action, and if the action is a minor action you can complete the task as a free action.

You start play with an Electrical kit or a Mechanical kit and the Quick Fix utility power.

QUICK FIX
Your hands move quickly as you deftly repair a piece of equipment.

Encounter
Minor Action
Effect: You successfully jury-rig a object as per the skill, and the object gain 10 temporary hit points. For each size increment above medium the object gain an additional 10 temporary hit points.

Related Skills: Add Electrical and mechanical to your class skill list.

Wealth Progression: Blue collar jobs are fairly common and result in a steady flow of income, placing them in medium class with a +4 bonus to their wealth level.

Job Features
Level 5 Feature
When using the repair skill to restore hit points to an object or device you only need to pay half of the required cost to do so. The time necessary for the repair remains unchanged.

Level 10 Feature
You can make repair checks on a object or device that has been reduced to 0 hit points or fewer so long as it has been reduced to below its bloodied value expressed as a negative number.

Career Opportunities
Level 2 Utility Power
You quickly work on a vehicle or robot that is being afflicted by a condition impacting its usability.

BACK ON LINE
You quickly jumper a few pieces of equipment to gets the vehicles primary systems back on line.

Encounter
Minor Action
Touch
Target: One vehicle or construct
Effect: You remove one condition to a vehicle that a save can end.

Level 6 Utility Power
The mechanical devise was not as bad as you had thought an with just a quick fix hear and their, its good to go.

REPAIR
Is amazing what duct-tape can be used for.

Daily ♦ Healing
Standard Action
Personal
Target: One vehicle or construct
Effect: The vehicle or construct heals its surge value in hit points.

Level 10 Utility Power
You are capable of working miracles with mechanical devices and manage to reroute enough power to gets the devises critical systems working again.

GREATER REPAIR
Is amazing what duct-tape can be used for.

Encounter ♦ Healing
Standard Action
Personal
Target: One vehicle or construct
Effect: The vehicle or construct heals its bloodied value in hit points.

Special: You can instead heal the vehicle or construct is surge value in hit points and remove one conditions a save can end.

CELEBRITY
Since you were young you always craved the spot light, always had to be the center of attention. As you have grown up, your desire to be seen and heard has only increased. Your life of adventure has given you plenty of opportunity to be noticed, and you revel in every minute of it.

Are you an aspiring Hollywood star, trying to make a name for themselves? Or maybe a comedian or other stage performer? What was your reason for wanting more then your 15 minutes of fame?

Starting Features
As a celebrity, your reputation means everything. It influences what you do and how you do it. The higher your reputation, the more influence you have.

You begin with a bonus to reputation equal to your charisma modifier. As your charisma increases, so does the bonus to your reputation. Your reputation score influences every aspect of a celebrity.

You also gain the daily utility power Call In Favor.

CHAPTER 3 | Character Options
**Call In Favor**

Your reputation precedes you, and with only a call you manage to acquire all you need.

**Daily ♦ Charm**

**Special**

**Requirement:** This power can only be used outside of a combat encounter.

**Effect:** You manage to acquire mundane equipment or services worth $200. The equipment can be anything out of the Adventuring gear list, and unmodified ammunition. Any items gained in this way can not be sold for any profit.

Services include transportation, delivery, general labor, and most other services that don't include combat or dangerous situations. As a general rule of thumb, you can usually transport one object or person 25 miles for $50, and hire two people to perform a service for 1 hour for $100. The DM makes all final decisions.

- Reputation 5: $500 of equipment or services
- Reputation 10: $1200 of equipment or services
- Reputation 15: $3500 of equipment or services
- Reputation 20: $9000 of equipment or services
- Reputation 25: $15,000 of equipment or services
- Reputation 30: $35,000 of equipment or services

**Special:** Depending on the situation the equipment or services are usually available to the character within about 1 hour, or as the DM sees fit.

**Related Skills:** Add Bluff, Diplomacy and Intimidate to your class skill list.

**Wealth Progression:** Celebrities find themselves in the high class column with a +2 bonus to their wealth level.

---

**Job Features**

**Level 5 Feature**

You can now acquire weapons, armor, and vehicles using the call in favor utility power. You also gain a +2 bonus to reputation.

**Level 10 Feature**

You are able to acquire advanced technology and items with upgrades and gadgets, so long as the items level is no greater than your reputation score. You also gain a +2 bonus to your reputation.

---

**Career Opportunities**

Your reputation grants you certain privileges befitting your station. You know people in all the right places, that are willing to drop everything to perform your tasks.

**Level 2 Utility Power**

You make a quick call, and within seconds a vehicle arrives to pick you up from behind enemy lines. The driver is skilled at what he does and is willing to risk the danger of your company.

---

**Call A Ride**

You know a guy that can get you into and out of rough situations.

**Daily ♦ Charm**

**Minor Action**

**Close burst 10**

**Effect:** Assuming its able to, a vehicle arrives to transport yourself and up to 6 other individuals from one location to another in the same general area. The vehicle can be any civilian ground, air or nautical vessel the DM deems appropriate.

- The pilot has a operate skill bonus equal to your reputation score.

**Special:** This power can be used during a combat encounter, unlike the Call In Favor utility power.

---

**Level 6 Utility Power**

Down to your last clip, and short on supplied you know just who to call to get some equipment delivered to your location. It may be dropped in by air or perhaps an unmarked car drops by with a trunk full of goods. Regardless of how it gets to you, you get what you need so long as you can pay for it.

**Call Drop Off**

With a quick call, and a transfer of funds the equipment you purchased arrives promptly.

**Daily ♦ Charm**

**Minor Action**

**Close burst 10**

**Effect:** Assuming its able to, equipment is dropped off within the burst. The equipment can be anything your are normally capable of purchasing. You are still required to purchase the equipment as normal.

**Special:** This power can be used during a combat encounter, unlike the Call In Favor utility power.

---

**Level 10 Utility Power**

The odds or against you, and your out numbered two to one. With a quick call, armed allies arrive to render assistance.

**Call Help**

Your status has allowed you to acquire friends in high places. Some of these friends have other friends, ones with guns.

**Daily ♦ Charm**

**Minor Action**

**Close burst 10**

**Effect:** Assuming their able to, 2 minion followers from the leadership chapter arrive to give aid. The followers are equipped with any simple weapon you wish and take orders only from you. The followers level is equal to yours. See the leadership chapter on how to use followers in combat.

- Reputation 15: 4 minion followers
- Reputation 20: 6 minion followers
- Reputation 25: 8 minion followers
- Reputation 30: 10 minion followers

**Special:** This power can be used during a combat encounter, unlike the Call In Favor utility power.
CRIMINAL

You lived on the wrong side of the law. What sorts of crimes did you commit? Did you enter a life of crime by necessity or by choice? Did you belong to a gang? Do you still engage in occasional wrongdoing, or have you left that life behind?

Starting Features

Being a part of the criminal underground has given you access to a level of skill and knowledge most people don't get a chance to experience. You gain proficiency in the use of all simple firearms and start the game with one free simple firearm of choice of $1000 or less. The firearm comes with a full payload.

You gain the Surprise Strike power

SURPRISE STRIKE

Your quick reactions are what keep you alive in the face of adversity.

Encounter

No Action

Trigger: When using a basic attack or an at-will weapon attack power, you hit an enemy that is granting combat advantage to you.

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

Related Skills: Add forgery, stealth and thievery to your class skill list.

Wealth Progression: A criminal doesn't always have a steady flow of income placing them in the Low Class pay rate.

Job Features

Level 5 Feature

Gain training in forgery, stealth or thievery, and choose one of the following benefits.

Benefit: Anyone inspecting your forgery has a -2 penalty to recognize it as a forgery.

Benefit: While hidden you can move 1 extra squares in an action before having to make a stealth check to remain hidden.

Benefit: When making Thievery checks, roll twice and take the highest result.

Level 10 Feature

Gain a +2 class bonus to either forgery, stealth or thievery and choose another benefit in the level 5 feature list.

Career Opportunities

Your good at what you do, and what you do is against the law. Sometimes its necessary to get your hands dirty, and with the skills you have acquired in your life of crime, you remember to always wear gloves.

Level 2 Utility Power

Your hands are tools of your trade and you take good care of them.

FAST FINGERS

Your fingers blur as you manipulate objects faster than the eye can follow.

At-Will

Free Action

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item.

Thievery: Using this power while making a check to pick pocket or sleight of hand will allow you to perform those acts as a minor action rather than a standard action.

Special: You can use this power only once per round.

Level 6 Utility Power

You are a part of the shadows, and they are a part of you. As you move from shadow to shadow, they seem to cling to you as you hop from one to another.

BLEND INTO THE BACKGROUND

You blend into your surroundings.

At-Will • Martial

Immediate Interrupt

Effect: Make a stealth check. You remain hidden from the triggering enemy if your check beats its passive perception check. Until the end of your next turn, you can remain hidden without needing any cover or concealment.

Level 10 Utility Power

You move through the halls with barely a sound and no lock can hold you for long.

ENTREPRENEUR

You are the owner or manager of a business enterprise who makes money through risk and initiative. You lead your firm or organization and also demonstrate leadership qualities befitting a leader.

What type of business do you have, and what market or product do you supply? Do you supply a service such as catering, or perhaps sell or deal in real estate? Maybe you manufacture goods from raw materials or provide transportation?

Regardless of your choice in business which is dependent on your DM, you also have to decide whether or not your business is legal or perhaps skirts the law in some or many areas. A criminal organization such as a gang is also considered to be a business model, just not a very safe one.
Starting Features
You start play with a small business, and two hirelings. The business model is your choice, but regardless of that choice you gain a small single story building that can be no more than 100 squares in size (10x10, or some other combination). The buildings layout is left up to you. The building comes sparsely furnished and if sold, does not grant you any additional income as its cost goes to pay for any loans or bills you may owe.

In some adventures, a stationary building may not be the most appropriate place of business for character. A character and DM should feel free to adjust and modify this feature as need be to fit into a specific campaign. For example, a space faring adventure may not see the characters spend time on any planet long enough for any business to be set up. So the DM may give a character a space ship to serve as a platform for their business, adjusting the size of the ship as necessary.

You gain two hirelings which can be of any type you choose. The hirelings require you to equip them if necessary and will follow any order you give them that is in line with your alignment. The hirelings level will always match your own and when you advance in level you can choose to replace a current hireling or find a new hireling that left your service for one reason or another. You never need to pay your hirelings as their expenses are included in your business, and they will never ask for a piece of any loot you receive.

Related Skills: Add Diplomacy and Intimidate to your class skill list.
Wealth Progression: As with many business first starting out, you have difficulty making a profit placing you in the poor class column with a +2 bonus to your wealth level.

Job Features
Level 5 Feature
As your business expands, so does your profits, placing you in the medium class wealth column with an additional +2 bonus to your wealth level.

You gain the leadership feat, even if you do not meet the prerequisites. The highest level of follower you can have is equal to your level -4, not -5 as stated in the feat description.

Your business expands granting you a second two-story building that can be no more then 400 squares (20 x20) in size per story of the building. If sold, this building will grant you $25,000 after all debts are paid.

Level 10 Feature
Your business is really booming, placing you in the high class wealth column with an additional +2 bonus to your wealth level.

Your booming business grants you a third five-story building that can be no larger than 2500 squares (50 x 50) per story of the building. As you advance in level, so to does your third building increase in size. At level 15, 10 additional stories are added to your building, at level 20, 15 additional stories are added, at level 25, 20 additional stories are added, and at level 30, 25 additional stories are added for a total of a 75 story building. This building can be sold for $10,000 per story, but if sold the building will no longer increase in size as you level.

Career Opportunities
Your skills as a manager or owner give weight to your orders and requests. Your employees are only too happy to comply with your instructions during a confrontation.

Level 2 Utility Power
Your employees, always ready to impress you don't hold back when issued an order.

<table>
<thead>
<tr>
<th>ISSUE ORDER</th>
<th>ENTREPRENEUR UTILITY</th>
</tr>
</thead>
<tbody>
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At-Will
Immediate Reaction Close Burst 10
Target: Hireling from Entrepreneur starting feature.
Trigger: You miss with an attack against a target.
Effect: A hireling within range can make a basic attack against the target. If the hireling hits it deals 5 damage.
Level 11: Your second follower can also make an attack, and if successful deal 5 damage to the target.

Level 6 Utility Power
Your employees are vary protective of you, and are even will to jump in the way of an attack to protect you from harm.

<table>
<thead>
<tr>
<th>BODY SHIELD</th>
<th>ENTREPRENEUR UTILITY</th>
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Encounter
Immediate Interrupt Melee 1
Trigger: You are hit by an attack.
Target: One adjacent hireling from entrepreneur starting feature.
Effect: You and your hireling switch places and your hireling becomes the target for the triggering attack.

Level 10 Utility Power
Your employees hang on your every word. Your voice give them strength and pushes them further then they would think possible.

<table>
<thead>
<tr>
<th>RALLY</th>
<th>ENTREPRENEUR UTILITY</th>
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Encounter
Minor Action Close burst 10
Target: Two hirelings from Entrepreneur starting feature.
Effect: Your hireling recovers its surge value in hit points + half your level.
Hacker
You spend hours in front of a computer screen, viewing a language known by few and understood by fewer. With your hands on a computer you perform feats of greatness as you circumvent security systems and move within files and networks unnoticed.

Some of your community perform hacks in order to enhance computer security, known as "white hat" hackers. Others, known as "black hat" hackers use their talents to commit crimes.

Regardless of the legality of it, all hackers acquired and perfected their talents for a reason. What was your reason? Profit, protest, or perhaps just for the challenge.

Starting Features
You start with training in the computer use skill and gain a +2 class bonus to that skill.

You also gain a small personal computer that can be easily carried on your person. Depending on the progress level of the campaign being run the style of computer may change. A progress level 5 computer may be small net books or touch pads, while progress level 6 computers may be wrist or arm mounted. A progress level 7 computers may look like simple glasses or visors, while progress level 8 computers may be embedded in your vary brain. Discuss with the DM what style of computer best fits the campaign.

Regardless of the progress level and style of computer, the character receives the same benefits so long as they use that specific computer. All computer use checks made with their personal computer take only half the normal time to a minimum of 1 round, and any skill challenge attempted requires 1 fewer success than normal. If the character's personal computer is lost, stolen or destroyed, a new one may be purchased for $2000.

When attempting a skill challenge with their personal computer, special programs become available for the character to use during that skill challenge.

### Back-up
*Hacker Utility Program*

Deep into an enemies network, you make a mistake that could possibly alert the administrator. Luckily you have a backup program just for this scenario.

**Encounter**
**Immediate Reaction**
**Personal**

**Trigger:** You fail a computer use check during a skill challenge.

**Effect:** Re-roll the computer use check and gain a +1D6 bonus to the check. You must use the result of this check, even if the result is worse.

### Kick
*Hacker Utility Program*

You kick the administrator off of their own network, the ultimate humiliation.

**Encounter**
**Free Action**
**Personal**

**Trigger:** A failed computer use check has alerted the computer administrator to your presence on his network.

**Effect:** The network administrator is not alerted to your presence.

### Backdoor
*Hacker Utility Program*

You find a short cut programmed into the computer network.

**Encounter**
**No Action**
**Personal**

**Trigger:** You begin a skill challenge.

**Effect:** You reduce the number of successes required by 1.

### Back-trace
*Hacker Utility Program*

You feed falsified information to your enemy, throwing them off your trail.

**Encounter**
**Immediate Interrupt**
**Personal**

**Trigger:** An enemy determines you location and or identity.

**Effect:** The enemy does not determine your location or identity. However the enemy may try again.

#### Related Skills:
Add Repair and Electrical to your class skill list.

#### Wealth Progression:
Most hackers are not well paid placing them in the low class column.

### Job Features
**Level 5 Feature**
You gain the use of the Bulldozing utility program.

### Bulldozing
*Hacker Utility Program*

As the title suggests, this program forces your way into a network. The risk is greater, but so is the speed.

**Daily**
**No Action**
**Personal**

**Effect:** During your next skill challenge involving computer use, you make two computer use checks each time you are required to roll. Each check will result in a success or failure as normal, reducing the time it takes to complete the challenge. Based on the level of security, the new times are listed below;

- Minimum – Standard Action
- Average – 1 Round
- Exceptional – 5 Rounds
- Maximum – 10 Rounds

**Level 10 Feature**
You gain the use of the Manual Rest utility program.

### Manual Reset
*Hacker Utility Program*

The networks administrators and other security programs are closing in on you, risking your anonymity. To bad for them you have one last card to play.

**Daily**
**No Action**
**Personal**

**Effect:** You reset the challenge allowing you to try again as if you never failed in the first place.
Career Opportunities

Level 2 Utility Power
You are the master of your domain and that domain happens to be online. No one is better than you and with just a few keystrokes, you prove it.

Fast Fingers  HACKER UTILITY
You move through systems and folders as quiet as a mouse, then pounce with the power of a tiger.

Encounter
No Action  Personal
Trigger: You make a computer use check to find information or defend computer security.
Effect: You gain a +5 bonus to your check and if that check caused someone to fail their defeat computer security check, that person accumulates 2 fail attempts instead of just one.

Level 6 Utility Power

Degrade Programming  HACKER UTILITY
You know just how to best damage this computer and its network.

Daily
Standard Action  Personal
Effect: Make a computer use check to Degrade Programming

Level 10 Utility Power

Degrade Programming  HACKER UTILITY
You know just how to best damage this computer and its network.

Daily
Free Action  Personal
Trigger: You make a computer use check.
Effect: Until the end of the encounter, you are considered to be covering your tracks when making computer use checks. You gain the benefit associated with the skill without the increase to the DC.

INVESTIGATOR

Investigators are detectives that either work for the police or other law enforcement organization, or are private investigators. Being part of an organization gives the investigator access to labs and other higher-end investigative equipment. A private investigator, however may not have access to all the specialized equipment and labs, but has the freedom to investigate what he wants to.

Investigators are gifted with the heightened ability to perceive things hidden by distance or uncertainty, and are highly valued as advisors to powerful people or organizations throughout the world. The difference between knowing and not knowing what your enemies are up to can be the difference between success or failure.

Starting Features
Being a natural when it comes to investigation, you gain perception as a trained skill, and your passive perception is 12 + your perception skill. You also gain the intuitive encounter power below.

Intuitive  INVESTIGATOR UTILITY
So finely tuned are your senses, that you can react instantly to changing conditions.

Encounter
No Action  Close burst 5
Trigger: You are surprised
Target: You and each surprised ally in burst.
Effect: Make a save. If successful the target is no longer surprised, and can shift 1 square as a free action.

Related Skills: Add intuition and streetwise to your class skill list.

Wealth Progression: Investigators are highly valued, placing them in the medium class column with a +2 bonus to their wealth level.

Job Features

Level 5 Feature
At the beginning of an encounter you and each ally within 5 squares of you gain a +2 bonus to attack and damage until the end of their next turn. If you or your allies are acting during a surprise round the bonuses are doubled.

Level 10 Feature
At the beginning of an encounter you and each ally within 5 squares of you gain a +1 bonus to all defenses until the end of their next turn. and can shift 2 squares as a free action during their first turn.

Career Opportunities

Level 2 Utility Power

Fast Acting  INVESTIGATOR UTILITY
You always follow your gut instinct, if it tells you to move then you move.

Daily  Martial
No Action  Personal
Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

Level 6 Utility Power

On the Attack  INVESTIGATOR UTILITY
Regardless of the danger, you push forward with your attack.

Encounter  Martial
Free Action  Personal
Trigger: Surprise round and you can take actions.
Effect: You can take a standard, move and minor action during this surprise round. You can also use a action point if you have one to spend.
Chapter 3: Character Options

Occupations

**Level 10 Utility Power**

**Clairvoyance**

With near supernatural senses you act before anyone, including those that surprised you.

**Encounter ★ Martial**

**No Action**

**Trigger:** You are surprised

**Effect:** You are no longer surprised and are placed at the top of the initiative order.

**Law Enforcement**

You work in a law enforcement agency such as the police, bounty hunters guild, and even as a body guard. Your dedication to the law may be enforced by the willingness to do the right thing, or maybe by the money involved in catching criminals.

You work within the law to bring bad guys to justice, and prevent others of their kind from walking the streets. What inspired you to enforce the law? Was it a need to do right, or perhaps a childhood dream. Maybe you just like the power and authority that comes with the job.

**Starting Features**

You start with training in all simple firearms, and begin the games with two simple firearm of your choice worth $650 or less. The firearms come with a full payload. You also no longer require to purchase a license when buying simple firearms.

You gain the Handcuff at-will power and one other of your choice. Your chosen power can be retrained every time you go up a level.

**Timed Shot**

Your mastery of your weapon allows you to disregard cover, concealment, or some other hindrance.

**At-Will ★ Firearm, Martial**

**Standard Action**

**Effect:** You make a ranged basic attack with a weapon using your primary state for attack and damage, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

**Cunning Shot**

By carefully judging your target’s stance, you unleash a shot that sends the enemy tumbling.

**At-Will ★ Firearm, Martial**

**Standard Action**

**Effect:** You make a ranged basic attack with a weapon using your primary state for attack and damage. If the attack hits, the target is also subject to one of the following effects of your choice:

- You slide the target up to 2 squares.
- The target falls prone.
- The target is slowed (save ends).

**Rapid Shot**

You take careful aim at a group of enemies before unleashing a succession of bullets.

**At-Will ★ Firearm, Martial**

**Standard Action**

**Effect:** You make a ranged basic attack with a weapon using your primary state for attack and damage against each creature in or adjacent to a square within the attack’s range. You take a -2 penalty to the attack rolls, and the attack deal 1 die less damage.

**Duel Attack**

You follow up your successful strike with a quick strike from your off hand.

**At-Will ★ Firearm, Martial**

**Standard Action**

**Requirement:** You must be wielding 2 weapons.

**Trigger:** You hit with a basic attack on your turn.

**Hit:** You make a ranged basic attack with a weapon using your primary state for attack and damage. If you hit the target you can make a second ranged basic attack with your off-hand weapon using your primary stat for attack and damage.

**Handcuff**

Forcing your enemy to the ground you handcuff them, limiting their ability to attack you or others.

**At-Will ★ Martial**

**Standard Action**

**Target:** One creature.

**Requirement:** You must have steel handcuffs in your possession (Adventuring Gear).

**Hit:** You successfully grab a creature and place them in your steel handcuffs. While a creature is in the handcuffs they are considered grabbed at all times.

**Move Action**

**Target:** One creature in Handcuffs.

**Move a Grabbed Target:** Primary Stat modifier vs. Fortitude

**Effect:** You move a creature half of your speed.

**Special:** The break DC and escape DC for the handcuffs are increased by an amount equal to one-half the characters level.

Related Skills: Add Diplomacy, Insight and Intimidation to your class skill list.

**Wealth Progression:** Law Enforcement start in the medium class column with a +2 bonus to their wealth level.

**Job Features**

**Level 5 Feature**

Select two at-will stance power from the list below. These powers can be retrained each time you go up a level.
**Battle Surge**  *Law Enforcement Utility*

The surge of adrenaline lends power into each of your attacks.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the battle surge stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.
- Level 11: +3 power bonus.
- Level 21: +4 power bonus.

**Rebounding Strike**  *Law Enforcement Utility*

Your attack bounces off your target to strike another nearby enemy.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the rebounding strike stance. Until the stance ends, whenever you hit with a basic attack using a weapon, one enemy adjacent to the primary target of that attack takes damage equal to your primary stat modifier.

**Snipers Strike**  *Law Enforcement Utility*

You focus your attention on a lone enemy, making your attack count.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the snipers strike stance. Until the stance ends, you gain a +4 power bonus to the damage rolls of basic attacks against a target that has no creatures adjacent to it.
- Level 11: +6 power bonus.
- Level 21: +8 power bonus.

**Pushing Attack**  *Law Enforcement Utility*

You drive your enemy away from you, moving forward as you do.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the pushing attack stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance towards the target.

**Measured Strike**  *Law Enforcement Utility*

You carefully time each strike to ally you to slip through your enemies defenses.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the measured strike stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can shift 1 square as a free action.
- Level 11: shift 2 squares.
- Level 21: shift 3 squares.

**Charging Attack**  *Law Enforcement Utility*

Your surge forward with every attack you make.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the charging attack stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can move a number of squares equal to your primary stat modifier.

**Smart Assault**  *Law Enforcement Utility*

Your surge forward with every attack you make.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the smart assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

**Rage Strike**  *Law Enforcement Utility*

You embrace your inner fury, attacking as ferocious as possible.

**At-Will ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** You assume the rage strike stance. Until the stance ends, you gain a -2 penalty to attack rolls with weapon powers and gain a +4 power bonus to the damage rolls of basic attacks using a weapon.
- Level 11: +6 power bonus.
- Level 21: +8 power bonus.

**Level 10 Feature**

You gain another at-will stance power from the level 5 feature list.

**Career Opportunities**

**Level 2 Utility Power**

Choose a at-will stance utility power from the level 5 feature list.

**Level 6 Utility Power**

**In the Moment**  *Law Enforcement Utility*

You stay loose, and in the moment. Ready to act depending on the situation.

**Daily ♦ Martial, Stance**

**Minor Action**  *Personal*

**Effect:** Select two known stances from the law enforcement utility powers that you know. Both the stances are active at the same time but only one may be used when making a basic attack.
Level 10 Utility Power

**WELL TRAINED LAW ENFORCEMENT UTILITY**

*Training and dedication have taught you to make good use of your skills.*

**Daily • Martial, Stance**

**Minor Action**

**Personal**

**Effect:** Select two known stances from the law enforcement utility powers that you know. The effects of the two stances are both applied when a basic attack is made.

**MILITARY**

You were trained by a military force to fight, and kill. They trained you to use military grade weapons and how to operate in groups. They instilled discipline and order into your life. They are as close to a family as anyone could get.

Military organizations can be government run or private operations. Government funded militaries tend to work for the security of the government and country, while private run operations are usually smaller mercenary groups working for whoever pays the most.

Why did you join a militarized group, and are you still a part of it? If not, why did you leave, and how are you coping with an everyday life?

**Starting Features**

You start with training in all military firearms, and begin the games with a military firearm of your choice worth $1200 or less. The firearm comes with a full payload. You also no longer require to purchase a license when buying military firearms.

You gain the take down at-will power and one other of your choice. Your chosen power can be retrained every time you go up a level.

**FORCED SHOT**

Your attack forces your enemies to dance around.

**At-Will • Auto, Firearm, Martial**

**Standard Action**

**Personal**

**Effect:** You make a automatic fire basic attack with a weapon using your primary state for attack and damage. One creature in burst takes your primary stat modifier damage and you slide the target up to 3 squares.

- Level 11: 2 creatures in burst.
- Level 21: 3 creatures in burst.

**TAKEN DOWN**

Your attack leaves your enemies reeling.

**At-Will • Martial**

**Immediate Reaction**

**Melee 1**

**Trigger:** A creature hits or misses you with a attack.

**Target:** Adjacent creature that attacked you.

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

**NEVER STOP**

Enemies attacking you in melee may think they have the advantage, but they are horribly wrong.

**At-Will • Martial**

**Minor Action**

**Personal**

**Effect:** You assume a stance, never stop. Until the stance ends, you gain the following benefits.

- You can take a free action at the end of each of your turns to shift 1 square.
- When you make a basic attack against an enemy that has 1 or more of its allies adjacent to it, you gain a +1 power bonus to the attack and damage roll.

- Level 11: The bonus to the damage roll increases to +2.
- Level 21: The bonus to the damage roll increases to +3.

**DIZZYING SHOT**

Your attack leaves your enemies reeling.

**At-Will • Auto, Firearm, Martial**

**Standard Action**

**Personal**

**Effect:** You make a automatic fire basic attack with a weapon using your primary state for attack and damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**UNSEEN SHOT**

Your attack leaves your enemies reeling.

**At-Will • Auto, Firearm, Martial**

**Standard Action**

**Personal**

**Effect:** You make a automatic fire basic attack with a weapon using your primary state for attack and damage. One creature in burst takes your primary stat modifier damage and falls prone.

- Level 11: 2 creatures in burst.
- Level 21: 3 creatures in burst.

**BLOODLUST**

The scent of blood drives you into a vicious frenzy.

**At-Will • Martial, Stance**

**Minor Action**

**Personal**

**Effect:** You assume a stance, bloodlust. Until the stance ends, you gain the following benefits.

- You can take a move action to shift up to 3 squares to a square adjacent to a bloodied enemy.
- You can ignore one square of difficult terrain during a move action.

**WEALTH PROGRESSION**

Military personnel find themselves in the medium class column with a +2 bonus to their wealth level.

**JOB FEATURES**

Level 5 Feature

Select two at-will stance power from the list below. These powers can be retrained each time you go up a level.

**BLOODLUST**

The scent of blood drives you into a vicious frenzy.

**At-Will • Martial, Stance**

**Minor Action**

**Personal**

**Effect:** You assume a stance, bloodlust. Until the stance ends, you gain the following benefits.

- You can take a move action to shift up to 3 squares to a square adjacent to a bloodied enemy.
- You can ignore one square of difficult terrain during a move action.
TEAM WORK | MILITARY UTILITY
---|---
You are never alone in the military, and your training focuses on team work.

At-Will ♦ Martial, Stance
Minor Action | Personal
Effect: You assume a stance, team work. Until the stance ends, you gain the following benefits.
- You do not provoke opportunity attacks when leaving squares adjacent to your allies.
- When making a basic attack against an ally that has 1 or more of your allies adjacent to it, you gain a +1 power bonus to the attack and damage roll.
- When you make a basic attack against an enemy that has 1 or more of your allies adjacent to it, you gain a +2 power bonus to the attack and damage roll.

Level 10 Feature
You gain another at-will stance power from the level 5 feature list.

LEVEL 10 FEATURE

STRAEGIC MOVEMENT | MILITARY UTILITY
---|---
You move quick and certain. Your enemies can not hope to hurt you while you are able to move.

At-Will ♦ Martial, Stance
Minor Action | Personal
Effect: You assume a stance, strategic movement. Until the stance ends, you gain the following benefits.
- You only take half damage from attacks made against you during your turn.
- Whenever you hit or miss with a basic attack on your turn, you can shift 2 squares as a free action.

LEVEL 10 FEATURE

LURKING STRIKER | MILITARY UTILITY
---|---
They'll never see you coming, until its too late.

At-Will ♦ Martial, Stance
Minor Action | Personal
Effect: You assume a stance, lurking striker. Until the stance ends, you gain the following benefits.
- You gain a +2 power bonus to stealth checks.
- You gain a climb speed equal to half of your normal speed.
- While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls with basic attacks.

Level 10 Feature
You gain another at-will stance power from the level 5 feature list.

LEVEL 10 FEATURE

SNIPERS PRAY | MILITARY UTILITY
---|---
With slow and determined movements you line your sights and take the shot. By the time they get to you, you'll be long gone.

At-Will ♦ Martial, Stance
Minor Action | Personal
Effect: You assume a stance, snipers pray. Until the stance ends, you gain the following benefits.
- You ignore the penalty to attack rolls for making a ranged weapon attack at long range.
- You gain a +2 power bonus to speed.
- You gain a +2 power bonus to perception checks.

LEVEL 10 FEATURE

Career Opportunities
Level 2 Utility Powers

STEALTHY MOVEMENT | MILITARY UTILITY
---|---
You fade into the shadows, moving with such precision that you can even in the barest scrap of cover.

At-Will ♦ Martial
Move Action | Personal
Effect: You move your speed -2. At the end of this move, you can make a stealth check to hide if you have any cover or concealment.

LEVEL 10 FEATURE

AMBUSH | MILITARY UTILITY
---|---
You dodge and weave, making a feint that causes your foe to turn and lose track of you.

At-Will ♦ Martial
Move Action | Personal
Effect: You move up to your speed. Until the end of your turn, you gain combat advantage against enemies that are within 5 squares of you when you attack.

LEVEL 6 FEATURE

FEINT | MILITARY UTILITY
---|---
You shoot in one direction, but quickly change the angle of your attack. While your foe reacts to your first move, your true attack slips past its defenses.

At-Will ♦ Martial
Move Action | Personal
Effect: You move up to your speed. You gain a power bonus to the next damage roll you make this turn with a basic attack for which you do not have combat advantage. The power bonus equals half of your primary stat modifier.

LEVEL 2 FEATURE

PHYSICIAN
You were a health care provider who practiced the profession of medicine, which is concerned with promoting, maintaining or restoring human health through the study, diagnosis, and treatment of disease, injury and other physical and mental impairments. Did you work at a hospital or perhaps an institution or center of learning? Were you a general practitioner or did you specialize in some area such as psychology, neurology, etc?

Starting Features
Having practiced medicine for many years you gain Heal as a trained skill and it gains a +2 bonus.

You can also create special medical kits for later use. At the end of an extended rest, you create two medical kits that last until the end of your next extended rest. The exotic materials used within your medical kit don't last much longer.

You determine the effect of your special medical kit at the time you use the power, not at the time you create it. You expend one of your special medical kits when you use a physician power that requires its use.

Gain the use of Curative Medical Kit physician Utility power.
### Curative Medical Kit

*Your medical kit quickly patches up your ally.*

**Encounter (Special) ♦ Healing**

- **Minor Action** Close burst 1
- **Prerequisite:** Must have at least one special medical kit
- **Target:** You or one ally in burst.

**Effect:** The target can spend a healing surge and regain additional hit points equal to your intelligence or wisdom modifier (which ever is higher), and you expend a use of a special medical kit.

- Level 6: 1D6 + modifier additional hit points.
- Level 11: 2D6 + modifier additional hit points.
- Level 16: 3D6 + modifier additional hit points.
- Level 21: 4D6 + modifier additional hit points.
- Level 26: 5D6 + modifier additional hit points.

**Special:** You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.

**Related Skills:** Add Endurance and nature to your class skill list.

**Wealth Progression:** Physician's are usually highly paid, placing them in the High class pay rate with a +2 bonus to their wealth level.

### Enhanced Medical Kit

*Your medical kit sacrifices its healing ability in order to make your ally more durable.*

**Encounter (Special)**

- **Minor Action** Close burst 1
- **Prerequisite:** Must have at least one special medical kit
- **Target:** You or one ally in burst.

**Effect:** The target gains a +1 power bonus to AC until the end of the encounter, and you expend a use of a special medical kit. The target can end the bonus as a free action to gain a resist all equal to their surge value until the end of their next turn.

- Level 11: Resist 8 All

**Special:** You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.

### Superior Medical Kit

*Your medical kit sacrifices its healing ability in order to make your ally more durable.*

**Encounter (Special)**

- **Minor Action** Close burst 1
- **Prerequisite:** Must have at least one special medical kit
- **Target:** You or one ally in burst.

**Effect:** The target gains resist 4 all until the end of the encounter. The target can end the bonus as a free action to gain a resist equal to their surge value until the end of their next turn.

- Level 21: Resist 8 All

**Special:** You can use this power a number of times equal to the number of special medical kits you have available, but no more then once per round.

### Career Opportunities

You excel in the medical field gaining experience from your years of study. Your life as an adventurer has only made you a better physician, capable of dealing with almost any situation.

- **Level 2 Utility Power**
  You have crafted your special medical kits into ammunition that can be used by ranged weapons. Although it may take a bit longer to load, the ability to heal your allies at range can be the difference between life or death.

- **Ranged Support**
  *You take out a specially prepared round of ammunition capable of delivering healing drugs rather than death.*

**At-Will ♦ Healing**

- **Minor Action** Range Weapon

**Effect:** You can use a power that requires the use of a special medical kit at range. You determine what weapon the special medical kit can be used with at the time of use, not at the time of creation.

- **Level 6 Utility Power**
  You training in the field has given you an unprecedented knowledge and skill in the healing art. There is not much you cannot handle.

**Heal Injury**

*Your extensive training helps get an ally back into the fight.*

**Encounter ♦ Healing**

- **Standard Action** Melee Touch
- **Target:** You or one creature

**Effect:** Target regains hit points as if it had spent two healing surges. The target can forgo the healing from one healing surge to remove one effect that a save can end.

- **Level 10 Utility Power**
  Your skill has become legendary, capable of healing almost any ailment.
POLITICIAN
Your are a charismatic leader, inspiring those around you to follow in your example. Leaders are born not made, and you exemplify that position in your every being. When you were younger others followed in your footsteps, and always tried to be near you. Others would hang off your every word.

Politicians are political leaders involved in influencing public policy and decision making. This includes people who hold positions in government, and people who seek those positions, whether by means of election, coup d'état, appointment, electoral fraud, conquest, divine right, or other means. Politics is not limited to governance through public office. Politicians may also be involved in corporations, and other entities that are governed by self-defined political processes.

What inspired you to become a leader? Did you start off as a class president, or perhaps the leader of a after school club? What do you want to achieve with your influence? How far are you willing to go to achieve your goals?

Starting Features
You start with the leadership feat, even though you do not meet the level requirements. Your leadership score is considered to be 10 and will not go up until you would normally be able to achieve that score.

You gain a cohort as normal for having the leadership feat, but the only followers you gain until you are level 6 are level 1 minions. The number of followers you have does not change because they are minions, and the maximum level a follower can be in relation to your character level is ignored. Once your character has achieved level 6, all normal rules for followers are applied.

You also gain 1 additional leadership feat that you meet the prerequisites of.

Related Skills: You add diplomacy and intimidate to your class skill list.

Wealth Progression: Being a politician places you in the wealthy column pay rate.

Job Features
Level 5 Feature
Your cohort gains an action point. You have to spend the action to use the action point, but only the cohort can take the selected action.

Select one of the following benefits;
Benefit: Cohort gain a +1 power bonus to attack, and +2 power bonus to damage rolls.
Benefit: Cohort gains a +1 power bonus to all defenses.

Benefit: Choose a leadership for that you meet the prerequisites of.

Level 10 Feature
Select one leadership feat you meet the prerequisites of and choose a benefit below.
Benefit: While you and your cohort are within 5 squares of one another, you both gain a +1 bonus to attack and a +2 bonus to damage.
Benefit: While you and your cohort are within 10 squares of one another, you both gain a +1 bonus to speed and can ignore 2 squares of difficult terrain for every move action taken.
Benefit: When you or your cohort use an aid another action on one another the bonus granted is +4 instead of +2.

Career Opportunities

Level 2 Utility Power
Your cohort isn't just another minion. It sees and learns from your examples, allowing it to make attack you yourself know.

Insert Utility Power

Benefit: So long as your cohort can see or hear you, you can use an at-will attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.
Special: The appropriate action for the at-will power must still be used to make the attack.

Level 6 Utility Power
As your skill advances, so does your cohorts. Your cohorts skill has advanced to a point of being able to make complex attacks even you have difficulty making regularly.

Lead by Example

Benefit: So long as your cohort can see or hear you, you can use an encounter attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.
Special: The appropriate action for the encounter attack power must still be used to make the attack.
Level 10 Utility Power
Your cohort has obtained a level of skill on par with your own, to a point that it is able to accomplish attacks that you are only able to achieve maybe once a day.

<table>
<thead>
<tr>
<th>IMPRESSION</th>
<th>POLITICIAN UTILITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stunning yourself and more importantly, your enemy, your cohort pulls off a vary complex attack.</td>
<td></td>
</tr>
</tbody>
</table>

**Daily • Martial**
**Standard Action**
**Range 20**

**Effect:** So long as your cohort can see or hear you, you can use an daily attack power from your cohorts square as if you occupied it. The cohort must meet all the requirements to make the attack, such as possessing the proper weapons. The attack is made using the cohorts weapons and appropriate stat modifier. Any other modifiers, such as from its feats or other powers also get applied as normal for the attack and damage.

**Special:** The appropriate action for the encounter attack power must still be used to make the attack.

**STUDENT**
The eternal student. You are forever learning and acquiring new talents. You never hold down a job for long, always keeping it long enough to learn a few new skills than moving on. You may find yourself in and out of places of learning, perhaps never actually completing anything you start.

Your capability as an adventurer come from your divertive range of skills and abilities. You are never at a loss for tactics, or the abilities to pull off those tactics.

**Starting Features**
You start with a class specific multiclass feat of your choice, even if you do not meet the prerequisites.

When selecting your 1st level at-will powers for your primary class you may also choose from your multiclass as well, so long as you take at least one at-will power from your primary class. Any multiclass 1st level at-will powers gained in this way use your primary stat to determine attack and damage.

**Related Skills:** Any two skills from your multiclass skill list.

**Wealth Progression:** Never holding onto a job for long places you in the poor class column of the wealth table.

**Job Features**

**Level 4 Feature**
You gain the Novice power feat allowing you to swap one encounter power you know for one encounter power of the same level or lower from the multiclass gained through this occupation. The encounter power gained in this way uses your primary stat to determine attack and damage.

**Level 8 Feature**
You gain the Acolyte power feat allowing you to swap one utility power you know for one utility power of the same level or lower from the multiclass gained through this occupation.

**Level 10 Feature**
You gain the Adept power feat allowing you to swap one daily power you know for one daily power of the same level or lower from the multiclass gained through this occupation. The daily power gained in this way uses your primary stat to determine attack and damage.

**TECHNICIAN**
You are a gifted engineer, capable of building unique robots pets. These robotic pets have a similar intelligence to the average household pet.

Technicians are often seen as tinkerers, more at home in a garage than with other groups of people. Technicians aren't just tinkerers playing with electronics, they are experts in their field and see their robots as something more than just pieces and parts.

**Starting Features**
You are the owner of a highly advanced pet robot minion, a loyal companion and ally that uses its abilities to aid you. This robotic pet is integral to the quality that makes you a technician, and its the external manifestation of that ability that those around you see.

Your robotic pet minion is not an effective combatant by itself. However, you can direct it to assist you briefly in different situations.

**Benefit:** Choose one of the robotic minions described below to be your pet. The creature accompanies you so long as it is active. The robot doesn't have the normal complement of actions, but it can take a move action when you take one. If it has a power, it can use it only on your turn.

In addition, you gain training in the electrical or mechanical skill, as well as the warning utility power.

**WARNING • TECHNICIAN UTILITY**

**Encounter • Martial**
**Immediate Reaction**
**Personal**

**Trigger:** You take damage from an attack.

**Requirement:** Your robot pet must be within 5 squares of you.

**Effect:** Reduce the damage you take from the triggering attack by a number equal to half your level + your primary stat modifier (minimum 1). If you take no damage from the attack because of this reduction, then you are not affected by any conditions or effects this attack would have caused on a hit.

**Related Skills:** Add Computer use, Electrical and Mechanical to your class list of skills.

**Wealth Progression:** You find yourself in the medium class column of the wealth table.

**Mr. Fix It**
Your friendly little helper, Mr. Fix It is always nearby willing to lend a helping hand with all your repairing needs. Your loyal ally, Mr. Fix It may not be able to speak, but he can understand anything you say and can respond in nonsensical electronic beeps and chirps.
Mr. Fix It
Small Natural Construct
XP 25

**Level 1 Minion**

- HP: 1; a missed attack never damages a minion
- AC: 14, Fortitude 10, Reflex 14, Will 11
- Speed: Fly 7 (Hover)
- Initiative - Perception +0

**Traits**

- **Repair Assist**: While adjacent to Mr. Fix It, its creator can roll twice while making repair checks and take the better of the two rolls. Mr. Fix It also counts as a basic mechanical toolkit, and a basic electrical toolkit for the purposes of skill checks made while adjacent to it.

<table>
<thead>
<tr>
<th>Skills</th>
<th>Mr. Fix It</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>4(-3)</td>
</tr>
<tr>
<td>Dex</td>
<td>10(+0)</td>
</tr>
<tr>
<td>Con</td>
<td>11(+0)</td>
</tr>
<tr>
<td>Int</td>
<td>19(+4)</td>
</tr>
<tr>
<td>Wis</td>
<td>12(+1)</td>
</tr>
<tr>
<td>Cha</td>
<td>-6(-2)</td>
</tr>
</tbody>
</table>

Dexter
Small Natural Construct
XP 25

**Level 1 Minion**

- HP: 1; a missed attack never damages a minion
- AC: 15, Fortitude 10, Reflex 12, Will 14
- Speed: Fly 6 (Hover)
- Initiative - Perception +9

**Traits**

- **Inquire**: While adjacent to Dexter, any knowledge check made by its creator gains a +2 bonus.
- **Recall Information**: Dexter can make Knowledge checks on your turn using your intelligence modifier as a bonus to that check.

<table>
<thead>
<tr>
<th>Skills</th>
<th>Dexter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>6(-2)</td>
</tr>
<tr>
<td>Dex</td>
<td>10(+0)</td>
</tr>
<tr>
<td>Con</td>
<td>10(+0)</td>
</tr>
<tr>
<td>Int</td>
<td>18(+4)</td>
</tr>
<tr>
<td>Wis</td>
<td>14(+2)</td>
</tr>
<tr>
<td>Cha</td>
<td>12(+1)</td>
</tr>
</tbody>
</table>

The Flying Eye
Tiny Natural Construct
XP 25

**Level 1 Minion**

- HP: 1; a missed attack never damages a minion
- AC: 13, Fortitude 10, Reflex 12, Will 14
- Speed: Fly 7 (Hover)
- Initiative - Perception +9

**Traits**

- **Remote Viewing**: While within 10 squares of The Flying Eye, the eyes creator can make perception checks as if they occupied the eyes square. While making perception checks using the eye, the creator can use their own perception bonus or the eyes bonus.

<table>
<thead>
<tr>
<th>Skills</th>
<th>The Flying Eye</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>2(-4)</td>
</tr>
<tr>
<td>Dex</td>
<td>14(+2)</td>
</tr>
<tr>
<td>Con</td>
<td>11(+0)</td>
</tr>
<tr>
<td>Int</td>
<td>6(-2)</td>
</tr>
<tr>
<td>Wis</td>
<td>18(+4)</td>
</tr>
<tr>
<td>Cha</td>
<td>6(-2)</td>
</tr>
</tbody>
</table>

Rover
Medium Natural Construct
XP 25

**Level 1 Minion**

- HP: 1; a missed attack never damages a minion
- AC: 13, Fortitude 10, Reflex 12, Will 14
- Speed: 6
- Initiative - Perception +2

**Traits**

- **Heavy Lifting**: While adjacent to the Rover, its creator gains a +4 bonus to any strength check made to move or break an object.

<table>
<thead>
<tr>
<th>Skills</th>
<th>Rover</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>18(+4)</td>
</tr>
<tr>
<td>Dex</td>
<td>14(+2)</td>
</tr>
<tr>
<td>Con</td>
<td>10(+0)</td>
</tr>
<tr>
<td>Int</td>
<td>12(+1)</td>
</tr>
<tr>
<td>Wis</td>
<td>12(+2)</td>
</tr>
<tr>
<td>Cha</td>
<td>6(-2)</td>
</tr>
</tbody>
</table>

Dexter is a very intelligent, talkative robot with a vast repertoire of knowledge to draw from. Unfortunately, sometimes its talks too much.

**Job Features**

**Level 5 Feature**

With a few tweak hear, and a few upgrades their, your robot minion is better then ever. Your constant tinkering with your robot minion has yielded some very interesting results.

- **Benefit**: Your robot minion gain a bonus to all defenses equal to your level, and gains a bonus to all trained skills equal to half your level. These bonuses increases as you increase in level.

**Robotic Minions In Combat**

Your robotic minion normally stays out of the way in combat, waiting by the outskirts of the fighting. You can directed it to help you by using the encounter power Warning. If you are not using your robotic friend during an encounter, you can assume that your pet is safely out of harm's way and won't attract any enemy attention.

At the DM’s discretion, a robot minion can act independently; for example, if you are incapacitated, your minion might run off to bring help back to you.

**Replacing Robot Minions**

If your robot minion is destroyed or you no longer want that model, you can replace it after the end of your current adventure, or whenever the DM believes you've had enough time to build another one. You don't have to replace your robot minion with the same model, you can choose a different one.

**Hard Movement**

The robot minion ignores difficult terrain when it moves.

**Trip-Up**

While the robot minion is flanking an enemy with its creator, its creator can knock that enemy prone with a successful attack.

**Nimble Reaction**

The Robot minion gains a +4 bonus to all defenses against opportunity attacks.
Look Out
While adjacent to the robot minion, its creator gains a +2 bonus to AC against opportunity attacks.

Record
The robot minion can record 12 hours of video and audio, which can be transfer to another electronic devise. The audio and video can be removed from the robot minion.

Level 10 Feature
With a few pieces of scrap metal and an hour or two of careful effort, you can modify your current robot minion into any of the previous types. Most people would require weeks or months to create a robot of this sophistication, but you can do it in just a few hours.

Benefit: You can create a new robot minion at the end of any extended rest. The new robot minion replaces the old one. You can have only one robot minion at a time.

Career Opportunities

Level 2 Utility Powers
When your robot minion wouldn't normally perform a specific action, you can cause it to do so. For example, you can direct the rover to drag a bag of explosives to a specified location, or instruct Mr. Fix it to pull a lever that is out of your reach.

Level 6 Utility Power
Melee combat might not be the best place for your robot minion, but sometimes your life could depend on its ability to buy you some time. Darting in from the outskirts of the battle, your little robot friend races to your side and stops an enemy from moving in to flank you.

Level 10 Utility Power
You have upgraded your robot minion with the ability to travel a great distance away from you for a prolonged periods of time. You are also capable of seeing and hearing through your robots sensors as if you occupied its current square.

Level 10 Feature
Your constant tinkering with your vehicle has ensured that it stays ahead of the curve, and leaves everyone in the dust.

Benefit: Increase your vehicle purchase level by +5 by adding enhancements and equipment to it, or switch out your old vehicle and gain a new one with purchase level of 30.

You do not need to make any skill checks or wait any time to receive the benefit.

Level 10 Feature
Your vehicle is a masterwork of engineering. It is a finally tuned device capable of carrying out your every command.

Benefit: Increase your vehicles purchase level by another +5 by adding enhancements and equipment, or you can switch out the vehicle and gain a new one with a purchase level of 35.

TROOPERS

Looking Out
Where your robot goes, so does your eyes and ears.

Encounter Martial
Immediate Reaction
Range 20

Effect: Your robot minion can take a move action and a standard action as you direct, and you share it senses until the end of your next turn. You do not need to have line of sight or line of effect to the robot to use or sustain this power.

Sustain Standard: You share your minions senses until the end of your next turn, and it can take a move action and a standard action.

Transporter
Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one destination to another. They treat their vehicles as extensions of their own bodies and are most comfortable behind wheels, speeding down a roadway or skipping the atmosphere.

Starting Features
You start play with a vehicle of your choice that has a purchase level of 25 or less. This vehicle can be a generic model noted in the vehicle section of the equipment chapter or it can be custom build. If you decide to have a custom built vehicle, you do not need to make any skill checks or wait for it to be built.

Some vehicles may not suit certain campaigns, and a DM should feel free of ensuring that the character has a vehicle that can be made used of. This may require giving a vastly more expensive vehicle to the character, such as a space ship.

A character selling this vehicle does not make any profit, and will only receive back what they have personally put into the vehicle.

You also gain training in the operate skill, and gain either the Aircraft operation, Military operation, or Nautical operation feat.

Related Skills: Add Repair and Mechanical to your class skill list.

Wealth Progression: You find yourself in the medium class column of the wealth table.

Job Features

Level 5 Feature
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Benefit: Increase your vehicle purchase level by +5 by adding enhancements and equipment to it, or switch out your old vehicle and gain a new one with purchase level of 30.

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CHAPTER 3 | Character Options
Career Opportunities

Level 2 Utility Powers
You know your vehicle better than anyone, and you know how to get the most out of it.

**TO THE LIMIT**  
**TRANSPORTER UTILITY**

*You push your vehicle to perform harder than it was intended to.*

**At-Will**  
**Free Action**  
**Vehicle**

**Trigger:** You take an action to move your vehicle

**Effect:** The maximum speed you can move your vehicle increases by 25% for all situations.

Level 6 Utility Powers
Your vehicles weapons are an extension of yourself. You operate those weapons as you would one in your hand.

**ON THE ATTACK**  
**TRANSPORTER UTILITY**

*You are more at home with a turret in front of you, than a gun in your hand.*

**At-Will**  
**No Action**  
**Vehicle**

**Trigger:** You make an attack with a vehicle mounted weapon system.

**Effect:** You add your highest stat modifier as bonus damage when attacking with a vehicle mounted weapon.

- **Level 11:** Highest stat +5
- **Level 21:** Highest stat +10

Level 10 Utility Powers
You know what your vehicle capable of and how to get the most out of it when damaged.

**BREAKING POINT**  
**TRANSPORTER UTILITY**

*You push your vehicle beyond how it was meant to perform.*

**Daily**  
**Minor Action**  
**Vehicle**

**Target:** Vehicle character is a driver/pilot of.

**Effect:** The vehicle gains its surge value in temporary hit points.
LEADERSHIP

Not everyone hates the PC’s. If the characters are smart, as the campaign progresses they will make many friends and allies. NPC’s who are friendly to the PC’s fall into several categories: Allies, cohorts, followers, and hirelings. The leadership feats enable a character to attract a cohort and followers, while allies and hirelings have different relationships with the PC’s.

Allies serve a couple major roles: those who help the PC’s with information, equipment, or other services, and those who actually travel with the PC’s for a short period of time and usually for a specific reason. These types of NPC’s can be created by using the rules set out on page 187 of the dungeon masters guide or are selected from the monster manual or other source.

Followers are similar to cohorts, except they’re generally low-level NPC’s. Because they’re generally five or more levels behind the character they follow, they’re rarely effective in combat. But a clever player can use them as scouts, spies, messengers, errand-runners, or guards. Followers don’t gain levels as the character advances. However, when a character with the leadership feat attains a new level, the player consults the table in the feat description to determine if more followers have been acquired, some of which may be higher level than the existing followers. If the character wishes, a lower level noteworthy follower may advance a level in this manner.

Followers are not created using the NPC creation rules or by selecting creatures from the monster manual. When selecting a follower you can choose from one of these categories: Artillery, Brute, Controller, Lurker, Skirmisher, or soldier. These categories do not describe specific creatures, but rather groups of similarly themed creatures. You decide the creatures relevant details - it species, physical details, and so forth - making sure they are appropriate for its category and the campaign being run. It would not work out too well for a character to have undead followers in an adventure where undead are hunted on sight.

Followers don’t demand a share of treasure and do not ask for pay for their services, but they do depend on the PC they follow to equip them and keep them fed.

If a leader loses followers, they can generally replace them, according to his current leadership score. This is usually best accomplished using a skill challenge reflecting the kind of followers wanted. This skill challenge can be used to replace as many followers as needed. If the leader was the cause of the deaths or has failed too many battles, a penalty may be applied to the skill challenge to reflect the people’s hesitation at following a mad man.

Hirelings are followers a character must pay in order to receive services. They generally provide mundane services such as carrying torches, hauling gear or treasure, and acting as guards, soldiers and even spies. The cost of hiring depends on the difficulty or danger of the job required. Generally a simple job such as a torch bearer or porter can fetch around 1 silver a day per level of the hireling. A more difficult job such as a guard or spy can fetch 5 silvers a day per level of the hireling. A dangerous job such as a mercenary or soldier can fetch as high as 1 gold a day per level of the hireling.

character can lie about the danger of a job but runs the risk of the hireling running off when things get difficult. If the character wishes to hire an NPC with training in a specific skill then it will cost double the normal amount. A hireling may only be trained in one skill.

Any NPC’s used in combat affect the XP gained from that encounter due to the change in difficulty from having them around. The new XP total from an encounter using the NPC’s in combat is the original XP from the encounter minus the XP the NPC’s are worth.

Follower Statistics
A follower’s category determines most of its game statistics, although all followers share a few characteristics.

Level: Your follower’s level is usually 5 levels or lower than yours to a minimum of level 1. The follower’s defenses, hit points, and attack bonus improve with level.

Ability Scores: Your follower’s category determines its ability scores, which do not increase with level.

Attacks: Followers wield simple weapons and uses the weapons proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d8 weapon damage die, or a +2 proficiency bonus and a d10 weapon damage die. If the natural attack is ranged than decrease its damage by 1 die size and it has a range of 10 square. You choose whether your followers wield weapons or have natural attacks when you choose them. The follower can make use of only one type of attack. The followers attack cannot benefit from any effects or powers the weapon it is wielding may have.

Healing surges: Your follower has no healing surges.
FOLLOWERS AND HIRELINGS
Below are the stats for the followers and hireling, and as the NPC’s increase in level so do there stats and XP.

Artillery
Artillery followers excel at ranged combat. These followers rain arrows and similar attacks down on the enemies from a distance. They’re well protected against ranged attacks, but more vulnerable in melee.

**Artillery**
Medium Natural Humanoid

<table>
<thead>
<tr>
<th>Level 1 Follower</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 12 + 6 per level</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 12+lvl, Fortitude 10+lvl, Reflex 10+lvl, Will 10+lvl</td>
<td>Perception +0</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
</tbody>
</table>

**Standard Actions**
- **Melee Attack ★ At-will**
  Attack: Melee 1, Strength + level vs. AC
  Hit: 1[W] + Strength modifier damage
  Level 11: 1[W] + 8 + dexterity modifier damage
  Level 21: 2[W] + 12 + dexterity modifier damage

**Triggered Actions**
- **Dodge ★ At-will**
  Effect (Immediate Reaction): When attacked the follower can shift 1 square.
  Skills: Perception +5
  Str 8 (-1)  Dex 16 (+3)  Wis 12 (+0)
  Con 10 (+0)  Int 10 (+0)  Cha 10 (+0)
  Alignment: unaligned  Language: Choice of one

Brute
Brutes specialize in dealing damage in melee. Brutes have relatively low defenses but high hit points. They don’t hit as often as other followers, but they deal a lot of damage when they hit.

**Brute**
Medium Natural Humanoid

<table>
<thead>
<tr>
<th>Level 1 Follower</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 12 + 6 per level</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 12+lvl, Fortitude 13+lvl, Reflex 10+lvl, Will 10+lvl</td>
<td>Perception +0</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
</tbody>
</table>

**Standard Actions**
- **Melee Attack ★ At-will**
  Attack: Melee 1, Strength + level vs. AC
  Hit: 1[W] + Strength modifier damage
  Level 11: 1[W] + 8 + Strength modifier damage
  Level 21: 2[W] + 12 + Strength modifier damage

**Triggered Actions**
- **Critical ★ At-will**
  Effect (No Action): When the follower criticals with a melee weapon they deal 1D12 extra damage.
  Level 11: 2D12 extra damage
  Level 21: 3D10 extra damage
  Skills: Athletics +8
  Str 16 (+3)  Dex 8 (-1)  Wis 10 (+0)
  Con 12 (+1)  Int 8 (-1)  Cha 10 (+0)
  Alignment: unaligned  Language: Choice of one

Controller
Controller followers manipulate their enemies or the battlefield to their advantage. They restrict enemy options or inflict lasting conditions on those enemies.

**Controller**
Medium Natural Humanoid

<table>
<thead>
<tr>
<th>Level 1 Follower</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 12 + 6 per level</td>
<td>Initiative +1</td>
</tr>
<tr>
<td>AC 13+lvl, Fortitude 10+lvl, Reflex 10+lvl, Will 13+lvl</td>
<td>Perception +2</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
</tbody>
</table>

**Standard Actions**
- **Melee Attack ★ At-will**
  Attack: Melee 1, Strength + level vs. AC
  Hit: 1[W] + Strength modifier damage
  Level 11: 2[W] + 8 + Strength modifier damage

- **Ranged Attack ★ At-will**
  Attack: Range weapon or 10 squares, Dexterity + level vs. AC
  Hit: 1[W] + dexterity modifier damage
  Level 11: 2[W] + 8 + dexterity modifier damage

**Triggered Actions**
- **Sneak Attack ★ At-will**
  Effect (Immediate Reaction): The follower deal an extra 1D6 damage against targets that its allies or it has combat advantage against.
  Level 11: Deal an extra 2D6 damage
  Skills: Stealth +8
  Str 12 (+1)  Dex 16 (+3)  Wis 10 (+0)
  Con 8 (-1)  Int 8 (-1)  Cha 10 (+0)
  Alignment: unaligned  Language: Choice of one
**Skirmisher**
Skirmisher followers use mobility to threaten the enemies. Their combat statistics define the baseline for monsters, but their mobility is their defining feature.

**SKIRMISHER**
*Level 1 Follower*
Medium Natural Humanoid

<table>
<thead>
<tr>
<th>HP</th>
<th>Initiative</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 + 6 per level</td>
<td>+3</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AC</th>
<th>Fortitude</th>
<th>Reflex</th>
<th>Will</th>
<th>Speed</th>
<th>Perception</th>
</tr>
</thead>
<tbody>
<tr>
<td>13+1vl</td>
<td>12+lvl</td>
<td>11+lvl</td>
<td>10+lv</td>
<td>7</td>
<td>+0</td>
</tr>
</tbody>
</table>

**STANDARD ACTIONS**
**Melee Attack** ♦ At-will
Attack: Melee 1, Strength + level vs. AC
Hit: 1[W] + 2 + Strength modifier damage
  *Level 11:* 1[W] + 4 + Strength modifier damage
  *Level 21:* 2[W] + 6 + Strength modifier damage

**TRIGGcred ACTIONS**
**Weaving** ♦ At-will
Effect (Free): The follower can shift 1 square before and after making a melee attack.

**Skills**
- Acrobatics +7
- Athletics +6
- Perception +0

**Alignment** unaligned
**Language** Choice of one

**Soldier**
Soldier followers specialize in drawing the characters’ attacks and defending other characters. They have high defenses and average hit points. Their attacks are accurate, but they don’t do exceptional damage.

**SOLDIER**
*Level 1 Follower*
Medium Natural Humanoid

<table>
<thead>
<tr>
<th>HP</th>
<th>Initiative</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 + 8 per level</td>
<td>+2</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AC</th>
<th>Fortitude</th>
<th>Reflex</th>
<th>Will</th>
<th>Speed</th>
<th>Perception</th>
</tr>
</thead>
<tbody>
<tr>
<td>14+1vl</td>
<td>12+lvl</td>
<td>10+lv</td>
<td>10+lv</td>
<td>5</td>
<td>+0</td>
</tr>
</tbody>
</table>

**STANDARD ACTIONS**
**Melee Attack** ♦ At-will
Attack: Melee 1, Strength +2 + level vs. AC
Hit: 1[W] + Strength modifier damage
  *Level 11:* Strength +4 + level vs. AC
  *Level 21:* Strength +6 + level vs. AC

**TRIGGcred ACTIONS**
**Mark** ♦ At-will
Effect (Free): The follower can mark any target they attack.

**Skills**
- Athletics +7
- Perception +0

**Alignment** unaligned
**Language** Choice of one

**Cohorts**
Cohorts are loyal servants who follow a particular character. They are hired by or seek out a character, and agree to follow that character’s orders and requests. A cohort serves as a general helper, a bodyguard, a sidekick, or just someone to watch the characters back. Although usually subservient, cohorts are usually too valuable to waste on performing menial tasks. A cohort is gained when a character first selects the leadership feat.

When selecting a cohort you can choose from one of these categories: Arcane, Divine, Martial, Modern, Scout. These categories do not describe specific creatures, but rather groups of similarly themed creatures. You decide the creatures relevant details - it species, physical details, and so forth - making sure they are appropriate for it category and the campaign.

If you wish your cohort can become a mount that you can ride. If this is the case the cohorts changes to a Large Natural Beast, its speed increases by 2, and it cannot make use of a weapons to make attacks. The cohort also loses one trained skill and one known language. If the cohort does not have a language it will still be able to understand you, but will be unable to communicate verbally. Each cohort offers different effects when mounted and you do not require the “mounted combat” feat to make use of the effect.

You and your cohort work so well together that the creature is almost an extension of you. Using your actions in combat, you control your cohort by issuing it commands (see “Commanding a Cohort,” page #). Your cohort is considered a creature and an ally and can be affected by powers. An ally can heal it with a power, or grant it bonuses and attacks and damage no different than another ally. You and your cohort are always treated as separate individual creatures.

You can have only one cohort at a time. You can dismiss your cohort at any time, but gaining a new one isn’t a simple task (see “Gaining a New Cohort,” page #).

**Cohort Statistics**
A cohort’s category determines most of its game statistics, although all cohorts share a few characteristics.

**Level:** Your cohort’s level is always equal to yours. The cohort’s defenses, hit points, and attack bonus improve with level.

**Ability Scores:** Your cohort’s category determines its ability scores, which go up with level. Add 1 to two of your cohort’s abilities scores at 4th, 8th, 14th, 18th, 24th, and 28th level. All of your cohort’s ability scores improve by 1 at 11th and 21st level.

**Attacks:** If the cohort wields a military or simple weapon, it uses the weapons proficiency bonus and damage for the attack. If it does not wield a weapon, its natural attack uses either a +3 proficiency bonus and a d10 weapon damage die, or a +2 proficiency bonus and a d12 weapon damage die. If the natural attack is ranged than decrease its damage by 1 die size and it has a range of 20 squares. You choose one option when you select your cohort. The cohorts attack can benefit from the effect of either an implement you wield or a weapon the cohort wields, but not both.

**Healing surges:** Your cohort has two healing surges. The cohorts healing surge value is equal to a quarter of its maximum hit points, as normal.
Arcane
Arcane cohorts utilize magical power for all of their attacks and abilities. The arcane cohort is great to have around when dealing with the great mystical unknown.

<table>
<thead>
<tr>
<th>ARCANE</th>
<th>Level 1 Cohort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Natural Humanoid</td>
<td>XP</td>
</tr>
<tr>
<td>HP 12 + 6 per level</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 13+lvl, Fortitude 10+lvl, Reflex 12+lvl, Will 14+lvl</td>
<td>Perception +2</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
</tbody>
</table>

**Traits**

**Implement Mastery**
The cohort can use one type of implement.

**Standard Actions**

**Arcane Attack** ✦ **At-will**
Attack: Area burst 1 within 10, Intelligence vs. Reflex
Hit: 1D6 + Intelligence modifier damage. Choose one energy type when creating cohort.

*Level 11*: 2D6 + Intelligence modifier damage

*Level 21*: 3D6 + Intelligence modifier damage

**Mount**

**Synced Attack** ✦ **At-will**
Effect (No action): When making attacks from your mount you add your cohorts chosen energy to your melee or ranged attacks.

**Skills**

<table>
<thead>
<tr>
<th>Arcana</th>
<th>Two knowledge skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>8 (+8)</td>
</tr>
<tr>
<td>12 (+1)</td>
<td>16 (+3)</td>
</tr>
<tr>
<td>14 (+2)</td>
<td>-</td>
</tr>
</tbody>
</table>

**Alignment** unaligned | **Language** Two of choice

Divine
Divine cohorts are avatars for their god, and perform his wishes by assisting you in your quests.

<table>
<thead>
<tr>
<th>DIVINE</th>
<th>Level 1 Cohort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Natural Humanoid</td>
<td>XP</td>
</tr>
<tr>
<td>HP 14 + 8 per level</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 14+lvl, Fortitude 12+lvl, Reflex 10+lvl, Will 14+lvl</td>
<td>Perception +3</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
</tbody>
</table>

**Minor Action**

**Heal** ✦ **Encounter**
Effect (Minor action): The cohort can heal one ally within a close burst 10 spend a healing surge.

**Standard Actions**

**Divine Strike Attack** ✦ **At-will**
Attack: Melee 1; Wisdom vs. AC
Hit: 1[W] + Wisdom modifier damage, and one ally within a close burst 5 gains temporary hit points equal to the cohorts wisdom modifier + 5.

*Level 11*: 1[W] + wisdom modifier damage, and +10 temporary hit points.

*Level 21*: 2[W] + wisdom modifier damage, and +15 temporary hit points.

**Mount**

**Synced Attack** ✦ **At-will**
Effect (No action): When the cohort grants temporary hit points to an ally, you also gain the temporary hit points.

**Skills**

<table>
<thead>
<tr>
<th>Religion</th>
<th>Heal</th>
</tr>
</thead>
<tbody>
<tr>
<td>+6</td>
<td>+8</td>
</tr>
</tbody>
</table>

| Str 14 (+2) | Dex 8 (-1) | Wis 16 (+3) |
| Con 12 (+1) | Int 12 (+1) | Cha 10 (+0) |

**Alignment** unaligned | **Language** One of choice

Gaining a Cohort
How did you acquire your cohort? What accounts for the special bond the two of you share? You might consider one of these possibilities, or invent a background story of your own:

✦ You rescued your cohort from the cruel fate at the hands of another.
✦ You spared your cohort during a battle and it offered to join you as thanks.
✦ Your legendary deeds and heroics attracted your cohort to you like a moth to a flame.
✦ You captured your cohort and trained it rigorously to serve you fatefully and loyally.
✦ You bought your cohort from a slaver in order to give it a better life or command it at your will.
✦ You came to your cohorts aid when it was under attack with no hope for escape.
✦ You raised your cohort from a young age, caring for it and training it to fight beside you in combat.
Martial
Martial cohorts are masters of their weapons. They tend to be ex-military, soldiers, and mercenaries.

<table>
<thead>
<tr>
<th>MARTIAL</th>
<th>Level 1 Cohort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Natural Humanoid</td>
<td>XP</td>
</tr>
<tr>
<td>HP 16 + 10 per level</td>
<td>Initiative +3</td>
</tr>
<tr>
<td>AC 16+1lvl, Fortitude 12+1lvl, Reflex 12+1lvl, Will 10+1lvl</td>
<td>Perception +1</td>
</tr>
</tbody>
</table>

**TRAITS**

**Weapon Mastery**
The cohort gains a +2 bonus to hit with any natural or weapon attack.

**Mark**
Any target the cohort attacks is marked until the end of the cohort’s next turn.

**STANDARD ACTIONS**

**Melee Attack ✦ At-will**
Attack: Melee 1; Strength vs. AC
Hit: 1[W] + strength modifier damage **Level 21**: 2[W] + strength modifier damage

**Ranged Attack ✦ At-will**
Attack: Range weapon; Dexterity vs. AC
Hit: 1[W] + dexterity modifier damage **Level 21**: 2[W] + dexterity modifier damage

**Mount**

**Team Attack ✦ At-will**
Effect (No action): When you charge an enemy you gain a bonus to damage equal to your cohorts strength modifier.

**Skills**
Athletics +8, Acrobatics +6
Str 16 (+3)  Dex 16 (+3)  Wis 12 (+1)
Con 12 (+1)  Int 8 (-1)  Cha 8 (-1)
Alignment unaligned  Language One of choice

Modern
A modern cohort is the most at home in big cities and towns. They tend to use firearms more often then any other weapon. Modern cohorts tend to be gang members, body guards, or even military. A modern cohort can not be made into a mount.

<table>
<thead>
<tr>
<th>MODERN</th>
<th>Level 1 Cohort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Natural Humanoid</td>
<td>XP</td>
</tr>
<tr>
<td>HP 14 + 8 per level</td>
<td>Initiative +4</td>
</tr>
<tr>
<td>AC 14+1lvl, Fortitude 12+1lvl, Reflex 12+1lvl, Will 12+1lvl</td>
<td>Perception +0</td>
</tr>
</tbody>
</table>

**TRAITS**

**Automatic Mastery**
The cohort does not take the -2 penalty to attack for using the Automatic Fire basic attack power.

**STANDARD ACTIONS**

**Melee Attack ✦ At-will**
Attack: Melee 1; Strength vs. AC
Hit: 1[W] + strength modifier damage **Level 21**: 2[W] + strength modifier damage

**Ranged Attack ✦ At-will**
Attack: Range weapon; Dexterity vs. AC
Hit: 1[W] + dexterity modifier damage **Level 21**: 2[W] + dexterity modifier damage

Modular

**Triggered Actions**

**Burst Fire ✦ Encounter**
Effect (Free Action): When the cohort makes an Automatic Fire basic attack increase burst effect by +1.

**Skills**
Two of choice
Str 12 (+1)  Dex 18 (+4)  Wis 8 (-1)
Con 10 (+0)  Int 10 (+0)  Cha 12 (+1)
Alignment unaligned  Language One of choice

Scout
The scout cohort is a companion that is capable of getting into places that others may find difficult. These companions tend to be thieves, spies, or even assassins.

<table>
<thead>
<tr>
<th>SCOUT</th>
<th>Level 1 Cohort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Natural Humanoid</td>
<td>XP</td>
</tr>
<tr>
<td>HP 12 + 6 per level</td>
<td>Initiative +3</td>
</tr>
<tr>
<td>AC 14+1lvl, Fortitude 12+1lvl, Reflex 14+1lvl, Will 10+1lvl</td>
<td>Perception +0</td>
</tr>
</tbody>
</table>

**TRAITS**

**Weapon Specialty**
The cohort can only use one-handed melee or ranged weapons, can deal 1D8 damage with a natural attack with a +3 proficiency. This is chosen when acquiring the cohort.

**STANDARD ACTIONS**

**Melee Attack ✦ At-will**
Attack: Melee 1; Strength vs. AC
Hit: 1[W] + dexterity modifier damage **Level 21**: 2[W] + dexterity modifier damage

**Ranged Attack ✦ At-will**
Attack: Range weapon; Dexterity vs. AC
Hit: 1[W] + dexterity modifier damage **Level 21**: 2[W] + dexterity modifier damage

**Triggered Actions**

**Sneak Attack ✦ At-will**
Effect (Free Action): Once per round when the cohort makes an attack on a target that grants combat advantage, the cohort deals 1D8 extra damage.

**Skills**
Two of choice
Str 14 (+2)  Dex 16 (+3)  Wis 8 (-1)
Con 12 (+1)  Int 10 (+0)  Cha 12 (+1)
Alignment unaligned  Language One of choice

CHAPTER 3 | Character Options
CHAPTER 3 | Character Options

LEADERSHIP

COMMANDING A COHORT OR FOLLOWER

Your cohort and followers don't usually take actions on their own during combat. They act on your turn as you direct them, using the options below. To command your cohort and followers, you take the action specified for a command, and the cohort or follower must be able to see or hear you. If you don't command your cohort or follower it remains where it is, as long as you are conscious and present in the encounter. If you are unconscious or aren't present, your cohort and followers can act independently (see "Cohort and follower Independent Actions" below).

**Attack (Standard Action):** Your cohort or follower make an attack against a target of your choosing.

**Defend (Standard Action):** Your cohort, follower, or all of you go on total defense. If one or more are adjacent to you, the bonus to defense is +3 rather than +2.

**Move (Move Action):** Your cohort, follower, or all of you take a move action. The move actions need not be the same.

**Opportunity Attack (Immediate Interrupt):** When a creature provokes an opportunity attack from your cohort or follower, you spend an immediate interrupt to command the cohort or follower to make an attack.

**Action Points:** When you spend an action point either you or your cohort can take the action. Should your cohort have an action point of their own they may use it as normal but only one action point between the two of you can be used per encounter unless you are able to spend more than one.

**Other Action:** For any other action, you spend the required action and your cohort or follower completes it. For example, picking up an object requires a minor action, so you can spend a minor action to order your companion to grab a bag of coins.

If your cohort or follower is incapable of completing an action, your action is wasted and your companion does nothing. The DM is the final judge on whether a cohort or follower is capable of completing an action.

**COHORT AND FOLLOWER INDEPENDENT ACTIONS**

In situations where you can't command your cohort or follower, it can act independently. For example, if you're unconscious or dead or if you aren't present in an encounter, your cohort or follower doesn't necessarily sit around waiting for you to show up, unless that's what you want it to do.
A cohort or follower acting independently can take a standard action, a move action, and a minor action on each of its turns at the bottom of the initiative order, as a character can. You choose your companions actions, with one restriction: If your character is present in the encounter but incapable of commanding the cohort or follower, it must move as far as it can toward you each round on its turn, choosing the safest route possible. Once adjacent to you, the cohort can act in any manner you wish.

**Healing a Cohort or Follower**

Your cohort can spend healing surges as any character can, and it can receive the benefits of healing abilities. Your followers however cannot gain the benefit of any healing powers that require the use of a healing surge.

**Second Wind:** When you use your second wind, your cohort can use second wind as well.

**Other Healing:** When you are adjacent to your cohort, you can spend a minor action and one of your healing surges to heal your companion as if it had spent a healing surge.

**Death and Dying:** A cohort follows the same rules as a character for death and dying (*Player's Handbook*, page 295). If your cohort dies, you can use the Raise Dead ritual to restore it to life. A follower however immediately dies when reduced to 0 hit points or fewer unless rendered unconscious. A follower cannot be raised from the dead.

**Equipping a Cohort or Follower**

Your cohort or follower can be equipped with weapons, armor and other items if they are able to use them. Your companions are considered to be proficient with any equipped weapon and armor.

Any armor you wish to don on your cohort or follower only provides its bonus to AC if that bonus is greater than your companions bonus to AC granted through level. You always take the higher of the bonuses. They never get added together.

A cohort can gain the benefits of only one magic/advanced item per tier. The cohort gains the use of all effects, powers and properties of that item, no different than a character. A follower cannot make use of any equipped magic/advanced item.

**Gaining a New Cohort**

If you wish to switch to a new cohort, you can use the retraining rules in the *Player's Handbook* (page 28) to select a different feat when you level up. Instead of changing a feat, a power, or a skill selection when you retrain, you can change your cohort selection.

You keep your current cohort until you have the opportunity to spend a few hours seeking its replacement in an environment where the new cohort can be found. If your cohort dies and you choose to replace it rather than raise it, you follow the same rules.

The DM can choose to run a short adventure that involves you finding a companion, perhaps rescuing it from captivity or overcoming a foe together. Otherwise, the DM can allow you to create the story of how you found your new companion.
Leadership Feats

There are four different types of leadership feats that become available when the feat “Leadership” is chosen; lesser feats, intermediate feats, greater feats and cohort feats. The lesser intermediate, and greater leadership feats make up a Leadership Style and provide powers that the cohort can use. These powers make use of the cohorts largest stat to determine attack and damage modifiers.

A Lesser style feat requires that you have the prerequisite leadership feat. Lesser style feats grant an encounter power that the cohort can make use of when directed. This power doesn't count toward your encounter powers.

A Greater style feat requires that you have the corresponding lesser style feat. Greater style feats grant a daily power that the cohort can make use of when directed. This power doesn't count toward your daily powers.

Cohort feats are feats that improve your cohort, granting it abilities and properties above the standard array of powers.

Once a character selects a leadership feat they start to keep track of their leadership score. A characters leadership score determines how many followers they are able to control. A characters leadership score is determined by adding the characters level plus the modifier for their classes' primary stat. If the class has more than one primary stat the character chooses the highest one.

Several factors can affect a characters leadership score, causing it to vary from the base score (characters level + modifier). Below are several conditions that may change a characters leadership score. The DM may add or remove from the list as they deem fit.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>The character has renown feat</td>
<td>+2</td>
</tr>
<tr>
<td>Know to be Fare and Generous</td>
<td>+1</td>
</tr>
<tr>
<td>Has a special power</td>
<td>+1</td>
</tr>
<tr>
<td>Has a base of operations</td>
<td>+2</td>
</tr>
<tr>
<td>Character moves around allot</td>
<td>-1</td>
</tr>
<tr>
<td>Character known for Cruelty</td>
<td>-2</td>
</tr>
<tr>
<td>Has caused Failure</td>
<td>-1</td>
</tr>
<tr>
<td>Paragon Tier</td>
<td>+5</td>
</tr>
<tr>
<td>Epic Tier</td>
<td>+10*</td>
</tr>
<tr>
<td>Reputation Bonus</td>
<td>**</td>
</tr>
</tbody>
</table>

*Replaces the Paragon Tier bonus.
**If the complain makes use of reputation then add the characters reputation Bonus.

Above is the table used to determine the number of followers a character can have with a specific leadership score. A characters leadership score can continue to advance beyond 40. When advancing beyond 40 for every two points in leadership gained increase the number of followers for a specific level that has increased to 1000 or more, by 200. When a specific level of followers has increased to 100 or more increase the followers by 100, and when a specific level has increased to 10 or more, add 10 extra followers per two point increase in leadership. Otherwise increase the number of followers gained by 1.

The above chart assumes that all followers gained are of the standard types. If the character wishes and with the DM’s permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack. A character must give permission they may also have access to minions, elites, and solos for followers. Characters who wish to have minions can change out 1 standard follower for 4 minions of its level. All minion followers have 1 hit point, deal only average damage and are never hit with a missed attack.

As a general rule the max level a follower can get to is level 10. If the DM wishes they decide to remove this level cap, in which case a character will start to receive level 11 followers when their leadership score reaches 30. Level 12 followers will arrive at a leadership score of 32 and so on. Regardless of a characters leadership score a followers level cannot be greater than the characters level -5.
Heroic Tier Feats

Leadership
A character with this feat is the sort of individual others want to follow, and he or she has done some work attempting to recruit cohorts and followers.

**Prerequisite:** A character must be at least 6th level to take this feat.

**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist them. Refer to the chart above to determine how many followers you start with. As well you gain the service of a Cohort.

Arcane Leadership (Lesser)
Your cohort gains general arcane knowledge that it can use to aid you in your battles.

**Prerequisite:** Leadership, Level 7

**Benefits:** Your cohort gains the use of a level 7 or lower arcane encounter attack power chosen from any arcane class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Arcane Leadership (Intermediate)
Your cohort gains greater arcane knowledge that it can use to aid you in your battles.

**Prerequisite:** Arcane leadership (Lesser)

**Benefits:** Your cohort gains the use of a level 6 or lower arcane utility power chosen from any arcane class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Arcane Leadership (Greater)
Your cohort gains advanced arcane knowledge that it can use to aid you in your battles.

**Prerequisite:** Arcane Leadership (Intermediate)

**Benefits:** Your cohort gains the use of a level 9 or lower arcane daily attack power chosen from any arcane class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Lesser)
Your cohort gains a general understanding of martial tactics that it can use to aid you in your battles.

**Prerequisite:** Leadership, Level 7

**Benefits:** Your cohort gains the use of a level 7 or lower martial encounter attack power chosen from any martial class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Intermediate)
Your cohort gains a greater understanding of martial tactics that it can use to aid you in your battles.

**Prerequisite:** Martial Leadership (Lesser)

**Benefits:** Your cohort gains the use of a level 6 or lower martial utility power chosen from any martial class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Martial Leadership (Greater)
Your cohort gains advanced understanding of martial tactics that it can use to aid you in your battles.

**Prerequisite:** Martial Leadership (Intermediate)

**Benefits:** Your cohort gains the use of a level 9 or lower martial daily attack power chosen from any martial class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Lesser)
Your cohort gains general divine knowledge that it can use to aid you in your battles.

**Prerequisite:** Leadership, Level 7

**Benefits:** Your cohort gains the use of a level 7 or lower divine encounter attack power chosen from any divine class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Intermediate)
Your cohort gains greater divine knowledge that it can use to aid you in your battles.

**Prerequisite:** Arcane leadership (Lesser)

**Benefits:** Your cohort gains the use of a level 6 or lower divine utility power chosen from any divine class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Divine Leadership (Greater)
Your cohort gains advanced divine knowledge that it can use to aid you in your battles.

**Prerequisite:** Arcane Leadership (Intermediate)

**Benefits:** Your cohort gains the use of a level 9 or lower divine daily attack power chosen from any divine class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Lesser)
Your cohort gains a general understanding of modern tactics and abilities.

**Prerequisite:** Leadership, Level 7

**Benefits:** Your cohort gains the use of a level 7 or lower modern encounter attack power chosen from any modern class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Intermediate)
Your cohort gains a greater understanding of modern tactics and abilities.

**Prerequisite:** Modern leadership (Lesser)

**Benefits:** Your cohort gains the use of a level 6 or lower modern utility power chosen from any modern class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

Modern Leadership (Greater)
Your cohort gains an advanced understanding of modern tactics and abilities.

**Prerequisite:** Modern Leadership (Intermediate)
**Benefits:** Your cohort gains the use of a level 9 or lower daily attack power chosen from any modern class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

**Primal Leadership (Lesser)**
Your cohort gains a general understanding of primal abilities that it can use to aid you in your battles.
- **Prerequisite:** Leadership, Level 7
- **Benefits:** Your cohort gains the use of a level 7 or lower primal encounter attack power chosen from any primal class encounter power list. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

**Primal Leadership (Intermediate)**
Your cohort gains a greater understanding of primal abilities that it can use to aid you in your battles.
- **Prerequisite:** Primal Leadership (Lesser)
- **Benefits:** Your cohort gains the use of a level 6 or lower primal utility power chosen from any primal class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

**Primal Leadership (Greater)**
Your cohort gains advanced understanding of primal tactics that it can use to aid you in your battles.
- **Prerequisite:** Primal Leadership (Intermediate)
- **Benefits:** Your cohort gains the use of a level 9 or lower primal daily attack power chosen from any primal class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

**Psychic Leadership (Lesser)**
Your cohort gains a general understanding of psychic abilities that it can use to aid you in your battles.
- **Prerequisite:** Leadership, Level 7
- **Benefits:** Your cohort gains the use of a level 7 or lower at-will attack power chosen from any psychic class at-will power list. The cohort also gains 2 power points to spend on psychic powers and gains an additional 2 power points at levels 13 and 23. At levels 13 and 23 the cohort can retrain this power with one of equal level or lower.

**Psychic Leadership (Intermediate)**
Your cohort gains a greater understanding of psychic abilities that it can use to aid you in your battles.
- **Prerequisite:** psychic Leadership (Lesser)
- **Benefits:** Your cohort gains the use of a level 6 or lower psychic utility power chosen from any psychic class utility power list. At levels 12 and 22 the cohort can retrain this power with one of equal level or lower.

**Psychic Leadership (Greater)**
Your cohort gains advanced understanding of psychic tactics that it can use to aid you in your battles.
- **Prerequisite:** Psychic Leadership (Intermediate)
- **Benefits:** Your cohort gains the use of a level 9 or lower psychic daily attack power chosen from any psychic class daily power list. At levels 15 and 25 the cohort can retrain this power with one of equal level or lower.

**Skillful (Cohort)**
You have trained your cohort in the skills they will need to serve you.
- **Prerequisite:** Leadership
- **Benefit:** Choose one skill or language that your cohort is trained in.
- **Special:** This feat can be taken more than once for a different skill or language.

**Durable (Cohort)**
Your cohort has greater healing reserves to pull from.
- **Prerequisite:** Leadership
- **Benefit:** Your cohort has two extra healing surges for a total of 4.

**Team Work I (Cohort)**
You and your cohort know each so well your cohort can anticipate your orders before you need to give them.
- **Prerequisite:** Leadership
- **Benefit:** You are no longer required to spend your own minor actions to let your cohort take minor actions. The cohort is still limited to the standard action array noted in the players handbook.

**Team Work II (Cohort)**
You and your cohort know each so well your cohort can anticipate your orders before you need to give them.
- **Prerequisite:** Leadership
- **Benefit:** You are no longer required to spend your own minor actions to let your cohort take minor actions. The cohort is still limited to the standard action array noted in the players handbook.

**Winged Mount (Cohort)**
Your cohort gains the ability to sustain short periods of flight while mounted by you.
- **Prerequisite:** Leadership, Mount for a cohort
- **Benefit:** So long as your mount starts and ends its move on a flat surface it can fly its speed. If at the end of its move action it has not landed on a flat surface it falls to the ground.

**Paragon Tier Feats**

**Team Work II (Cohort)**
You and your cohort know each so well your cohort can anticipate your orders before you need to give them.
- **Prerequisite:** Leadership
- **Benefit:** You are no longer required to spend your own minor actions to let your cohort take minor actions. The cohort is still limited to the standard action array noted in the players handbook.

**Trained II (Cohort)**
Your cohort has advanced training that give it an edge during combat.
- **Prerequisite:** Leadership
- **Benefit:** Your cohort gains the use of a paragon feat that it meets the requirements of.
- **Special:** This feat can be taken more than once for a different paragon feat.
**Flying Mount (Cohort)**
Your cohort gains the ability to sustain long periods of flight while mounted by you.

**Prerequisite:** Leadership, Mount for a cohort

**Benefit:** Your mount gains a fly speed equal to its normal speed. While your mount is in flight neither you nor your cohort can make attacks.

**Gifted (Cohort)**
Your cohort is gifted and highly trained. Their skills are comparable to your own.

**Prerequisite:** Leadership

**Benefit:** Your cohort gains a Functional or Class template as the DM’s discretion.

**Special:** The cohort does not gain the additional hit points from either template type and does not gain the at-will, encounter, utility, and daily powers from the class templates.

**Extra Followers**
You excel at attracting people and they flock to you by the dozens.

**Prerequisite:** Leadership

**Benefit:** You have double the normal amount of followers given for your leadership level.

**Epic Tier Feats**

**Team Work III (Cohort)**
Your and your cohort know each so well your cohort can anticipate your orders before you need to give them.

**Prerequisite:** Leadership

**Benefit:** You are no longer required to spend your own standard actions to let your cohort take standard actions. The cohort is still limited to the standard action array noted in the players hand book.

**Trained III (Cohort)**
Your cohort has advanced training that gives it an edge during combat.

**Prerequisite:** Leadership

**Benefit:** Your cohort gains the use of an epic feat that it meets the requirements of.

**Special:** This feat can be taken more than once for a different epic feat.

**Soaring Mount (Cohort)**
Your cohort has mastery over flight and is as stable in the air as on the ground.

**Prerequisite:** Leadership, Mount for a cohort

**Benefit:** Your mount gains a fly speed equal to its normal speed, as well being able to hover in the air.

**Epic Following**
You excel at attracting people and they flock to you by the hundreds.

**Prerequisite:** Leadership, Extra Followers

**Benefit:** You have ten times the normal amount of followers given for your leadership level. This replaces the number from the extra follower’s feat.
Every hero gains a reputation of one sort or another as his or her career progresses, expressed as a reputation score. A hero’s reputation score is half their level plus any reputation bonuses the character has gained through quests. Reputation is used to determine whether another character or NPC recognizes a specific player character. While a hero might try to take advantage of their reputation from time to time, usually the hero’s reputation precedes them – whether they want it to or not.

Those who recognize the hero are more likely to help them or do what they ask, provided the reputation has a positive connotation to the character who recognizes them. A high reputation bonus also makes it difficult for the hero to mask their identity, which can be a problem if their trying not to be noticed.

Most of the time, a hero doesn’t decide to use their reputation. The DM decides when a hero’s reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the DM makes a reputation check for a character or NPC who might be influenced in some fashion due to the hero’s fame or notoriety, as detailed below.

**Fame or Infamy**

It’s a matter of perspective. That is, what the hero’s reputation represents is in the eye of the beholder – the character or NPC they interact with. Most characters with a high reputation bonus (+5 or higher) are considered known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero’s reputation the hero is considered to be famous by that character or NPC. Fame, when recognized, provides a bonus to certain skills when dealing with that character or NPC.

When a character has a negative opinion of a hero’s reputation, the hero is considered to be infamous by that character. Also, at the DM’s option, a hero might be considered infamous in certain situations due to events that have transpired previously in the campaign.

### Reputation Score

<table>
<thead>
<tr>
<th>Notoriety</th>
<th>Reputation Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character is unknown to most people</td>
<td>Less than 5</td>
</tr>
<tr>
<td>Some people have heard of the character</td>
<td>5 to 9</td>
</tr>
<tr>
<td>Many people have heard of the character</td>
<td>10-14</td>
</tr>
<tr>
<td>The character is famous and know far and wide</td>
<td>15+</td>
</tr>
</tbody>
</table>

**Nom de Plumes and Secret Identities**

If a character successfully uses the disguise skill or other method of disguising themselves to mask their identity, then what they accomplish while disguised won’t affect their reputation score for good or ill.

If a character wishes they may adopt a nom de plume (as Robin Hood) or wear a mask or other costume (such as Batman) during their adventures. If so, the character tracks the bonuses they gains to their reputation separately for each identity they may have. If the character has chosen reputation feats they may apply them to any of the identities they may have.

The reputation a character receives from their level applies to every identities they may have, including their primary identity. High level characters, no matter how hard they try will always stand out in a crowd and attract attention.

**Reputation Checks**

Whenever the DM decides that a character’s reputation can be a factor in an encounter, a streetwise check is made with a bonus equal to the character’s reputation. The check must beat a DC 25 in order for the individual to be recognized. Certain factors may influence a characters or NPC’s streetwise check.

<table>
<thead>
<tr>
<th>Situation</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character or NPC is part of your profession or social circle.</td>
<td>+5</td>
</tr>
<tr>
<td>Character has Leadership Feat</td>
<td>+2</td>
</tr>
<tr>
<td>Character is successfully disguised</td>
<td>-5</td>
</tr>
</tbody>
</table>

A successful streetwise check against the reputation DC provides a +4 bonus or a -4 penalty, depending of how well received the character is, on checks involving the following skills for the duration of the encounter: Bluff, diplomacy, intimidate, and streetwise. The bonuses or penalties only relate to the characters or NPC’s that recognize the hero.

A hero may gain a reputation bonus in a couple of ways. First the hero may select the renown feat which grants a +3 bonus to reputation, and the character can gain a bonus to reputation by completing quests and adventures. Bonuses to reputation should only be given out when the characters have completed something noteworthy enough to be recognized.

<table>
<thead>
<tr>
<th>Event</th>
<th>Reputation bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character completes minor quest</td>
<td>+0.5</td>
</tr>
<tr>
<td>Character completes major quest</td>
<td>+1.0</td>
</tr>
<tr>
<td>Character completes campaign</td>
<td>+2.0</td>
</tr>
</tbody>
</table>
In a world of high-tech wonders, the only limits on the types of equipment available to heroes are the inventiveness of manufacturers and the amount of buying power on the heroes’ credit cards. When you create a 1st level character, you start with basic clothing, Small condo or house, and 2000 dollars to spend on armor, weapons, gear, etc. During character generation you can forgo the starting condo or house and receive $5000 in cash instead. Just remember your character needs a place to live. If you make a character of a higher level than you also receive 1 item with a purchase level equal to your character level + 22 and 20, and money equal to your character level + 20 that can be spent on any other items.

Many items described in this chapter are available through legitimate retailers and dealers. Some items might be harder to find, and even fewer might only be available in certain areas or simply not available at all. Some items have certain legal restrictions on ownership or use, and require a license to own and use or require you to make a trip to your local black market vendor.

As you go up in level, you acquire more money that you can spend, not just on mundane gear, but on fantastic custom designed items loaded with gadgets and upgrades.

All items are given a Purchase Level which is a set value of money noted on the table on page ???. This number is strictly for determining the value of an individual item or service, and for determining the price of upgrading and enhancing an item. Cash values are still used and characters will still get paid in cash. If the character sells a Purchase level 20 item he will pocket half the value of $2000.

The DM might give out as a reward a certain level of item or upgrades for an item. The Level of an item does not reflect at what level the character needs to be in order to used or own the item. Nor does the level of an item necessarily determine the power of an item, merely the value of it.

- **Restricted Items**: For those people who want the good stuff, and have the money to spend.
- **Armor and Shields**: Essential gear for protection on the streets.
- **Weapons**: The basic tools of combat for many characters, from knives to guns.
- **Adventuring Gear**: The tools of the adventuring trade. Look in this section for flashlights, computers, vehicles, and much, much more.
- **Advanced Technology**: Only the best of the best can be found in this section.
- **Gadgets and Upgrades**: Upgrade you items to better equip you character.
- **Vehicles & Vehicle Equipment**: Every character needs a pimp’n ride.
Some objects require a license to own or operate, or are restricted in use only to qualifying organizations or individuals. In such cases, a character must purchase a license to legally own the object. A license can be purchased in addition to (and usually before) the object to which it applies. You must have a license for each restricted item you buy. There are some special items where a license need only be bought once; this will be noted in the items description. The four levels of restriction are as follows.

**LICENSED**

The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

**RESTRICTED**

Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

**MILITARY**

The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (See above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore specially ware of selling to private individuals.

**ILLEGAL**

The object is illegal in all but specific, highly regulated circumstances.

<table>
<thead>
<tr>
<th>Restriction</th>
<th>License Cost ($)</th>
<th>Black Market Markup</th>
<th>Streetwise DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Licensed</td>
<td>10%</td>
<td>20%</td>
<td>10</td>
</tr>
<tr>
<td>Restricted</td>
<td>20%</td>
<td>40%</td>
<td>15</td>
</tr>
<tr>
<td>Military</td>
<td>30%</td>
<td>60%</td>
<td>20</td>
</tr>
<tr>
<td>Illegal</td>
<td>--</td>
<td>80%</td>
<td>25</td>
</tr>
</tbody>
</table>

**Purchasing a License**

To purchase a license usually takes between one and five business days (DM’s Choice), while your background is checked out. If you are known to have been involved in illegal or suspicious activities it could take longer to receive a license or you simply won’t receive one at all.

As a general rule, a character must obtain the appropriate license before buying restricted objects. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain a forged license or the restricted object desired without a license at all.

The cost of the license is a percentage of the base cost of the item wanting to be bought. So a military gun worth $2000 would require a license worth $600, and a grenade worth $30 would have a license worth $9. Items bought during character generation come with the license at no additional cost.

**The Black Market**

Sometimes a character wants to obtain an object without going through the legal hassle of getting a license first. Almost anything is available on the black market for the right price. If a character makes the appropriate streetwise check and pays the appropriate black market markup they will find themselves in possession of a relatively new weapon in just a day or two. Just don’t get caught by the police because you’re not allowed to own it.

A character may also purchase a forged license through the black market. This is usually cheaper but more difficult due to the difficulty in finding a good forger. Increase the Streetwise DC by 5 for finding a forger, and the cost for the license is what it would cost normally plus the black market markup. Illegal items do not have a license due to their illegal nature.
Body armor come in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Armor is grouped into categories, and these categories can help you decide what armor is best for you. Every class provides access to one or more armor proficiencies, and it's in your best interest to wear the finest armor you can afford and are able to use.

**Armor Types**

Armor is grouped into categories. These categories can help you decide what armor is best for you.

Your class tells you what kind of armor you’re proficient with. You can take feats to learn the proper use of other kinds of armor. If you wear armor you’re not proficient with, it makes you clumsy and uncoordinated, and you take a –2 penalty to attack rolls and to your reflex defense.

The time it take to put on a suit of armor depends heavily on the type of armor being used. Light armor requires no more time then putting on standard clothing, usually around 1 minute. Medium armor is a bit more involved and requires 3 minutes to put on, and heavy armor is difficult to put on by one's self and requires 5 minutes.

Armor is defined as light, medium or heavy. Light armor is easy to move in if you’re proficient with it. It allows for you to add either your intelligence or your dexterity modifier to your armor class, whichever is higher. Medium armor does not gain the extra bonus to AC from stats, but doesn’t have the same restrictiveness at Heavy armor. Heavy armor is more restrictive, so your natural agility matters less. When you wear heavy armor, you don’t add an ability score modifier to your AC.

**Light Armor**

For the character who doesn’t want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Cloth Armor: Although not real armor, and does not count as armor for the purpose of restrictions, cloth armor can still be upgraded just like light armor. Cloth armor is any casual clothing you may wear.

Leather Jacket: This armor is represented by a heavy leather biker’s jacket. A number of other impromptu armors, such as football pads or hockey pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it’s critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso. Someone attempting a perception check to notice this armor has a -10 to that check

Pull-up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Wear it around your waist, and you’ll attract little attention. Then, when the bullets begin to fly, simply unzip the pouch and pull the apron up and over your neck. Deploying the apron is a minor action. This garment provides no Armor bonus when un-deployed.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt – but it’s also more easily noticed. It’s best used when the armor should remain unseen but the wearer doesn’t expect to face much scrutiny. Someone attempting a perception check to notice this armor has a -5 to that check
**Medium Armor**
Most medium armor is not terribly heavy, but nonetheless provides a significant amount of protection – at the expense of some speed.

**Concealable Vest:** Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it. Someone attempting a perception check to notice this armor has a -2 to that check.

**Light-Duty Vest:** A light weight tactical vest designed for extended use by riot police and forces on alert for protection for a modicum of comfort – at least compared to other tactical body armors.

**Motocross Armor:** The standard armor of dirt bikers, and stunt people, this full body armor is composed of shock resistant plates layered over a Kevlar body suit. A Helmet is almost standard issue when wearing this armor. This armor does not require a license to own but sticks out like a sore thumb.

**Tactical Vest:** The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

**Heavy Armor**
For the best protection money can buy, go with heavy armor… and hope the whopping armor penalty doesn’t come back to haunt you at the wrong time.

**Special Response Vest:** Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

**Forced Entry Unit:** The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, and arm protection. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

**Shields & Helmets**
When body armor isn’t enough the hero can turn to shields. Shields come in a variety of shapes and sizes, but basically there are two kinds.

The light Personnel shield provides a bonus to your armor and reflex defense, and is light enough to hole an item in that had. If you use that item, all bonuses and abilities from the shield are lost until the start of your next turn.

The Large Riot Shield provides considerable more cover at the cost of mobility. While using a riot shield no other item can be placed in that hand.

The Full Face Helmet provides considerable protection to the head and prevents liquids and vapors from getting to your face and eyes.

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### ARMOR

<table>
<thead>
<tr>
<th>Light Armor</th>
<th>Armor Bonus</th>
<th>Check</th>
<th>Speed</th>
<th>Purchase Level</th>
<th>Weight</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cloth Armor (Basic Clothing)</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>Varies</td>
<td>4 lb.</td>
<td>--</td>
</tr>
<tr>
<td>Leather Jacket</td>
<td>+1</td>
<td>--</td>
<td>--</td>
<td>$120</td>
<td>4 lb.</td>
<td>--</td>
</tr>
<tr>
<td>Light Undercover Shirt</td>
<td>+2</td>
<td>--</td>
<td>--</td>
<td>$275</td>
<td>2 lb.</td>
<td>Licensed</td>
</tr>
<tr>
<td>Pull-up Pouch Vest</td>
<td>+2</td>
<td>--</td>
<td>--</td>
<td>$275</td>
<td>2 lb.</td>
<td>Licensed</td>
</tr>
<tr>
<td>Undercover Vest</td>
<td>+3</td>
<td>--</td>
<td>--</td>
<td>$350</td>
<td>3 lb.</td>
<td>Licensed</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Medium Armor</th>
<th>Armor Bonus</th>
<th>Check</th>
<th>Speed</th>
<th>Purchase Level</th>
<th>Weight</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concealable Vest</td>
<td>+5</td>
<td>-1</td>
<td>--</td>
<td>$500</td>
<td>4 lb.</td>
<td>Licensed</td>
</tr>
<tr>
<td>Light-Duty Vest</td>
<td>+6</td>
<td>-1</td>
<td>--</td>
<td>$650</td>
<td>8 lb.</td>
<td>Licensed</td>
</tr>
<tr>
<td>Motocross Armor</td>
<td>+6</td>
<td>-1</td>
<td>--</td>
<td>$650</td>
<td>10 lb.</td>
<td>--</td>
</tr>
<tr>
<td>Tactical Vest</td>
<td>+7</td>
<td>-1</td>
<td>--</td>
<td>$900</td>
<td>10 lb.</td>
<td>Licensed</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Heavy Armor</th>
<th>Armor Bonus</th>
<th>Check</th>
<th>Speed</th>
<th>Purchase Level</th>
<th>Weight</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Special Response Vest</td>
<td>+8</td>
<td>-2</td>
<td>-1</td>
<td>$1200</td>
<td>15 lb.</td>
<td>Licensed</td>
</tr>
<tr>
<td>Forced Entry Unit</td>
<td>+9</td>
<td>-2</td>
<td>-1</td>
<td>$1500</td>
<td>20 lb.</td>
<td>Licensed</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Shields &amp; Helmets</th>
<th>Bonus</th>
<th>Check</th>
<th>Speed</th>
<th>Purchase Level</th>
<th>Weight</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personnel Shield</td>
<td>+1 AC/Ref</td>
<td>--</td>
<td>--</td>
<td>$350</td>
<td>6 lb.</td>
<td>--</td>
</tr>
<tr>
<td>Riot Shield</td>
<td>+2 AC/Ref</td>
<td>-2</td>
<td>--</td>
<td>$650</td>
<td>15 lb.</td>
<td>--</td>
</tr>
<tr>
<td>Full Face Helmet</td>
<td>+1 Fort</td>
<td>--</td>
<td>--</td>
<td>$200</td>
<td>1 lb.</td>
<td>--</td>
</tr>
</tbody>
</table>
WEAPONS

It's a dangerous world out there, especially for those who make a living fighting criminals, terrorist, or enemy agents. Most heroes carry weapons, ranging from baseball bats to M-60 Machine guns. Weapons are split up into four basic categories.

WEAPON CATEGORIES

Weapons fall into four categories. Improvised weapons aren’t really meant to be weapons you train with. Usually they are everyday objects you pick up to hit someone with. Punching or kicking someone is also considered an improvised weapon. The only class proficient with improvised weapons is the Strong hero. Simple weapons are basic, requiring little more skill than pointing and shooting. Military weapons are designed for skilled users. Balance and precision are important factors when using military weapons, and someone without the proper training can’t use them effectively. Heavy weapons are even more effective or difficult than military weapons and require special training to use. You can learn to use Heavy weapons by taking the weapons proficiency feat.

Weapons in all four categories are further categorized as melee weapons, which you use to attack foes within reach of the weapon, or ranged weapons, which you use to fire at more distant enemies. Handguns and longarms can be used as melee weapons by performing a pistol whip, and counts as an improvised weapon. A melee weapon with the heavy thrown or the light thrown property counts as a ranged weapon when thrown and can be used with ranged attack powers that have the weapon keyword.

Finally, weapons are classified as either one-handed or two-handed. A one-handed weapon is light enough or balanced enough to be used in one hand. A two-handed weapon is too heavy or unbalanced to use without two hands. Rifles and some other weapons require two hands because of their construction. Some one-handed weapons are light enough for you to use in your off hand while holding another one-handed weapon in your other hand. Doing this doesn’t let you make multiple attacks in a round (unless you have powers that let you do so), but you can attack with either weapon.

WEAPON GROUPS

Weapon groups are families of weapons that share certain properties. They’re wielded similarly and are equally suited to certain kinds of attacks. In game terms, some powers and feats work only when you’re attacking with a weapon in a specific group. If a weapon falls into more than one group, you can use it with powers that require a weapon from any of its groups. For example, the halberd is both an axe and a polearm, so you can use it with powers that give you an additional benefit when you wield an axe or a polearm.

Handgun: A handgun is a personal firearm that can be used one-handed. This includes all pistols and some submachine guns and shotguns.

Long-arm: Long-arms are personal firearms that require two hands to be fired. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

Heavy: Heavy weapons are the most powerful and deadly of weapons. They usually require more than one person to operate. Some heavy weapons make use of linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together.

WEAPON PROPERTIES

Weapon Properties define additional characteristics shared by weapons that might be in different groups.

Single Shot (SS): A weapon with the single shot rate of fire requires the user to manually operate the action between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can only make one hit per attack, even if the user has a power that normally allows for more than one hit. If a power would normally allow the user to make a 2[W] + Dex shot against one, two, or three targets they would only be able to hit one target, and burst and blast powers cannot be used with single shot weapons.

Semi-automatic (Semi-Auto): Most firearms have the semi-automatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon can make multiple hits per attack depending on the power used, but can never attack more creatures than the weapon has ammo currently has loaded.

Automatic (Auto): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with this property can be used with the Automatic Fire basic attack or be used with powers that have the Auto effect keyword. Weapons with only the Automatic property cannot be used with powers that do not have the Auto keyword. Most characters using automatic weapons will have to use its basic attack power described below. Any weapon used with a power with the Auto effect keyword deals 1 die less damage. So if an AK-47 was used with the Automatic Fire basic attack it would deal 1D10 damage instead of 2D10. At level 21 it would deal 2D10 damage instead of 4D10.

<table>
<thead>
<tr>
<th>Automatic Fire</th>
<th>Basic Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>You spray an area with a hail of bullets hoping one hit’s its target.</td>
<td></td>
</tr>
<tr>
<td>At-will ◆Auto, Firearm</td>
<td></td>
</tr>
<tr>
<td>Standard Action</td>
<td>Ranged</td>
</tr>
<tr>
<td>Target: All Creatures in burst</td>
<td></td>
</tr>
<tr>
<td>Attack: Dexterity vs. Reflex</td>
<td></td>
</tr>
<tr>
<td>Hit: 1[W] damage</td>
<td></td>
</tr>
<tr>
<td>Level 21: 2[W]</td>
<td></td>
</tr>
<tr>
<td>Effect: You take a -2 on attack rolls against creatures in burst.</td>
<td></td>
</tr>
<tr>
<td>Special: Uses three rounds plus the number of targets in burst.</td>
<td></td>
</tr>
</tbody>
</table>

PAYLOAD

The Weapons ammunition capacities are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its payload. The number in this entry is the
magazine’s capacity in shots; the word that follows the number indicates that magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not have a number.

**Box:** A box magazine is a type of magazine that can be removed and reloaded separately from the weapon. This feature is advantageous because a character can carry extra magazines, already loaded, and simply swap an empty one for one of the extras.

**Cylinder:** A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can’t be removed, and they must be reloaded by hand. However, most revolvers can be used with speed loaders, a small device that holds a full load of ammunition ready to be inserted, all at once, into a cylinder.

**Internal:** Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

**Linked:** Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically a belt holds 50 bullets; any number of belts can be clipped together.

### RELOADING FIREARMS

Reloading a firearm with an already filled Box magazine or speed loader is a minor action while retrieving the item is also a minor action. Firearms with an internal space for ammunition will require a minor actions for each round of ammunition needed to be loaded. To reload a cylinder without the use of a speed loader requires a minor action for each round loaded into the chamber. To reload a firearm one hand must be free to do so.

The payload for most weapons comes in box magazines and can be of varying sizes. Filling a box magazine takes 1 round per 3 rounds of ammunition to complete and is best done outside of combat. So a box magazine with a capacity of 30 rounds would take 10 round to fully fill.

### AMMUNITION

Ammunition for firearms and other ranged weapons is covered on the table below. Ammunition types expressed as simply a number (such as “.45”) are usually referred to in conversation by this number, followed by “caliber” (in this case “.45 caliber”). Those that contain a unit of measurement (such as “5.56mm”) generally aren’t referred to with the work “caliber.”

The ammunition used is the most determining factor when it comes to the damage of a firearm. The actual gun has very little effect in the damage a bullet or shell does. Some advanced weapons can take different ammo sizes and the damage is based off the ammo not the gun.

Ammunition itself does not require a license, and is fairly commonly found. Some upgraded ammunition may require a license to own, but only needs to be bought once for the specific upgrade added.

<table>
<thead>
<tr>
<th>Ammunition Type</th>
<th>Quantity Sold</th>
<th>Damage</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>9mm</td>
<td>50</td>
<td>2D6</td>
<td>$30</td>
</tr>
<tr>
<td>10mm</td>
<td>50</td>
<td>2D6</td>
<td>$30</td>
</tr>
<tr>
<td>5.56mm</td>
<td>20</td>
<td>2D8</td>
<td>$20</td>
</tr>
<tr>
<td>7.62mm</td>
<td>20</td>
<td>2D10</td>
<td>$20</td>
</tr>
<tr>
<td>.22 Caliber</td>
<td>50</td>
<td>2D4</td>
<td>$20</td>
</tr>
<tr>
<td>.32 Caliber</td>
<td>50</td>
<td>2D4</td>
<td>$30</td>
</tr>
<tr>
<td>.357 Caliber</td>
<td>50</td>
<td>2D6</td>
<td>$30</td>
</tr>
<tr>
<td>.45 Caliber</td>
<td>50</td>
<td>2D6</td>
<td>$30</td>
</tr>
<tr>
<td>.44 Caliber</td>
<td>50</td>
<td>2D8</td>
<td>$30</td>
</tr>
<tr>
<td>.444 Caliber</td>
<td>20</td>
<td>2D10</td>
<td>$20</td>
</tr>
<tr>
<td>.50 Caliber</td>
<td>20</td>
<td>2D12</td>
<td>$40</td>
</tr>
<tr>
<td>10-Gauge Buckshot</td>
<td>10</td>
<td>2D10</td>
<td>$30</td>
</tr>
<tr>
<td>12-Gauge Buckshot</td>
<td>10</td>
<td>2D8</td>
<td>$20</td>
</tr>
</tbody>
</table>
**Firearm Weapons**

### Simple Firearms

**One-Handed (Licensed)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beretta 92F (9mm)</td>
<td>+2</td>
<td>2D6</td>
<td>20/40</td>
<td>$650</td>
<td>3 lb.</td>
<td>15 box</td>
<td>Handgun</td>
<td>Semi-Auto, Offhand</td>
</tr>
<tr>
<td>Colt Double Eagle (10mm)</td>
<td>+2</td>
<td>2D6</td>
<td>15/30</td>
<td>$650</td>
<td>3 lb.</td>
<td>9 box</td>
<td>Handgun</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Colt M1911 (.45)</td>
<td>+2</td>
<td>2D6</td>
<td>15/30</td>
<td>$500</td>
<td>3 lb.</td>
<td>7 box</td>
<td>Handgun</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Colt Python (.357 Revolver)</td>
<td>+3</td>
<td>2D6</td>
<td>20/40</td>
<td>$500</td>
<td>3 lb.</td>
<td>6 cyl.</td>
<td>Handgun</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Derringer (.45)</td>
<td>+2</td>
<td>2D6</td>
<td>5/10</td>
<td>$350</td>
<td>1 lb.</td>
<td>2 int.</td>
<td>Handgun, Load Minor</td>
<td>Offhand</td>
</tr>
<tr>
<td>Glock 17 (9mm)</td>
<td>+3</td>
<td>2D6</td>
<td>15/30</td>
<td>$1200</td>
<td>2 lb.</td>
<td>17 box</td>
<td>Handgun</td>
<td>Semi-Auto, Offhand</td>
</tr>
<tr>
<td>Glock 20 (10mm)</td>
<td>+3</td>
<td>2D6</td>
<td>20/40</td>
<td>$1200</td>
<td>3 lb.</td>
<td>15 box</td>
<td>Handgun</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Pathfinder (.22 Revolver)</td>
<td>+2</td>
<td>2D4</td>
<td>10/20</td>
<td>$350</td>
<td>1 lb.</td>
<td>6 cyl.</td>
<td>Handgun, Semi-Auto</td>
<td>Offhand</td>
</tr>
<tr>
<td>Sawed-off Shotgun (12-Ga)</td>
<td>+2</td>
<td>2D8</td>
<td>5/10</td>
<td>$500</td>
<td>4 lb.</td>
<td>2 int.</td>
<td>Handgun, Load Minor</td>
<td>Semi-Auto</td>
</tr>
</tbody>
</table>

**Two-Handed (Licensed)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beretta M3P (12-Gauge)</td>
<td>+3</td>
<td>2D8</td>
<td>15/30</td>
<td>$650</td>
<td>9 lb.</td>
<td>5 box</td>
<td>Longarm</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Browning BPS (10-Gauge)</td>
<td>+2</td>
<td>2D10</td>
<td>15/30</td>
<td>$900</td>
<td>11 lb.</td>
<td>5 int.</td>
<td>Longarm, Load Minor</td>
<td>Single shot</td>
</tr>
<tr>
<td>HK PSG1 (7.62mm)</td>
<td>+3</td>
<td>2D10</td>
<td>45/90</td>
<td>$1200</td>
<td>16 lb.</td>
<td>5 box</td>
<td>Longarm</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Remington 700 (7.62mm)</td>
<td>+2</td>
<td>2D10</td>
<td>40/80</td>
<td>$900</td>
<td>8 lb.</td>
<td>5 int.</td>
<td>Longarm, Load Minor</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>Winchester 94 (.444)</td>
<td>+2</td>
<td>2D10</td>
<td>45/90</td>
<td>$500</td>
<td>7 lb.</td>
<td>6 int.</td>
<td>Longarm</td>
<td>Semi-Auto, Semi-Auto</td>
</tr>
</tbody>
</table>

### Military Firearms

**One-Handed (Restricted)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beretta 93R (9mm)</td>
<td>+3</td>
<td>2D6</td>
<td>15/30</td>
<td>$1200</td>
<td>3 lb.</td>
<td>20 box</td>
<td>Handgun</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>MAC Ingram M10 (.45)</td>
<td>+2</td>
<td>2D6</td>
<td>20/40</td>
<td>$500</td>
<td>6 lb.</td>
<td>30 box</td>
<td>Handgun</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>Skorpion (.32)</td>
<td>+3</td>
<td>2D4</td>
<td>20/40</td>
<td>$900</td>
<td>4 lb.</td>
<td>20 box</td>
<td>Handgun</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>Desert Eagle (.50)</td>
<td>+2</td>
<td>2D12</td>
<td>20/40</td>
<td>$1200</td>
<td>4 lb.</td>
<td>9 box</td>
<td>Handgun</td>
<td>Semi-Auto, Brutal 1</td>
</tr>
<tr>
<td>TEC-9 (9mm)</td>
<td>+3</td>
<td>2D6</td>
<td>20/40</td>
<td>$1200</td>
<td>4 lb.</td>
<td>32 box</td>
<td>Handgun</td>
<td>Semi-Auto or Auto</td>
</tr>
<tr>
<td>S&amp;W M29 (.44 Mag Revol)</td>
<td>+2</td>
<td>2D8</td>
<td>15/30</td>
<td>$650</td>
<td>1 lb.</td>
<td>6 cyl.</td>
<td>Handgun</td>
<td>Semi-Auto, High Crit</td>
</tr>
</tbody>
</table>

**Two-Handed (Restricted)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>AKM/AK-47 (7.62mm)</td>
<td>+3</td>
<td>2D10</td>
<td>35/70</td>
<td>$1500</td>
<td>10 lb.</td>
<td>30 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>Barrett Light Fifty (.50)</td>
<td>+2</td>
<td>2D12</td>
<td>60/120</td>
<td>$3500</td>
<td>35 lb.</td>
<td>11 box</td>
<td>Longarm</td>
<td>Semi-Auto</td>
</tr>
<tr>
<td>HK G3 (7.62)</td>
<td>+2</td>
<td>2D10</td>
<td>45/90</td>
<td>$2000</td>
<td>11 lb.</td>
<td>20 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>HK MP5 (9mm)</td>
<td>+3</td>
<td>2D6</td>
<td>25/50</td>
<td>$2000</td>
<td>7 lb.</td>
<td>30 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>HK MP5K (9mm)</td>
<td>+2</td>
<td>2D6</td>
<td>20/40</td>
<td>$650</td>
<td>5 lb.</td>
<td>15 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>M16A2 (5.56mm)</td>
<td>+2</td>
<td>2D8</td>
<td>40/80</td>
<td>$1500</td>
<td>8 lb.</td>
<td>30 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>M4 Carbine (5.56mm)</td>
<td>+2</td>
<td>2D8</td>
<td>30/60</td>
<td>$1200</td>
<td>7 lb.</td>
<td>30 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
<tr>
<td>Uzi (9mm)</td>
<td>+2</td>
<td>2D6</td>
<td>20/40</td>
<td>$650</td>
<td>8 lb.</td>
<td>20 box</td>
<td>Longarm</td>
<td>Semi-Auto, Auto</td>
</tr>
</tbody>
</table>

### Heavy Firearms

**Two-Handed (Military)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>M-60 (Machine Gun) (7.62)</td>
<td>+2</td>
<td>2D10</td>
<td>50/100</td>
<td>$2700</td>
<td>22 lb.</td>
<td>Linked</td>
<td>Heavy</td>
<td>Auto, Brutal 2</td>
</tr>
<tr>
<td>M2HB (Machine Gun) (.50)</td>
<td>+2</td>
<td>2D12</td>
<td>60/120</td>
<td>$3500</td>
<td>75 lb.</td>
<td>Linked</td>
<td>Heavy</td>
<td>Auto, Brutal 3, High Crit</td>
</tr>
<tr>
<td>Repeating Grenade Launcher</td>
<td>+2</td>
<td>Various</td>
<td>35/70</td>
<td>$500</td>
<td>15 lb.</td>
<td>6</td>
<td>Heavy</td>
<td>Load Minor</td>
</tr>
<tr>
<td>M79 (Grenade Launcher)*</td>
<td>+2</td>
<td>Various</td>
<td>35/70</td>
<td>$350</td>
<td>7 lb.</td>
<td>1</td>
<td>Heavy</td>
<td>Load Minor</td>
</tr>
</tbody>
</table>

*This weapon may be attached to any Longarm or carried by its self. The weapon counts as a separate weapon for the purposes of bonuses and proficiencies when attached to a Longarm, and must be upgraded individually from the weapon it is mounted to.

** These weapons cannot be used with powers and simply augment the range of grenades.

†This weapon can only be used while prone or if secured to a stationary object.
# MELEE WEAPONS

## SIMPLE MELEE WEAPONS

### One Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club</td>
<td>+2</td>
<td>1D6</td>
<td>--</td>
<td>$12</td>
<td>3 lb.</td>
<td>Mace</td>
<td>--</td>
</tr>
<tr>
<td>Dagger</td>
<td>+3</td>
<td>1D4</td>
<td>5/10</td>
<td>$12</td>
<td>1 lb.</td>
<td>Light blade</td>
<td>Off hand, light thrown</td>
</tr>
<tr>
<td>Javelin</td>
<td>+2</td>
<td>1D6</td>
<td>10/20</td>
<td>$30</td>
<td>2 lb.</td>
<td>Spear</td>
<td>Heavy thrown</td>
</tr>
<tr>
<td>Mace</td>
<td>+2</td>
<td>1D8</td>
<td>--</td>
<td>$30</td>
<td>6 lb.</td>
<td>Mace</td>
<td>Versatile</td>
</tr>
<tr>
<td>Sickle</td>
<td>+2</td>
<td>1D6</td>
<td>--</td>
<td>$20</td>
<td>2 lb.</td>
<td>Light blade</td>
<td>Off hand</td>
</tr>
<tr>
<td>Spear</td>
<td>+2</td>
<td>1D8</td>
<td>--</td>
<td>$30</td>
<td>6 lb.</td>
<td>spear</td>
<td>Versatile</td>
</tr>
</tbody>
</table>

### Two –Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great club</td>
<td>+2</td>
<td>2D4</td>
<td>--</td>
<td>$12</td>
<td>10 lb.</td>
<td>Mace</td>
<td>--</td>
</tr>
<tr>
<td>Morningstar</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$90</td>
<td>8 lb.</td>
<td>Mace</td>
<td>--</td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>+2</td>
<td>1D8</td>
<td>--</td>
<td>$30</td>
<td>4 lb.</td>
<td>Staff</td>
<td>--</td>
</tr>
<tr>
<td>Scythe</td>
<td>+2</td>
<td>2D4</td>
<td>--</td>
<td>$30</td>
<td>10 lb.</td>
<td>Heavy blade</td>
<td>--</td>
</tr>
</tbody>
</table>

## MILITARY MELEE WEAPONS

### One Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle Axe</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$150</td>
<td>6 lb.</td>
<td>Axe</td>
<td>Versatile</td>
</tr>
<tr>
<td>Flail</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$90</td>
<td>5 lb.</td>
<td>Flail</td>
<td>Versatile</td>
</tr>
<tr>
<td>Long Sword</td>
<td>+3</td>
<td>1D8</td>
<td>--</td>
<td>$150</td>
<td>4 lb.</td>
<td>Heavy Blade</td>
<td>Versatile</td>
</tr>
<tr>
<td>Rapier</td>
<td>+3</td>
<td>1D8</td>
<td>--</td>
<td>$200</td>
<td>2 lb.</td>
<td>Light Blade</td>
<td>--</td>
</tr>
<tr>
<td>Short Sword</td>
<td>+3</td>
<td>1D6</td>
<td>--</td>
<td>$90</td>
<td>2 lb.</td>
<td>Light Blade</td>
<td>Off hand</td>
</tr>
<tr>
<td>War Hammer</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$150</td>
<td>5 lb.</td>
<td>Hammer</td>
<td>Versatile</td>
</tr>
<tr>
<td>War Pick</td>
<td>+2</td>
<td>1D8</td>
<td>--</td>
<td>$250</td>
<td>6 lb.</td>
<td>Pick</td>
<td>High crit, Versatile</td>
</tr>
</tbody>
</table>

### Two Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group, polearm</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Glaive</td>
<td>+2</td>
<td>2D4</td>
<td>--</td>
<td>$350</td>
<td>10 lb.</td>
<td>Heavy Blade, polearm</td>
<td>Reach</td>
</tr>
<tr>
<td>Great axe</td>
<td>+2</td>
<td>1D12</td>
<td>--</td>
<td>$500</td>
<td>12 lb.</td>
<td>Axe</td>
<td>High Crit</td>
</tr>
<tr>
<td>Great sword</td>
<td>+3</td>
<td>1D10</td>
<td>--</td>
<td>$500</td>
<td>8 lb.</td>
<td>Heavy Blade</td>
<td>--</td>
</tr>
<tr>
<td>Halberd</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$350</td>
<td>12 lb.</td>
<td>Axe, Polearm</td>
<td>Reach</td>
</tr>
<tr>
<td>Long spear</td>
<td>+2</td>
<td>1D10</td>
<td>--</td>
<td>$90</td>
<td>9 lb.</td>
<td>Polearm, spear</td>
<td>Reach</td>
</tr>
<tr>
<td>Maul</td>
<td>+2</td>
<td>2D6</td>
<td>--</td>
<td>$500</td>
<td>12 lb.</td>
<td>Hammer</td>
<td>--</td>
</tr>
</tbody>
</table>

## SUPERIOR MELEE WEAPONS

### One Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bastard Sword</td>
<td>+3</td>
<td>1D10</td>
<td>--</td>
<td>$500</td>
<td>6 lb.</td>
<td>Heavy Blade</td>
<td>Versatile</td>
</tr>
<tr>
<td>Katar</td>
<td>+3</td>
<td>1D6</td>
<td>--</td>
<td>$30</td>
<td>1 lb.</td>
<td>Light Blade</td>
<td>Off-hand, High Crit</td>
</tr>
<tr>
<td>Parrying Dagger</td>
<td>+2</td>
<td>1D4</td>
<td>--</td>
<td>$30</td>
<td>1 lb.</td>
<td>Light Blade</td>
<td>Off-hand, Defensive</td>
</tr>
</tbody>
</table>

### Two Handed (No Restriction)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execution Axe</td>
<td>+2</td>
<td>1D12</td>
<td>--</td>
<td>$500</td>
<td>14 lb.</td>
<td>Axe</td>
<td>High Crit, Brutal 2</td>
</tr>
<tr>
<td>Fullblade</td>
<td>+3</td>
<td>1D12</td>
<td>--</td>
<td>$500</td>
<td>10 lb.</td>
<td>Heavy Blade</td>
<td>High Crit</td>
</tr>
<tr>
<td>Spiked Chain</td>
<td>+3</td>
<td>2D4</td>
<td>--</td>
<td>$500</td>
<td>10 lb.</td>
<td>Flail</td>
<td>Reach</td>
</tr>
<tr>
<td>--Secondary end</td>
<td>+3</td>
<td>2D4</td>
<td>--</td>
<td>$500</td>
<td>10 lb.</td>
<td>Light Blade</td>
<td>Reach, Off-hand</td>
</tr>
</tbody>
</table>
**IMPROVISED MELEE WEAPONS**

**One-Handed**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brass Knuckles</td>
<td>--</td>
<td>1D6</td>
<td>Melee</td>
<td>$30</td>
<td>1 lb.</td>
<td>Unarmed</td>
<td>Offhand, Brutal 1</td>
</tr>
<tr>
<td>Crowbar</td>
<td>--</td>
<td>1D6</td>
<td>Melee</td>
<td>$30</td>
<td>1 lb.</td>
<td>None</td>
<td>Versatile</td>
</tr>
<tr>
<td>Ice Pick</td>
<td>--</td>
<td>1D4</td>
<td>Melee</td>
<td>$20</td>
<td>1 lb.</td>
<td>None</td>
<td>Offhand, High Crit</td>
</tr>
<tr>
<td>Motor Cycle Chain</td>
<td>--</td>
<td>1D4</td>
<td>Melee</td>
<td>$30</td>
<td>1 lb.</td>
<td>None</td>
<td>Reach</td>
</tr>
<tr>
<td>Hatchet</td>
<td>--</td>
<td>1D4</td>
<td>5/10</td>
<td>$20</td>
<td>1 lb.</td>
<td>None</td>
<td>Offhand, Heavy thrown</td>
</tr>
<tr>
<td>Any Firearm</td>
<td>--</td>
<td>--</td>
<td>Ranged</td>
<td>--</td>
<td>--</td>
<td>None</td>
<td>Offhand</td>
</tr>
</tbody>
</table>

**Two-Handed**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baseball Bat</td>
<td>--</td>
<td>1D8</td>
<td>Melee</td>
<td>$40</td>
<td>3 lb.</td>
<td>None</td>
<td>High Crit</td>
</tr>
<tr>
<td>Sledge Hammer</td>
<td>--</td>
<td>2D6</td>
<td>Melee</td>
<td>$70</td>
<td>20 lb.</td>
<td>None</td>
<td>Brutal 2</td>
</tr>
<tr>
<td>Chain Saw</td>
<td>--</td>
<td>1D12</td>
<td>Melee</td>
<td>$90</td>
<td>10 lb.</td>
<td>None</td>
<td>High Crit, Brutal 1</td>
</tr>
<tr>
<td>Wood Axe</td>
<td>--</td>
<td>1D10</td>
<td>Melee</td>
<td>$70</td>
<td>8 lb.</td>
<td>None</td>
<td>High Crit</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

**SIMPLE RANGED WEAPONS**

**One Handed (No Restriction)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand Crossbow</td>
<td>+2</td>
<td>1D6</td>
<td>10/20</td>
<td>$350</td>
<td>2 lb.</td>
<td>Crossbow</td>
<td>Load Free</td>
</tr>
<tr>
<td>Sling</td>
<td>+2</td>
<td>1D6</td>
<td>10/20</td>
<td>$12</td>
<td>0 lb.</td>
<td>Sling</td>
<td>Load Free</td>
</tr>
</tbody>
</table>

**Two Handed (No Restriction)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Payload</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossbow</td>
<td>+2</td>
<td>1D8</td>
<td>15/30</td>
<td>$350</td>
<td>4 lb.</td>
<td>--</td>
<td>Crossbow</td>
<td>Load Minor</td>
</tr>
<tr>
<td>Repeating Crossbow *</td>
<td>+2</td>
<td>1D8</td>
<td>10/20</td>
<td>$500</td>
<td>6 lb.</td>
<td>10**</td>
<td>Crossbow</td>
<td>Load Free</td>
</tr>
</tbody>
</table>

*A repeating crossbow can be used as a two-handed firearm with the semi-auto property.

**Military Ranged Weapons**

**One Handed (No Restriction)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Longbow</td>
<td>+2</td>
<td>1D10</td>
<td>20/40</td>
<td>500</td>
<td>3 lb.</td>
<td>Bow</td>
<td>Load Free</td>
</tr>
<tr>
<td>Shortbow</td>
<td>+2</td>
<td>1D8</td>
<td>15/30</td>
<td>350</td>
<td>2 lb.</td>
<td>Bow</td>
<td>Load Free, Small</td>
</tr>
</tbody>
</table>

**Superior Ranged Weapons**

**One Handed (No Restriction)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shuriken (5)</td>
<td>+3</td>
<td>1D4</td>
<td>6/12</td>
<td>$12</td>
<td>.5 lb.</td>
<td>Light Blade</td>
<td>Light Thrown</td>
</tr>
<tr>
<td>Boomerang*</td>
<td>+2</td>
<td>1D4</td>
<td>10/20</td>
<td>$30</td>
<td>1 lb.</td>
<td>Light Blade</td>
<td>Light Thrown</td>
</tr>
</tbody>
</table>

*Weapon automatically returns to a proficient wielder’s hand after a ranged attack with weapon is resolved.

**Two Handed (No Restriction)**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Prof</th>
<th>Damage</th>
<th>Range</th>
<th>Price</th>
<th>Weight</th>
<th>Group</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blowgun</td>
<td>+3</td>
<td>1D4</td>
<td>5/10</td>
<td>$30</td>
<td>2 lb.</td>
<td>Blowgun</td>
<td>Load Minor, Small</td>
</tr>
<tr>
<td>Greatbow</td>
<td>+2</td>
<td>1D12</td>
<td>25/50</td>
<td>$500</td>
<td>5 lb.</td>
<td>Bow</td>
<td>Load Free</td>
</tr>
</tbody>
</table>
From meals to wheels, flashlights to cameras, adventuring gear is essential to a party’s success. You’re assumed to start with basic clothing, and a small residence such as a single room apartment or house. You can opt out of the residence at character generation, and receive $2000 in compensation. Just remember you need a place to sleep at night. Spending the nights on the streets can be a dangerous way to live.

During character generation players start with $2000 to spend on weapons, armor, and other general equipment. The characters begin play with the items and do not have to wait the normal time to acquire them.

**CARRYING, LIFTING, AND DRAGGING**

The rules for carrying, lifting and dragging objects have not change overly much from its listing in the player’s handbook (page 222). The one way it has change is in relation to creatures larger than medium size.

A large creature can carry, lift and drag 4 times that of a medium creature, a Huge creature can do the same at a 8 times multiplier, and a Gargantuan creature can carry, lift, and drag 16 time that of a medium creature. That means that a gargantuan creature with a 20 strength can carry 3,200lbs, lift 6,400lbs and push 16,000lbs.

**BAGS AND BOXES**

With the wide variety of equipment available to modern adventures, it’s often critical to have something to store the equipment in or carry it around in.

**Aluminum Travel Case:** When something has to arrive undamaged, this is how to ship it. A travel case is a reinforced metal box with foam inserts. This travel case has Resist All 5.

**Briefcase:** Once the sure sign of a business professional, a briefcase still gives an impression of authority and responsibility. They can carry up to 5 pounds worth of gear. A briefcase can be locked, but it cheap lock is not very secure (Thievery DC 10; Strength DC 10).

**Day Pack:** This small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

**Range Pack:** This lightweight black bag has spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

**CLOTHING**

Generally, you don’t have to outfit your character in normal everyday clothing. The items described here represent special clothing types, or unusual outfits that you might need to purchase.

**CLOTHING OUTFIT**

An outfit of clothing represents everything you need to dress a part; pants or skirt, shirt, undergarments, appropriate shoes or boots, socks, or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

- **Business:** A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.
- **Casual:** casual clothes range from cut off jeans and a T shirt to neatly pressed Khakis and hand knit sweater.
- **Formal:** from a little black dress to a fully appointed tuxedo, formal cloths are appropriate for black tie occasions.
- **Fatigues:** Called battle dress uniforms, they’re rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns and when word in an appropriate setting, the fatigues grant a +2 Item bonus to stealth checks.
- **Uniform:** From the cable guy to a senior Air force officer, people on the job tend to wear uniforms – making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

**Ghillie Suit**

The ultimate in camouflage, a ghillie suit is a loose mesh over garment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern. A character wearing a ghillie suit with appropriate coloration gains a +10 item bonus to stealth checks. However, the bulky suit imposes a penalty of –4 on Dexterity based skills (except to remain hidden), and melee attack rolls.

**OUTERWEAR**

In addition to keeping you warm and dry, coats and jackets provide additional concealment for things you’re carrying.

- **Coat:** An outer garment worn on the upper body. Its length and style vary according to fashion and use.
- **Fatigue Jacket:** A light weight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.
- **Overcoat:** A warm coat worn over a suit jacket or indoor clothing. The overcoat imposes a –2 on all perception checks made to find or notice concealed items under the coat.

**COMPUTERS AND CONSUMER ELECTRONICS**

Rules for operating computer appear under the computer use skill. This section covers general equipment most likely to see use by character – certainly not everything available in the ever changing modern world.
<table>
<thead>
<tr>
<th>Object</th>
<th>Weight</th>
<th>Price</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Bags and Boxes</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Aluminum Travel Case</td>
<td>10 lb.</td>
<td>5 lb.</td>
<td>$120</td>
</tr>
<tr>
<td></td>
<td>40 lb.</td>
<td>10 lb.</td>
<td>$150</td>
</tr>
<tr>
<td></td>
<td>75 lb.</td>
<td>15 lb.</td>
<td>$200</td>
</tr>
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<td>Walkie-talkie</td>
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<td><strong>GPS receiver</strong></td>
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<td><strong>Mesh vest</strong></td>
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<td><strong>Tent</strong></td>
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<tr>
<td>2-person dome</td>
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</table>
4-person dome | 7 lb. | $200
8-person dome | 10 lb. | $275
12-Person dome | 15 lb. | $500
Trail rations (12) | 1 lb. | $30

**Weapon Accessories**

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<th>Item</th>
<th>Weight</th>
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<td>Holster</td>
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<td>Concealed carry</td>
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<td>Illuminator</td>
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<tr>
<td>Speed loader</td>
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**CAMERA**

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest quality picture. The film used in a camera must be developed. **Digital:** A digital camera uses no film; instead its pictures are simply downloaded to a computer as image files. No film developing is necessary. **Disposable:** A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores and hundreds of other places. Once the film is used the entire camera is turned in to have the film developed. **Film:** The medium upon which photographs are stored, film comes in a variety of sizes and speeds. Film is sold in 24 exposures of high speed film. Developing film usually takes 24 hours.

**CELL PHONE**

A digital communication devise that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for several days before it must be recharged. It works in any area covered by cellular service. Cell phones come in several models. **Disposable:** This cell phone can only make a certain number of calls before being deactivated. The number of calls the cell phone can make is equal to the number of time this item is bought. So if bought 5 times the disposable cell can be used 5 times before being deactivated. No personal information is required for using this type of cell so it is ideal for those wanting to remain confidential. **Basic:** This phone can only send and receive phone calls. This is a basic model, but used often due to its cheap price. **Standard:** This cell phone has the ability to make calls, send and receive text messages, and take low quality digital photos. **Smart Phone:** This cell has everything anyone could ever want. Not only can it send and receive phone calls, text messages, and take high quality digital photos, it has the ability to link up and communicate to other computers and devices that use wireless technology. This cell also has a GPS, voice recorder, and can access the internet. Additional software can also be installed and used by these cells, and different models can come with different accessories. **Satellite:** The Satellite cell phone has the capability of calling anywhere on the planet so long as a signal can reach an orbiting satellite. The Satellite phone comes with a GPS and digital display of the world’s surface and maps. These can be new or very out of date depending on where the area was last scanned.

**COMPUTER**

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. You need a computer to make computer use checks and to surf the internet. **Desktop:** Bulky but powerful, these machines are common on desks everywhere. **Laptop:** Slim, lightweight, and portable, laptop computers have most of the functions available on desktop computers but are less powerful. **Upgrade:** You can upgrade a desktop or laptop computer’s processor to provide a +1 item bonus on computer use checks. This increases the price of the base item by 25%.

**DIGITAL AUDIO RECORDER**

For the idea person on the go, these tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don’t have extremely sensitive microphones; they only pick up sounds within 10 feet of it.

**MODEM**

A modem allows a character to connect a computer to the internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem). All computers come with dial-up modems, which allow connection to the internet but without the speed of broadband or the flexibility of cellular. A dial up modem uses a standard telephone line; while its connected, that telephone line can’t be used for another purpose. **Broadband:** Cable modems and DSL services bring high speed internet access into the homes of millions. A broadband modem gives a character on demand, high speed access to data, allowing computer use checks to be made at half the normal time for the purposes of finding information on the net. **Cellular:** A cellular modem allows a character to connect her laptop computer to the internet anywhere she can use her cell phone. However, access speed is slow and any computer use checks involving the internet takes half again the normal time (1.5x).

**PDA/ TABLET**

Personal data assistants are handy tools for storing data. They can be linked to a laptop or desktop computers to move files back and forth. When used with computer use checks they impose a −2 penalty to any checks made. PDA’s can view...
stored video and documents, and can access the internet by using a built in cellular modem.

**PORTABLE VIDEO CAMERA**
Portable video cameras use some sort of recording medium such as a CD, DVD, SSD (Solid state drive). Regardless they all cost about the same and record up to 8 hours of video. The media can be played back with a DVD player, computer and even TV’s.

**PRINTER**
There are several types of printers on the market but for the purposes of this game all perform the same job for the same cost. Printers are used to create hard copies of digital text and image files from computers.

**SCANNER**
A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in a digital form.

**THUMB DRIVE**
Thumb drives are small solid state data recording devices no larger than the thumb of a person’s hand. The size and cost of the recording medium can vary widely as technology advances. For the purposes of the game every gigabyte of storage space cost $10, but the DM’s are encouraged to adjust their own prices as they see fit.

**WALKIE-TALKIE**
This hand held radio transceiver communicates with any similar device operation on the same frequency and within range.

- **Basic**: This dime-store variety has only a few channels. Anyone else using a similar device within range can listen in on your conversations. It has a range of 2 miles.
- **Professional**: This high end civilian model allows you to program in twenty different frequencies from thousands of choices-making it likely that you can find a frequency that’s not being used by anyone else within range. The device can be used with or without a voice activated headset (included). It has a range of 15 miles.

**SURVEILLANCE GEAR**
Keeping an eye on suspects or tracking the moves of potential enemies is crucial part of the modern adventurers job.

**BLACK BOX**
This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make long-distance connections free of charge. They also let a user “Bounce” a call through multiple switches, making the call harder to trace (The DC of any computer use check to trace the call is increased by 5)

**CALLER ID DEFEATER**
When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as “anonymous” or “Unavailable” on a caller ID unit. Such a call can still be traced as normal, however.

**CELLULAR INTERCEPTOR**
About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5 mile radius by listening in on the cellular services own transmitters. Intercepting the calls of a particular cell phone requires a computer use check (DC 20); if you know the phone number of the phone in question, the DC drops to 10. Obviously, the phone must be in use for you to intercept the call.

**LINEMAN’S BUTTSET**
This device resembles an oversized telephone hand set with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it.

**METAL DETECTOR**
This handheld device provides a +10 item bonus on perception checks to search for adjacent metal objects.

**NIGHT VISION GOGGLES**
Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness to a range of 10 squares, also called dark vision.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn’t. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles.) Night vision goggles take up a head slot.

**TAP DETECTOR**
Plug this into your telephone line between the phone and outlet, and it helps detect of your line is tapped. To detect a tap, make a computer use check (DC varies). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can’t be used to detect a lineman’s buttset.

**TELEPHONE TAP**
These devices allow you to listen to conversations over a particular phone line.

- **Line Tap**: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a repair check (DC 10). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a computer use check (DC 20)
- **Receiver Tap**: This item can be easily slipped into a telephone handset as a repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a computer use check (DC 10).
PHONE CALL TRACER
Essentially a highly specialized computer, a call tracer hooked up to a phone (Line or Cell) can trace the phone calls made to that line, even if there’s a caller ID defeater hooked up at the other end. All it takes is time, which is why clever criminals on television and in the movies hang up after a short time.

Operating a line tracer is a standard action requiring a computer use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code. This can be easily turned into a skill challenge when trying to keep someone on the line.

PROFESSIONAL EQUIPMENT
This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

BOLT CUTTER
An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain link fences. Using a bolt cutter grants a +10 item bonus to Strength checks to break certain items.

CALTROPS
Caltrops are four pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. You scatter caltrops on the ground to slow people down. One bag of twenty five caltrops covers a single 5 foot square and requires a minor action to throw down. This square is treated as difficult terrain until the caltrops are removed.

CAR OPENING KIT
This set of odd shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. This kit grants a +5 item bonus on thievery checks to open locks on vehicles.

CHEMICAL KIT
A portable laboratory for use in creating volatile items with the demolitions skill. This kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases and other chemical compounds.

DEMOLITIONS KIT
This kit contains everything needed to use the demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

DISGUISE KIT
This kit contains everything needed to disguise yourself using the bluff skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn’t contain clothing or uniforms, however. This kit grants a +2 item bonus to disguise checks.

DUCT TAPE
The usefulness of duct tape is limited only by a character’s imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for a short time. Characters can bind enemies with duct tape which requires a Strength or escape check of DC 20 to free themselves.

ELECTRICAL TOOL KIT
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 item bonus on repair checks for electrical or electronic devices and allows a character to make craft (Electronic) Checks without penalty.

EVIDENCE KITS
Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency’s crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, you receive a –4 penalty to use the collect evidence option of the perception skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 item bonus on perception checks to collect evidence.

FAKE ID
Purchasing a falsified driver’s license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a Forger can create a fake ID equal to the characters Streetwise check to find the forger. Treat the characters streetwise check as the forgery check and apply all applicable modifiers. The time it takes to get a fake ID in this manner costs a lot of money, and can take several days.

FORGERY KIT
This kit contains everything needed to use the forgery skill to prepare forged items. Depending on the item to be forged, you might need legal documents or other items not included in the kit.

HANDCUFFS
Handcuffs are restraints designed to lock two limbs – normally the wrists – of a prisoner together.

Steel: These heavy-duty cuffs have a break DC of 30, and require an escape check against a DC 25.

Zip-Tie: These are single use disposable handcuffs, much like heavy duty cable ties. They have a break DC of 20, and require an escape check against a DC 30.

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**LOCKPICK SET**
A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make disable device checks to open mechanical locks without penalty.

**LOCK RELEASE GUN**
This small, pistol like device automatically opens any lock operated by standard keys (No check necessary), but destroys the lock in the process.

**MECHANICAL TOOL KIT**
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

- **Basic:** this kit, which fits in a portable toolbox, allows a character to make repair checks for mechanical devices without penalty.

- **Deluxe:** This kit fills a good sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high quality power tools. It grants a +2 item bonus on repair checks for mechanical devices and allows a character to make craft (mechanical) or craft (Structural) Checks without penalty.

**MULTIPURPOSE TOOL**
This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. This whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making repair, or craft checks without the proper tools to -2 instead of the -4. Use of the tool is up to DM discretion.

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### THE RIGHT TOOL FOR THE JOB

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to at kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below.

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<tr>
<td></td>
<td>Multipurpose tool</td>
</tr>
</tbody>
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**SEARCH AND RESCUE KIT**
This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” Blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

**SURVIVAL GEAR**
Survival gear helps characters keep themselves alive in the great outdoors.

**BACK PACK**
This is a good sized backpack made of tough water resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pound of gear.

A backpack gives the character a +2 item bonus to strength for the purpose of determining their carrying capacity.

**BINOCULARS**
Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

- **Standard:** Standard binoculars allow for perceptions check at ranges of 100 feet or more with only a +2 to the Skill DC rather than 10 feet.
- **Range finding:** In addition to the benefit of standard binoculars, rang finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

- **Electro-Optical:** Electro-optical binoculars function the same as standard binoculars in normal light. In darkness however, users looking through them see as if they had the Darkvision ability granted by night vision goggles.

**CHEMICAL LIGHT STICK**
This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates a area burst 1. Once activated, it can’t be turned off or reused. Light sticks are bought in packs of 5

**CLIMBING GEAR**
All the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet, and pads, gloves, spikes, chocks, ascenders, pistons, hand ax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the climb skill.

**COMPASS**
A compass relies on the earth’s magnetic field to determine the direction of magnetic north. A compass grants its user a +2 item bonus to nature checks when navigating.

**FIRE EXTINGUISHER**
This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire covering 5 squares in a standard action. It contains enough material for two uses.
**FLASH GOGGLES**
These eye coverings provide total protection against blinding light such as that from a flash bang. Flash goggles allow for an immediate save with a +5 bonus on blinding affects. Flash goggles are transparent except in contact with blinding light, where they go nearly completely opaque. Flash goggles take up a head slot.

**FLASHLIGHT**
Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.
- **Penlight:** This small flashlight can be carried on a key ring. It projects a beam of light 2 squares long and 1 square wide at its end.
- **Standard:** This heavy metal flashlight projects a beam 6 squares long and 3 squares wide at its end.
- **Battery flood:** Practically a handheld spotlight, this item projects a bright beam 20 squares long and 10 squares wide at its end.

**GAS MASK**
This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The Filter canister lasts for 12 hours of use. Changing a filter is a move action. The cost of an extra canister is $30. The gas mask takes up a head slot.

**GPS RECEIVER**
Global positioning system receivers use signals from GPS satellites to determine the receiver’s location to within a few dozen feet. A GPS receiver grants its user a +4 item bonus on Nature checks for navigation.

**MAP**
While a compass or GPS receiver can help you find your way through the wilderness, a map can tell you where you’re going and what to expect when you get there.
- **Road Atlas:** Road atlases are available for most countries, showing all major roads in each state or province. They can also be purchased for most major metropolitan areas, detailing every street in the region.
- **Tactical Map:** A tactical map covers a small area – usually a few miles on a side – in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all area, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

**MESH VEST**
This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pound of equipment. Retrieving an item from the vest is a minor action.

A Mesh vest provides a +4 item bonus to strength for the purpose of determining your carrying capacity. The Mesh vest cannot be worn over or under armor.

**PORTABLE STOVE**
This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

**ROPE**
Climbing rope can support up to 1000 pounds, and is 50 feet long.

**SLEEPING BAG**
This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather granting a +2 item bonus to endurance checks against the effects of weather, and can also double as a stretcher in an emergency.

**TENT**
A tent keeps you warm and dry in severe weather, providing a +2 bonus on endurance checks against the effects of weather.

**TRAIL RATIONS**
Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The item level given is for a case of 12 meals.

**WEAPON ACCESSORIES**
As if modern weapons weren’t dangerous enough, a number of accessories can increase their utility or efficiency.

**BOX MAGAZINE**
For weapons that use box magazines, you can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload your weapon in combat, requiring minor action to reload.

**DETONATOR**
A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a demolitions check (See skill).
- **Blasting cap:** This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or car’s ignition system, with a demolitions check. When the electrical device is activated, the detonator goes off.
- **Radio Control:** This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.
- **Timed:** This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.
**Wired:** This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a demolitions check or repair check.

**Holsters**

Holsters are generally available for all handguns and some longarms within reason.

- **Hip:** This holster holds the weapon in an easily accessed – and easily seen – location.

- **Concealed Carry:** A concealed carry holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster. Some weapons can be carried in waistband holsters or ankle or boot holsters. Creatures have a -2 penalty to notice a weapon in this holster.

**Illuminator**

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user’s hands. It functions as a standard flashlight. This does not count as a gadget nor go towards the items level.

**Laser Sight**

This small laser mounts on a firearm, and projects a tiny red dot on the weapon’s target. A laser light grants a +1 item bonus to attack targets behind cover but not total cover. The red laser can be switched out for an inferred model that can only be seen with night vision goggles and similar equipment. The inferred light cannot be seen by normal means. This does not count as a gadget nor go towards the items level.

**Scope**

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. This does not count as a gadget nor go towards the items level.

- **Standard:** A standard scope increases the range for a ranged weapon by 50%. However, to use a scope, you must spend a minor action acquiring your target before each attack.

- **Electro-Optical:** An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the Darkvision ability granted by night vision goggles.

**Speed Loader**

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers of a revolver cylinder. Using a speed loader allows you to reload a revolver as a minor action.
This chapter covers equipment such as weapons, armor, chemicals, and other items that possess abilities and powers that do not fit in with other mundane items. Advanced items such as weapons and armor can be upgraded normally like there mundane counterparts.

CRAFTING

In a modern or futuristic campaign setting the equipment makes the character. Mundane equipment found in Chapter 4 is fine for most things, but if a character really wants to stand out of a crowd they need to acquire advanced gear. To do this the character can either hire someone to build it for them or if they have the skills and time, craft it themselves.

The Skills chapter gives general rules for crafting mundane items and is generally left up to the DM to determine how difficult, how much, and how long it takes to build a specific item. The crafting time for mundane items is given in 'Man Hours' and can have multiple people working on the item at the same time. Any number of people can help craft a mundane item so long as they succeed in an 'Aid Another' check, distributing the crafting hours amongst them. So an object that would take 500 hours for one person to build would only take 50 hours for 10 people. Crafting mundane items does not require any specific feat to accomplish unlike advanced items.

Mundane items rarely offer any special abilities or powers that can change the outcome of an encounter. For Advanced items the rules are more concrete so items in different campaigns or with different DM's are created equally.

Advanced Item Rarity

How frequent an advanced item can turn up can be classified in one of three ways; Common, uncommon, or rare.

**Common** items can be easily found when searched for. Such items can usually be found with stores and vendors that normally cater to that type of advanced item. A streetwise check against an easy DC for the characters level can be made to locate a specific common item. Characters selling a common item can expect to see 20 percent of the items worth as the selling price.

**Uncommon** items are harder to come across, and aren't usually found with the stores and vendors that supply that type of advanced item. A streetwise check against a moderate DC for the characters level can be made to locate a specific uncommon item. Characters deciding on selling an uncommon item can expect to see a 50 percent return on their sale due to the rarity of the item.

**Rare** items are the hardest to find, and almost never sold. These items are never found in stores or with other vendors, and usually have to be found. Alternatively, characters can craft these items themselves or find others to craft it for them. A streetwise check is required against a hard DC for the characters level to locate a person capable of crafting the rare item. Characters who wish to sell a rare item can expect to receive 100 percent of the value for the item as the sales price.

Crafting Advanced Items

Should the character have the appropriately trained skills, and the money they can craft an advanced item themselves. To do this the character requires a place to work, the appropriate tools and components, and the Inventor Feat. Once the prerequisites have been established the character needs to beat a skill check against a DC 10 + the purchase level of the item. A successful check results in the crafting of the item, while a failed check results in a third of the components being lost.

If the character has the time they can take 10 on their roll which doubles the time it takes to craft the item. A character can also take 20 on a roll but this increases the time it takes to craft the item by 10 times.

**INVENTOR**

**Heroic Tier**

*Benefit:* You can make and modify advanced items assuming you are trained in its Key Skill.

Understanding Advanced Items

**Progress Levels**

Simply put, a Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization. This state of technological development generally pervades all aspects of a culture, particularly at higher levels when long range communication is virtually instantaneous. Even at lower levels, its unlikely but not impossible for a group of people to be at one progress level in some respects and at another one in other respects.

Progress levels may vary wildly from place to place on different worlds, the same world or even the same continent. Not all people may have access to the same level of technology. Certain corporations may have access to higher level technologies than the current government and its people, and even individual people may have developed higher level technology than the norm.

**PL 0: Stone Age**

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture.

Common weapons in a PL 0 civilization include the club, dagger, spear and bow. Armor made of hide and leather is possible, as are wicker shields.

**PL 1: Bronze/Iron Age**

Early human civilization began to work metal toward the end of the Stone Age. The malleability of copper led to its becoming the first metal to be “tamed”. By adding tin to copper created much stronger metals which allowed more durable tools to be made. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

Most melee metallic weapons are capable of being produced in this era, as well as most types of armors. Ranged weapons are still limited to simple bows, the crossbow not having been developed.
PL 2: Middle Ages
Developments continued in architecture, commerce, metallurgy, and mathematics. The expanding agriculture allows more people to occupy the same area, giving rise to large cities and towns.

All medieval weapons and armor are available during this time period, as are simple gunpowder weapons during the waning years of the Middle Ages.

PL 3: Age of Reason
The Age of Reason is an era in human history when the development of ideas and systems of thought take precedence over technological invention. The scientific method improves humankind’s understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines – chemistry, electromagnetism, medicine, biology, and astronomy – flourishes. New scientific instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battle field.

PL 4: Industrial Age
In this age, the theoretical knowledge of the previous eras is put into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Global communication is now possible through the use of the telegraph and radio.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machines guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

PL 5: Information Age
The Industrial age relied on chemical power, but in the information age, computer technology and electronics rule supreme. Satellite information systems and the internet connect the globe digitally. This progress level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

Most weapons at this time are refined versions of industrial age equipment. Rifles, machines guns, and heavy howitzers are still used by the world’s soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient.

PL 6: Fusion Age
The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global internet.

Scientific advances in genetic engineering lead to artificial evolution and genetic augmentation of human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species toward the end of the age.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical powered explosives and firearms remain the weapons of choice; fusion technology can’t be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True space ships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space. The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: Gravity Age
As this Progress Level opens, the invention of two key technologies herald humanities climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide and colonize the entirety of the local star system.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as crude energy weapons become available. Powered armor is widely used by warriors of this age.

The advances in computer technology blur the gap between artificial and actual intelligence. As the technology advances the artificial intelligences may start asking questions such as “Who am I”, and “What am I doing here”.

PL 8: Energy Age
The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force fields and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical star fighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

PL 9 And Higher
Generally, these progress levels are far beyond reach or comprehension; although isolated worlds or ancient species, possibly long extinct may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies.
Practical control of matter and energy, allow creatures and cultures to do things that appear to be magic, even when observed by technologically advanced races.

**Purchase Level**
Each item has a purchase level that is used to determine its cost and how difficult the item is to craft. Unlike the Fantasy version of 4th edition, this has no bearing on the level a character has to be in order to craft the item. If the character has the skill, money, and time they can craft any item they want.

**Category**
Each item has a category that defines the type of item it is.
- **Oil**: Oils are applied to items (typically weapons), granting them temporary properties or powers.
- **Volatile**: An item of this type explodes or expands when shattered or broken, often dealing damage by the creation of a specific type of energy, such as acid, cold, fire, lighting etc.
- **Curative**: These items aid in healing or in overcoming adverse and debilitating effects.
- **Poison**: A poison is a toxin that hampers or harms a creature.
- **Drug**: These items grant bonuses for the encounter but always have side effects.
- **Weapon**: These items are used to make attacks either using a character’s attack powers or its own. If the weapon indicates that it uses a character’s power for the attack, the Hit section indicates the damage used for the power and any effects there after are added to the effects of the character’s power used.
- **Armor**: These items are worn and give bonuses to defense.
- **Equipment**: Some items create miscellaneous effects that don’t fall into the other categories.
- **Gadgets & Upgrades**: At higher progress levels more advanced gadgets and upgrades become available.

**Time**
The time it takes to create or purchase an advanced item. In the case of crafting the time it takes to craft an item can be split up and completed a little at a time. The entire time it takes to craft the item doesn't need to be in one sitting.

The time to craft an advanced item can be reduced if additional characters are aiding in the skill checks. Using the ‘Aid Another’ action up to 5 other characters can assist in the completion of a craft check. For every additional character that passes their skill check, reduce the craft time by 1/10 of the original time. If 5 additional characters pass their skill checks it effectively reduces the crafting time by half.

A character can further reduce the time it takes to craft an Advanced item by rushing the job. Characters who rush the job will have the base crafting DC increased by 10 and the Aiding another DC increased by 5. Rushing the job reduces the base crafting time by ¼.

**Component Cost**
This is the value of the components that must be expended to create the Advanced item. An Advanced items key skill determines the kind of components that are required.

- **Pharmaceuticals (Heal)**: These can be over the counter drugs or ingredients used in their creation, or even biological samples.
- **Exceptional Herbs (Nature)**: These herbs are found all over the world and sometimes can be found in a green house.
- **Compounds (Demolitions)**: Compounds are bought and used in the creation of explosives and other chemical reactive mixtures.
- **Parts (Mechanical/Electrical)**: Parts can be found almost anywhere even in a dump.

You can use the components associated with a key skill for any advanced item that uses that skill. For example, if you stock up on compounds, you can use them when you craft any Demolitions based item.

You can buy components at convenience stores, green houses, hobby shops, and even drug stores. However you acquire the components, record their value on your character sheet. When you create a special item, mark off the cost from the appropriate component.

Some Advanced items note other costs, including healing surges or special items such as a detonator, rare metals, or even an entire laboratory. These special items can be very costly, and some of them only need to be bought once and can be used again when crafting similar or other advanced items that require that same special item.

**Market Price**
This is the cost to craft or purchase the advanced item from the market or through other vendors. If this item is purchased illegally, the black market mark up is applied as normal.

**Restriction**
The License for an advanced item determines how difficult it is to acquire the item when not crafting it from scratch. See Restricted Items page# for more details for purchasing restricted items. This has no barring when making the item yourself, unless you get caught with it in your possession without an appropriate license. Some Advanced items only require the License to be bought once while others require a new license each time the item is purchased or crafted. The specific item will mention this in its description.

**Key Skill**
An Advanced items key skill determines the type of components required to craft the item, and determines what skill is used for the check.

If there is more than one key skill that lets you choose one or the other, you can choose which skill to use. Your choice determines both the components you use and the skill required for the required check. Some of the more powerful items may require more than one type of skill check such as 'Mechanical and Heal', and require the type of components required to be split evenly. For example a level 10 land mine requires both a demolitions check and a mechanical check, and $60 in compounds and $60 in parts.
**EFFECTS**
The text that follows the foregoing information describes what happens when you use the advanced item.

**MODIFICATIONS**
Some items can be modified to change some aspect of the items function, such as turning an item that is normally thrown into ammunition. Changing an items function typically changes the items level and subsequently changes its cost and difficulty to craft.

**PROGRESS LEVEL 5 ADVANCED TECH**
The Information Age is the era closest to our own in terms of technology level. All of the mundane weapons, armor, and equipment fall into PL 5 gear, but continue to be used in futuristic campaigns.

**INFORMATION AGE WEAPONS**
The following weapons are available at PL 5 and later. Some weapons have attacks that can be used with a character powers as normal weapons do. Gadgets and upgrades can still be applied to these weapons as normal.

**OICW ASSAULT RIFLE**

<table>
<thead>
<tr>
<th>Purchase Level: 26</th>
<th>Market Price: $12,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 8 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

One of the most technologically advanced weapon to ever reach production. The OICW (Objective Individual Combat Weapon) assault rifle is a combination weapon. The weapon houses a 5.56mm compact assault rifle as well as a 20mm grenade launcher.

The rifle includes a combat-capable scope with built in targeting computers that are designed to link to a HUD system.

**OICW Assault Rifle  Level 26 Uncommon**

This sleek and sexy rifle is perfectly weighted and fits nicely in your hands. With each pull of the trigger enemies fall before you.

Level 26  $12,000

**Ranged Two-Handed Military Longarm**

<table>
<thead>
<tr>
<th><em>Rifle</em> (Semi-Auto, Auto, High Crit)</th>
<th>At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack (Characters Power): Range 35/70, Payload 30</td>
<td></td>
</tr>
<tr>
<td>Hit: 2D8 Damage</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><em>M79</em> (Single-Shot, Attached)</th>
<th>At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack (Grenade): Range 35/70, Payload 1</td>
<td></td>
</tr>
<tr>
<td>Hit: as per Grenade</td>
<td></td>
</tr>
</tbody>
</table>

**Upgrades**

- Weapon Enhancement: +1 Attack and damage
- Weapon Uplink: Attack from adjacent square as if you were occupying it. Requires HUD System for helmet.

**Gadgets**

- Scope: Requires minor action to use. The effective distance this weapon can hit is 70/140 for your next attack this round.

**Proficiency:** +2

**Ammo Type:** 5.56mm Bullets (30), Grenades(1)

**Weight:** 18 lbs.

**ROCKET LAUNCHER**

<table>
<thead>
<tr>
<th>Purchase Level: 20</th>
<th>Market Price: $2,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 8 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

This shoulder-mounted heavy weapon fires a single rocket that strikes a target at a great distance.
### Rocket Launcher
**Level 20 Uncommon**

*This large cannon is mounted on your shoulder and all fear it might.*

- **Level 20**
  - $2,000
- **Ranged Two-Handed Military Heavy**
  - **Launcher (Single-Shot) ** At-Will, Load Minor
  - Attack (Grenade): Range 100/200, Payload 1
  - Hit: as per Grenade

#### Ammunition

When purchasing or crafting rockets for this weapon, choose a Grenade and increase the Purchase Level by +2. These grenades can only be used in the rocket launcher.

- **Proficiency:** +2
- **Ammo Type:** Grenades (1)
- **Weight:** 15 lbs.

#### Modification (Ammunition)

Stinger (Level +2): The rockets are modified to home in on their intended target. The penalties for distance no longer apply to the attack.

### STUN GUN
**Purchase Level:** 7  
**Market Price:** $55

**Category:** Weapon  
**Restriction:** Restricted

**Time:** 4 Hours  
**Key Skill:** Mechanical & electrical

The stun gun is designed to incapacitate an enemy without killing them. Stun guns are non-lethal weapons that can penetrate up to one inch of clothing, though not very effective against people in armor.

#### Stun Gun

*This small hand held gun fires two darts connected by wire which transmit an electric pulse, stopping enemies in their tracks.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>$55</td>
<td>22</td>
<td>$3,500</td>
</tr>
<tr>
<td>12</td>
<td>$200</td>
<td>27</td>
<td>$15,000</td>
</tr>
<tr>
<td>17</td>
<td>$900</td>
<td>32</td>
<td>$65,000</td>
</tr>
</tbody>
</table>

**One-Handed Weapon**

**Power (Encounter):** Standard Action. Make an attack: Range 5; +4 vs. Fortitude; on a hit, the target is stunned until the end of its next turn. Not effective against targets in medium or heavy armor.

- **Level 12:** +9 vs. Fortitude
- **Level 17:** +14 vs. Fortitude
- **Level 22:** +19 vs. Fortitude
- **Level 27:** +24 vs. Fortitude
- **Level 32:** +29 vs. Fortitude

**Weight:** .5 lbs.

### TACMIL SNIPER RIFLE
**Level 21 Uncommon**

*This sleek and sexy rifle is perfectly weighted and fits nicely in your hands. With each pull of the trigger enemies fall before you.*

- **Level 21**
  - $2,700
- **Ranged Two-Handed Military Longarm**
  - **Rifle (Single-Shot, High Crit) ** At-Will
  - Attack (Characters Power): Range 60/120, Payload 15
  - Hit: 2D10 Damage

#### Upgrades

- **Weapon Enhancement:** +1 Attack and damage
- **Weapon Uplink:** Attack from adjacent square as if you were occupying it. Requires HUD System for armor.

#### Gadgets

- **Scope:** Requires minor action to use. The effective distance this weapon can hit is 120/240 for your next attack this round.

- **Proficiency:** +3
- **Ammo Type:** 7.62mm Bullets (15)
- **Weight:** 14 lbs.

### TASER
**Purchase Level:** 5  
**Market Price:** $30

**Category:** Weapon  
**Restriction:** Restricted

**Time:** 4 Hours  
**Key Skill:** Mechanical & electrical

The Taser is designed to incapacitate an enemy without killing them. Tasers are non-lethal weapons that can penetrate up to one inch of clothing, though not very effective against people in armor.

#### Taser

*This small hand held gun fires two darts connected by wire which transmit an electric pulse, stopping enemies in their tracks.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>20</td>
<td>$2,000</td>
</tr>
<tr>
<td>10</td>
<td>$120</td>
<td>25</td>
<td>$9,000</td>
</tr>
<tr>
<td>15</td>
<td>$500</td>
<td>30</td>
<td>$35,000</td>
</tr>
</tbody>
</table>

**One-Handed Weapon**

**Power (Encounter):** Standard Action. Make an attack: Melee 1; +4 vs. Fortitude; on a hit, the target is stunned until the end of its next turn. Not effective against targets in medium or heavy armor.

- **Level 10:** +9 vs. Fortitude
- **Level 15:** +14 vs. Fortitude
- **Level 20:** +19 vs. Fortitude
- **Level 25:** +24 vs. Fortitude
- **Level 30:** +29 vs. Fortitude

**Weight:** 1 lbs.
**INFORMATION AGE POISONS**
The following poisons are available at PL 5 and later.

**FIRE THORN TOXIN**
Purchase Level: 5  Market Price: $30  
Category: Poison  Restriction: Restricted  
Time: 1 Hour  Key Skill: Heal or Nature  
This red poison comes from the chemically enhanced toxins of several plants.

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>11</td>
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<td>17</td>
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<tr>
<td>28</td>
<td>$20,000</td>
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</tr>
<tr>
<td>33</td>
<td>$90,000</td>
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</tbody>
</table>

**Fire Thorn Toxin**
This past can be applied easily to almost any weapon.

**Chemists Acid**
Purchase Level: 5  Market Price: $30  
Category: Volatile  Restriction: Restricted  
Time: 1 Hour  Key Skill: Heal or Nature  
This glass vial containing two liquids that when mixed creates a corrosive liquid.

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>23</td>
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<tr>
<td>17</td>
<td>$900</td>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Chemists Acid**
When shattered, this glass vial releases a spray of acid.

**Pepper Spray**
Purchase Level: 5  Market Price: $30  
Category: Poison  Restriction: Restricted  
Time: 1 Hour  Key Skill: Heal  
Pepper spray is designed to cause instant pain and blind the enemy. Pepper spray is useful in close courters to blind the enemy and allow escape.

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>10</td>
<td>$120</td>
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<tr>
<td>15</td>
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<td>25</td>
<td>$9,000</td>
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</tr>
<tr>
<td>30</td>
<td>$35,000</td>
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</tr>
</tbody>
</table>

**Pepper Spray**
This small vile of liquid is pressurized and when released, spreads out over 5 to 10 feet.

**Chemists Ice**
Purchase Level: 5  Market Price: $30  
Category: Volatile  Restriction: Restricted  
Time: 1 Hour  Key Skill: Heal or Nature  
This glass vial contains several separated liquids that when combined absorb a great deal of heat causing anything to contact this liquid to freeze.

**Chemists Ice**
When shattered, this glass vial releases a spray of acid.

**Modification:** Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can us it. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon’s proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

**Modification:** Explosive (level +2). You create this item so it explodes and deals damage to all creatures adjacent to the target. Any adjacent target hit takes 1D4 acid damage for every die of damage dealt to primary target.

**Power (Consumable ✦ Poison):** Standard Action. Make an attack: Range 2; +4 vs. Fortitude; on a hit, the attack blinds and dazes the target until the end of their next turn.

**Level 10:** +9 vs. Fortitude  
**Level 15:** +14 vs. Fortitude  
**Level 20:** +19 vs. Fortitude  
**Level 25:** +24 vs. Fortitude  
**Level 30:** +29 vs. Fortitude

**Modification:** Enhanced (Level +5): You create this item so its properties are enhanced and concentrated. The ongoing damage increases by +5, for a total of 10 ongoing poison damage.

**Modification:** Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can us it. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon’s proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

**Modification:** Explosive (level +2). You create this item so it explodes and deals damage to all creatures adjacent to the target. Any adjacent target hit takes 1D4 acid damage for every die of damage dealt to primary target.

**Power (Consumable ✦ Poison):** Standard Action. Make an attack: Range 2; +4 vs. Fortitude; on a hit, the attack blinds and dazes the target until the end of their next turn.

**Level 10:** +9 vs. Fortitude  
**Level 15:** +14 vs. Fortitude  
**Level 20:** +19 vs. Fortitude  
**Level 25:** +24 vs. Fortitude  
**Level 30:** +29 vs. Fortitude

**Modification:** Enhanced (Level +5): You create this item so its properties are enhanced and concentrated. The ongoing damage increases by +5, for a total of 10 ongoing poison damage.
Det Cord

**Power (Consumable ★ Fire):** Standard Action. Us a number of squares worth of Det cord on the structure or object as indicated by the DM. The damage for one 10 foot piece of Det cord is 1D6 fire damage. For every extra 10 feet of Det cord used increase the damage by the base amount given for its level.

- Level 15: 2D6 Fire damage; ignores 5 points of resistance.
- Level 25: 4D6 Fire damage; ignores 10 points of resistance.

**Det Cord**

**Purchase Level:** 5  
**Category:** Volatile  
**Time:** 1 Hour  
**Key Skill:** Demolitions

Det cord is an explosive in a rope like form which makes it capable of being looped around a tree, post, or other object to cut in neatly in half. Det cord comes in a 50 foot roll that can easily and safely split into several 10 foot pieces for easier use.

Det cord does damage only to what it is attached to and nothing around it. A creature occupying the same square as Det cord takes no damage from it unless the Det cord is contacting the creature. There is no attack roll for Det cord as it automatically hits whatever it is attached to. The demolitions skill can be used to increase the damage when attacking structures and objects.

**Volatile Item**

**Power (Consumable ★ Cold):** Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deal 1D10 cold damage and is slowed until the end of your next turn, half damage and is not slowed.

- Level 11: +9 vs. Reflex; 1D10 cold damage.
- Level 17: +14 vs. Reflex; 2D10 cold damage.
- Level 22: +19 vs. Reflex; 2D10 cold damage.
- Level 27: +24 vs. Reflex; 3D10 cold damage.
- Level 32: +29 vs. Reflex; 3D10 cold damage.

**Modification:** Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon’s proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

**Modification:** Lingering Effects (level +2). You create this item so that its contents linger in effect long after it use. Anyone hit with this attack is slowed (save ends).

**Grenade**

**Power (Consumable):** Standard Action. Make one attack:

- Area burst 1 within 10 (creatures in burst); +4 vs. Fortitude, Reflex, and Will; on a hit against Fortitude, the targets are dazed; on a hit against Reflex, the targets are blinded; on a hit against Will, the targets are deafened, until the end of their next turn. Creatures that do not rely on sight are not blinded and creatures that do not rely on hearing are not deafened.

- Level 11: +9 vs. Fortitude, Reflex, and Will
- Level 17: +14 vs. Fortitude, Reflex, and Will
- Level 22: +19 vs. Fortitude, Reflex, and Will
- Level 27: +24 vs. Fortitude, Reflex, and Will
- Level 32: +29 vs. Fortitude, Reflex, and Will

**Flash Bang**

**Purchase Level:** 5  
**Market Price:** $30

**Category:** Volatile  
**Restriction:** Restricted

**Time:** 4 Hours  
**Key Skill:** Demolitions

This small ball no bigger than the palm of your hand contains several compounds and reagents that combine and ignite in a brilliant flash, and deafening bang that disorientates all around
### Grenade, Fragmentation

**Level 5+ Uncommon**

*When used, serrated pieces of metal are sprayed everywhere.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
</tr>
<tr>
<td>11</td>
<td>$150</td>
</tr>
<tr>
<td>17</td>
<td>$900</td>
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<tr>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

### Grenade

**Power (Consumable):** Standard Action. Make an attack:

- Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deal 1D6 damage and ongoing 5 damage (save ends); on miss, half damage and no ongoing damage.
- Level 11: +9 vs. Reflex; Burst 1, 1D6 damage and ongoing 5 damage (save ends)
- Level 17: +14 vs. Reflex; Burst 1, 2D6 damage and ongoing 5 damage (save ends)
- Level 22: +19 vs. Reflex; Burst 2, 2D6 damage and ongoing 10 damage (save ends)
- Level 27: +24 vs. Reflex; Burst 2, 3D6 damage and ongoing 10 damage (save ends)
- Level 32: +29 vs. Reflex; Burst 3, 4D6 damage and ongoing 15 damage (save ends)

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

### Grenade, Hi-Explosive

**Level 5+ Uncommon**

*When used, serrated pieces of metal are sprayed everywhere.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
</tr>
<tr>
<td>11</td>
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<tr>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

### Grenade

**Power (Consumable):** Standard Action. Make an attack:

- Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the attack deal 1D6 force damage and target is pushed 1 square and knocked prone; on miss, half damage and target is not pushed or knocked prone.
- Level 11: +9 vs. Fortitude: Burst 2, 2D6 force damage and pushed 2 squares
- Level 17: +14 vs. Fortitude: Burst 2, 3D6 force damage and pushed 2 squares
- Level 22: +19 vs. Fortitude: Burst 2, 3D6 force damage and pushed 3 squares
- Level 27: +24 vs. Fortitude: Burst 3, 4D6 force damage and pushed 3 squares
- Level 32: +29 vs. Fortitude: Burst 4, 4D6 force damage and pushed 3 squares

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

### Grenade, Smoke

**Purchase Level:** 8  
**Market Price:** $70  
**Category:** Volatile  
**Restriction:** None  
**Time:** 1 Hour  
**Key Skill:** Demolitions

Militaries and police use this item to create temporary concealment. When used thick white smoke fills the area preventing any from seeing into or out of it.

#### Modification

**Ammunition (level +2):** You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon’s proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

### Grenade, Hi-Explosive

#### Smoke grenade

**Thin white smoke fills the room allowing you to move unseen.**

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>$70</td>
</tr>
</tbody>
</table>

### Grenade

**Power (Consumable):** Standard Action. Throw the smoke grenade to an unoccupied square; Range 5/10; no roll to hit. When used smoke fills an area burst 5 and lasts for 5 rounds. At the beginning of your turn after the item's use, reduce the area burst by 1 every round until it only fills one square. At which point it disappears at the beginning of your next round. Anyone within the smoke cloud gains concealment, and there is no line of sight through the cloud.

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.
**Land Mine**

<table>
<thead>
<tr>
<th>Level</th>
<th>Market Price: $120</th>
<th>Level 10+ Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td></td>
<td>This shape charge detonates when stepped on.</td>
</tr>
<tr>
<td>15</td>
<td>$500</td>
<td>Level 25</td>
</tr>
<tr>
<td>20</td>
<td>$2,000</td>
<td>Level 10+ Uncommon</td>
</tr>
</tbody>
</table>

**Volatile Item**

**Power (Consumable + Cold, Fire, or Lightning):** Standard action. You apply the mine to an adjacent unoccupied square. When a creature moves into that square, the mine makes an attack against the creature as an immediate reaction: +7 vs. Reflex; on a hit, the target takes damage and suffers effects depending on the mine type:

- **Fire Mine** – 1D8 fire damage and the target takes 5 ongoing damage (save ends).
- **Freezing Mine** – 2D8 cold damage, and the target is immobilized (save ends).
- **Shock Mine** – 1D8 lightning damage, the target is stunned until the beginning of its next turn.

**Key Skill:** Demolitions & Mechanical

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Plastic Explosive (C-4)**

<table>
<thead>
<tr>
<th>Purchase Level: 12</th>
<th>Market Price: $200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Volatile</td>
<td><strong>Restriction:</strong> Military</td>
</tr>
<tr>
<td>Time: 4 Hour</td>
<td><strong>Key Skill:</strong> Demolitions</td>
</tr>
</tbody>
</table>

This 1 pound block of white hard putty can be molded to fit onto a wall, door, moving car, etc. It is detonated by use of a detonator (found in equipment section). C-4 is very safe to store and use.

**White Phosphorus Grenade**

**Power (Consumable):** Standard Action. Throw the Tear Gas to an unoccupied square; Range 5/10; no roll to hit. On the round that it is used it fills a burst 5 radius with tear gas for 5 rounds. Each round after the first the burst is reduced by one square as the tear gas dissipates. Anyone entering or starting their turn in the blast radius is blinded and dazed until they get out. Environmental protection such as a gas mask negates the effects of tear gas. Anyone within the tear gas cloud also gains the benefit of concealment.
White Phosphorus Grenade  Level 5+ Uncommon

*Looking similar to other grenades, this one burns with a ferocious flame.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>11</td>
<td>$150</td>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>17</td>
<td>$900</td>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Grenade**

**Power (Consumable ✦ Fire):** Standard Action. Make an attack: Area burst 1 within 10 (creatures in burst); +4 vs. Reflex; on a hit, the attack deal 1D8 fire damage; on miss, deal half damage. The burst radius is also filled with smoke granting all inside concealment until the beginning of your next round.

- **Level 11:** +9 vs. Reflex; 2D8 fire damage.
- **Level 17:** +14 vs. Reflex; 3D8 fire damage.
- **Level 22:** +19 vs. Reflex; 3D8 fire damage.
- **Level 27:** +24 vs. Reflex; 4D8 fire damage.
- **Level 32:** +29 vs. Reflex; 4D8 fire damage.

**Modification:** Ammunition (level +2). You create this item for use with handguns or longarms. When crafting this ammunition choose an ammo type such as 9mm to determine what type of firearm can use it. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. You do not include a weapon’s proficiency bonus or enhancement bonus in the attack. This ammunition cannot be used with an automatic attack.

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Modification:** Sticky (level +2). You create this item so that its contents stick to any surface or creature it comes in contact with. Any creature hit by the attack also takes ongoing 2 fire damage per die of damage done to the target.

---

**INFORMATION AGE ARMOR**

The following Armor are available at PL 5 and later

**FLIGHT SUIT**

**Purchase Level:** 15  **Market Price:** $500

**Category:** Armor  **Restriction:** License

**Time:** 8 Hours  **Key Skill:** Mechanical

The flight worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit is skin tight to prevent the flow of blood from pooling in the legs during High “G” maneuvers.

**Flight Suit**  Level 15+ Common

*This armor hugs your body leaving nothing to the imagination, but when your grounded in enemy territory you'll be happy you had it.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>$500</td>
</tr>
<tr>
<td>25</td>
<td>$9,000</td>
</tr>
<tr>
<td>35</td>
<td>$150,000</td>
</tr>
</tbody>
</table>

**Light Armor**

**Armor Bonus:** +1 at level 15, +2 at level 25, and +3 at level 35

**Check Penalty:** 0

**Speed:** --

**Property:** This armor can be worn under other light armors. When worn underneath, this armor grants a +1 item bonus to AC. When used in this manner, gadgets added to this armor become unusable but upgrades are still taken into account.

<table>
<thead>
<tr>
<th>Level</th>
<th>AC</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>+2</td>
</tr>
<tr>
<td>35</td>
<td>+3</td>
</tr>
</tbody>
</table>

**Weight:** 2 lbs.

**SPACE SUIT**

**Purchase Level:** 26  **Market Price:** $12,000

**Category:** Armor  **Restriction:** License

**Time:** 12 Hours  **Key Skill:** Mechanical

A Standard Space suit used by most space organizations is a completely enclosed environment suit capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask. The Space suit is a poor combat armor, but allows for movement and action in space.

**Space Suit**  Level 26 Rare

*This large and bulky suit is not very stylish but will keep you alive during explosive decompression.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>$12,000</td>
</tr>
</tbody>
</table>

**Heavy Armor**

**Armor Bonus:** +7

**Check Penalty:** -10

**Speed:** -3

**Properties**

- **Breathable Air:** 5 Hours
- **Enclosed:** Negates extreme environmental conditions.
- **Resist:** 5 Fire, and 5 Cold
- **Gadget:** HUD COM

**Weight:** 50 lbs.

**Special:** No other armor or helmets can be worn with a space suit.
**INFORMATION AGE EQUIPMENT**

The following equipment is available at PL 5 and later.

**DISPLAY GLASSES**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>10</th>
<th>Market Price:</th>
<th>$120</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category:</td>
<td>Equipment</td>
<td>Restriction:</td>
<td>None</td>
</tr>
<tr>
<td>Time:</td>
<td>4 Hours</td>
<td>Key Skill:</td>
<td>Electrical</td>
</tr>
</tbody>
</table>

A logical advancement of video display and VR technology, display glasses provide on-the-go monitors that can be hooked up wirelessly to everything from computer systems to televisions and other audio-video equipment. Each pair of display glasses looks like a darkened pair of sunglasses and features one or two earpieces that are inserted into the ear. The glasses are semitransparent and allow the wearer to see both the display and the users surroundings simultaneously.

**Display Glasses**

**Level 10 Common**

<table>
<thead>
<tr>
<th>These nifty set of glasses resemble rap around shades, and come sporting ear buds on the arms.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 10</td>
</tr>
<tr>
<td>$120</td>
</tr>
<tr>
<td>Item Slot: Head</td>
</tr>
<tr>
<td>Property: +2 Item bonus to computer use checks.</td>
</tr>
<tr>
<td>Weight: 1 lbs.</td>
</tr>
</tbody>
</table>

**DURACABLE**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>12</th>
<th>Market Price:</th>
<th>$200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category:</td>
<td>Equipment</td>
<td>Restriction:</td>
<td>None</td>
</tr>
<tr>
<td>Time:</td>
<td>4 Hours</td>
<td>Key Skill:</td>
<td>Mechanical</td>
</tr>
</tbody>
</table>

Strong as steal, flexible as rubber, and almost as light as normal rope, Duracable is made up of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 10 metric tons of weight and is 50ft long.

**Duracable**

**Level 12 Common**

<table>
<thead>
<tr>
<th>This grayish cable looks like steal but feels soft and light in your hands.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 12</td>
</tr>
<tr>
<td>$200</td>
</tr>
<tr>
<td>Equipment</td>
</tr>
<tr>
<td>Property: -5 to any escape attempt when Duracable is used for binding.</td>
</tr>
<tr>
<td>Break DC: 40 or requires 25 damage to break a 5 foot section</td>
</tr>
<tr>
<td>Weight: 2 lbs.</td>
</tr>
</tbody>
</table>

**GRAPPLER TAG**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>13</th>
<th>Market Price:</th>
<th>$275</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category:</td>
<td>Equipment</td>
<td>Restriction:</td>
<td>None</td>
</tr>
<tr>
<td>Time:</td>
<td>6 Hours</td>
<td>Key Skill:</td>
<td>Mechanical</td>
</tr>
</tbody>
</table>

Often used in conjunction with duracable, the grappler tag is a small disc roughly six inches in diameter. When placed against a solid surface, the grappler tag attaches to that surface by magnetism or by an array of nearly microscopic metal barbs. A Grappler Tag can hold up to 1 metric ton of weight. A button on the top of the disc releases the grappers tag's hold.

**Grappler Tag**

**Level 13 Common**

<table>
<thead>
<tr>
<th>This small disc, no larger than the palm of your hand can hold the weight of an entire car. The surface the tags attached to however may not.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 13</td>
</tr>
<tr>
<td>$275</td>
</tr>
<tr>
<td>Equipment</td>
</tr>
<tr>
<td>Property: +2 bonus to climb checks.</td>
</tr>
<tr>
<td>Special: If thrown against an unarmored creature, the tags barbs deal 1D4 damage and the target is grabbed. No damage if the creature is armored. A check against a DC 10 is required to escape.</td>
</tr>
<tr>
<td>Weight: 1 lbs for Tag, 3 lbs for Launcher.</td>
</tr>
</tbody>
</table>

**Modification:** Launcher (level +2). The Grappler Tag comes with a one handed disc launcher that contains 1 tag attached to rope or cable and has a range of 15/30 squares. The launcher can hold up to 50 feet of rope or cable. Requires a ranged basic attack against AC 10 to hit a specific square.

**HACKCARD**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>10</th>
<th>Market Price:</th>
<th>$120</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category:</td>
<td>Equipment</td>
<td>Restriction:</td>
<td>Illegal</td>
</tr>
<tr>
<td>Time:</td>
<td>8 Hours</td>
<td>Key Skill:</td>
<td>Electrical</td>
</tr>
</tbody>
</table>

A marvel of computer technology, the hackcard is a disposable, one-use item designed to allow those who are not computer savvy to bypass technological and computer barriers or perform computer-related tasks. Each hackcard is an individual data-carrying card roughly the size of a credit card with several output types and a magnetic strip on one side. Each hackcard carries a single program designed for a single purpose; this may be to open doors, bypass security restrictions, crash a computer, or any other computer related tasks. Hackcards can be swiped in magnetic keycard readers, transmit on several wireless frequencies at about 1 foot, and physically connect to computers with several different connection types.

**Hackcard**

**Level 10+ Rare**

<table>
<thead>
<tr>
<th>This small unassuming card no bigger than a credit card has the power to instantly do anything a hacker can do.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 10</td>
</tr>
<tr>
<td>$120</td>
</tr>
<tr>
<td>Level 12</td>
</tr>
<tr>
<td>$200</td>
</tr>
<tr>
<td>Level 14</td>
</tr>
<tr>
<td>$350</td>
</tr>
<tr>
<td>Equipment</td>
</tr>
<tr>
<td>Power (Consumable): Standard Action. Use the Hackcard with a computer, or local security system and make a computer use check using a +6 skill bonus. This bonus replaces your own.</td>
</tr>
<tr>
<td>Level 12: +8</td>
</tr>
<tr>
<td>Level 14: +10</td>
</tr>
<tr>
<td>Level 16: +12</td>
</tr>
<tr>
<td>Level 18: +14</td>
</tr>
<tr>
<td>Level 20: +16</td>
</tr>
</tbody>
</table>

**Special:** When crafting a hack card you are required to be trained in computer use or know someone who is. You can only craft a hackcard with a skill bonus equal to or less than yours or the person with the skill.

**Weight:** NA
INFORMATION AGE CURATIVE ITEMS
The following curative items are available at PL 5 and later

ANTITOXIN
Purchase Level: 3  Market Price: $12
Category: Curative  Restriction: None
Time: 1 Hour  Key Skill: Heal or Nature
Antitoxin is contained in a small pill. Consuming the pill provides additional resistance against poison.

<table>
<thead>
<tr>
<th>Antitoxin</th>
<th>Level 3+ Common</th>
</tr>
</thead>
<tbody>
<tr>
<td>This large pill can help counter the effects of most poisons.</td>
<td></td>
</tr>
<tr>
<td>Level 3</td>
<td>$12</td>
</tr>
<tr>
<td>Level 10</td>
<td>$120</td>
</tr>
</tbody>
</table>

Curative Item
Power (Consumable): Minor action. Gain a +2 item bonus to saving throws against poisons. This effect lasts until the end of the encounter or for the next 5 minutes.
Level 10: Gain a +3 item bonus against poisons
Level 17: Gain a +5 item bonus against poisons.

Modification: Fast acting (level +5). You create this item so it reacts fast to neutralize poisons. While under the effect of this item you get to make saving throws against the poison at the beginning of your turn before the poison damage takes effect as well as at the end of your turn.

CLEAR SENSE POWDER
Purchase Level: 3  Market Price: $12
Category: Curative  Restriction: None
Time: 1 Hour  Key Skill: Heal or Nature
This white powder is usually kept in a small vial that can be placed under a subject’s nose. When inhaled the powder can remove the blinded and or deafened condition.

<table>
<thead>
<tr>
<th>Clear Sense Powder</th>
<th>Level 3+ Common</th>
</tr>
</thead>
<tbody>
<tr>
<td>A fine white powder that can restore one’s senses.</td>
<td></td>
</tr>
<tr>
<td>Level 3</td>
<td>$12</td>
</tr>
<tr>
<td>Level 10</td>
<td>$120</td>
</tr>
</tbody>
</table>

Curative Item
Power (Consumable): Minor action. You or an adjacent ally can make a saving throw against a blinded and or deafened condition that a save can end.
Level 10: Gain a +2 item bonus against the save.
Level 17: Gain a +4 item bonus against the save.

FIRST AID KIT
Purchase Level: 5  Market Price: $30
Category: Curative  Restriction: None
Time: 1 Hours  Key Skill: Heal
Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional.

<table>
<thead>
<tr>
<th>First Aid Kit</th>
<th>Level 5+ Common</th>
</tr>
</thead>
<tbody>
<tr>
<td>This small pouch contains everything needed for a quick patch up during battle.</td>
<td></td>
</tr>
<tr>
<td>Level 5</td>
<td>$30</td>
</tr>
<tr>
<td>Level 15</td>
<td>$500</td>
</tr>
</tbody>
</table>

Curative Item
Power (Consumable + Healing): Minor action. Use this kit and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points or your surge value whichever’s lower.
Level 15: 25 Hit points and make a save against one effect that a save can end.
Level 25: 50 Hit points and make a save against each effect that a save can end.
Level 35: Bring a Dead character to 0 hit points, so long as that character has not been dead longer than an encounter and has not taken more than their bloodied value in negative hit points.

Weight: 1 lbs.

HEALING GEL
Purchase Level: 3  Market Price: $12
Category: Curative  Restriction: None
Time: 1 Hour  Key Skill: Heal or Nature
This light blue gel grants the subject extra hit points when they spend a healing surge after a short rest.

<table>
<thead>
<tr>
<th>Healing Gel</th>
<th>Level 3+ Common</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feels cold going on and tingles when it works.</td>
<td></td>
</tr>
<tr>
<td>Level 3</td>
<td>$12</td>
</tr>
<tr>
<td>Level 8</td>
<td>$70</td>
</tr>
<tr>
<td>Level 13</td>
<td>$275</td>
</tr>
</tbody>
</table>

Curative Item
Power (Consumable + Sleep): Use during a short rest. The target of the Healing Gel regains an additional 2 hit points when he or she spends a healing surge during that short rest and during the next encounter. After an extended rest the effects of the Healing Gel are no longer effective.
Level 8: Regain an additional 4 hit points.
Level 13: Regain an additional 6 hit points.
Level 18: Regain an additional 8 hit points.
Level 23: Regain an additional 10 hit points.
Level 28: Regain an additional 12 hit points.

MEDICAL KIT
Purchase Level: 15  Market Price: $500
Category: Curative  Restriction: None
Time: 2 Hours  Key Skill: Heal
About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment.
Medical Kit  Level 15+ Uncommon
This box contains everything needed for extended care of the injured.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
<td>33</td>
<td>$90,000</td>
</tr>
<tr>
<td>28</td>
<td>$20,000</td>
<td>38</td>
<td>$350,000</td>
</tr>
</tbody>
</table>

Curative Item

Power (Daily ✦ Healing): Standard Action. Use this kit and you or someone else gains hit points as if they had used a healing surge.

- Level 25: Gain hit points as if two healing surges were used.
- Level 30: Gain hit points as if three healing surges were used.
- Level 35: Gain full hit points.

Special: This kit can be used 5 times before becoming useless but a character may only receive the benefit of a medical kit once per extended rest.

Weight: 10 lbs.

Surgery Kit  Level 15 Uncommon
This box contains everything needed for extended care of the injured.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>$500</td>
</tr>
</tbody>
</table>

Curative Item

Power (Daily ✦ Healing): Use this kit on a character while taking a short rest. While under the effect of a surgery kit the character regains additional hit points when using a healing surge equal to half their surge value.

Special: This kit can only be used on a character once a day and only one character per short rest. This kit can be used multiple times per day.

Weight: 10 lbs.

INFORMATION AGE DRUGS
The following Drugs are available at PL 5 and later. Many of the drugs have side effects that inflict penalties. Similar penalties stack, even if the same drug is used again. Unless otherwise stated, all side effects end after an extended rest it taken.

PCP

<table>
<thead>
<tr>
<th>Purchase Level: 10</th>
<th>Market Price: $120</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Drug</td>
<td>Restriction: Illegal</td>
</tr>
<tr>
<td>Time: 1 hour</td>
<td>Key Skill: Heal or Nature</td>
</tr>
</tbody>
</table>

Phencyclidine comes in a powder or liquid form, and may be ingested, smoked, or snorted. Often called angle dust, PCP causes numbing in the extremities and body allowing that person to resist extreme amounts of pain. PCP also causes intense hallucinations in many people.

PCP  Level 10+ Rare
The world distorts and you feel your arms going numb. Its a good feeling.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>$120</td>
</tr>
<tr>
<td>16</td>
<td>$650</td>
</tr>
<tr>
<td>22</td>
<td>$3,500</td>
</tr>
</tbody>
</table>

Drug

Power (Consumable): Minor Action. When consumed the recipient gains a Resist 2 all until the end of the encounter.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>$1,200</td>
</tr>
<tr>
<td>22</td>
<td>$2,000</td>
</tr>
</tbody>
</table>

Side Effect: Character takes a -2 penalty to Will until an extended rest is taken. If PCP is not taken in the next encounter that character also gains a vulnerability to all damage equal to the previous resistance during that encounter.

SLEEP RIGHT PILL

<table>
<thead>
<tr>
<th>Purchase Level: 10</th>
<th>Market Price: $120</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Drug</td>
<td>Restriction: Illegal</td>
</tr>
<tr>
<td>Time: 1 hour</td>
<td>Key Skill: Heal or Nature</td>
</tr>
</tbody>
</table>

This small blue pill is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious.

Sleep Right Pill  Level 10+ Rare
This small unobtrusive pill can incapacitate a foe without ever harming it.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>$120</td>
</tr>
<tr>
<td>15</td>
<td>$500</td>
</tr>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
<tr>
<td>25</td>
<td>$9,000</td>
</tr>
<tr>
<td>30</td>
<td>$35,000</td>
</tr>
</tbody>
</table>

Drug

Power (Consumable ✦ Sleep): Minor Action. You apply the sleep right pill to an adjacent food or drink. A creature that consumes that food or drink is subject to an attack after 1 minute: +12 vs. Fortitude; on a hit, that creature becomes unconscious for 1 hour or until it is subject to an attack or violent motion.

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>+17 vs. Fortitude</td>
</tr>
<tr>
<td>20</td>
<td>+22 vs. Fortitude</td>
</tr>
<tr>
<td>26</td>
<td>+27 vs. Fortitude</td>
</tr>
<tr>
<td>30</td>
<td>+32 vs. Fortitude</td>
</tr>
</tbody>
</table>

Side Effect: None

DRUGS
All drugs have big bonuses, but they also have debilitating side effects that only get worse with continued use. Unlike the real world however, these side effects are removed from the character after an extended rest has been taken. DM’s should be aware that use of the drugs can make some players too powerful or even render them ineffective during an encounter.

It should be noted that all drugs are considered to be poison, and any creature that is immune to poison will not gain the benefits of the drug. Some creatures that can not make use of drugs would be undead and constructs.
Modification: Fast Acting (level +5): This small pill dissolves faster and affects its target much faster. The target is unconscious after only 5 rounds instead of only 1 minute.

**SPEED**

<table>
<thead>
<tr>
<th>Purchase Level</th>
<th>Market Price: $120</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Drug</td>
<td>Restriction: Illegal</td>
</tr>
<tr>
<td>Time: 1 hour</td>
<td>Key Skill: Heal or Nature</td>
</tr>
</tbody>
</table>

Amphetamine is a performance enhancer, often used by athletes. It comes in pill form and increases the users focus and reflexes. Withdrawal from this drug can lead to the exact opposite effects the user is looking for.

**INFORMATION AGE OILS**

The following oils are available at PL 5 and later.

**PARALYSIS OIL**

<table>
<thead>
<tr>
<th>Purchase Level</th>
<th>Market Price: $12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Oil</td>
<td>License: None</td>
</tr>
<tr>
<td>Time: 1 Hour</td>
<td>Key Skill: Heal or Nature</td>
</tr>
</tbody>
</table>

This paralyzing oil is applied to a weapon to make your attack slow to your enemy’s advances.

**Paralysis oil**

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>$12</td>
</tr>
<tr>
<td>8</td>
<td>$70</td>
</tr>
<tr>
<td>13</td>
<td>$275</td>
</tr>
</tbody>
</table>

**Power (Consumable):** Standard Action. Apply paralysis oil to your weapon or one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, the target is slowed (save ends).

**LEVEL 6 ADVANCED TECH**

The Fusion Age is the first step to technology that seems to be beyond the reach of current scientific knowledge. Tech from this Progress Level is typically a stretch of the imagination, but could eventually be derived from current technology.

**FUSION AGE WEAPONS**

The following weapons are available at PL 6 and later. Many weapons at this PL and higher are energy weapons, and gadgets and upgrades can still be applied so long as it states Energy for the weapons to be modified. To apply a upgrade or gadget to a Laser Pistol for example, the modification would have to specify Handgun, and Energy for the type of weapon that can be modified.

**CHAIN SWORD**

<table>
<thead>
<tr>
<th>Purchase Level</th>
<th>Market Price: $1200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 6 Hours</td>
<td>Key Skill: Mechanical &amp; Electrical</td>
</tr>
</tbody>
</table>

Three feet of tungsten steel with a molecule-thin razor chain of hardened synthetic crystals, the chain sword is a particularly lethal melee weapon. So brutal that many military forces are uncomfortable using them. The razor chain whirls chainsaw style, powered by a battery pack that keep the weapon running.

**Chain Sword**

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>$1,200</td>
</tr>
</tbody>
</table>

**COMPRESSION GUN**

<table>
<thead>
<tr>
<th>Purchase Level</th>
<th>Market Price: $1200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: License</td>
</tr>
<tr>
<td>Time: 6 Hours</td>
<td>Key Skill: Mechanical &amp; Electrical</td>
</tr>
</tbody>
</table>

The compression gun releases a short-range concussive burst of sonic energy that can drop foes to the ground.

**Progress Level 6 Advanced Tech**

**Chain Sword**

**Level 18 Uncommon**

This sword hums and vibrates menacingly, promising painful death.

**Melee One-Handed Military Heavy Blade**

**Chain sword** (High Crit, Brutal 2) → At-Will

Attack (Characters Power): Melee

Hit: 2D8 Damage

**Power (Special):** Immediate Reaction. Trigger: You hit a target with a melee attack with this weapon. Effect: You deal an extra 5 points of untyped damage to the target of the attack. Special: This power uses 25% of an energy packs charge.

Crafting: When crafting this weapon it comes with a full Energy Pack.

**Proficiency:** +3

**Ammo Type:** Energy Pack.

**Weight:** 4 lbs.
Compression Gun

Level 18 Common

**Description:**
Looking similar to a sawed off shotgun, the weapon is recharged by utilizing a pump action.

- **Level:** 18
- **Weight:** 3 lbs.

**Ranged Two-Handed Simple Longarm**

**Weapon Type:** Rifle
**Ammo Type:** Energy Pack

**Description:**
A move action is required to recharge the attack.

- **Proficiency:** +2
- **Weight:** 4 lbs.

**Crafting:**
This weapon comes with a full Energy Pack.

**LASER RIFLE**

**Level:** Level 19
**Weight:** 8 lbs.

**Market Price:** $1,500

**Category:** Weapon
**Restriction:** Restricted

**Time:** 8 Hours
**Key Skill:** Mechanical & Electrical

**Description:**
The laser rifle is the size of a standard firearm, with the same look and feel. The biggest difference is the fact that the laser rifle does not use ammunition, but energy. The laser rifle stores its energy in pack worn by the character and is connected to it by a cable.

- **Proficiency:** +3
- **Ammo Type:** Energy Pack
- **Weight:** 14 lbs.

**LASER SNIPER RIFLE**

**Level:** Level 21
**Weight:** 4 lbs.

**Market Price:** $2,700

**Category:** Weapon
**Restriction:** Restricted

**Time:** 8 Hours
**Key Skill:** Mechanical & Electrical

**Description:**
The laser sniper rifle is the size of a standard firearm, with the same look and feel. The biggest difference is the fact that the laser sniper rifle does not use ammunition, but energy. The laser sniper rifle stores its energy in pack worn by the character and is connected to it by a cable.

- **Proficiency:** +3
- **Ammo Type:** Energy Pack
- **Weight:** 14 lbs.

**MINI-GRENADE LAUNCHER**

**Level:** Level 20
**Weight:** 4 lbs.

**Market Price:** $2,000

**Category:** Weapon
**Restriction:** Military

**Time:** 8 Hours
**Key Skill:** Mechanical

**Description:**
Though personal grenade launchers were commonly found in the information age, the mini-grenade launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses, while still as potent as its hand-held counterparts, is reduced in size to match the weapon.

**MINI-GRENADE LAUNCHER**

**Level:** Level 20 Uncommon
**Weight:** 4 lbs.

**Market Price:** $2,000

**Category:** Weapon
**Restriction:** Restricted

**Time:** 8 Hours
**Key Skill:** Mechanical

**Description:**
This large bored handgun may look innocent enough but packs a big bang.

- **Proficiency:** +2
- **Ammo Type:** Grenades
- **Weight:** 4 lbs.

**Modification:**
Payload (Level +2): The payload for this weapon increases to 4, and the order of the grenades does not matter when firing the weapon.

**Modification:**
Attached (Level +0): The weapon can be attached to any two-handed ranged firearm so long as there is no other attached launcher.
MINI-ROCKET LAUNCHER
Purchase Level: 23  Market Price: $5,000
Category: Weapon  Restriction: Military
Time: 8 Hours  Key Skill: Mechanical
Though shoulder-carried missile launchers were commonly found in the information age, the mini rocket launcher is somewhat different in that it is reduced to roughly the size of a large pistol. Additionally, the ammunition it uses is reduced in size to match the weapon.

Mini-Rocket Launcher  Level 23 Uncommon
This large bored handgun may look innocent enough but packs a bang.
Level 23  $5,000

Ranged One-Handed Military Heavy
Launch (Single-Shot)  At-Will, Load Minor
Attack (Grenade): Range 75/150, Payload 1
Hit: as per Grenade
Ammunition: When purchasing or crafting rockets for this weapon, choose a grenade and increase the Purchase Level by +2. These grenades can only be used in the mini-rocket launcher. You add the proficiency bonus to any attack made with a grenade, but not the enhancement bonus if any.
Proficiency: +3
Ammo Type: Grenades
Weight: 5 lbs.
Modification: Payload (Level +2): The payload for this weapon increases to 4, and the order of the grenades does not matter when firing the weapon.
Modification: Attached (Level +0): The weapon can be attached to any two-handed ranged firearm so long as there is no other attached launcher.

Tangler Gun  Level 16 Common
This gun looks like a old fashion paint ball gun, but when people get hit they don’t get colored they get stuck.
Level 16  $650

Ranged One-Handed Simple Handgun
Attack (Semi-Auto)  At-Will
Attack: Range 10/20, Dexterity vs. Reflex, Payload 20
Hit: Target is immobilized until end of your next round.
Ammunition: The ammunition has a purchase level of 8 and requires the mechanical skill and 1 hour to make a box of 20 rounds.
Crafting: When crafting the weapon it comes with a full payload.
Proficiency: +2
Ammo Type: Tangler gun balls
Weight: 4 lbs.

Tangler Gun  Level 16 Common
This gun looks like a old fashion paint ball gun, but when people get hit they don’t get colored they get stuck.
Level 16  $650

Ranged One-Handed Simple Handgun
Attack (Semi-Auto)  At-Will
Attack: Range 10/20, Dexterity vs. Reflex, Payload 20
Hit: Target is immobilized until end of your next round.
Ammunition: The ammunition has a purchase level of 8 and requires the mechanical skill and 1 hour to make a box of 20 rounds.
Crafting: When crafting the weapon it comes with a full payload.
Proficiency: +2
Ammo Type: Tangler gun balls
Weight: 4 lbs.
Chapter 4 | Equipment

**FUSION AGE VOLATILE ITEMS**
The following weapons are available at PL 6 and later.

**GRENADE, CONCUSSION**
*Purchase Level: 5  Market Price: $30  Category: Volatile  Restriction: Military  Time: 1 Hour  Key Skill: Demolitions*
A personal favorite of law enforcement organizations, the concussion grenade is used to incapacitate enemies without harming them.

**GRENADE, EMP**
*Purchase Level: 5  Market Price: $30  Category: Volatile  Restriction: Military  Time: 1 Hour  Key Skill: Demolitions*

**GRENADE, INFERNO**
*Purchase Level: 5  Market Price: $30  Category: Volatile  Restriction: Military  Time: 1 Hour  Key Skill: Demolitions*

---

**Grenade, EMP Level 5+ Uncommon**
*This small orb causes the hair on your hand and arm to stand up on end while you hold it.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 5</td>
<td>$30</td>
</tr>
<tr>
<td>Level 11</td>
<td>$150</td>
</tr>
<tr>
<td>Level 17</td>
<td>$900</td>
</tr>
<tr>
<td>Level 23</td>
<td>$5,000</td>
</tr>
<tr>
<td>Level 28</td>
<td>$20,000</td>
</tr>
<tr>
<td>Level 33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Power (Consumable ✦ Lightning):** Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the non-organic target (Vehicle, Power Armor, computer, etc.) takes 2D6 Lightning damage and is nonfunctional until repaired.

<table>
<thead>
<tr>
<th>Level 11</th>
<th>Level 17</th>
<th>Level 23</th>
<th>Level 28</th>
<th>Level 33</th>
</tr>
</thead>
<tbody>
<tr>
<td>+9 vs. Fortitude, Burst 1</td>
<td>+14 vs. Fortitude, Burst 2</td>
<td>+19 vs. Fortitude, Burst 2, 6D6 Lightning Damage</td>
<td>+24 vs. Fortitude, Burst 3, 6D6 Lightning Damage</td>
<td>+29 vs. Fortitude, Burst 3, 8D6 Lightning Damage</td>
</tr>
</tbody>
</table>

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Grenade, Inferno Level 5+ Uncommon**
*This grooved, pare shaped red object is warm to the touch.*

<table>
<thead>
<tr>
<th>Level 5</th>
<th>Level 11</th>
<th>Level 17</th>
<th>Level 23</th>
<th>Level 28</th>
<th>Level 33</th>
</tr>
</thead>
<tbody>
<tr>
<td>$30</td>
<td>$150</td>
<td>$900</td>
<td>$5,000</td>
<td>$20,000</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Power (Consumable ✦ Fire):** Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the target takes 1D6 fire damage and ongoing 5 fire damage (save ends); on a miss, half damage and no ongoing.

<table>
<thead>
<tr>
<th>Level 11</th>
<th>Level 17</th>
<th>Level 23</th>
<th>Level 28</th>
<th>Level 33</th>
</tr>
</thead>
<tbody>
<tr>
<td>+9 vs. Reflex, Burst 2 1D6 Fire, ongoing 5 fire.</td>
<td>+14 vs. Reflex, Burst 3 2D6 Fire, ongoing 10 fire.</td>
<td>+19 vs. Reflex, Burst 3 3D6 Fire, ongoing 10 fire.</td>
<td>+24 vs. Reflex, Burst 4 4D6 Fire, ongoing 15 fire.</td>
<td>+29 vs. Reflex, Burst 4 5D6 Fire, ongoing 15 fire.</td>
</tr>
</tbody>
</table>

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.
**Grenade, Midnighter**

**Purchase Level:** 5  
**Market Price:** $30  
**Category:** Volatile  
**Restriction:** Military  
**Time:** 2 Hours  
**Key Skill:** Demolitions

Midnighter grenades release light-absorbing particles into the air that creates a field of impenetrable darkness.

<table>
<thead>
<tr>
<th>Grenade, Midnighter</th>
<th>Level 5+ Uncommon</th>
</tr>
</thead>
</table>
| Looking like a regular grenade, you can hear a fluid with in.  
Level 5  | $30  
Level 11 | $150  
Level 17 | $900  
| Grenade  
Power (Consumable): Standard Action. Ranged 5/10, area burst 1 (creatures in burst); Effect: The grenade creates a zone of darkness, and any creature in the zone is blinded until they are out of it. The grenade lasts for 1 round after its use.  
Level 11: Area burst 2  
Level 17: Area burst 2, and lasts 2 rounds.  
Level 23: Area burst 3, and lasts 2 rounds.  
Level 28: Area burst 3, and lasts 3 rounds.  
Level 33: Area burst 4, and lasts 3 rounds.  

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Grenade, Sleep**

**Purchase Level:** 5  
**Market Price:** $30  
**Category:** Volatile  
**Restriction:** Military  
**Time:** 2 Hours  
**Key Skill:** Demolitions

The sleep grenade carries a payload of sedative that when relieved can render almost anyone unconscious instantly.

<table>
<thead>
<tr>
<th>Grenade, Sleep</th>
<th>Level 5+ Uncommon</th>
</tr>
</thead>
</table>
| Looking like a regular grenade, you can hear a fluid with in.  
Level 5  | $30  
Level 11 | $150  
Level 17 | $900  
| Grenade  
Power (Consumable): Standard Action. Make an attack:  
Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fort; on a hit, the target is Unconscious until the end of your next turn; Aftereffect, target is dazed (save ends).  
Level 11: +9 vs. Fort  
Level 17: +14 vs. Fort, Burst 2  
Level 23: +19 vs. Fort, Burst 2  
Level 28: +24 vs. Fort, Burst 3, Unconscious (save ends)  
Level 33: +29 vs. Fort, Burst 3, Unconscious (save ends)  

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Grenade, Superadhesive**

**Purchase Level:** 5  
**Market Price:** $30  
**Category:** Volatile  
**Restriction:** Military  
**Time:** 2 Hours  
**Key Skill:** Demolitions

The superadhesive grenade releases a resin on contact that expands and hardens almost instantly in contact with air.

<table>
<thead>
<tr>
<th>Grenade, Superadhesive</th>
<th>Level 5+ Uncommon</th>
</tr>
</thead>
</table>
| Looking like a regular grenade, you can hear a fluid with in.  
Level 5  | $30  
Level 11 | $150  
Level 17 | $900  
| Grenade  
Power (Consumable): Standard Action. Make an attack:  
Ranged 5/10, One creature; +4 vs. Reflex; on a hit, the target is restrained until the adhesive is removed. The adhesive has a Break DC of 10 and 10 hit points.  
Level 11: +9 vs. Reflex, Break DC 13, 10 hit points.  
Level 17: +14 vs. Reflex, Break DC 16, 30 hit points.  
Level 23: +19 vs. Reflex, Break DC 19, 40 hit points.  
Level 28: +24 vs. Reflex, Break DC 22, 50 hit points.  
Level 33: +29 vs. Reflex, Break DC 25, 60 hit points.  

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Grenade, Superlube**

**Purchase Level:** 5  
**Market Price:** $30  
**Category:** Volatile  
**Restriction:** Military  
**Time:** 2 Hours  
**Key Skill:** Demolitions

The superlube grenade releases virtually frictionless substance that coats the ground causing anyone to pass through to slip and fall.

<table>
<thead>
<tr>
<th>Grenade, Superlube</th>
<th>Level 5+ Uncommon</th>
</tr>
</thead>
</table>
| Looking like a regular grenade, you can hear a fluid with in.  
Level 5  | $30  
Level 11 | $150  
Level 17 | $900  
| Grenade  
Power (Consumable): Standard Action. Make an attack:  
Ranged 5/10, area burst 1; Effect: The grenade creates a zone of difficult terrain until the end of the encounter. A creature can make an acrobatics check against a easy DC for their level to ignore the difficult terrain. A failed check means the creature is prone.  
Level 11: Area burst 2  
Level 17: Area burst 2, Medium DC  
Level 23: Area burst 3, Medium DC  
Level 28: Area burst 3, Hard DC  
Level 33: Area burst 4, Hard DC  

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.
Modification: Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**GRENADE, TANGLER**

**Purchase Level:** 5  
**Market Price:** $30  
**Category:** Volatile  
**Restriction:** Military  
**Time:** 2 Hours  
**Key Skill:** Demolitions

A Tangler grenade releases a sticky liquid when used that instantly hardens into a rock like substance, trapping all within. The substance dissolves normally after 5 minutes leaving no residue.

**Grenade, Tangler**  
**Level 5+ Uncommon**

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>11</td>
<td>$150</td>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>17</td>
<td>$900</td>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Grenade**

**Power (Consumable):** Standard Action. Make an attack:
- Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the target is immobilized (save ends); Aftereffect, target is slowed until the end of its next turn. On a miss, target is slowed until the end of its next turn.
  - **Level 11:** +9 vs. Reflex
  - **Level 17:** +14 vs. Reflex, Burst 2, -1 to save
  - **Level 23:** +19 vs. Reflex, Burst 2, -1 to save
  - **Level 28:** +24 vs. Reflex, Burst 3, -2 to save
  - **Level 33:** +29 vs. Reflex, Burst 3, -2 to save

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**FUSION AGE POWER ARMORS**

The following armors are available at PL 6 and later.

Power armor is a powered mobile machine consisting primarily of an exoskeleton-like framework worn by a person and a power supply that supplies at least part of the activation energy for limb movement.

Power armors are designed to assist and protect the wearer. They may be designed, for example, to assist and protect soldiers and construction workers, or to aid the survival of people in other dangerous environments. Other possibilities include rescuer work, such as in collapsed buildings, in which the device might allow a rescue worker to lift heavy debris, while simultaneously protecting the worker from falling rubble.

Usable power armor technology can be found in societies of PL 6 or higher. Some rudimentary power armors may exist in PL 5 societies, but would be bulky and practically unusable in combat.

**Level**

Use of power armors in a campaign have to be considered vary carefully. A character making use of a power armor can be considered at a higher level than they normally would be, and as such encounters should be made more difficult.

Powered armors, like vehicles have a level. This level changes depending on what upgrades and gadgets are added to it. When an encounter is finished and XP is being calculated, remove the power armors XP value for its level from the total XP earned, the same as if an NPC ally was assisting the PC group.

Any gadgets and upgrades added to a powered armor affect its level equivalent. Any gadget and upgrade added to a powered armor increase that powered armors level by an amount equal to the level increase of the gadget or upgrade added.

**Temporary Hit Points**

All power armors grant a character making use of it temporary hit points as noted in the description for the power armor. These temporary hit points represent the powered armors integrity, and are kept separate from temporary hit points gained from other sources. You could have 50 temporary hit points from the armor and 10 temporary hit points from another source. Regardless of what temporary hit points you have the armors temporary hit points are deducted first.

These temporary hit points can only be recovered by making a repair check against a Medium DC for your level. This requires 5 minutes of time and recovers 25 temporary hit points each time the check is made. If the check is made against a Hard DC for your level the amount of temporary hit points recovered is doubled.

**Equipment Slots**

Some Powered Armor specific gadgets and upgrades require more space than normal due to their size and power consumption. These additions take up a number of slots on a powered armor. These powered armor specific gadgets and upgrades count towards the total number of additions that can
be attached to a powered armor, and sometimes count as both a gadget and upgrade at the same time.

Gadgets and upgrades for power armor can be applied so long as the “powered” keyword is noted. Same rules for standard armor apply to powered armor.

ie. “Armor: Medium, Heavy, Powered”

Special Properties
Powered armors provide special properties, usually in the form of stat bonus and resistances. Any stat bonus gained from a powered armor only gets applied to skill checks and ability checks, and for determining how much a character can carry.

Power Armor Types
Power Armor comes in three basic types; Light, Medium, and Heavy. Each type of power armor has its own unique benefits and drawbacks.

Power armors are treated the same as normal armor of similar type as far as how AC is determined. Light armor gains an AC bonus from either dexterity or intelligence, where as Medium and heavy power armor do not.

In cases where normal armor can be worn while within a power armor, the character gains no benefit from any equipment bonuses or gadgets and upgrades the normal armor may have while in use of the powered armor. The character is required to remove the power armor before the normal armor can be made use of.

<table>
<thead>
<tr>
<th>Light Power Armor</th>
<th>Level 28 Rare</th>
</tr>
</thead>
<tbody>
<tr>
<td>A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.</td>
<td></td>
</tr>
<tr>
<td>Level 28</td>
<td>$20,000</td>
</tr>
<tr>
<td>Light Armor, Powered</td>
<td></td>
</tr>
<tr>
<td>Armor Bonus: +3</td>
<td></td>
</tr>
<tr>
<td>Check Penalty: -1</td>
<td></td>
</tr>
<tr>
<td>Speed: +1</td>
<td></td>
</tr>
<tr>
<td>Equipment Slots: 4</td>
<td></td>
</tr>
<tr>
<td>Special Properties</td>
<td></td>
</tr>
<tr>
<td>Resist Weapons: 2</td>
<td></td>
</tr>
<tr>
<td>State bonus: +1 Strength, +3 Dexterity</td>
<td></td>
</tr>
<tr>
<td>Carry/lift/drag: Twice the normal limit for medium creature.</td>
<td></td>
</tr>
<tr>
<td>Temporary Hit Points: 50</td>
<td></td>
</tr>
<tr>
<td>Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the ‘Powered’ key word. The helmet has a purchase level of 12 for gadgets and upgrades and can’t be used with any other armor.</td>
<td></td>
</tr>
<tr>
<td>Level: 2</td>
<td></td>
</tr>
<tr>
<td>Weight: 100 lbs</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Medium Power Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purchase Level: 29</td>
</tr>
<tr>
<td>Category: Armor</td>
</tr>
<tr>
<td>Time: 50 Hours</td>
</tr>
<tr>
<td>Requirement: Powered ArmorFeat</td>
</tr>
</tbody>
</table>

Medium Power Armor is slightly larger and more bulky than its light counterpart. It maintains a decent mobility while having increased armors and power. There is enough room within the armor for a character to wear fatigues or normal cloths, but not any additional armors. It requires 2 rounds to put on and remove this power armor.
Medium Power Armor  Level 29 Rare

A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.

Level 29  $27,500

Medium Armor, Powered

Armor Bonus: +5  
Check Penalty: -2

Speed: --

Equipment Slots: 6

Special Properties
- Resist Weapons: 4
- State bonus: +2 Strength, +2 Dexterity
- Carry/lift/drag: Twice the normal limit for medium creature.

Temporary Hit Points: 75

Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the 'Powered' key word. The helmet has a purchase level of 12 for gadgets and upgrades and can't be used with any other armor.

Level: 3  
Weight: 300 lbs

Heavy Power Armor  Level 30 Rare

A tall figure stands in your doorway, armored head to toe in plate as you wonder why your metal door lays at your feet.

Level 30  $35,000

Heavy Armor, Powered

Armor Bonus: +8

Check Penalty: -3

Speed: -1

Equipment Slots: 8

Special Properties
- Resist Weapons: 6
- State bonus: +4 Strength
- Carry/lift/drag: Twice the normal limit for large creature.
- Size: Character is considered to be a large creature.

Temporary Hit Points: 100

Helmet: The powered armor comes with a helmet granting a +1 bonus to Fortitude. This helmet can receive gadgets and upgrades normally so long as the addition has the 'Powered' key word. The helmet has a purchase level of 12 for gadgets and upgrades and can't be used with any other armor.

Level: 4  
Weight: 500 lbs

Fusion Age Equipment

The following equipment is available at PL 6 and later.

Aquaconverter  Level 13 Common

Worn as a back-pack with a breather tube placed in the mouth, the aquaconverter is a limitless and self-powering way to breathe safely underwater.

Level 13  $275

Equipment

Property: Can breathe underwater

Weight: 4 lbs

Disguise Kit, Morphic  Level 23 Common

This disguise kit contains a set of very sophisticated tools to allow you to take on the appearance of many different individuals.

Level 23  $5,000.00

Equipment

Power (At-Will ♦ Illusion): Minor action. Make a bluff check to disguise yourself and gain a +5 item bonus to that check. You are able to impersonate unique individuals.

Weight: 5lbs

Display Contacts  Level 20

Like the previous era's display glasses, display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye, and project a semitransparent image that appears to be roughly three feet from the user and comparable to a 52-inch monitor. This can be used to show the character any computer display is linked to.
Display Contacts  
**Level 20+ Common**

*A screen flickers in your field of vision showing you a layout of the building you’re in, and the people currently near you.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
<tr>
<td>22</td>
<td>$3,500</td>
</tr>
</tbody>
</table>

**Equipment**

**Property:** Display contacts act like a HUD system and can have up to 2 HUD gadgets connected to them. All the standard rules for adding gadgets apply.

- Level 22: 3 HUD gadgets
- Level 24: 4 HUD gadgets
- Level 26: 5 HUD gadgets

**Special:** Display contacts do not take up a slot on the character’s head.

**Weight:** NA

---

**Flash-Seal**  
**Level 12 Common**

*A small thin brick of metal looks heavier than it actually is.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>$200</td>
</tr>
</tbody>
</table>

**Equipment**

**Power (Consumable):** Minor action. The flash-Seal, seals a door or portal closed preventing it from being opened. Flash-Seal requires a strength check of 30 to break, and has 50 hit points.

**Special:** Flash-Seal may require a DC 30 to break, but the door may not. When breaking down the door, use the lowest break DC.

**Weight:** 5lbs

---

**Fusion Torch**  
**Level 15+ Common**

*A small thin brick of metal looks heavier than it actually is.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>$350</td>
</tr>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
<tr>
<td>25</td>
<td>$9,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Power (At-will ✦ Fire):** Standard action. Make a melee attack against an unattended object such as a wall or door. The torch deals 25 points of damage on each successful attack.

- Level 20: 50 points of damage.
- Level 25: 75 points of damage.
- Level 30: 100 points of damage.

**Special:** If used as an improvised melee weapon, the torch deal 1D10 fire damage.

**Weight:** 2lbs

---

**Jet-Pack**  
**Level 23+ Uncommon**

*A small thin brick of metal looks heavier than it actually is.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>33</td>
<td>$90,000</td>
</tr>
<tr>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>38</td>
<td>$350,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Power (At-will):** Move action. You fly 4 squares. You must end your movement on a solid surface or you will fall.

- Level 20: Fly 6 squares.
- Level 25: Fly 8 squares.
- Level 30: Fly 10 squares.

**Weight:** 25lbs

---

**Neural Scrambler**  
**Level 23+ Uncommon**

*A small thin brick of metal looks heavier than it actually is.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
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<tr>
<td>33</td>
<td>$90,000</td>
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<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>38</td>
<td>$350,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Power (At-will):** Move action. You fly 4 squares. You must end your movement on a solid surface or you will fall.

- Level 20: Fly 6 squares.
- Level 25: Fly 8 squares.
- Level 30: Fly 10 squares.

**Weight:** 2lbs

---
Neural Scrambler

Level 23+ Rare

This nasty looking devise, looks like a thing of torment out of a horror movie.

Level 23 $5,000
Level 28 $20,000

Item Slot: Head

Property: While wearing this item, the user with a Will defense of 20 or less is dominated at all times. While dominated the user can take only move actions, directed by a single individual that is in control of the neural scrambler. When the neural scrambler is removed from the users head, that user is no longer dominated and does not remember anything during the time the scrambler was being worn.

Power (At-will): Minor action. Melee 1; You take control of the neural scrambler and anyone currently wearing it. While in control of the neural scrambler you can issue commands in a close burst 10 to the wearer.

Level 28: Will defense of 25 or less
Level 33: Will defense of 30 or less
Level 38: Will defense of 40 or less

Special: This item can only be placed on the head of a willing or helpless creature.

Weight: NA

Sensor, Chemcomp

Level 20+ Common

This hand-held devise shows a screen with the location of different chemicals found in the area.

Level 20 $2,000
Level 25 $9,000

Equipment

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate chemicals and compounds, such as explosives, drugs, etc, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Chemcomp sensor as a free action rather than a minor action.

Weight: 2lbs

Sensor, Geocomp

Level 20+ Uncommon

This hand-held devise shows a screen with the location of different minerals found in the area.

Level 20 $2,000
Level 25 $9,000

Equipment

Power (At-will): Minor action. Make a perception check with a +5 bonus to locate minerals and ores, such as steal, gold, silver, etc, within a close burst 10.

Level 25: +10 bonus to perception

Special: A character with a HUD system can use the Geocomp sensor as a free action rather than a minor action.

Weight: 2lbs

Sensor, Motion

Level 20+ Uncommon

This hand-held devise shows a screen with the location of different moving creatures and objects found in the area.

Level 25 $9,000
Level 30 $35,000

Equipment

Power (At-will): Minor action. You gain tremor sense out to a range of 10 squares until the beginning of your next turn. This tremor sense can also detect flying objects and creatures.

Level 30: 20 squares.

Special: A character with a HUD system can use the Motion sensor as a free action rather than a minor action.

Weight: 2lbs

Universal Communicator (Unicom)

Purchase Level: 20
Market Price: $2000

Category: Equipment
Restriction: None

Time: 8 Hours
Key Skill: Electrical

The unicom is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicom has its own frequency and can send transmissions both directly to another individual unicom as well as to an entire group of unicoms.
Universal Communicator (Unicom) Level 20 Common
This hand-held devise shows a screen with the location of different minerals found in the area.
Level 20 $2,000

Equipment
Property: The Unicom functions exactly as a smart phone from the Adventuring gear chapter and has the following additional features.

Property: Contains 2 additional languages (Chosen during creation) that allows you to understand and communicate in those languages while the unicom is on your person.

Power (At-will): Record a holographic snapshot of the area within a close blast 10 of the unicom. Up to 5 snapshots can be stored, and deleted at will. The snapshots can also be transfers to other storage devises for safe keeping.

Power (At-will – Illusion): Project a recorded holographic snapshot. This snapshot can not be interacted with but looks exactly as the original in every way. Perception checks can be made to notice additional clues or items within the snapshot, but have a -5 penalty to the check.

Special: A character with a HUD system can communicate using the Unicom without having to retrieve it, so long as it is in the characters possession.

Weight: NA

Violet Rations
Purchase Level: 2 Market Price: $5
Category: Equipment Restriction: None
Time: 10 minutes Key Skill: Heal

The standard rations of fusion age militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the daily supply of nutrients and vitamins.

Violet Rations Level 2 Common
This hand-held devise shows a screen with the location of different minerals found in the area.
Level 2 $5

Equipment
Power (Consumable): Minor action. Gain the benefit of a full meal.

Weight: NA

Wallcrawler Gear
Purchase Level: 26 Market Price: $12,000
Category: Equipment Restriction: None
Time: 6 Hours Key Skill: Mechanical

This gear uses thousands of tiny micro threads that can grip to any surface giving anyone that uses it the ability to climb.

Wallcrawler Gear Level 26 Common
Looking like overly sized glove, this item has thousands of tiny hairs sticking out of the palms.
Level 26 $12,000

Item Slot: Hands
Property: Gain a climb speed equal to your normal speed -2.
Weight: 1 lb

FUSION AGE CURATIVE ITEMS
The following curative items are available at PL 6 and later

CHEMICAL, ANTITOX
Purchase Level: 6 Market Price: $40
Category: Curative Restriction: None
Time: 1 Hours Key Skill: Heal

Antitox is a special hypodermic injection that can be used to treat characters taking damage from poisons and drugs.

Chemical, Antitox Level 6+ Common
This sophisticated injection analyses the poison or drugs than produces a treatment
Level 6 $40 Level 18 $1,200
Level 12 $200 Level 24 $6,500

Curative
Power (Consumable): Minor action. Character immediately saves against any ongoing poison damage, and gains resist 5 poison until the end of their next turn.
Level 12: Resist 10 poison
Level 18: Resist 15 poison
Level 24: Resist 20 poison

Special: A character under the side effects of a Drug can use this item to remove the effects of one drug of the items level or lower.

Weight: NA

CHEMICAL, NEUTRAD
Purchase Level: 6 Market Price: $40
Category: Curative Restriction: None
Time: 1 Hours Key Skill: Heal or Nature

Neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. See Radiation Poisoning page # for details.

Chemical, Neutrad Level 6+ Common
This sophisticated injection analyses the radiation than produces a cure for it.
Level 6 $40 Level 18 $1,200
Level 12 $200 Level 24 $6,500

Curative
Power (Consumable): Minor action. Light radiation poisoning is neutralized from the character. Character gains a +1 item bonus to saves against Radiation poisoning for the encounter.
Level 12: Moderate Radiation poisoning
Level 18: Heavy Radiation Poisoning, +2 Saves
Level 24: Deadly Radiation poisoning, +4 Saves

Weight: NA

CHEMICAL, REVIVALL
Purchase Level: 10 Market Price: $120
Category: Curative Restriction: None
Time: 2 Hours Key Skill: Heal or Nature

Revivall is a shot to the heart that helps restore a dying character to life.
### Chemical, Revivall

*Level 10+ Uncommon*

*This injection has a long hard needle capable of piercing tissue and bone.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>$120</td>
<td>12</td>
<td>$3,500</td>
</tr>
<tr>
<td>16</td>
<td>$650</td>
<td>28</td>
<td>$20,000</td>
</tr>
</tbody>
</table>

**Power (Consumable ✪ Healing):** Minor action. Target: One dying character. Effect: The character is considered to have 0 hit points and can spend a healing surge. If the character was unconscious they are now conscious.

- **Level 12: +1D6 hit points**
- **Level 18: +2D6 hit points**
- **Level 24: +4D6 hit points**

**Special:** A character may only receive the benefits of this item once per encounter.

**Weight:** NA

### Chemical, Sporekill

*Level 6+ Common*

*This sophisticated injection analyses the disease than produces a cure to the it.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>$40</td>
</tr>
<tr>
<td>12</td>
<td>$200</td>
</tr>
</tbody>
</table>

**Power (Consumable):** Minor action. Any disease the character may have is removed as well as all the effects.

- **Level 12: +2 To save against Disease for the encounter**
- **Level 18: +4 To save against Disease for the encounter**
- **Level 24: +6 To save against Disease for the encounter**

**Weight:** NA

### Medkit, Advanced

*Level 18+ Common*

*The white box, no bigger than the palm of your had contains everything needed to save your life when your hurt.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>$1,200</td>
</tr>
<tr>
<td>22</td>
<td>$3,500</td>
</tr>
<tr>
<td>30</td>
<td>$35,000</td>
</tr>
</tbody>
</table>

**Curative Item**

**Power (Consumable ✪ Healing):** Minor action. Use this item and spend a healing surge. You regain hit points equal to your surge value, and regain additional 4 hit points each time you spend a healing surge until the end of the encounter.

- **Level 22: Regain additional 6 hit points**
- **Level 26: Regain additional 8 hit points**
- **Level 30: Regain additional 10 hit points**

**Weight:** NA

### Medkit, Fast-Use

*Level 20+ Rare*

*This medical device, about the size of a small brief case has many sensors and gadgets that give instant feedback as to a characters ailments.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
<tr>
<td>24</td>
<td>$6,500</td>
</tr>
<tr>
<td>28</td>
<td>$20,000</td>
</tr>
</tbody>
</table>

**Curative Item**

**Power (At-will ✪ Healing):** Make a Heal check with a +10 bonus to the check rather then using your own skill bonus.

**Power (Daily ✪ Healing):** Minor action. Use this item on yourself or another creature. The beneficiary of this item gains hit points as if they had spent a healing surge. Also, any diseases and ongoing effects that cause the dazed, stunned, blinded or deafened condition of powers 5th level or lower are removed.

- **Level 24: +15 skill bonus, and powers 10th level or lower**
- **Level 28: +20 skill bonus, 2 healing surges, and powers 15th level or lower**
- **Level 32: +25 skill bonus, and powers 20th level or lower**
- **Level 36: +30 skill bonus, 3 healing surges, and powers 25th level or lower**
- **Level 40: +35 skill bonus, 4 healing surges, and powers 30th level or lower**

**Weight:** 5lbs
**Fusion Age Drugs**
The following Drugs are available at PL 6 and later

**Chemical, Boost**

**Purchase Level:** 10  
**Market Price:** $120  
**Category:** Drug  
**Restriction:** Illegal  
**Time:** 8 Hours  
**Key Skill:** Heal or Nature

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Although the benefits are great, the side effects almost outweigh them. The chemical is vary addictive and can alter the perceptions of a character so that they think they are immortal and cant be hurt. Additionally, repeated use of boost has debilitating effects on the body's immune and nervous systems.

**Chemical, Boost**  
Level 10:  
Level 12:  
Level 22:  
Level 28:  

**Drug**

**Power (Consumable):** Minor action. Character gains a +4 bonus to strength for the purpose of carry weight and strength based skill and checks. The characters also gains a +2 power bonus to speed and +1 power bonus to all defenses. These bonuses last for the entire encounter or for 5 minutes.

*Level 16: As above, Resist All 2*  
*Level 22: +6 Strength, +3 Speed, +2 to all defenses*  
*Level 28: As Level 22, Resist All 5*

**Side Effects:** The character is dazed during the next encounter before an extended rest unless Boost is used again. Reduce each bonus by 1 each additional time the drug is used before an extended rest it taken. This can put values into the negatives. A resist value in the negatives becomes a vulnerability.

**Weight:** NA

**Chemical, Prolong**

**Purchase Level:** 10  
**Market Price:** $120  
**Category:** Drug  
**Restriction:** Illegal  
**Time:** 8 Hours  
**Key Skill:** Heal or Nature

With this drug coursing through your veins, you feel immortal and invincible, like you can take on an army by yourself.

*Level 10: As above, Resist All 2*  
*Level 22: +4 bonus to death saves*  
*Level 28: +6 bonus to death saves*

**Drug**

**Power (Consumable):** Minor action. Until the end of the encounter you do not fall unconscious when reduced to 0 hit points or fewer. You must still make death saving throws as normal. A fails save causes you to fall unconscious.

*Level 16: +1 bonus to death saves*  
*Level 22: +2 bonus to death saves*  
*Level 28: +4 bonus to death saves*

**Side Effects:** Each use of this drug before an extended rest is taken causes the character to receive 5 hit points less from healing powers and abilities. This increases to 10 for paragon tier, and 15 for epic tier.

**Weight:** NA

**Chemical, Refresh**

**Purchase Level:** 20  
**Market Price:** $2000  
**Category:** Drug  
**Restriction:** Illegal  
**Time:** 8 Hours  
**Key Skill:** Heal or Nature

Begun as a military experiment, refresh quickly became a popular drug of choice for athletes and mercenaries. Refresh removes the characters exhaustion, causing them to feel as thou that had a full nights sleep and a full meal. Unfortunately, as the military found out, prolonged use of the drug resulted in paranoia, schizophrenia, and eventually death.

**Drug**

**Power (Consumable):** When used during a short rest a character of heroic tier gains all the benefits of an extended rest without having taken one.

*Level 28: Paragon Tier*  
*Level 33: Epic Tier*

**Side Effects:** Each time the drug is used more then once before a real extended rest is taken, the character takes a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks. The character also receives a -5 penalty to their will defense. If a characters will defense is reduced to 0 by taking this drug, they die.

**Weight:** NA
FUSION AGE GADGETS AND UPGRADES
The following Gadgets and Upgrades are available at PL 6 and later.

Powered armor specific gadgets and upgrades start to emerge at this progress level and later. These advancements are very powerful and as such take up additional room on a powered armor. Each powered armor has a number of Equipment Slots that can accept these powered armor specific gadgets and upgrades.

ALTERNANT FORM
Level Increase: +2  
Restriction: None  
Time: 24 Hours  
Key Skill: Mechanical & Electrical  
Requirement: None  
This gadget allows the powered armor to alternate between its armored form and another form such as a vehicle.

ALTERNATE FORM
Level +2
A large motorcycle hurls down the street onto a ramp, launching it into the air. In midair the vehicle unhinges and forms around the driver forming a powered armor when it lands.

Lvl +2
Gadget & Upgrade
 Armor: Any Powered
 Equipment Slots: 2
 Property: Choose a vehicle for this powered armors alternant form. The vehicle must be the same size as the armor, and can have vehicle specific upgrades and gadgets added to it, but count toward the total the powered armor may have. The vehicle must be purchased separately.
 Power (At-Will): Move action. Effect: You change between the powered armor form and alternant vehicle form. The alternant form has all the same properties and modes of transportation as the vehicle chosen, and can be operated normally.

AMMUNITION, BIO-AGENT
Level Increase: +2  
Restriction: Military  
Time: 30 Minutes  
Key Skill: Demolitions  
Requirement: +2 Ammunition Enhancement or better  
Each round of Bio-agent ammunition contains a miniscule amount of a biological toxin that attacks a persons body, and can even degrade structural materials.

Bio-Agent Ammunition
Level +2
Each round has a clear tip to them that contains a glowing green liquid.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8
Upgrade
 Ammunition: Any
 Quantity: 2 rounds
 Property: This ammo deals 5 ongoing Acid damage (save ends).
   Level +4: 10 ongoing acid damage (save ends).
   Level +6: 15 ongoing acid damage (save ends).
   Level +8: 20 ongoing acid damage (save ends).
 Modification: Concentrated (Level +0): When crafting the ammunition you can reduce the ongoing damage by 5 in order to add a -2 to the save.

AMMUNITION, PULSE ROUND
Level Increase: +2  
Restriction: License  
Time: 30 Minutes  
Key Skill: Demolitions  
Requirement: +2 Ammunition Enhancement or better  
Pulse round ammunition changes out the gunpowder used in the ammo for a more powerful propellant. When fired, the new propellant converts the round to a plasma based projectile.

Ammunition, Pulse Round
Level +2
Instead of a bullet a white hot pulse of plasma is emitted from the barrel of the gun.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8
Upgrade
 Ammunition: Any
 Quantity: 10 rounds
 Property: This ammo deals +2 fire & lightning damage.
   Level +4: This ammo deals +4 fire & lightning damage.
   Level +6: This ammo deals +6 fire & lightning damage.
   Level +8: This ammo deals +8 fire & lightning damage.

ARMORED
Level Increase: +2  
Restriction: Restricted  
Time: 60 minutes  
Key Skill: Mechanical & Electrical  
Requirement: +1 Armor Enhancement or better  
The powered armor is covered in heavy reinforced armor plating. The armor looks like a bulking walking tank moving across the field of battle.

Armored
Level +3
A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8
Gadget & Upgrade
 Armor: Any Powered
 Equipment Slots: 2
 Property: The powered armors Resist Weapons increases by 2.
   Level +4: Resist weapons +4
   Level +6: Resist weapons +6
   Level +8: Resist weapons +8
 Power (Encounter): Immediate Reaction. Trigger: You take damage from an attack. Effect: You take half damage from the triggering attack.
 Special: The armors weight is increased by 50%.
**ARMORFLEX**

**Level Increase:** +2  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical  
**Requirement:** +1 Armor Enhancement or better  

Armorflex is a treatment applied to armor materials that reacts to variations in electrical current, rendering the armor either soft and pliable, or hard and ridged.

**Armorflex Level +2**  
*An ungainly armor sticks out over your shoulder, holding a flashlight while you perform your work.*

**Armor:** Medium, Heavy  
**Power (At-Will):** Minor action. Effect: You reduce your armor bonus by 1 and reduce your check penalty by 1, or reduce your armor bonus by 2 and reduce your check penalty by 2. Reduce your armor bonus by 3 and you can reduce your check penalty by 2 and speed penalty by 1. As a free action you can revert your armor back to normal.

**Gadget**

**Armor:** Any Powered  
**Equipment Slots:** 1  
**Power (At-Will):** Minor action. Close burst 100. Effect: You gain a good knowledge of the surrounding terrain and the number and location of each living and non living target in the area of medium size and larger.  
**Power (At-will):** Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;  
- Targets size and Shape  
- Mode of locomotion  
- Current trajectory  
- Number of living creatures in a vehicle  
- Targets weapons and armor  
**Power (Encounter):** Gain a +1 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.

**CLASS I SENSOR SYSTEM**

**Level Increase:** +1  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Electrical  
**Requirement:** None  

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain basic information about the targets in the area.

**Class I Sensor System Level +1**  
*Targets appear on your screen with their statistical data next to them.*

**Gadget**

**Armor:** Any Powered  
**Equipment Slots:** 1  
**Power (At-Will):** Minor action. Close burst 100. Effect: You gain a general knowledge of the surrounding terrain and the number and location of each non living mechanical target in the area of medium size and larger.  
**Power (At-will):** Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;  
- Targets size and Shape  
- Mode of locomotion  
- Current trajectory  
- Number of living creatures in a vehicle  
- Targets weapons and armor  
**Power (Encounter):** Gain a +1 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.

**CLASS II SENSOR SYSTEM**

**Level Increase:** +2  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Electrical  
**Requirement:** None  

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain good information about the targets in the area.

**Class II Sensor System Level +2**  
*Targets appear on your screen with their statistical data next to them.*

**Gadget**

**Armor:** Any Powered  
**Equipment Slots:** 2  
**Properties:** Gain Darkvision  
**Power (At-Will):** Minor action. Close burst 100. Effect: You gain a good knowledge of the surrounding terrain and the number and location of each living and non living target in the area of medium size and larger.  
**Power (At-will):** Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;  
- Targets size and Shape  
- Mode of locomotion  
- Current trajectory  
- Number of living creatures in a vehicle  
- Targets weapons and Armor  
**Power (Encounter):** Gain a +2 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.

**CLASS III SENSOR SYSTEM**

**Level Increase:** +3  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Electrical  
**Requirement:** None  

This sensor system allows the user to scan the surrounding area and pin-point targets in that area. You are able to gain good information about the targets in the area.

**Class III Sensor System Level +3**  
*Targets appear on your screen with their statistical data next to them.*

**Gadget**

**Armor:** Any Powered  
**Equipment Slots:** 2  
**Properties:** Gain Darkvision  
**Power (At-Will):** Minor action. Close burst 100. Effect: You gain a good knowledge of the surrounding terrain and the number and location of each living and non living target in the area of medium size and larger.  
**Power (At-will):** Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;  
- Targets size and Shape  
- Mode of locomotion  
- Current trajectory  
- Number of living creatures in a vehicle  
- Targets weapons and Armor  
**Power (Encounter):** Gain a +2 bonus to attack one known target from the above powers until the end of the encounter or until the target has been destroyed, at which point this power becomes usable again.
**ENVIRONMENTALLY SEALED**

**Level Increase:** +1  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical  
**Requirement:** None  

The armor has been sealed against adverse and hazardous conditions. The armor is fully sealed allowing a character to survive almost anywhere including the vacuum of space.

**Increased Integrity Level +2**

*A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.*

Lvl +3 | Lvl +9  
Lvl +6 | Lvl +12  

**Upgrade**

**Armor:** Medium, Heavy, Powered

**Property:** The armor contains 2 hours of air and can allow the user to survive in a vacuum and places with temperatures ranging from -200°C to 400°C. The air can be recharged during a short rest so long as fresh air is available.

**Special:** A helmet must worn for this property to be available.

**FLIGHT SYSTEMS**

**Level Increase:** +3  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical & Electrical  
**Requirement:** None  

Your powered armor is equipped with a full range of flight systems allowing it to fly at great speeds, high above the ground.

**Flight Systems Level +3**

*High overhead you see an object moving quickly across the sky.*

Lvl +2 | Lvl +6  
Lvl +4 | Lvl +8  

**Gadget & Upgrade**

**Armor:** Any Powered

**Equipment Slots:** 2

**Property:** Outside of a combat encounter you have a fly speed 100 (Hover), 50mph.  
*Level +6:* 400 (Hover), 200mph  
*Level +9:* 800 (Hover), 400mph  
*Level +12:* 1520 (Hover), 760, Mach 1  

**Property:** Powered armor can hover a few feet across the ground allowing it to ignore difficult terrain and water features.

**Power (At-Will):** Move action. You fly your speed. You must end your turn on a solid surface or fall.

**HUD Software, Vehicle Link Level +2**

Vehicle readouts display across your vision giving you an in-depth knowledge into the working of your vehicle.

Lvl +2 | Lvl +6  
Lvl +4 | Lvl +8  

**Upgrade**

**Armor:** Helmet, Powered

**Property:** You gain a +1 item bonus to Operate checks.  
*Level +4:* +2 item bonus  
*Level +6:* +4 item bonus  
*Level +8:* +6 item bonus

**INCREASED INTEGRITY Level +2**

*A bulking mass of armor plates walks towards you. The only feeling you have is something warm running down your leg.*

Lvl +3 | Lvl +9  
Lvl +6 | Lvl +12  

**Upgrade**

**Armor:** Any Powered

**Equipment Slots:** 1

**Property:** The powered armor gain an additional 25 temporary hit points.

*Level +4:* 50 temporary hit points  
*Level +6:* 75 temporary hit points  
*Level +8:* 100 temporary hit points  

**Special:** The armors weight is increased by 50%.

**INCREASED SIZE Level +2**

*A monstrous mechanical form stands before you.*

Lvl +2  

**Gadget & Upgrade**

**Armor:** Any Powered

**Equipment Slots:** 0

**Property:** The powered armor increases one size category, effectively allowing the user to become a creature of that size. The powered armor gains 2 additional equipment slots, +4 strength for the proposes of skill and ability checks, and carry weight, and the character can carry/lift/drag twice the normal amount for a creature of their size.
**Internal Battery**

**Level Increase:** +1  
**Restriction:** None

**Time:** 60 minutes  
**Key Skill:** Mechanical & Electrical

**Requirement:** None

The powered armor contains a battery capable of storing a great amount of electrical power. This power can be used to charge or power devices and weapons that require a power pack.

---

**Internal Battery**

The powered armor looks larger and greater than others of the same make.

- Lvl +1
- Lvl +2
- Lvl +6

**Gadget & Upgrade**

**Armor:** Any Powered

**Equipment Slots:** 1

**Property:** You power armor counts as a power pack for determining ammo for energy weapons, and power for electrical devices.

**Power (Encounter):** Immediate Reaction. **Trigger:** You deal damage with a ranged attack with an energy weapon. **Effect:** You deal an additional 10 points of damage. Using this power uses double the normal amount of ammunition.

- Level +4: Resist weapons +6, 15 points of damage.
- Level +6: Resist weapons +8, 20 points of damage.
- Level +8: Resist weapons +10, 25 points of damage.

**Special:** The Internal battery can have upgrades applied to it as if it were a standard power pack. Any upgrades added to the internal battery do not count towards the powered armor.

---

**Laser Bayonet**

**Level Increase:** +2  
**Restriction:** License

**Time:** 60 minutes  
**Key Skill:** Mechanical

**Requirement:** None

Laser bayonets are not actually bayonets, but they serve the same general purpose. Mounted on ranged weapons, the laser bayonet give the character a melee weapon to strike with, even thou he is holding a ranged weapon.

**Laser Bayonet**

**Level +2**

When active a short point of a laser sticks out of the nose of the gun.

- Lvl +2
- Lvl +5

**Upgrade**

**Weapon:** Any handgun or longarm

**Property:** The weapon counts as a melee weapon and can be used to make melee attacks as normal. If used on a one-handed firearm, the bayonet is considered a light blade that deals 1D6 fire damage. If used on a two-handed firearm, the bayonet is considered a heavy blade that deals 1D10 fire damage.

- Level +5: 2D6 fire damage, and 2D10 fire damage.

---

**Missile Storm**

**Level Increase:** +2  
**Restriction:** Military

**Time:** 60 minutes  
**Key Skill:** Mechanical & Demolitions

**Requirement:** +1 Armor Enhancement or better

A pair of mini-missile batteries are placed on the armor, most often on the shoulders, legs or arms. With a single command you litter an area with hellish explosions, one after another.

**Missile Storm**

An army approaches and you find yourself out numbered ten-to-one. With a quick smile your target several areas and let fly with a barrage of missiles.

- Lvl +2
- Lvl +4
- Lvl +6
- Lvl +8
- Lvl +10

**Gadget**

**Armor:** Any Powered

**Equipment Slots:** 4

**Power (Encounter ✦ Recharge):** Standard action. Make 4 attacks: Area burst 1 within 40 (creatures in burst); Characters level + 2 vs. Reflex, deal 1D6 fire damage; on a miss, deal half damage.

- Level +4: 2D6 fire damage.
- Level +6: 3D6 fire damage.
- Level +8: Make 6 attacks, 3D6 fire damage
- Level +10: Make 6 attacks, 4D6 fire damage
- Level +12: Make 8 attacks, 4D6 fire damage

**Recharge:** To recharge the missile storm power, more missiles must be purchased. The purchase DC for the missiles is the gadgets Level increase + 10. This power can only be recharged during a short rest.

**Special:** Each attack must have a different primary target.

---

**Overcharge**

**Level Increase:** +5  
**Restriction:** None

**Time:** 60 minutes  
**Key Skill:** Electrical

**Requirement:** None

This battery pack can sustain a charge greater then what it is normally capable of.

**Overcharge**

The battery pack looks slightly larger then normal, and has more weight.

- Lvl +5

**Upgrade**

**Ammunition:** Power Pack, E-Clip, Fusion Cell

**Property:** If charged for an extra 1 hour, the power pack will have a 200% charge. This effectively doubles the ammunition for an energy weapon, and allow electronic gear to run longer.

---

**Polarized**

**Level Increase:** +5  
**Restriction:** None

**Time:** 60 minutes  
**Key Skill:** Electrical

**Requirement:** None

The frequency of the energy stored within this battery pack has been modified to bypass the resistance of some armors.
**Polarized**  
Level +5  

*A small readout on the batter pack shows the rotating energy signature.*

Lvl +5  
Lvl +10  
Lvl +15  
Lvl +20

**Upgrade**

**Ammunition:** Power Pack, E-Clip, Fusion Cell  
**Property:** Any attack made with a weapon using this upgrade ignores 5 points of resistance.  
Lvl +10: Ignore 10 points of resistance  
Lvl +15: Ignore 15 points of resistance  
Lvl +20: Ignore 20 points of resistance

---

**POWERED MICRONIZATION**

**Level Increase:** +3  
**Restriction:** None  
**Time:** 2 Hours  
**Key Skill:** Mechanical  
**Requirement:** +1 Armor Enhancement or better

The onboard equipment of a powered armor has been micronized in order to allow for additional room for equipment.

---

**Powered Micronization**  
Lvl +3

**Upgrade**

**Armor:** Any Powered  
**Equipment Slots:** 0

**Property:** The number of equipment slots for the powered armor is doubled. The powered armor can also hold one additional Gadget and Upgrade above the normal amount.

---

**PREHENSILE APPENDAGE**

**Level Increase:** +4  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical  
**Requirement:** +1 Armor Enhancement or better

Useful for scientists, explorers, and others that have a need for an extra hand, the prehensile appendage gadget has many uses.

---

**Prehensile Appendage**  
Lvl +4

**Gadget**

**Armor:** Light, Medium, Heavy, Powered  
**Power (At-Will):** Free action. Once per round you can take a free minor action. This minor action may allow you to open or close doors, draw or stow a weapon, pick up, use or hold an item, or any other action that requires a minor action to perform.

**Special:** More than one appendage may be purchases for an armor, each allowing one free minor action to be taken per round.

---

**SELF-REPAIRING**

**Level Increase:** +3  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical  
**Requirement:** +1 Armor Enhancement or better

The self-Repair upgrade adds a small amount of structure to the armor. When this structure takes damage, it slowly regenerates itself.

---

**Self-Repairing**  
Lvl +3  
Lvl +6  
Lvl +9  
Lvl +12

**Upgrade**

**Armor:** Medium, Heavy, Shield, Powered  
**Property:** You start the encounter with 4 temporary hit points. At the beginning of each round you regain 2 temporary hit points to a maximum of 4.  
**Level +6:** Start encounter with 6 temporary hit points and recover 3 per round.  
**Level +9:** Start encounter with 8 temporary hit points and recover 4 per round.  
**Level +12:** Start encounter with 10 temporary hit points and recover 5 per round.

---

**SERVO BOOSTERS**

**Level Increase:** +2  
**Restriction:** None  
**Time:** 60 minutes  
**Key Skill:** Mechanical & Electrical  
**Requirement:** +1 Armor Enhancement or better

The artificial muscle that give the powered armor its strength and locomotion is upgraded to allow for greater power distribution.

---

**Servo Boosters**  
Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8

**Gadget & Upgrade**

**Armor:** Any Powered  
**Equipment Slots:** 2

**Property:** The powered armor gains an additional +4 item bonus to strength for the purposes of skill checks and ability checks, and for determining the load a character can carry.  
**Power (Encounter):** Immediate Reaction. Trigger: You deal damage with a melee attack. Effect: You deal an additional 10 points of untyped damage.  
**Level +4:** +6 bonus to strength, 15 points of damage.  
**Level +6:** +8 bonus to strength, 20 points of damage.  
**Level +8:** +10 bonus to strength, 25 points of damage.
**SPEED BOOSTER**

Level Increase: +3  
Restriction: None  
Time: 60 minutes  
Key Skill: Mechanical & Electrical  
Requirement: None

The speed booster allows the powered armors legs to work more efficiently and with greater results.

**Speed Booster**  
Level +3

*You run across the ground with ease, passing moving vehicles with each step.*

Lvl +2  
Lvl +4

**Gadget & Upgrade**

Armor: Any Powered  
Equipment Slots: 2  
Property: You gain a +2 bonus to speed.  
Property: Outside of a combat encounter you have a run speed of 60 (30mph).

- **Level +6**: +3 Speed, 100 (50mph)
- **Level +9**: +4 Speed, 200 (100mph)
- **Level +12**: +6 Speed, 400 (200mph)

**Twitch Fibers**

Level Increase: +2  
Restriction: None  
Time: 60 minutes  
Key Skill: Mechanical & Electrical  
Requirement: +1 Armor Enhancement or better

The artificial muscles that make up the inner working of your powered armor are built with a special fiber that allows for greater mobility and quicker, surer movements.

**Twitch Fibers**  
Level +2

*This armor moves gracefully across the ground.*

Lvl +2  
Lvl +4

**Gadget & Upgrade**

Armor: Any Powered  
Equipment Slots: 2  
Property: The powered armor gains an additional +4 item bonus to dexterity for the purposes of skill checks and ability checks, and also gains a +2 bonus to speed.  
Power (Encounter): Immediate Reaction. Trigger: You take a move action to move, run, jump, swim, or climb. Effect: You move an additional 5 squares.

- **Level +4**: +6 bonus to dexterity, 10 squares
- **Level +6**: +8 bonus to dexterity, 15 squares
- **Level +8**: +10 bonus to dexterity, 20 squares

**PROGRESS LEVEL 7 ADVANCED TECH**

The Gravity Age sees many of the most revolutionary changes to technology, particularly to technology used on the battlefield. Plasma weapons are finally made small enough to become practical for battlefield use, while power armors really start to shine. The advent of gravity-related technology brings some new forms of construction as well, incorporating new gravity-based technologies in practical ways.

**GRAVITY AVE WEAPONS**

The following weapons are available at PL 7 and later.

**CONCUSSION RIFLE**

*The white box, no bigger than the palm of your hand contains everything needed to save your life when you hurt.*

Title: Concussion Rifle  
Level 22 Uncommon

**Ranged Two-Handed Military Energy Longarm**

Rifle (Semi-Auto, Force)  
At-Will  
Attack (Characters Power): Range 20/40, Payload 6  
Hit: 2D10 Force Damage  
Effect: On hit, the target is pushed 1 square, or an additional 1 square if the power used already pushes the target.

Crafting: When crafting the weapon it comes with a full Energy Pack.

Proficiency: +2  
Ammo Type: Energy Pack (1), 15 lbs.  
Weight: 8 lbs.

**CONCUSSION ROD**

Title: Concussion Rod  
Level 18 Uncommon

**Melee One-Handed Military Mace**

Mace (High Crit)  
At-Will  
Attack (Characters Power): Melee  
Hit: 2D8 Force Damage  
Effect: On hit, the target is pushed 1 square, or an additional 1 square if the power used already pushes the target.

Proficiency: +2  
Weight: 2 lbs.
**GAUSS RIFLE**

- **Purchase Level:** 25
- **Market Price:** $9,000
- **Category:** Weapon
- **Restriction:** Military
- **Time:** 8 Hours
- **Key Skill:** Mechanical & Electrical

Gauss rifles use magnetic energy to damage the target internally, making armor less effective. The Gauss rifle performs differently when used against organic and inorganic targets.

**Gauss Rifle**  
**Level 25 Uncommon**

*This large gun hums with magnetic energy.*

- **Level 25**  
  $9,000

**Ranged Two-Handed Military Energy Longarm**

- **Role:** Gauss
- **Cost:** 8 lbs.
- **Ammunition:** Energy Pack (1), 15 lbs.

**Effect:** Targets hit take ongoing 5 fire damage (save ends), or ongoing fire damage from a power used by this weapon increases by 5.

**Crafting:** When crafting the weapon it comes with a full Energy Pack.

- **Proficiency:** +3
- **Ammo Type:** Energy Pack (1), 15 lbs.
- **Weight:** 8 lbs.

---

**Gravity Snare**

- **Purchase Level:** 20
- **Market Price:** $2000
- **Category:** Weapon
- **Restriction:** Restricted
- **Time:** 8 Hours
- **Key Skill:** Mechanical & Electrical

The Gravity snare resembles a laser rifle but with two metal prongs where the muzzle should be. When fired, the prongs generate a strip of luminescent white energy that leaps from the end of the rifle toward the target. When the strip of energy strikes a target, the energy bolt bends and creates a ring of gravity around the target.

**Gravity Snare**  
**Level 20 Common**

*Looking very much like a laser rifle the effects are very different.*

- **Level 20**  
  $2,000

**Ranged Two-Handed Simple Energy Longarm**

- **Role:** Gauss
- **Cost:** 5 lbs.
- **Ammunition:** Energy Pack (1), 15 lbs.

**Effect:** Targets hit takes ongoing 5 fire damage (save ends).

**Crafting:** When crafting the weapon it comes with a full Energy Pack.

- **Proficiency:** +3
- **Ammo Type:** Energy Pack (1), 15 lbs.
- **Weight:** 5 lbs.

---

**Plasma Rifle**

- **Purchase Level:** 22
- **Market Price:** $3500
- **Category:** Weapon
- **Restriction:** Military
- **Time:** 8 Hours
- **Key Skill:** Mechanical & Electrical

The plasma rifle electrically charges gasses produced within the weapon. These gases are discharged from the weapon to devastating effect.

**Plasma Rifle**  
**Level 22 Uncommon**

*This bulky longarm contains a chamber that collects and discharges the plasma.*

- **Level 22**  
  $3,500

**Ranged Two-Handed Military Energy Longarm**

- **Role:** Gauss
- **Cost:** 5 lbs.
- **Ammunition:** Energy Pack (1), 15 lbs.

**Effect:** Targets hit takes ongoing 5 fire damage (save ends), or ongoing fire damage from a power used by this weapon increases by 5.

**Crafting:** When crafting the weapon it comes with a full Energy Pack.

- **Proficiency:** +3
- **Ammo Type:** Energy Pack (1), 15 lbs.
- **Weight:** 8 lbs.

---

**Plasma Pistol**

- **Purchase Level:** 21
- **Market Price:** $2700
- **Category:** Weapon
- **Restriction:** Military
- **Time:** 8 Hours
- **Key Skill:** Mechanical & Electrical

The plasma pistol electrically charges gasses produced within the weapon. These gases are discharged from the weapon to devastating effect.
Plasma Pistol  
*Level 21 Uncommon*  
*This bulky side arm contains a chamber that collects and discharges the plasma.*  
Level 21  
$2,700  

Ranged One-Handed Military Energy Handgun  
*Pistol (Semi-Auto, Fire and Lightning) ✦ At-Will*  
Attack (Characters Power): Range 15/30, Payload 12  
Hit: 2D8 Fire and Lightning Damage  
**Effect:** Targets hit takes ongoing 5 fire damage (save ends), or ongoing fire damage from a power used by this weapon increases by 5.  

**Crafting:** When crafting the weapon it comes with a full Energy Pack.  
**Proficiency:** +2  
**Ammo Type:** Energy Pack (1), 15 lbs.  
**Weight:** 3 lbs.  

Plasma Shoulder Cannon  
*Level 27 Rare*  
*This large cannon sits mounted over the shoulder of a large powered armor.*  
Level 27  
15,000  

Ranged Military Energy Heavy Weapon  
*Cannon (Single-Shot, Fire and Lightning) ✦ At-Will*  
Attack (Characters Power): Range 20/40, Payload 4  
Hit: 3D10 Fire and Lightning Damage  
**Effect:** Each creature within a burst 2 from the primary target takes 10 fire and lightning damage, and ongoing 5 fire damage (save ends).  

**Crafting:** When crafting the weapon it comes with a full Energy Pack.  
**Proficiency:** +2  
**Ammo Type:** Energy Pack (1), 15 lbs.  
**Weight:** 8 lbs.  
**Special:** This weapon does not need to be held or used in the characters hands, allowing the hands to hold other objects.  
This weapon is always at the ready.  

Rail Gun  
*Level 23 Uncommon*  
*This gun is long and slender, giving it great accuracy when fired.*  
Level 23  
$5,000  

Ranged Two-Handed Military Longarm  
*Cannon (Semi-Auto, Auto, Force) ✦ At-Will*  
Attack (Characters Power): Range 50/100, Payload 200  
Hit: 2D8 Force Damage  
**Effect:** Targets hit takes ongoing 5 untyped damage (save ends), or an ongoing untyped damage from a power used with this weapon increases by 5.  

**Ammunition:** The ammunition used by the rail gun can not be augmented in any way.  
**Crafting:** When crafting the weapon it comes with a full payload  
**Proficiency:** +3  
**Ammo Type:** Tungsten shards (200), Purchase level 15  
Common  
**Weight:** 8 lbs.  
**Special:** Each use of a power that has the Auto property uses an additional 5 rounds of ammunition.  

Render Rifle  
*Level 27 Rare*  
*This large gun hums with magnetic energy.*  
Level 27  
$15,000  

Ranged Two-Handed Military Energy Longarm  
*Cannon (Single-shot) ✦ At-Will*  
Attack: One Creature, Dex vs. Fort, Range 10/20, Payload 20  
Hit: The creature takes 5 damage. Each time the target is hit by a render rifle, it takes an additional 5 damage, for a total of 10 damage on the second hit, 15 on the third, etc. Attacks from multiple render rifles stack.  

**Crafting:** When crafting the weapon it comes with a full Energy Pack.  
**Proficiency:** +2  
**Ammo Type:** Energy Pack (1), 15 lbs.  
**Weight:** 8 lbs.
CHAPTER 4 | Equipment

**GRAVITY AGE VOLATILE ITEMS**
The following volatile items are available at PL 7 and later.

**GRENADE, DISSOLVER**
- **Purchase Level:** 5
- **Market Price:** $30
- **Category:** Volatile
- **Restriction:** Military
- **Time:** 1 Hour
- **Key Skill:** Demolitions

This grenade releases a cloud of gas that dissolves any organic matter that comes in contact with it. This gas stays suspended in the air for a short duration hampering any who wish to move through the area.

**Grenade, Dissolver**

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<tr>
<th>Level</th>
<th>Uncommon</th>
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<tbody>
<tr>
<td>Level 5</td>
<td>$30</td>
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<tr>
<td>Level 11</td>
<td>$150</td>
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<tr>
<td>Level 17</td>
<td>$900</td>
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**Power (Consumable ♦ Acid):** Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deals 1D10 acid damage and ongoing 5 acid damage (save ends). The burst creates a zone that lasts for 2 rounds.

- **Level 11:** +9 vs. Reflex, 1D10 acid damage and ongoing 5 acid damage (save ends). Lasts for 3 rounds.
- **Level 17:** +14 vs. Reflex, 2D10 acid damage and ongoing 5 acid damage (save ends). Lasts for 4 rounds.
- **Level 23:** +19 vs. Reflex, 2D10 acid damage and ongoing 10 acid damage (save ends). Lasts for 5 rounds.
- **Level 28:** +24 vs. Reflex, 3D10 acid damage and ongoing 10 acid damage (save ends). Lasts for 6 rounds.
- **Level 33:** +29 vs. Reflex, 3D10 acid damage and ongoing 15 acid damage (save ends). Lasts for 7 rounds.

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**GRENADE, GRAVITIC**
- **Purchase Level:** 5
- **Market Price:** $30
- **Category:** Volatile
- **Restriction:** Military
- **Time:** 1 Hour
- **Key Skill:** Demolitions

When this grenade detonates, it releases incredible gravitational forces, pinning unfortunate targets to the ground.

**Grenade, Gravitic**

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<td>Level 33</td>
<td>$90,000</td>
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</table>

**Power (Consumable ♦ Acid):** Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the attack deals 1D12 force damage and the target is prone and immobilized (save ends both).

- **Level 11:** +9 vs. Fortitude, 2D12 force damage
- **Level 17:** +14 vs. Fortitude, 2D12 force damage
- **Level 23:** +19 vs. Fortitude, 3D12 force damage
- **Level 28:** +24 vs. Fortitude, 3D12 force damage
- **Level 33:** +29 vs. Fortitude, 4D12 force damage

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**GRENADE, STUN**
- **Purchase Level:** 5
- **Market Price:** $30
- **Category:** Volatile
- **Restriction:** Military
- **Time:** 1 Hour
- **Key Skill:** Demolitions

A stun grenade will deal no damage, but any creature that gets hit by one will find themselves dazed and confused.

**Grenade, Stun**

<table>
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<td>Level 28</td>
<td>$20,000</td>
</tr>
<tr>
<td>Level 33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Power (Consumable ♦ Force):** Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Fortitude; on a hit, the target is stunned (save ends); on a miss, the target is stunned until the start of your next round.

- **Level 11:** +9 vs. Fortitude, Burst 1
- **Level 17:** +14 vs. Fortitude, Burst 2
- **Level 23:** +19 vs. Fortitude, Burst 2
- **Level 28:** +24 vs. Fortitude, Burst 3
- **Level 33:** +29 vs. Fortitude, Burst 3

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.
Gravity Age Armor
The following Armor are available at PL 7 and later. Many new suits of armor come with helmets. These helmets usually have properties above the norm, and can be purchased separately from the armor if the character wishes using the purchase level given for the helmet in its description.

Grav Shield, Large
Purchase Level: 32  Market Price: $65,000
Category: Armor  Restriction: License
Time: 8 Hours  Key Skill: Mechanical
The grav shield produces a constant repulsion field that blunts the force of incoming attacks

Grav Shield, Large  Level 32 Rare
This armor fits snugly to the characters body, showing segmented plats all over the body.
Level 32  $65,000
Large Shield
Shield Bonus: +0
Speed: --
Check Penalty: -2
Shield Properties
Resist 10 All
Weight: 15 lbs.

Grav Shield, Light
Purchase Level: 30  Market Price: $35,000
Category: Armor  Restriction: License
Time: 8 Hours  Key Skill: Mechanical
The grav shield produces a constant repulsion field that blunts the force of incoming attacks

Grav Shield, Light  Level 30 Rare
This armor fits snugly to the characters body, showing segmented plats all over the body.
Level 30  $35,000
Small Shield
Shield Bonus: +0
Speed: --
Check Penalty: -1
Shield Properties
Resist 5 All
Weight: 5 lbs.

Heavy Combat Armor
Purchase Level: 27  Market Price: $15,000
Category: Armor  Restriction: License
Time: 8 Hours  Key Skill: Mechanical
Designed for heavy warfare and dangerous situations, Heavy combat armor covers the user head to toe in armor plating that restricts mobility for durability. Heavy combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.

Heavy Combat Armor  Level 27 Uncommon
This armor fits snugly to the characters body, showing segmented plats all over the body.
Level 27  $15,000
Medium Armor
Armor Bonus: +9
Speed: -1
Check Penalty: -2
Armor Properties
Resist 6 weapons
Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.
Helmet Properties
HUD COM (Gadget)
Night Vision (Gadget)
Weight: 40 lbs.

Light Combat Armor
Purchase Level: 25  Market Price: $9,000
Category: Armor  Restriction: License
Time: 8 Hours  Key Skill: Mechanical
Designed for heavy warfare and dangerous situations, light combat armor covers the user head to toe in armor plating but is loose enough to allow for good mobility. Light combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.

Light Combat Armor  Level 25 Uncommon
This armor fits snugly to the characters body, showing segmented plats all over the body.
Level 25  $9,000
Light Armor
Armor Bonus: +3
Speed: --
Check Penalty: --
Armor Properties
Resist 2 weapons
Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.
Helmet Properties
HUD COM (Gadget)
Night Vision (Gadget)
Weight: 15 lbs.

Medium Combat Armor
Purchase Level: 26  Market Price: $12,000
Category: Armor  Restriction: License
Time: 8 Hours  Key Skill: Mechanical
Designed for heavy warfare and dangerous situations, medium combat armor covers the user head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldiers field of vision.
Medium Combat Armor  Level 26 Uncommon

This armor fits snugly to the character's body, showing segmented plates all over the body.

Level 26  $12,000

Medium Armor

Armor Bonus: +6
Speed: --
Check Penalty: -1

Armor Properties
Resist 4 weapons

Helmet: The helmet properties do not add to the total upgrades and gadgets the helmet can have which can be added separately from the armor. The purchase level for this helmet is 15 for characters wishing to purchase it separately.

Helmet Properties
HUD COM (Gadget)
Night Vision (Gadget)

Weight: 25 lbs.

Gravity Age Equipment
The following equipment is available at PL 7 and later.

Deflector Shield

Purchase Level: 23  Market Price: $5000
Category: Equipment  Restriction: None
Time: 6 Hour  Key Skill: Electrical

The deflector shield is worn as a belt around a character's waist and provides protection against ranged attacks.

Deflector Shield  Level 23+ Uncommon

This unassuming belt holds enough gravitational power to distort attacks aimed at it.

Level 23  $5,000  Level 29  $27,500
Level 26  $12,000  Level 32  $65,000

Item Slot: Waist
Property: Gain a +1 bonus to AC and Reflex against ranged attacks further than 5 squares away.
Level 26: +2 bonus to AC and Reflex
Level 29: +3 bonus to AC and Reflex
Level 32: +3 bonus to AC and Reflex

Weight: 5 lbs

E-Clip

Purchase Level: 20  Market Price: $2000
Category: Equipment  Restriction: None
Time: 1 Hour  Key Skill: Electrical

The energy clip is an advanced, compact version of a power pack. Although not able to connect to multiple devices like the power pack, the e-clip is small enough to attach on to any single device or weapon without taking up additional space on the character's body.

E-Clip  Level 20 Common

Looking similar to ammunition magazines for ballistic weapon, the e-clip fits nicely into energy weapons and devices.

Level 20  $2,000

Equipment

Property: Works the exact same as a power pack, except that the E-clip can only power one single device or weapon at a time, and take half the normal time to charge. A weapon using an E-clip can be reloaded with another E-clip in the same manner as a weapon using a box magazine.

Weight: .5 lbs

Sensor, Armacomp

Purchase Level: 20  Market Price: $2000
Category: Equipment  Restriction: None
Time: 6 Hours  Key Skill: Electrical

The armacomp sensor computer is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types.
### Sensor, Armacomp

**Level 20 Common**

*This hand-held devise shows a screen with the location of different weapons found in the area.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
<td>25</td>
<td>$9,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Property:** Gain a +4 bonus to knowledge skills and repair skill checks with weapons.

**Power (At-will):** Minor action. Make a perception check with a +5 bonus to locate weapons, within a close burst 10.

**Level 25:** +10 bonus to perception

**Special:** A character with a HUD system can use the Armacomp sensor as a free action rather than a minor action.

**Weight:** 2lbs

### Sensor, Electricomp

**Level 20+ Common**

*This hand-held devise shows a screen with the location of different minerals found in the area.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
<td>25</td>
<td>$9,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Property:** Gain a +4 bonus to Electrical skill and repair skill checks with electrical devices.

**Power (At-will):** Minor action. Make a perception check with a +5 bonus to locate electrical devices, within a close burst 10.

**Level 25:** +10 bonus to perception

**Special:** A character with a HUD system can use the Electricomp sensor as a free action rather than a minor action.

**Weight:** 2lbs

### Sensor, Mechanicomp

**Level 20 Common**

*This hand-held devise shows a screen with the location of different minerals found in the area.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Property:** Gain a +5 bonus to mechanical skill and repair skill checks with mechanical devices. You also know the hit points of any mechanical devise in a close burst 10.

**Weight:** 2lbs

### Sensor, Medicomp

**Level 20 Common**

*This hand-held devise shows a screen with the conditions of living organisms in the area.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>$2,000</td>
</tr>
</tbody>
</table>

**Equipment**

**Property:** Gain a +4 bonus to Heal skill checks.

**Power (At-will):** Minor action. You know the current hit points and effects afflicting one creature within a close burst 10. You can also make a heal check instead of the appropriate knowledge check to identify a creature.

**Special:** A character with a HUD system can use the Medicomp sensor as a free action rather than a minor action.

**Weight:** 2lbs

### Piercing Visor

**Level 23 Uncommon**

*Once activated you see the world in a different light. Walls and objects become transparent, only their outline visible.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
</tr>
</tbody>
</table>

**Item Slot:** Head

**Power (At-Will):** Minor action. *Effect:* Until the start of your next turn you can see through any solid object up to a foot thick that obscures your line of sight. Any perception check made to see details beyond the obstructions takes a -5 penalty. Creatures attempting to hide do not gain the benefit of any type of cover or concealment.

**Weight:** NA

### Power Cestus

**Level 20 Common**

Consisting of a two forearm-length metal gauntlets, the power cestus uses gravitonic capacitors to empower the blows dealt with a characters unarmed attacks.
Power Cestus  Level 20 Uncommon

These gauntlets shimmer with a hidden energy, unleashed on contact.

Level 20  $2,000

Item Slot: Arms

Property: Increases a character’s unarmed damage by 1 die. So a normal character would deal 2D4 damage rather than 1D4. All damage dealt using the power cestus is considered to be Force damage.

Weight: 5 lbs

Gravity Age Curative Items

The following curative items are available at PL 7 and later.

Autolitter

Purchase Level: 20  Market Price: $2000

Category: Equipment  Restriction: None

Time: 8 Hours  Key Skill: Electrical

The autolitter is a combination stretcher and paramedic. Consisting of a collapsible stretcher held aloft by gravidic transducers, it incorporates several items to save a person’s life.

Autolitter  Level 20+ Rare

Hovering above the ground this stretcher is well equipped to save lives.

Level 20  $2,000  Level 25  $9,000

Equipment

Property: The autolitter hovers 5 feet off the ground and can support a single creature that weighs no more than 500 lbs, allowing it to be pushed effortlessly. A creature using the autolitter is unconscious while in use of it.

Property: Any heal check made on a creature that is using the autolitter, automatically succeeds.

Power (At-will): No action. Trigger: A creature is in use of the autolitter. Effect: Once per round the creature regains 10 hit points, and one effect a save can end is removed.

Level 25: 20 Hit points.

Special: While hovering above the ground, the autolitter and any creature using it are considered to be weightless.

Weight: 250 lbs

Chemical, Biocort

Purchase Level: 10  Market Price: $120

Category: Curative  Restriction: None

Time: 1 Hour  Key Skill: Heal or Nature

Biocort is a unique chemical compound that enhances a creature’s natural healing capabilities. Even a creature that has been grievously injured can be healed with biocort.

Chemical, Biocort  Level 10+ Uncommon

The liquid within the injection system glows with a greenish color, and causes the person’s veins to glow briefly when used.

Level 10  $120  Level 12  $3,500

Level 16  $650  Level 28  $20,000

Curative


Level 12: 15 hit points

Level 18: 25 hit points

Level 24: 50 hit points

Weight: NA

Chemical, Energize

Purchase Level: 10  Market Price: $120

Category: Curative  Restriction: None

Time: 1 Hour  Key Skill: Heal or Nature

Energize makes the subject’s heart and lungs temporarily more efficient, allowing the subject to last longer in a fight.
**Chemical, Energize**  
*Level 10+ Uncommon*

*The liquid within the injection system glows with a bluish color, and causes the persons veins to glow briefly when used.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>$120</td>
<td>Level 12: $3,500</td>
</tr>
<tr>
<td>16</td>
<td>$650</td>
<td>Level 28: $20,000</td>
</tr>
</tbody>
</table>

**Curative**


**Weight:** NA

---

**Chemical, Withstand**

*Purchase Level: 10  
Market Price: $120  
Category: Curative  
Restriction: Restricted  
Time: 1 Hour  
Key Skill: Heal or Nature*

This potent pharmaceutical toughens the subject's flesh and bones, allowing the subject to withstand more damage than normal.

<table>
<thead>
<tr>
<th>Level</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>$120</td>
<td>Level 12: $3,500</td>
</tr>
<tr>
<td>16</td>
<td>$650</td>
<td>Level 28: $20,000</td>
</tr>
</tbody>
</table>

**Curative**

**Power (Consumable):** Minor action. *Target: One creature. Effect: Creature gains a Resist all 5 until the start of their next turn, or a +3 if they already have a Resist all. Level 12: Resist all 10/+5  
Level 18: Resist all 15/+10  
Level 24: Resist all 20/+15*

**Weight:** NA

---

**Gravitation Age Gadgets & Upgrades**

The following Gadgets and Upgrades are available at PL 7 and later.

---

**Ammunition, Plasma-Coated**

*Level Increase: +2  
Restriction: Military  
Time: 30 Minutes  
Key Skill: Demolitions  
Requirement: +2 Ammunition Enhancement or better. Consisting of an armor-piercing round that has been enveloped in superheated plasma, this type of ammunition is easily capable of piercing even the toughest armors.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>The plasma coating burns through the armor as the bullet finds its mark.</td>
</tr>
<tr>
<td></td>
<td>Lvl +2</td>
</tr>
<tr>
<td></td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Upgrade**

**Ammunition: Any**

**Quantity:** 5 rounds

**Property:** This ammo ignores 2 points of untyped damage resistance and imposes a -1 penalty to the target AC until the start of your next turn.

- Level +4: 4 points of untyped damage resistance, -1 AC
- Level +6: 8 points of untyped damage resistance, -2 AC
- Level +8: 12 points of untyped damage resistance, -2 AC

---

**Chameleonic Surface**

*Level Increase: +2  
Restriction: Restricted  
Time: 60 minutes  
Key Skill: Mechanical  
Requirement: +1 Enhancement bonus or greater*

The Chameleonic Surface armor gadget allows any armor to remake its own image to better blend in with the background. Microsensors on the surface of the armor detect surrounding imagery and project it from the opposite side.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>This armor blends seamlessly into the background.</td>
</tr>
<tr>
<td></td>
<td>Lvl +2</td>
</tr>
<tr>
<td></td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Upgrade**

**Armor: Any Armor**

**Power (Daily ♦ Illusion):** Minor action. You gain concealment until the end of the encounter, and can make a stealth checks to hide so long as you have some form of cover or concealment.

- Level +4: +2 bonus to stealth checks to hide
- Level +6: +4 bonus to stealth checks to hide
- Level +8: +6 bonus to stealth checks to hide

---

**Integrated AI**

*Level Increase: +2  
Restriction: None  
Time: 60 minutes  
Key Skill: Electrical  
Requirement: None*

Your helmet is equipped with an integrated artificial intelligence computer system. The AI's personality is dependent on the person who designed it and will assist its owner with skill related challenges.
**Integrated AI**  
**Level +2**

A cold emotionless voice talks you through the act of disarming an explosive devise, then calmly tells you its been an honor to work with you.

Lvl +5  
Lvl +10

**Upgrade**

**Armor:** Helmet

**Property:** When crafting this upgrade choose a skill that does not require strength dexterity or constitution. When making checks with this skill you are treated has having the skill trained and gain a +2 bonus to that skill.

**Level +10:** Choose 2 skills and gain a +5 bonus to each skill.

---

**Omni-Directional Lasers**  
**Level Increase:** +2  
**Restriction:** Military

**Time:** 60 minutes  
**Key Skill:** Mechanical & Demolitions

**Requirement:** +1 Armor Enhancement or better

ODL's (Omni-Directional Lasers) are lenses that can fire a laser from any direction and strike a target anywhere within its range. Gravidic inducers cause the energy emitted by the lenses to bend and shift to allow for greater targeting.

**Omni-Directional Lasers**  
**Level +2**

A series of lasers shoot out from behind the armor, only to bend themselves forward towards their target.

Lvl +2  
Lvl +8
Lvl +4  
Lvl +10
Lvl +6  
Lvl +12

**Gadget**

**Armor:** Any Powered

**Equipment Slots:** 4

**Power (Encounter):** Standard action. Make 3 attacks: One creature per attack, Range 40; Character level +3 vs. Reflex, deal 2D8 fire damage, **Effect:** The attack ignores all forms of cover, but line of sight must still be maintained.

**Level +4:** Make 4 attacks
**Level +6:** Make 5 attacks, 3D8 fire damage.
**Level +8:** Make 6 attacks, 3D8 fire damage
**Level +10:** Make 7 attacks, 4D8 fire damage
**Level +12:** Make 8 attacks, 4D8 fire damage

---

**Silent Suit**  
**Level Increase:** +2  
**Restriction:** Restricted

**Time:** 60 minutes  
**Key Skill:** Electrical

**Requirement:** +1 Enhancement bonus or greater

The Silent Suit generates a field of sonic energy that cancels sound produced within the field, reducing the noise produced from a person moving to almost nothing.

**Silent Suit**  
**Level +2**

This small devise is embedded into a characters armor, and allows that character to move quietly.

Lvl +2  
Lvl +6
Lvl +4  
Lvl +8

**Upgrade**

**Armor:** Any Armor

**Property:** A character using this armor gains a +2 bonus to stealth checks to move silently.

**Level +4:** +4 bonus to stealth checks
**Level +6:** +6 bonus to stealth checks
**Level +8:** +8 bonus to stealth checks

---

**Sound Suppressor**  
**Level Increase:** +2  
**Restriction:** Restricted

**Time:** 60 minutes  
**Key Skill:** Electrical

**Requirement:** +1 Enhancement bonus or greater

The sound suppressor generates a field of sonic energy that cancels sound produced within the field, reducing a weapons firing noise to a mere whine of sonic descharge.

**Sound Suppressor**  
**Level +2**

A small device attached to your weapon negats most sounds produced from it.

Lvl +2  
Lvl +6
Lvl +4  
Lvl +8

**Upgrade**

**Armor:** Any weapon

**Property:** The perception check to notice the weapon being used is a DC 10.

**Level +4:** DC 15
**Level +6:** DC 20
**Level +8:** DC 25

**Note:** The perception check to notice a normal weapon being used is +0, modified by distance.
CHAPTER 4 | Equipment

ADVENTURE TECHNOLOGY

PROGRESS LEVEL 8 ADVANCED TECH

The Energy Age is the most advanced technological age most civilizations achieve (That is not to say that no civilization every advances beyond the Energy Age). The energy age sees the miniaturization of most power production systems, allowing for more powerful personal weapons and travel to distant stars. Almost anything that can be imagined can be accomplished with technology, including feats that might be considered magic by earlier civilizations.

Energy Age Weapons

The following weapons are available at PL 8 and later.

BEAM SWORD (LIGHT-SABER)

<table>
<thead>
<tr>
<th>Purchase Level: 20</th>
<th>Market Price: $2000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Restricted</td>
</tr>
<tr>
<td>Time: 8 Hours</td>
<td>Key Skill: Mechanical &amp; Electrical</td>
</tr>
</tbody>
</table>

The beam sword is the energy age's most potent melee weapon. A small metal handle generates a solid beam of plasma contained by a gravity-induced force field.

**Cryonic Rifle**

<table>
<thead>
<tr>
<th>Level 22 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Market Price: $3500</td>
</tr>
<tr>
<td>Category: Weapon</td>
</tr>
<tr>
<td>Restriction: Illegal</td>
</tr>
</tbody>
</table>

The white beam of energy produced by these weapon leave frost on anything they hit.

**Ranged Two-Handed Military Energy Longarm**

<table>
<thead>
<tr>
<th>At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle (Semi-Auto, Cold)</td>
</tr>
</tbody>
</table>

**Power (Encounter):** Immediate Reaction. **Trigger:** You hit a target with an attack. **Effect:** You recharge your power pack or equivalent by 50%, allowing you to increase your payload by 6 shots up to its maximum.

**Property:** If an attack using this weapon reduces a living enemy to 0 hit points, that enemy is rendered unconscious with 1 hit point.

**Crafting:** When crafting the weapon it comes with a full Energy Pack.

**Proficiency:** +2

**Ammo Type:** Energy Pack (1), 15 lbs.

**Weight:** 8 lbs.

**Cryonic Rifle**

**Level 22 Uncommon**

The white beam of energy produced by these weapon leave frost on anything they hit.

Level 22 $3,500

**Ranged Two-Handed Military Energy Longarm**

<table>
<thead>
<tr>
<th>At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle (Semi-Auto, Cold)</td>
</tr>
</tbody>
</table>

**Power (Encounter):** Immediate Reaction. **Trigger:** You hit a target with an attack. **Effect:** You recharge your power pack or equivalent by 50%, allowing you to increase your payload by 6 shots up to its maximum.

**Property:** If an attack using this weapon reduces a living enemy to 0 hit points, that enemy is rendered unconscious with 1 hit point.

**Crafting:** When crafting the weapon it comes with a full Energy Pack.

**Proficiency:** +2

**Ammo Type:** Energy Pack (1), 15 lbs.

**Weight:** 8 lbs.
**Lightning Gun**  
**Level 22 Uncommon**

The white beam of energy produced by these weapon leave frost on anything they hit.

- **Level**: 22
- **Market Price**: $3,500

**Ranged Two-Handed Military Energy Longarm**

- **Rifle** (Semi-Auto, Lightning) ✦ **At-Will**
  - **Attack**: (Characters Power): Range 20/40, Payload 12
  - **Hit**: 2D8 Lightning Damage

- **Power (At-Will)**: Immediate Reaction. **Trigger**: You hit a target with an attack. **Effect**: Once per round you can make a free basic attack against one creature within 5 squares of the primary target.

- **Property**: If you critical while using this weapon you can use this weapons at-will power against 3 creatures.

- **Crafting**: When crafting the weapon it comes with a full Energy Pack.
- **Proficiency**: +2
- **Ammo Type**: Energy Pack (1), 15 lbs.
- **Weight**: 8 lbs.

**Pulse Rifle**

- **Purchase Level**: 25
- **Market Price**: $9,000

**Level 25 Uncommon**

Burst of high intensity laser energy burst forth from this rifle.

- **Level**: 25
- **Market Price**: $9,000

**Ranged Two-Handed Military Energy Longarm**

- **Rifle** (Semi-Auto, Auto, Fire) ✦ **At-Will**
  - **Attack**: (Characters Power): Range 25/50, Payload 50
  - **Hit**: 2D8 Fire Damage. Make a free Special attack against primary target.

- **Special Attack**: Primary Stat vs. Reflex.
- **Special Hit**: 1D8 + Primary stat force damage, and the damage dealt by this attack ignores all damage resistance. Increase to 2D8 + Primary stat force damage at 21st level.

- **Special**: The special attack does not gain any other bonuses to damage except your primary stat modifier.

- **Crafting**: When crafting the weapon it comes with a full Energy Pack.
- **Proficiency**: +2
- **Ammo Type**: Energy Pack, 15 lbs.
- **Weight**: 8 lbs.

**Sonic Pulser**

- **Purchase Level**: 25
- **Market Price**: $9,000

**Level 25 Uncommon**

The Sonic pulser fires a blast of destructive sound at a target. This noise is so intense that it can damage structural materials, and rip flesh apart.

- **Level**: 25
- **Market Price**: $9,000

**Ranged Two-Handed Military Energy Longarm**

- **Rifle** (Semi-Auto, Auto, Fire) ✦ **At-Will**
  - **Attack**: (Characters Power): Range 25/50, Payload 50
  - **Hit**: 2D8 Fire Damage. Make a free Special attack against primary target.

- **Special Attack**: Primary Stat vs. Reflex.
- **Special Hit**: 1D8 + Primary stat force damage, and the damage dealt by this attack ignores all damage resistance. Increase to 2D8 + Primary stat force damage at 21st level.

- **Special**: The special attack does not gain any other bonuses to damage except your primary stat modifier.

- **Crafting**: When crafting the weapon it comes with a full Energy Pack.
- **Proficiency**: +2
- **Ammo Type**: Energy Pack, 15 lbs.
- **Weight**: 8 lbs.
**Sonic Pulser**  
Level 25 Uncommon  
*Considering the effect of the weapon, it is actually very quiet for everyone but the person getting hit.*  
Level 25 $9,000

**Ranged Two-Handed Military Energy Longarm**  
Rifle (Semi-Auto, Thunder) ✦ At-Will  
Attack (Characters Power): Range 15/30, Payload 15  
Hit: 2D8 Thunder Damage, and the target is deafened until the end of your next round.  
Property: A missed attack while hidden does not cause you to become seen.  
Crafting: When crafting the weapon it comes with a full Energy Pack.  
Proficiency: +2  
Ammo Type: Energy Pack, 15 lbs.  
Weight: 8 lbs.

**Throwback Rifle**  
Purchase Level: 25  
Market Price: $9000  
Category: Weapon  
Restriction: Military  
Time: 8 Hours  
Key Skill: Mechanical & Electrical  
Useful for crowd control situations, the throwback rifle uses gravitic induction to produce a high-intensity repulsion blast. The targets struck take no damage, but are hurled bodily away from the blast. A body hitting a wall or object while being thrown can still take damage from the impact.

**Energy Age Volatile Items**  
The following volatile items are available at PL 8 and later.

**Grenade, Cryonic**  
Purchase Level: 5  
Market Price: $30  
Category: Volatile  
Restriction: Military  
Time: 1 Hour  
Key Skill: Demolitions  
A cryonic grenade freezes everything it hits, halting creatures in their tracks. Some unlucky creatures are even encased in ice, in a state of suspended animation.

**Grenade, Cryonic**  
Level 5 Uncommon  
*This grenade radiates a coldness around it.*  
Level 5 $30  
Level 11 $150  
Level 17 $900  
Level 23 $5,000  
Level 28 $20,000  
Level 33 $90,000  
Grenade  
Power (Consumable ✦ Cold): Standard Action. Make an attack: Ranged 5/10, area burst 1 (creatures in burst); +4 vs. Reflex; on a hit, the attack deals 1D10 cold damage to each target in burst, and causes them to become immobilized (save ends). On a successful save, the target then becomes slowed until the end of their next turn.  
Level 11: +9 vs. Reflex, 1D10 cold damage, burst 2.  
Level 17: +14 vs. Reflex, 2D10 cold damage, burst 2.  
Level 23: +19 vs. Reflex, 2D10 cold damage, burst 3.  
Level 28: +24 vs. Reflex, 3D10 cold damage, burst 3.  
Level 33: +29 vs. Reflex, 3D10 cold damage, burst 4.

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

**Grenade, Singularity**  
Purchase Level: 5  
Market Price: $30  
Category: Volatile  
Restriction: Military  
Time: 1 Hour  
Key Skill: Demolitions  
A singularity grenade generates a gravity field so powerful that it bends space into a miniature black hole. The black hole instantly devours all light and matter before collapsing and vanishing, taking anything in its vicinity with it.
**Grenade, Singularity**  
**Level 5 Uncommon**

*This small, smooth grenade fits in the palm of your hand.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>$30</td>
</tr>
<tr>
<td>11</td>
<td>$150</td>
</tr>
<tr>
<td>17</td>
<td>$900</td>
</tr>
<tr>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>28</td>
<td>$20,000</td>
</tr>
<tr>
<td>33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Grenade**

**Power (Consumable ✦ Necrotic):** Standard Action. Make an attack: Ranged 5/10, area burst 3 (creatures in burst); +4 vs. Reflex; on a hit, the target is pulled 1 square toward the origin square. Each target that occupies the origin square takes 1D10 necrotic damage and is removed from play. The target is returned 1 round later on their turn in the origin square. If the square is occupied, move target to an unoccupied adjacent square.

- **Level 11:** +9 vs. Reflex, 2D10 necrotic damage, returned 2 round later.
- **Level 17:** +14 vs. Reflex, burst 4 and pulled 2 squares, 2D10 necrotic damage, returned 3 round later.
- **Level 23:** +19 vs. Reflex, burst 4 and pulled 2 squares, 3D10 necrotic damage, returned 4 round later.
- **Level 28:** +24 vs. Reflex, burst 5 and pulled 3 squares, 3D10 necrotic damage, returned 5 round later.
- **Level 33:** +29 vs. Reflex, burst 5 and pulled 3 squares, 4D10 necrotic damage, returned 6 round later.

**Modification:** Ammunition (level +1): You create this item so it can be used with grenade launchers. Item’s range becomes the range of the weapon but continues to use the indicated attack modifier. The burst area remains unchanged. You include the weapons proficiency bonus in the attack but not its enhancement, if any.

---

**ENERGY AGE EQUIPMENT**

The following equipment is available at PL 8 and later.

**Energy Shield**

**Level 23 Uncommon**

*This belt causes a slight shimmering effect around the person wearing it.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>26</td>
<td>$12,000</td>
</tr>
<tr>
<td>29</td>
<td>$27,500</td>
</tr>
<tr>
<td>32</td>
<td>$65,000</td>
</tr>
</tbody>
</table>

**Item Slot:** Waist

**Power (At-Will):** Minor action. Choose one energy type; Cold, Fire, Lightning, Thunder. Until you use this power again you gain a resist 5 against they energy type.

- **Level 26:** Resist 10
- **Level 29:** Resist 15
- **Level 32:** Resist 20

**Weight:** 5 lbs.

---

**Force Field, Personal**

**Level 23 Uncommon**

*This belt causes a shimmering effect in the area around the creature that is being attacked.*

<table>
<thead>
<tr>
<th>Level</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>$5,000</td>
</tr>
<tr>
<td>26</td>
<td>$12,000</td>
</tr>
<tr>
<td>29</td>
<td>$27,500</td>
</tr>
<tr>
<td>32</td>
<td>$65,000</td>
</tr>
</tbody>
</table>

**Item Slot:** Waist

**Power (Daily):** Minor action. You gain 25 temporary hit points that last until the end of the encounter or until depleted. These temporary hit points are recorded separately from temporary hit points gained from other sources. Any damaged sustained is deducted from the temporary hit points provided by this item first.

- **Level 26:** 50 temporary hit points
- **Level 29:** 75 temporary hit points
- **Level 32:** 100 temporary hit points

**Weight:** 5 lbs.

---

**Hologram Player**

**Level 23 Uncommon**

A hologram player is a small disc with several small light projectors arranged around its outer edge. When activated, the device projects a three-dimensional image in full color, and in the same size at the original image.
**Hologram Player**  
**Level 23 Common**

*This belt causes a slight shimmering effect around the person wearing it.*

- **Level 23** $5,000

**Equipment**

**Power (At-Will):** Minor action. Play a 3D recording from any digital storage devise. Perception and Intuition checks can be made against the 3D recording as if the character was actually in the location the recording was taken.

**Property:** Can be used with a Unicom or similar to receive three-dimensional communications in real-time.

**Weight:** 5 lbs.

**Hologram Recorder**

**Purchase Level:** 23  
**Market Price:** $5000

**Category:** Equipment  
**Restriction:** None

**Time:** 1 Hour  
**Key Skill:** Mechanical

A hologram recorder is a cylindrical object no larger than a pen, with a transparent cap on one end. The device can make a three-dimensional recording of anything.

**Hologram Recorder**  
**Level 23 Common**

*This belt causes a slight shimmering effect around the person wearing it.*

- **Level 23** $5,000

**Equipment**

**Power (At-Will):** Minor action. Record a specific creature or object, or an entire area within a close burst 10 of the hologram recorder. A total of 3 hours of recording can fit on a single hologram recorder. The recordings can be removed at anytime.

**Property:** Can be used with a Unicom or similar to send three-dimensional communications in real-time.

**Weight:** 5 lbs.

**Hologuise**

**Purchase Level:** 23  
**Market Price:** $5000

**Category:** Equipment  
**Restriction:** None

**Time:** 1 Hour  
**Key Skill:** Mechanical

The hologuise is a combination hologram projector and digital imaging computer system that is worn like a headband over the forehead. When activated, the hologuise projects a three-dimensional image over the persons entire body making the person look completely different.

**Hologuise**  
**Level 23 Uncommon**

*This headband has a single shiny triangle in its center and is placed so that it is on the forehead of the person wearing it.*

- **Level 23** $5,000

**Item Slot:** Head

**Power (At-Will):** Minor action. Make a bluff check to disguise yourself with a +5 to the check. The disguise can alter the the entire body, clothing and weapons the character is wearing. The disguise can mimic specific creatures.

**Property:** If used with a hologram recorder that has captured an image of a specific creature, the bonus increases to +10 rather then a +5.

**Weight:** 1 lbs.

**Matter Shield**

**Purchase Level:** 23  
**Market Price:** $5000

**Category:** Equipment  
**Restriction:** None

**Time:** 1 Hour  
**Key Skill:** Electrical

Designed to protect people from physical attacks with melee and ranged weapons.

**Matter Shield**  
**Level 23 Uncommon**

*This belt causes a slight shimmering effect around the person wearing it.*

- **Level 23** $5,000  
- **Level 29** $27,500  
- **Level 26** $12,000  
- **Level 32** $65,000

**Item Slot:** Waist

**Property:** While worn, the creature gains a Resist weapons 5 against all melee and ranged weapons that are not energy based.

- **Level 26:** Resist 10  
- **Level 29:** Resist 15  
- **Level 32:** Resist 20

**Weight:** 5 lbs.

**Neural Computer Link**

**Purchase Level:** 23  
**Market Price:** $5000

**Category:** Equipment  
**Restriction:** None

**Time:** 1 Hour  
**Key Skill:** Electrical

The most advanced form of computer interface in the energy age, the neural computer link creates a direct connection between the users brain and a computer system.

**Neural Computer Link**  
**Level 23 Common**

*This belt causes a slight shimmering effect around the person wearing it.*

- **Level 23** $5,000

**Item Slot:** Head

**Property:** The creature using this item can make computer use checks without the need of a personal computer if required. The creature still requires a physical connection to an electronic devise to perform the computer use checks.

**Special:** The creatures brain takes the place of a computer, able to view pictures, video, and data in real time. Data can also be downloaded to the brain for later use. Downloaded data can not be accessed without a connection to a physical computer.

**Weight:** 1 lbs.

**Modification:** Wireless (Level +2): The Neural computer link can connect to any wireless electronic device within a close burst 10, allowing the user to make computer use checks at a distance.
Each Gadget and Upgrade has several areas that must be looked at before it can be added to a specific item. The level increase area describes the increase to the base items purchase level. Most gadgets and upgrades have several levels of power that further increase the items purchase level. The time area is how long it takes to apply the gadget or upgrade to the item. The requirement area lets you know of anything that the item must have before the improvement can be made. A majority of requirements call for enhancements bonuses. The Restriction section tells what type of Restriction the weapon requires in order to own. The licenses don’t stack when applying the improvements. The most restrictive Restriction is what the weapon requires. If you had a gun that required a simple Restriction to own than applied a upgrade that required a military Restriction then you must purchase a military Restriction to legally own the weapon. The key skill section lists the skills required to be trained to apply the improvement yourself. If more than one skill is noted than you need only be trained in one.

Improving an item is a simple matter of selecting a base weapon or armor, then applying the appropriate gadget or upgrade to that item. All the item costs in this game have a corresponding purchase level as noted in the left column. The purchase level is very important when improving items as every upgrade and gadget added to the base item increases its purchase level. The difference between the beginning purchase level’s cost and the new cost is what needs to be paid to improve the item.

Normally improved items are not found on the open market as they are usually custom maid or of extremely high quality. Usually if a character wants an improved item they will have to either pay someone to build it or build it themselves.

Should the character wish to have someone else build the item for them they first must find someone with the skills capable of building that item. A streetwise check with a base DC of 10 + the total level of modification done to the item is required to find a person capable of building the item (The level of modification is all the gadget and upgrade level adjustments added together.).

If the character is trained in the appropriate skills, than they can build and apply the gadgets and upgrades themselves. To apply the improvement themselves characters must succeed on the appropriate skill check against a DC equal to half the purchase level of the item + the total level of modification done to the item wanting to be built. An individual check is required for each upgrade and gadget added to the base item, increasing the level of modification for each new upgrade and gadget wanting to be added next.
**ARMOR UPGRADES**

The upgrades found below apply to light, medium, and heavy armor, as well as to shields and helmets. Many upgrades require that there be a certain level of “Armor Enhancement” before the upgrade can be applied. The number of upgrades that can be added to a specific piece of armor can be no greater than 1 + half of the armors enhancement bonus. Helmets and shields may only have 1 upgrade each.

**ARMOR ENHANCEMENT**

<table>
<thead>
<tr>
<th>Level Increase: +1</th>
<th>Restriction: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: 30 Minutes</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement: None</td>
<td></td>
</tr>
</tbody>
</table>

This armor has been augmented with a Kevlar weave, carbon nano-tube impregnation, reinforced ceramic plating, etc. in order to add enhanced protection.

**Advanced Sensory Optics**

<table>
<thead>
<tr>
<th>Level Increase: +10</th>
<th>Restriction: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: 15 Minutes</td>
<td>Key Skill: Electrical</td>
</tr>
<tr>
<td>Requirement: None</td>
<td></td>
</tr>
</tbody>
</table>

Also called having eyes in the back of your head. This upgrade is applied to a helmet and will warn you of surprise attacks.

**Masterwork Armor**

Masterwork armor grants a higher armor bonus than non-masterwork armor and is always state of the art. The Armor Bonus is added to the base AC of the soon to be masterwork armor. The type and enhancement bonus of the armor determines if it can be masterwork, as detailed in the table below. The cost of masterwork armor is included in the cost of the armor, but increases the DC for finding or building the armor by an amount equal to its enhancement bonus.

**ADVANCED SENSORY OPTICS**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Property:</th>
<th>Lvl +10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor: Helmet, Powered</td>
<td>You cannot be surprised.</td>
<td></td>
</tr>
</tbody>
</table>

**LIGHT ARMOR**

<table>
<thead>
<tr>
<th>Material</th>
<th>Armor Bonus</th>
<th>Enhancement Bonus</th>
<th>Total Bonus</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Metal Weave</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>1 Will</td>
</tr>
<tr>
<td>Carbon Webbing</td>
<td>+0</td>
<td>+3</td>
<td>+3</td>
<td>+2 Will</td>
</tr>
<tr>
<td>Nano-Fiber</td>
<td>+1</td>
<td>+4</td>
<td>+5</td>
<td>+1 Will</td>
</tr>
<tr>
<td>Molecular Threading</td>
<td>+1</td>
<td>+5</td>
<td>+6</td>
<td>+2 Will</td>
</tr>
<tr>
<td>Poly Fiber</td>
<td>+2</td>
<td>+6</td>
<td>+8</td>
<td>+1 Will</td>
</tr>
</tbody>
</table>

**MEDIUM ARMOR**

<table>
<thead>
<tr>
<th>Material</th>
<th>Armor Bonus</th>
<th>Enhancement Bonus</th>
<th>Total Bonus</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carbon Plating</td>
<td>+2</td>
<td>+2</td>
<td>+4</td>
<td>--</td>
</tr>
<tr>
<td>Titanium Plating</td>
<td>+2</td>
<td>+3</td>
<td>+5</td>
<td>+1 Fort</td>
</tr>
<tr>
<td>Tungsten Carbide Plating</td>
<td>+3</td>
<td>+4</td>
<td>+7</td>
<td>+2 Fort</td>
</tr>
<tr>
<td>Nano-Carbon Plating</td>
<td>+4</td>
<td>+5</td>
<td>+9</td>
<td>+1 Fort</td>
</tr>
</tbody>
</table>

**HEAVY ARMOR**

<table>
<thead>
<tr>
<th>Material</th>
<th>Armor Bonus</th>
<th>Enhancement Bonus</th>
<th>Total Bonus</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Memory Metal Carbide Plating</td>
<td>+5</td>
<td>+6</td>
<td>+11</td>
<td>+2 Fort</td>
</tr>
</tbody>
</table>

**AGILE ARMOR**

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Property:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor: Light, Powered</td>
<td>While you are not bloodied, you gain an item bonus to AC equal to your dexterity modifier up to a maximum of +1.</td>
</tr>
</tbody>
</table>

Every part of the armor is well crafted and fit perfectly allowing for maximum agility.
ATS – COUNTER STRIKE

Level Increase: +2  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting tactical data to its user based on the attacks by enemies allowing its user to make a counter attack.

ATS – Counter Strike  Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: The first enemy that hits you during an encounter takes ongoing 2 damage (save ends).
Level +4: 5 Ongoing damage (save ends)
Level +6: 10 Ongoing damage (save ends)
Level +8: 15 Ongoing damage (save ends)

ATS – DEFENSE

Level Increase: +2  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting defensive tactical data to its user based on the action taken during the fight.

ATS – Defense  Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: When you use a power that grants an ally a bonus to any defense, you gain a +1 item bonus to AC against attacks from that target until the end of your next turn.
Level +4: +2 Item bonus to AC
Level +6: +3 Item bonus to AC
Level +8: Bonus lasts until attacked by that target, or the end of the encounter.

ATS – GAMBIT PROGRAMMING

Level Increase: +2  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +3 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of showing the holes in an enemy’s defense as he hits you.

ATS – OFFENCE

Level Increase: +2  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +1 Armor Enhancement or better

The Advanced Tactical System (ATS) is an onboard computer system capable of granting offensive tactical data to its user based on the attacks made against the enemy.

ATS – Learned Attack  Level +2

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade

Armor: Light, Medium, Heavy, Powered

Property: When an enemy scores a critical hit against you, you can score a critical hit on a roll of 19-20 on your next attack against that enemy before the end of your next turn.
Level +4: Critical of 18-20
Level +6: Critical of 17-20
Level +8: Critical of 16-20
ATS – Offence  Level +2
The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece that can be worn freely, or by attuning the ATS to a pre-existing radio frequency.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade
Armor: Light, Medium, Heavy, Powered

Property: When you use a power that grants an ally a bonus to any attack, you gain an equal bonus to a maximum of +1 of the same type to the same type of attack. This bonus lasts until the power’s effects ends or until the end of your next turn.

Level +4: +2
Level +6: +3
Level +8: +4

Aquatic Armor  Level +4
This armor is completely sealed using a carbon compound for the joints and seams of the armor.
Lvl +4  Lvl +10
Lvl +7

Upgrade
Armor: Heavy, Powered

Property: While within an aquatic environment the character gains a +2 bonus to athletics checks to swim. As well the character may stay submerged under water for 5 minutes before suffocating.

Level +7: +4 bonus to swim, & 10 minutes of air.
Level +10: +6 bonus to swim, & 15 minutes of air.

Special: The type of helmet does not matter so long as the character is wearing it, otherwise the properties do not take effect.

Auto-Med – Healers Aid  Level +3
The Auto-Med is built into the armor and will react automatically when its user requires it.

Lvl +3  Lvl +9
Lvl +6

Upgrade
Armor: Medium, Heavy, Powered

Property: When you use a healing power or item while adjacent to your target they receive 2 additional hit points.

Level +4: 5 additional hit points
Level +6: 10 additional hit points.

Auto-Med – Sustain  Level +2
The Auto-Med is built into the armor and will react automatically to its user’s condition.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade
Armor: Medium, Heavy, Powered

Property: While you’re dying, you don’t die until you fail four death saving throws.

Level +4: +1 bonus to Death saves.
Level +6: +2 bonus to Death saves.
Level +8: +3 bonus to Death saves.

Cold Resistant  Level +2
This armor has been created with special materials that resist cold effects.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Upgrade
Armor: Light, Medium, Heavy, Powered

Property: This upgrade grants the character using it the ability to make saves against ongoing Cold damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.

Level +4: +1 vs. ongoing Cold damage.
Level +6: +2 vs. ongoing Cold damage.
Level +8: +4 vs. ongoing Cold damage.

Cold Proof  Level +3
This armor has been given a layer of insulation that is able to resist great amounts of cold damage by absorbing and deflecting it around the body.

Lvl +3  Lvl +7
Lvl +6  Lvl +10

Upgrade
Armor: Heavy, Powered

Property: When using a healing power or item while adjacent to your target this armor grants the user +1 bonus to 2 additional hit points.

Lvl +3: +1 bonus to 2 additional hit points.
Lvl +6: +2 bonus to 2 additional hit points.
Lvl +9: +3 bonus to 2 additional hit points.
Cold Proof Level +3
Due to the extra insulation the armor possesses it is somewhat bulkier than the average armor of it make.
Lvl +3 Lvl +7
Lvl +5 Lvl +9

Upgrade
Armor: Medium, Heavy, Powered
Property: This upgrade grants the character using it a Resist 2 against Cold and cold effects.
Level +5: Resist 5 Cold
Level +7: Resist 10 Cold
Level +9: Resist 15 Cold

Corrosive Proof
Level Increase: +3 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: Shock Resistant
This armor has been given a layer of a rubberized compound that surrounds the armor protecting it from acidic damage.

Lvl +3 Lvl +7
Lvl +5 Lvl +9

Upgrade
Armor: Medium, Heavy, Powered
Property: This upgrade grants the character using it a Resist 2 against Acid and Acid effects.
Level 5: Resist 5 Acid
Level +7: Resist 10 Acid
Level +9: Resist 15 Acid

Corrosive Resistant
Level Increase: +2 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: +1 Armor Enhancement or better
This armor has been created with special materials that resist corrosive substances such as acids.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Upgrade
Armor: Light, Medium, Heavy, Powered
Property: This upgrade grants the character using it the ability to make saves against ongoing Acid damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.
Level +4: +1 vs. ongoing Acid damage.
Level +6: +2 vs. ongoing Acid damage.
Level +8: +4 vs. ongoing Acid damage.

Cushioning
Level Increase: +2 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: +1 Armor Enhancement or better
This armor has an impact absorbing layer of insulation built into the armor that protects the wearer against strong forces.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Update
Armor: Medium, Heavy, Powered
Property: This upgrade grants the character using it a Resist 2 against Force and Force effects.
Level 4: Resist 5 Force
Level +6: Resist 10 Force
Level +8: Resist 15 Force

Desert Suit
Level Increase: +4 Restriction: None
Time: 60 Minutes Key Skill: Mechanical
Requirement: None
This armor upgrade allows the wearer to function normally during hot and dry conditions, such as being in a desert. The wearer can function normally in temperatures as hot as 80F.

Lvl +4 Lvl +8
Lvl +6 Lvl +10

Update
Armor: Light, Medium, Heavy, Powered
Property: While wearing this armor the character is granted a Resist 2 Fire and a +4 bonus to endurance checks made for Hot conditions.
Level +6: +6 Endurance
Level +8: +8 Endurance
Level +10: +10 Endurance
Special: While in a desert environment the character receives a +2 Item bonus to stealth checks.

Darkforged Armor
Level Increase: +3 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: +2 Armor Enhancement or better
This armor is designed to prevent an enemy from properly seeing any possible holes in its defense at the beginning of combat.

Lvl +1 Lvl +4
Lvl +3 Lvl +6
Lvl +5 Lvl +8

Upgrade
Armor: Medium, Heavy, Powered
Property: This upgrade grants the character using it the ability to make saves against ongoing Acid damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.
Level 4: +1 vs. ongoing Acid damage.
Level +6: +2 vs. ongoing Acid damage.
Level +8: +4 vs. ongoing Acid damage.
**Darkforged Armor**

Level +3

The armor is unusually dark in color to better conceal obvious holes in its protection.

Lvl +3  Lvl +7
Lvl +5  Lvl +9

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered

**Property:** Gain a +1 item bonus to AC against the first attack made against you in each encounter.

*Level +5:* +2 Item bonus to AC
*Level +7:* +2 Item bonus to AC, & First 2 attacks
*Level +9:* +3 Item bonus to AC, & First 2 attacks

---

**Enhanced Mobility**

**Level Increase:** +3  **Restriction:** None

**Time:** 30 Minutes  **Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better, or shield

This armor has been fine tuned and well adjusted to your specific body. It fits so well you are no longer encumbered by wearing it.

**Enhanced Mobility**  Level +3

The armor looks sleeker and better fitted. There is no loose space or tight spots.

Lvl +3  Lvl +6

**Upgrade**

**Armor:** Medium, Heavy, Powered, Shield

**Property:** This upgrade reduced the armor check penalty from the armor by 1.

*Level +6:* Penalty reduced by 2

---

**Exoskeleton**

**Level Increase:** +2  **Restriction:** Licensed

**Time:** 2 Hrs  **Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

This armor is supported by an external skeletal structure that assists in strenuous activity such as lifting and carrying for long distances.

**Exoskeleton**  Level +2

This external skeletal structure appears to be motorized joints and cables on the outside of the armor.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

**Upgrade**

**Armor:** Heavy

**Property:** Your strength score increases by 5 for the purpose of carrying capacity.

*Level +4:* Increase strength by 10 for carrying capacity.
*Level +6:* Increase strength by 15 for carrying capacity.
*Level +8:* Increase strength by 20 for carrying capacity.

---

**Exoskeleton – Armored**

**Level Increase:** +5  **Restriction:** Licensed

**Time:** 2 Hrs  **Key Skill:** Mechanical

**Requirement:** Exoskeleton

The armor makes the user look much larger than they really are. Large plates cover the entire body turning the armor into a walking tank.

Lvl +5  Lvl +11
Lvl +8  Lvl +14

**Upgrade**

**Armor:** Heavy

**Property:** You gain a Resist 2 against all damage. This does not stack with any other resistance currently on the armor.

*Level +8:* Resist 4 All
*Level +11:* Resist 6 All
*Level +14:* Resist 10 All

---

**Exoskeleton – Enhanced Movement**

**Level Increase:** +5  **Restriction:** Licensed

**Time:** 2 Hrs  **Key Skill:** Mechanical

**Requirement:** Exoskeleton

This enhancement allows the user to used the exoskeletons power to move faster and further than ever before.

**Exoskeleton – Enhanced Movement**  Level +5

The exoskeleton becomes more streamlined and is formed to the armor much more realistically and naturally.

Lvl +5  Lvl +11
Lvl +8  Lvl +14

**Upgrade**

**Armor:** Heavy

**Property:** Your base speed increases by +1

*Level +8:* +5 Athletics for the purpose of jumping.
*Level +11:* Your run speed increases by +2.
*Level +14:* When you shift you may shift one addition square.

---

**Exoskeleton – Heavy Weapons**

**Level Increase:** +5  **Restriction:** Licensed

**Time:** 2 Hrs  **Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

The armors vast strength allows its user to utilize heavy weapon accurately, and with deadly precision.

**Exoskeleton – Heavy Weapons**  Level +5

Nothing scares the shit out of an enemy than a big guy in heavy armor sporting a machine gun.

Lvl +5  Lvl +10

**Upgrade**

**Armor:** Heavy

**Property:** You can use Heavy weapon as if you were trained in their use.

*Level +10:* You are able to use the M2HB machine gun while standing and walking without penalty.

---

**Fire Resistant**

**Level Increase:** +2  **Restriction:** None

**Time:** 30 Minutes  **Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

This armor has been treated with special chemicals that make it less likely to burn or support a flame.
**Fire Resistant** Level +2

This armor has a certain dullness to it from its chemical treatments.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered

**Property:** This upgrade grants the character using it the ability to make saves against ongoing fire damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.

_Lvl +4:_ +1 vs. ongoing fire damage.
_Lvl +6:_ +2 vs. ongoing fire damage.
_Lvl +8:_ +4 vs. ongoing fire damage.

---

**FIRE PROOF** Level +3

**Restriction:** None

**Time:** 30 Minutes

**Key Skill:** Mechanical

**Requirement:** Fire Resistant

This armor has been given a layer of insulation that is able to resist great amounts of heat by absorbing and distributing it.

Lvl +3 Lvl +7
Lvl +5 Lvl +9

**Upgrade**

**Armor:** Medium, Heavy, Powered

**Property:** This upgrade grants the character using it a Resist 2 against fire and fire effects.

_Lvl +5:_ Resist 5 Fire
_Lvl +7:_ Resist 10 Fire
_Lvl +9:_ Resist 15 Fire

---

**FORTIFIED ARMOR**

**Level Increase:** +2

**Restriction:** Licensed

**Time:** 60 Minutes

**Key Skill:** Mechanical

**Requirement:** +2 Armor Enhancement or better

This armor has extra plating and is more resilient to attacks than other armors of its type.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

**Upgrade**

**Armor:** Varies

**Property:** Whenever a critical hit is scored against you, roll 1D20. On a result of 18-20, the critical becomes a normal hit. This can be placed on any armor.

_Lvl +4:_ 17-20, can be placed on medium or heavy armors
_Lvl +6:_ 16-20, can be placed on heavy armors.
_Lvl +8:_ 15-20, can only be placed on Powered armors.

---

**FORTIFIED ARMOR** Level +2

The armor is much bulkier than normal, and has extra plating that can absorb damage from massive attacks.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered

**Property:** While grappling with an opponent you impose a -2 penalty to your opponents escape check.

_Lvl +4:_ -3 penalty
_Lvl +6:_ -5 penalty
_Lvl +8:_ -6 penalty

---

**LOCKING PLATES**

**Level Increase:** +2

**Restriction:** None

**Time:** 60 Minutes

**Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

The plating on the armor locks into place during a charge in order to add extra protection.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

**Upgrade**

**Armor:** Medium, Heavy

**Property:** When you charge, you gain a +1 bonus to AC until the end of your next turn.

_Lvl +4:_ +2 bonus
_Lvl +6:_ +3 bonus
_Lvl +8:_ +4 bonus

---

**NANO-CARBON WEAVE**

**Level Increase:** +5

**Restriction:** Restricted

**Time:** 60 Minutes

**Key Skill:** Mechanical

**Requirement:** Must have a base AC of 0

This armor upgrade allows the ability to armor normal civilian clothing such as a business suits, dresses, Jeans & T-shirts, etc, by adding a Nano-Carbon weave interlaced with the standard fabric.
**Nano-Carbon Weave**  
*Level +2*

This upgrade does not change the appearance of the original clothing it upgrades. The armor is virtually indistinguishable from a set of clothing of the same type.

<table>
<thead>
<tr>
<th>Level</th>
<th>Upgrade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl +5</td>
<td>Lvl +15</td>
</tr>
<tr>
<td>Lvl +10</td>
<td>Lvl +20</td>
</tr>
</tbody>
</table>

**Property:** While wearing this armor the character is granted a +1 Armor bonus to AC as if wearing a suit of light armor.

- **Level +10:** +2 AC
- **Level +15:** +3 AC
- **Level +20:** +4 AC

---

**Resilient Armor**  
*Level Increase: +2  Restriction: Licensed*

**Time:** 60 Minutes  
**Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

This armor has been granted greater resilience and as such is capable of absorbing a certain amount of damage before it wearer gets injured.

**Resilient Armor**  
*Level +2*

The armor has extra padding and plating that deflects a certain amount of damage away from the wearer.

<table>
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<tr>
<th>Level</th>
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<tr>
<td>Lvl +2</td>
<td>Lvl +6</td>
</tr>
<tr>
<td>Lvl +4</td>
<td>Lvl +8</td>
</tr>
</tbody>
</table>

**Upgrade**

**Armor:** Light, Medium, Heavy

**Property:** You gain 5 temporary hit points after each rest while in the armor. If you remove the armor, you lose these temporary hit points. Temporary hit points from other sources can stack with these.

- **Level +4:** 10 Temporary Hit points
- **Level +6:** 15 Temporary Hit points
- **Level +8:** 20 Temporary Hit points

---

**Skillful Armor**  
*Level Increase: +2  Restriction: None*

**Time:** 30 Minutes  
**Key Skill:** Mechanical

**Requirement:** None

This armor has been stocked with everything a person needs to perform a certain skill.

**Skillful Armor**  
*Level +2*

Whether it’s a built in computer, an assortment of tools, or just designed to perform a skill better, this armor has it.

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<tr>
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</tr>
<tr>
<td>Lvl +4</td>
<td>Lvl +8</td>
</tr>
</tbody>
</table>

**Upgrade**

**Armor:** Light, Medium, Heavy

**Property:** Choose one skill and gain a +1 item bonus to that skill when wearing this armor.

- **Level +4:** +2 item bonus
- **Level +6:** +3 item bonus
- **Level +8:** +5 item bonus

**Special:** This upgrade can be taken multiple times but for different skills.

---

**Shock Resistant**  
*Level Increase: +2  Restriction: None*

**Time:** 30 Minutes  
**Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

This armor has been created with special materials that resist electrical shocks.
**Shock Resistant**  
**Level +2**

This armor has a certain shine to it as evidence of its modification.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered  
**Property:** This upgrade grants the character using it the ability to make saves against ongoing Lightning damage at the beginning of their turn as a free action, as well as at the end of their turn as normal.  
*Level +4:* +1 vs. ongoing lightning damage.  
*Level +6:* +2 vs. ongoing lightning damage.  
*Level +8:* +4 vs. ongoing lightning damage.

---

**Shock Proof**  
**Level:** +3  
**Restriction:** None

**Time:** 30 Minutes  
**Key Skill:** Mechanical

**Requirement:** Shock Resistant

This armor has been given a layer of insulation that is able to resist great amounts of electrical shock by deflecting it around the body.

**Shock Proof  Level +3**

Due to the extra insulation the armor possesses it is somewhat bulkier than the average armor of its make.

Lvl +3  Lvl +7
Lvl +5  Lvl +9

**Upgrade**

**Armor:** Medium, Heavy, Powered  
**Property:** This upgrade grants the character using it a Resist 2 against lightning and lightning effects.  
*Level +5:* Resist 5 Lightning  
*Level +7:* Resist 10 Lightning  
*Level +9:* Resist 15 Lightning

---

**Slick Armor**  
**Level:** +2  
**Restriction:** None

**Time:** 30 Minutes  
**Key Skill:** Mechanical

**Requirement:** +1 Armor Enhancement or better

This armor is built in such a way as to make it easier to escape from a grapple and prevent from being grappled in the first place.

**Slick Armor Level +2**

The armor is kept incredibly smooth and has no unnecessary protrusions that may allow anyone to get a hold of it during a grapple.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

**Upgrade**

**Armor:** Medium, Heavy, Powered  
**Property:** You gain a +2 bonus to checks to escape a grab.  
*Level +4:* +3 bonus  
*Level +6:* +5 bonus  
*Level +8:* +6 bonus

---

**Spiked Jacket**  
**Level Increase:** +2  
**Restriction:** None

**Time:** 15 Minutes  
**Key Skill:** Mechanical

**Requirement:** None

The armor is outfitted with several sharp spikes that cause damage to anyone attempting to grab you.

**Spiked Jacket Level +2**

Several sharp spikes protrude from the shoulders arms and chest offering pain to any that get too close.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered  
**Property:** When grabbed in combat your opponent takes ongoing 2 damage until you are released.  
*Level +4:* Ongoing 4 damage  
*Level +6:* Ongoing 6 damage  
*Level +8:* Ongoing 8 damage

---

**Stealthy Armor**  
**Level Increase:** +2  
**Restriction:** None

**Time:** 30 Minutes  
**Key Skill:** Mechanical

**Requirement:** None

All extra sounds and flashy colors have been removed from this armor making all but impossible to see and hear.

**Stealthy Armor Level +2**

Layer upon layer of advanced polymers give way to bullet resistant but flexible armor.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

**Upgrade**

**Armor:** Medium, Heavy, Powered  
**Property:** This upgrade grants the character using it the ability to make Stealth checks without the check penalty associated with the armor.  
*Level +4:* +1 bonus to Stealth  
*Level +6:* +2 bonus to Stealth  
*Level +8:* +4 bonus to Stealth

---

**Survival Suit**  
**Level Increase:** +2  
**Restriction:** None

**Time:** 60 Minutes  
**Key Skill:** Mechanical

**Requirement:** None

This armor upgrade allows the wearer stay alive in almost any harsh condition. Although not as good as specialized gear this is the upgrade you want if you travel several environments.

**Survival Suit Level +2**

This armor upgrade allows the wearer stay alive in almost any harsh condition. Although not as good as specialized gear this is the upgrade you want if you travel several environments.
**Survival Suit**

**Level +2**

This armor is thicker and more rugged than the standard armor of its type. It has several advantages built in to handle almost any environment.

Lvl +2  
Lvl +4  

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered  
**Property:** While wearing this armor the character is granted a +2 bonus to endurance checks made for any condition.  
**Level +4:** +4 Endurance  
**Level +6:** +6 Endurance  
**Level +8:** +8 Endurance

---

**System HUD**

**Level Increase:** +6  
**Restriction:** None  
**Time:** 60 Minutes  
**Key Skill:** Electrical  
**Requirement:** None  

The Heads up Display (HUD) is incorporated into a helmet the user wears and imparts specific tactical information. Different upgrades and gadgets can be added to the HUD system to increase its effectiveness.

**System HUD**

**Level +6**

While wearing the HUD the character will see an overlaid computer display before their eyes. By using vocal commands the user can control the functions of a HUD.

Lvl +6  
Lvl +10  

**Upgrade**

**Armor:** Helmet, Powered  
**Property:** While wearing the HUD the user gains a +2 item bonus to perception checks and the penalty for hitting targets further than the first range increment is reduced by 1. As well one other HUD gadget can be Linked to the HUD system.  
**Level +10:** +2 item bonus to perception, 2 HUD gadgets.  
**Level +14:** +3 item bonus to perception, 3 HUD gadgets.  
**Level +18:** +5 item bonus to perception, 4 HUD gadgets.  

**Special:** When non-weapon equipment is linked to the HUD system it can be used as a free action instead of a minor action.  
**Note:** HUD Gadgets must be purchased separately, and does not count against the maximum powers an object may have.

---

**Winterized Gear**

**Level +4**

The armor is thickly insulated with a material that prevents the loss of heat. As well there is a built in heating element within the armor that requires no external power source.

Lvl +4  
Lvl +6  

**Upgrade**

**Armor:** Light, Medium, Heavy, Powered  
**Property:** While wearing this armor the character is granted a Resist 2 Cold and a +4 bonus to endurance checks made for cold conditions.  
**Level +6:** +6 Endurance  
**Level +8:** +8 Endurance  
**Level +10:** +10 Endurance  

**Special:** While in a winter environment the character receives a +2 Item bonus to stealth checks.
ARMOR GADGETS

Armor gadgets are usually separate pieces of equipment that are added to a suit of armor. These gadgets usually add powers and abilities that the character can make use of during, and out of combat. The number of gadgets that can be added to a specific piece of armor can be no greater than 1 + half of the armors enhancement bonus. Helmets and shields may only have one Gadget each.

ADAPTIVE ARMOR

Level Increase: +3  Restriction: None
Time: 60 Minutes  Key Skill: Mechanical
Requirement: +2 Armor Enhancement or better

Adaptive armor will react to a certain stimuli and slightly change itself in order to provide better protection.

ATS – ADVANCED TARGETING

Level Increase: +4  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +3 Armor Enhancement or better

This ATS is capable of calculating the characteristics of a specific weapon once it’s used against you, and provide feedback to better reduce the damage from this weapon.

ATS – IMPROVE DEFENSE

Level Increase: +3  Restriction: Licensed
Time: 60 Minutes  Key Skill: Mechanical
Requirement: ATS – Defense Upgrade

This is a upgrade to the current ATS – Defense property that allows its user to resist damage from a specific target by calculating the angle of incoming attacks.

ATS – IMPROVED DEFENSE

Level Increase: +3  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: ATS – Defense Upgrade

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

ATS – REPERCUTION

Level Increase: +3  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: ATS – Defense Upgrade

When an enemy attacks you it lets down its guard allowing the ATS to calculate weaknesses in its defense.

ATS – TABULATOR

Level Increase: +3  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: ATS – Defense Upgrade

This Advanced Tactical System is capable of calculating the percentage chance of strike a target allowing its user to get a better hit in.
ATS – Tabulator Level +3

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +7
Lvl +5 Lvl +9

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Daily): Free Action. Trigger: You make an attack and do not like the result. Effect: You reroll the attack and use either result.
Level +5: +1 Bonus to hit with reroll.
Level +7: +2 Bonus to hit with reroll.
Level +9: +4 Bonus to hit with reroll.

ATS – Quick Reaction Level +3

The ATS is built into the armor the character is wearing. The character receives info by a wireless ear piece or visor that can be worn freely, or by attuning the ATS to a pre-existing radio frequency or HUD.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

Gadget

Armor: Light, Medium, Heavy, Powered

Power (Encounter): Immediate Reaction. Trigger: An enemy misses you with a melee or ranged attack. Effect: You shift 1 square.
Level +6: Shift 2 squares
Level +9: Shift 3 squares
Level +12: Shift 4 squares.

AUTO-MED – ADV. SUSTAIN

Level Increase: +3 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: +2 Armor Enhancement or better

Similar to the standard Sustain model, Advanced Sustain will grant a character using it a greater chance to stave off death rather than just prolonging it.

Auto-Med – Sudden Recovery Level +3

The Auto-Med is built into the armor and will react automatically to its user's condition.

Lvl +3 Lvl +7
Lvl +5 Lvl +10

Gadget

Armor: Medium, Heavy, Powered

Power (Daily ◆ Healing): No Action. Trigger: You roll a death saving throw and dislike the result. Effect: Roll again and receive a +2 bonus. Use this result even it its lower.
Level +5: +4 Bonus to death save
Level +7: +6 Bonus to death save
Level +10: +10 Bonus to death save

AUTO-MED – HEAL

Level Increase: +3 Restriction: None
Time: 30 Minutes Key Skill: Mechanical
Requirement: +2 Armor Enhancement or better

This Auto-Med will do its best to keep you alive so you can concentrate on more important things, like who shot you.

Auto-Med – Heal Level +3

The Auto-Med is built into the armor and will react automatically to its user’s condition.

Lvl +3 Lvl +7
Lvl +5 Lvl +9

Gadget

Armor: Medium, Heavy, Powered

Power (Daily ◆ Healing): Free Action. Regain hit points as if you had spent a healing surge.
Level +5: +1D6 HP
Level +7: +1D6 HP, make a one save.
Level +9: +2D6 HP, make a one save.

AUTO-MED – SUDDEN RECOVERY

Level Increase: +2 Restriction: None
Time: 30 Minutes Key Skill: Mechanical or Electrical
Requirement: +1 Armor Enhancement or better

This version of Auto-Med contains several designer drugs linked to a automatic injection system that reacts to its user taking consistent damage.

Auto-Med – Sudden Recovery Level +2

Large packs are bound to the arms and legs of the armor containing the drugs necessary for increased health.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Gadget

Armor: Medium, Heavy

Power (Daily ◆ Healing): Minor Action. You can use this power when you’re taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of ongoing damage to a max of 2, until the end of the encounter.
Level +4: Max of 4
Level +6: Max of 6
Level +8: Max of 10

BURST ARMOR

Level Increase: +3 Restriction: Licensed
Time: 60 Minutes Key Skill: Mechanical
Requirement: +2 Armor Enhancement or better

This gadget releases a highly combustible gas cloud around its user causing all creatures nearby to take damage.
### Burst Armor

**Level +3**

Several canisters of a combustible substance sit around a the belt of the armor.

<table>
<thead>
<tr>
<th>Level</th>
<th>Effect</th>
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<tbody>
<tr>
<td>+3</td>
<td>Lvl +3</td>
</tr>
<tr>
<td>+6</td>
<td>Lvl +6</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Heavy, Powered  
**Power (Daily ◆ Fire):** Minor Action. Close Burst 1: 1D6 Fire damage to all creatures except character.

- **Level +6:** 2D6 Fire damage  
- **Level +9:** 2D6 Fire damage, Target takes ongoing 5 fire damage (save ends)  
- **Level +12:** 3D6 Fire damage, Target takes ongoing 5 fire damage (save ends)

### CHAMELEON ARMOR

**Level Increase:** +3  
**Restriction:** Restricted  
**Time:** 60 Minutes  
**Key Skill:** Electrical or Mechanical  
**Requirement:** +1 Armor Enhancement or better.

The armor will adjust its plating color and texture to match its background.

<table>
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<tr>
<td>+3</td>
<td>Lvl +3</td>
</tr>
<tr>
<td>+6</td>
<td>Lvl +6</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Light, Medium, Heavy, Powered  
**Power (Daily):** Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.

- **Level +6:** Concealment lasts until the end of encounter.

### Dazzling Light

**Level Increase:** +2  
**Restriction:** Licensed  
**Time:** 30 Minutes  
**Key Skill:** Mechanical or Electrical  
**Requirement:** +1 Armor Enhancement or better.

When surrounded by enemies the user of this armor can activate strong strobe lights built into the armor partially blinding his foes.

<table>
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<tr>
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</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
<tr>
<td>+6</td>
<td>Lvl +6</td>
</tr>
<tr>
<td>+8</td>
<td>Lvl +8</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Light, Medium, Heavy, Powered  
**Power (Daily):** Immediate Reaction. **Trigger:** You are hit with a non critical melee or ranged attack. **Effect:** The triggering attack deals the minimum damage possible.

- **Level +4:** Half minimum damage.

### Formidable Armor

**Level Increase:** +2  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Mechanical  
**Requirement:** +3 Armor Enhancement or better.

When required this armor can constricted itself become an impenetrable shell of defense.

<table>
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<tr>
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</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Heavy, Powered  
**Power (Daily):** Immediate Interrupt. **Trigger:** An attack hits you and doesn’t score a critical hit. **Effect:** The triggering attack deals the minimum damage possible.

- **Level +4:** Half minimum damage.

### Frost Armor

**Level Increase:** +3  
**Restriction:** Licensed  
**Time:** 60 Minutes  
**Key Skill:** Mechanical  
**Requirement:** +2 Armor Enhancement or better.

This gadget releases a super cooled gas cloud around its user causing all creatures nearby to take damage.

<table>
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<tr>
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<td>Lvl +6</td>
</tr>
<tr>
<td>+9</td>
<td>Lvl +9</td>
</tr>
<tr>
<td>+12</td>
<td>Lvl +12</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Heavy, Powered  
**Power (Daily ◆ Cold):** Minor Action. Close Burst 1: 1D6 cold damage to all creatures except character.

- **Level +6:** 2D6 Cold damage  
- **Level +9:** 2D6 Cold damage, Target is slowed (save ends)  
- **Level +12:** 3D6 Cold damage, Target is slowed (save ends)

### Diamond Spray Coating

**Level Increase:** +3  
**Restriction:** None  
**Time:** 60 Minutes  
**Key Skill:** Mechanical  
**Requirement:** +3 Armor Enhancement or better.

The spray itself does nothing but when an electrical current is applied to it, its carbon atoms come together forming a extremely hard surface.

<table>
<thead>
<tr>
<th>Level</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>Lvl +3</td>
</tr>
<tr>
<td>+6</td>
<td>Lvl +6</td>
</tr>
</tbody>
</table>

**Gadget**

**Armor:** Light, Medium, Heavy, Powered  
**Power (Daily):** License. **Trigger:** You are hit with a non critical melee or ranged attack. **Effect:** You take half damage.

- **Level +6:** You take no damage, or half damage from a critical hit.
HARDENING ARMOR

Level Increase: +3  
Restriction: Licensed

Time: 60 Minutes  
Key Skill: Mechanical

Requirement: +3 Armor Enhancement or better

This armor is treated with a specially alloy that hardens with repeated strikes against it.

**Hardening Armor**  
*Level +3*

*This alloy has a grainy texture to it but as it hardens it gets smoother and smoother.*

Lvl +3  
Lvl +6  
Gadget

**Armor:** Medium, Heavy, Powered

**Power (Daily):** Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You gain a +1 power bonus to AC until the end of the encounter. Whenever an enemy hits you, the bonus increases by +1 to a maximum power bonus of +2.

*Level +6:* Maximum power bonus of +3  
*Level +9:* Maximum power bonus of +4  
*Level +14:* Maximum power bonus of +5

HUD COM (HUD)

Level Increase: +3  
Restriction: None

Time: 60 Minutes  
Key Skill: Electrical

Requirement: HUD system upgrade

The HUD COM allows you to communicate with others on the same radio frequency.

**HUD COM (HUD)***  
*Level +3*

*If set up the visor will show you who is talking with you and on what frequency.*

Lvl +3  
Lvl +6  
Gadget

**Armor:** Helmet, Powered

**Power (At-Will):** Free Action. You can communicate normally with people using the same radio frequency at a range of 1 mile. Others not using a radio will have a -5 to their perception checks to hear you speak.

ILLUMINATED

Level Increase: +1  
Restriction: None

Time: 15 Minutes  
Key Skill: Mechanical

Requirement: None

Lights have been placed on the armor and can be used to provide illumination much like a flashlight.

**ILLUMINATED**  
*Level +1*

*Two LED lights are placed on the shoulders, belt, or helmet of the armor and provide decent lighting. Different colors and pulsing effects can also be added.*

Lvl +1  
Lvl +2  
Gadget

**Armor:** Light, Medium, Heavy, Helmet, Powered

**Power (At-Will):** Minor Action. The armor shines light like a flashlight out to a range of 10 squares. You can end the illumination as a free action.

*Level +2:* 15 Squares.  
*Level +3:* 20 Squares.  
*Level +4:* 30 Squares.

**Special:** The light can be changed out for Ultraviolet for no additional cost and can only be seen with night vision goggles.

**Note:** Night vision still requires some light to be useful. In an environment devoid of all light night vision does not work.

INTEGRATED EQUIPMENT SYSTEM

Level Increase: +3  
Restriction: None

Time: 60 Minutes  
Key Skill: Mechanical

Requirement: None

A particular piece of non-weapon equipment is incorporated into the base armor and can be used in and out of combat freeing up the characters hands. This equipment does not give the character extra actions, but allows him to have additional equipment available to him as needed.

**INTEGRATED EQUIPMENT SYSTEM**  
*Level +3*

*From a built-in GPS to an entire computer system being integrated into the armor, almost any can be added and used.*

Lvl +3  
Gadget

**Armor:** Light, Medium, Heavy, Helmet, Powered

**Power (At-Will):** Minor Action. You use the integrated piece of equipment. Once integrated the equipment cannot be separated from the armor.

**Special:** The weapon cannot weigh more than the armor itself, and is at the DM's discretion.

**Special:** The integrated equipment can be linked to an existing HUD system, and used as a free action.

**Note:** This gadget can be taken more than once.

INTEGRATED WEAPON SYSTEM

Level Increase: +5  
Restriction: Licensed

Time: 60 Minutes  
Key Skill: Mechanical

Requirement: +2 Armor Enhancement or better, and the weapon to be intergraded

A particular weapon is intergraded into the base armor and can be used during combat freeing up the character’s hands. These weapons do not give the character extra attacks, but allows him to have additional weapons available to him as needed.
Intergraded Weapon System  Level +5

From pop out wrist blades to a shoulder mounted grenade launcher, almost any weapon can be intergraded into a armor.

Lvl +5

Gadget

Armor: Light, Medium, Heavy, Powered

Power (At-Will): Free Action. Trigger: You use an attack power. Effect: Instead of using a hand held weapon you use your intergraded weapon assuming it meets the powers requirements. The intergraded weapon can count as a second weapon for the purpose of two weapon powers. Once mounted the weapon cannot be removed.

Special: The weapon cannot weigh more than the armor itself, and is up to the DM’s discretion.

Special: The weapon can be upgraded separately from the armor.

Note: This gadget can be taken more than once.

Inductive Amor

Level Increase: +3  Restriction: None

Time: 60 Minutes  Key Skill: Electrical

Requirement: +2 Armor Enhancement or better

Inductive Amor will send electrical singles to the users mussels which will temporary allow the user to move with the grace and speed of cat.

Lvl +3  Lvl +9
Lvl +6  Lvl +12

Gadget

Armor: Light, Medium, Powered


Level +6: Shift 6 squares
Level +9: Shift 8 squares
Level +12: Shift 10 squares

Jet Pack

Level Increase: +3  Restriction: Licensed

Time: 60 Minutes  Key Skill: Mechanical

Requirement: +3 Armor Enhancement or better

Advances in technology have allowed a small jet pack to be placed on the back of the armor, and provides limited flight.

Jet Pack

Several small jets protrude from a casing on the back of the armor about the size of a backpack.

Lvl +3  Lvl +7
Lvl +5  Lvl +9

Gadget

Armor: Heavy, Powered


Level +4: Speed +2
Level +6: Speed +4
Level +12: Speed +6

Jump Pistons

Level Increase: +2  Restriction: None

Time: 30 Minutes  Key Skill: Mechanical

Requirement: +1 Armor Enhancement or better

Jump pistons give the character the ability to jump much further than they would be able to normally.

Jump Pistons  Level +2

These pistons are attached to the legs of the armor and when activated launch the character into the air.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Gadget

Armor: Medium, Heavy, Powered

Power (At-Will): Free Action. Trigger: You make a Athletics check to jump. Effect: You jump as if you had a running start. Your jump can exceed your movement.

Level +6: Clear an additional 1 square for long and high jump
Level +9: Clear an additional 2 squares for long and high jump
Level +12: Clear an additional 4 squares for long and high jump

Magnetic Grappler

Level Increase: +3  Restriction: None

Time: 30 Minutes  Key Skill: Mechanical

Requirement: None

This Grappler is used to grab a creature or object and bring it to you. This device used a compressed gas cartage that has to be replaced after every use.

Magnetic Grappler  Level +3

Usually placed on the arm or shoulder of the armor it appears to be a small mounted gun with a magnetic tether.

Lvl +2  Lvl +6
Lvl +4  Lvl +8

Gadget

Armor: Medium, Heavy, Powered

Power (Daily): Minor Action. You pull one medium or smaller creature or object within 5 squares of you 3 squares. If you pull it into a square adjacent to you, it is also immobilized (save ends).

Level +4: One creature or object within 10 squares
Level +6: One creature or object within 10 squares, and pull it 8.
Level +8: One creature or object within 15 squares, and pull it 12.

Motion Tracker (HUD)

Level Increase: +3  Restriction: None

Time: 60 Minutes  Key Skill: Electrical

Requirement: HUD system upgrade

This gadget gives its user a readout of any movement in the area around him. The problem is the user must remain still for the motion tracker to work.
Motion Tracker (HUD)  Level +3
A display similar to radar appears on the visor of the HUD. Any movement is shown on this display although the user might not know what it is.

Lvl +3  Lvl +9
Lvl +6  Lvl +12

Gadget
Armor: Helmet, Powered
Power (At-Will): Minor Action. You gain Tremorsense in a burst 5 around you except that you can also perceive creatures in flight. When using the motion tracker you are immobilized until the start of your next turn.
Level +6: Burst 10
Level +9: Burst 15
Level +12: Burst 20

Negating Armor  Level +3
This armor has built into it a greater chance to deflect damage away from it.

Negating Armor
Level Increase: +3  Restriction: Licensed
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +3 Armor Enhancement or better

Night Vision (HUD)  Level +3
The display on the visor switches to black and white showing a dull lightless world.

Night Vision (HUD)
Level Increase: +3  Restriction: None
Time: 60 Minutes  Key Skill: Electrical
Requirement: HUD system upgrade
Night vision allows the user to see in near darkness almost as good a day. Night vision still requires some ambient light such as stars, partial moon light, etc, to work. Inferred light is invisible to normal sight but can be easily seen with night vision.

Night Vision (HUD)
Level Increase: +3  Restriction: None
Time: 60 Minutes  Key Skill: Electrical
Requirement: None
A polarizing lens is built into a helmet and will prevent the user from being blinded by bright light.

PISTON BOOT SPIKES
Level Increase: +3  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: None
These spikes shoot into the ground anchoring you into place preventing unwanted movement.

PISTON SPIKED JACKET
Level Increase: +3  Restriction: Licensed
Time: 30 Minutes  Key Skill: Mechanical
Requirement: Spiked Jacket
Each spike on the armor has a small air piston built into them causing the spikes to shoot out hurting anyone holding on to you.

Shock Therapy
Level Increase: +3  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: None
Each spike is slightly larger and has a pneumatic tubs running to it from a compressor on the back.

Polarizing Lens  Level +5
Restriction: None
Time: 60 Minutes  Key Skill: Electrical
Requirement: None
A polarizing lens is built into a helmet and will prevent the user from being blinded by bright light.
Polarizing Lens  Level +5
The visor reacts to bright light by instantly becoming opaque, preventing any light from getting through.
Lvl +5
Gadget
Armor: Helmet, Powered
Power (Daily): Immediate Reaction. Trigger: You are hit by an effect that causes blindness. Effect: You are not inflicted with the blinding effect.

Quick Armor  Level +3
Servos are placed on the leg joints and provide extra power to the users stride.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Gadget
Armor: Heavy
Power (Encounter): Minor Action. Gain a +2 power bonus to speed until the end of your next turn.
Level +4: +3
Level +6: +4
Level +8: +6

Reactive Healing  Level +3
Several canisters of a combustible substance sit around a the belt of the armor.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Gadget
Armor: Medium, Heavy, Powered
Power (Daily ◆ Healing): Immediate Interrupt. Trigger: You are hit with an attack that deals Acid, Cold, Fire, Lightning, or Thunder damage (Choose one energy type at creation). Effect: You take no damage of the chosen type, and can spend a healing surge.
Level +6: +1D6 HP
Level +9: +2D6 HP
Level +12: +3D6 HP
Special: This gadget can be taken more than once but for a different energy type.

Reflexive Armor  Level +3
The flexible insert allows the armored pieces and joints to move on the character like a set of cloths.
Lvl +3  Lvl +10
Gadget
Armor: Heavy, Powered
Power (Daily): Immediate Interrupt. Trigger: An attack targets your reflex defense. Effect: Until the end of your next turn, you can resist attacks against reflex with your AC instead.
Level +10: Until the end of the encounter.

Shock Therapy  Level +3
These electrodes are place under the armor and lay against the skin of its user.
Lvl +3  Lvl +7
Lvl +5  Lvl +10
Gadget
Armor: Light, Medium, Heavy, Powered
Power (Daily):Immediate Reaction. Trigger: An effect dazes, immobilizes, slows, or stuns you. Effect: You make a saving throw against the triggering effect. On a save, that effect ends.
Level +5: +2 to save.
Level +7: +5 to save.
Level +10: Automatically saves.

Shocking Armor  Level +3
Level Increase: +3  Restriction: Licensed
Time: 60 Minutes  Key Skill: Electrical
Requirement: +2 Armor Enhancement or better
When this gadget is activated any enemy that hits you is going to regret it.
### Shocking Armor Level +3

*The armor is covered in a webbing of insulated wire that will apply an electric shock to anyone breaking the insulation.*

-Lvl +3: Lvl +9
-Lvl +6: Lvl +12

**Gadget**

**Armor:** Light, Medium, Heavy, Powered

**Power (Daily • Lightning):** Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes 2 lightning.

- **Level +6:** 4 Lightning damage
- **Level +9:** 6 Lightning damage
- **Level +12:** 8 Lightning damage

### Sound Dampening

**Level Increase:** +5  
**Restriction:** None  
**Time:** 60 Minutes  
**Key Skill:** Electrical  
**Requirement:** None

This gadget automatically damps any volume of noise capable of causing damage to your ears and causing deafness.

**Sound Dampening Level +5**

*Ear muffs are built into the helmet that help eliminate the sound by emitting an opposing frequency of sound.*

-Lvl +5

**Gadget**

**Armor:** Helmet, Powered

**Power (Daily):** Immediate Reaction. *Trigger:* You are hit by an effect that causes Deafness. *Effect:* You are not inflicted with the Deafness effect.

### Static Charge

**Level Increase:** +3  
**Restriction:** Licensed  
**Time:** 60 Minutes  
**Key Skill:** Electrical  
**Requirement:** +2 Armor Enhancement or better

When this gadget is activated the first enemy that hits you is going to regret it.

**Static Charge**

*The display on your visor zooms to the area of interest.*

-Lvl +3  
-Lvl +6  
-Lvl +12

**Gadget**

**Armor:** Helmet, Powered

**Power (Encounter):** Minor Action. Until the end of your next turn you ignore all ranged penalties for combat and visual perception checks.

- **Level +6:** +1 Power bonus to attack and perception.
- **Level +9:** +2 Power bonus to attack and perception.
- **Level +12:** +4 Power bonus to attack and perception.

### Versatile Armor

**Level Increase:** +3  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Mechanical  
**Requirement:** HUD system upgrade

This armor loosens up at the users command granting a greater range of versatility at the expense of defense.

**Versatile Armor Level +3**

*When this gadget is in use the armor seems to loosely fit the character like a set of cloths.*

-Lvl +3

**Gadget**

**Armor:** Medium, Heavy

**Power (At-Will):** Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by this armor. This persists until you use a minor action to return the armor to normal.

### Telescopic (HUD)

**Level Increase:** +3  
**Restriction:** None  
**Time:** 60 Minutes  
**Key Skill:** Electrical  
**Requirement:** HUD system upgrade

The telescopic HUD gadget allows it user to see things at range without using binoculars.
WEAPON UPGRADES

The upgrades found below apply to melee and ranged weapons. Many upgrades require that there be a certain level of “Weapon Enhancement” before the upgrade can be applied. Some upgrades come with extra critical damage and effects. The damages do not stack and the highest is instead used while all effects do stack. The damage ‘types’ stack and will all apply when a critical is made. For example if a weapon had a +2 enhancement (+2D6) and a Hot Shot Barrel (+2D8 fire) with Rail Barrel (+2D8 force), the final critical damage amount would be +2D8 Fire & Force. The number of upgrades that can be added to a specific weapon can be no greater than 1 + half of the weapons enhancement bonus.

WEAPON ENHANCEMENT

Level Increase: +1  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Restriction: None

The weapon has been enhanced with a superior firing chamber for ranged weapons or is laser edged for bladed weapons. Regardless of the way it was done the weapon is vastly superior to all others.

Weapon Enhancement

Just by looking at this weapon you can tell that it is better than the rest.

Lvl +1  Lvl +9
Lvl +3  Lvl +12
Lvl +6  Lvl +15

Upgrade

Weapon: Any
Critical: +1D6 damage per bonus of Enhancement.
Property: This upgrade grants a bonus +1 to attack and damage.
Level +3: +2 Attack and Damage
Level +6: +3 Attack and Damage
Level +9: +4 Attack and Damage
Level +12: +5 Attack and Damage
Level +15: +6 Attack and Damage

Special: This does not count toward the total number of upgrades a weapon can have.

ALTERNATE AMMO

Level Increase: +4  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Restriction: +1 Weapon Enhancement or better.
The weapon is capable of firing two different types of ammunition

Alternate Ammo

This weapon have been crafted to support two different sized in ammo.
Lvl +4
Upgrade

Weapon: Handgun, Longarm, Heavy
Critical: None
Property: The weapon can fire one other ammunition type, but that second ammunition type can be no more or less than one die size in damage. The alternate ammunition uses its own damage when used. See ammunition table for die sizes.

ASSASSIN’S WEAPON

Level Increase: +3  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Restriction: +2 Weapon Enhancement or better.

This weapon has been engineered to inflict the maximum amount of damage possible.

Assassin’s Weapon

This weapon has the look, feel and sound of a truly deadly weapon.

Lvl +3  Lvl +9
Lvl +6  Lvl +12
Upgrade

Weapon: Handgun, Longarm, All Melee, Energy
Critical: Ongoing 5 damage (Save ends).
Level +6: Ongoing 10 damage (Save ends).
Level +9: Ongoing 15 damage (Save ends).
Level +12: Ongoing 20 damage (Save ends).
Property: Critical threat increases to 19-20.

AUTO-FIRE MODULE

Level Increase: +4  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical

Restriction: Semi-automatic weapon
This module turns a standard semi-automatic weapon into an automatic weapon.

Rail Barrel

This module augments the firing chamber to add the necessary additions for auto-fire capability.
Lvl +4
Upgrade

Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The weapon gains the auto-fire property and can now make automatic attacks.

CERAMIC CASTING

Level Increase: +4  Restriction: Restricted
Time: 30 Minutes  Key Skill: Mechanical
Restriction: +1 Weapon Enhancement or better.
There is no metal in this gun and as such can pass through metal detectors unhindered.
CERAMIC CASTING Level +4

This weapon is very light and makes no mechanical metal sounds when it is fired.

Lvl +4

**Upgrade**

**Weapon:** Handgun, Longarm, Heavy, Energy

**Critical:** None

**Property:** This weapon can pass through metal detectors and gains a +1 power bonus to attack.

---

**CHARGED BARREL**

**Level Increase:** +3 **Restriction:** None

**Time:** 30 Minutes **Key Skill:** Mechanical

**Requirement:** +2 Weapon Enhancement or better.

The ammunition is supercharged with electricity when fired in order to inflict lightning damage to its target.

**Charged Barrel** Level +3

When fired a humming sound can be heard as the bullet is supercharged as it passes through the barrel of the gun.

Lvl +3 Lvl +9
Lvl +6 Lvl +12

**Upgrade**

**Weapon:** Handgun, Longarm, Heavy, Energy

**Critical:** +1D6 Lightning damage per bonus of Enhancement, and target is Dazed (Save ends).

**Property:** This weapon deals an extra +1 Lightning damage to your target.

Level +6: +2 Lightning Damage
Level +9: +4 Lightning Damage
Level +12: +6 Lightning Damage

---

**CONCEALABLE**

**Level Increase:** +4 **Restriction:** None

**Time:** 30 Minutes **Key Skill:** Mechanical

**Requirement:** +1 Weapon Enhancement or better.

The weapon is hidden within a standard everyday item, and can be used at anytime unhindered.

**Concealable** Level +4

Some weapons can be installed (and operated from) inside other items; for example, guns that fit into briefcases, grenades disguised as cosmetic products, and so forth.

Lvl +4

**Upgrade**

**Weapon:** All.

**Critical:** None

**Property:** The weapon is concealed within another item such as a briefcase, and receive a -2 penalty to attack when used. Passive perception checks to determine whether the item is a weapon fail unless it is examined in close detail or is used to make an attack.

**Note:** The item the weapon is hiding in must be purchased separately and does not function exactly as the item was intended for. The item must also be big enough to hold the weapon. If the weight of the two items is similar than it shouldn’t be a problem, otherwise its DM’s call.

---

**DUELISTS SHOT**

**Level Increase:** +2 **Restriction:** None

**Time:** 30 Minutes **Key Skill:** Mechanical

**Requirement:** +1 Weapon Enhancement or better.

This weapon has been designed to inflict extra pain on its victim messing up future attack they may make.

**Duelist Shot** Level +2

When this weapon is used its extra recoil is quite noticeable, and the sound its target makes is music.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

**Upgrade**

**Weapon:** Handgun, Longarm, Heavy, Energy

**Critical:** None.

**Property:** When you hit an enemy with this weapon, that enemy takes a -1 penalty to ranged and area attack rolls until the end of your next turn.

Level +4: -2 Penalty
Level +6: -3 Penalty
Level +8: -4 Penalty

---

**DOUBLE LOAD WEAPON**

**Level Increase:** +4 **Restriction:** None

**Time:** 30 Minutes **Key Skill:** Mechanical

**Requirement:** +1 Weapon Enhancement or better.

The Double load upgrade doesn’t offer more space for ammunition but allows its user to select between two different types of ammo the weapon can use.

**Double Load Weapon** Level +4

The weapon has an extra button near the thumb that toggles between the two different ammos.

Lvl +4

**Upgrade**

**Weapon:** Handgun, Longarm, Heavy

**Critical:** None.

**Property:** As a minor action you can choose between two types of ammunition. This is best used for ammunition with different upgrades.

**Note:** This weapon cannot use different size ammo unless the Alternate Ammo property is also on the weapon.

---

**EXTENDED CLIP**

**Level Increase:** +4 **Restriction:** None

**Time:** 30 Minutes **Key Skill:** Mechanical

**Requirement:** Semi-automatic weapon

The amount of ammo that can be stored in this weapon has doubled.

**Extended Clip** Level +4

The extra ammo is usually achieved by increasing the size of the clip or box, or by adding a snail drum to the weapon.

Lvl +4

**Upgrade**

**Weapon:** Handgun, Longarm, Heavy

**Critical:** None.

**Property:** The amount of ammunition this weapon can hold is doubled.
EXTENDED RANGE
Level Increase: +2  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +1 Weapon Enhancement or better.
The gun is designed to propel the round further than normal by augmenting the firing chamber and barrel.

Extended Range  Level +2
The barrel of this gun looks longer than another gun of the same make.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Upgrade
Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The range of this gun is increased by +5 squares.
   Level +6: +10 squares
   Level +9: +15 squares
   Level +12: +30 squares

HEAVY HIT WEAPON
Level Increase: +2  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +1 Weapon Enhancement or better.
This weapon has been modified to hit harder than most other weapons of its kind.

Heavy Hit Weapon  Level +2
Just by holding this weapon you can feel the weight of the weapon focused more towards the tip for maximum impact.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Upgrade
Weapon: All Melee
Critical: +1D10 damage per bonus of enhancement, and target is knocked prone.
Property: When you charge an enemy and hit with a melee basic attack using this weapon, the attack deal 1[W] extra damage.
   Level +4: +2 Power Bonus Damage
   Level +6: +4 Power Bonus Damage
   Level +8: +6 Power Bonus Damage

HOT SHOT BARREL
Level Increase: +2  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +1 Weapon Enhancement or better.
The ammunition is superheated when fired in order to inflict fire damage to its target.

Hot Shot Barrel  Level +2
When fired gouts of flame come out of the barrel of the gun as the bullet is superheated.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Upgrade
Weapon: Handgun, Longarm, Heavy, Energy
Critical: +1D6 Fire damage per bonus of Enhancement, and target takes ongoing 5 fire damage (Save ends).
Property: This weapon deals an extra +1 Fire damage to your target.
   Level +4: +2 Fire Damage
   Level +6: +4 Fire Damage
   Level +8: +6 Fire Damage
Note: Cannot be used with Sub Zero Barrel or Cryo-Jet Ammunition.

IMPROVED SIGHTS
Level Increase: +4  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +1 Weapon Enhancement or better.
The sights for this weapon have been calibrated perfectly increasing the chance to hit creatures at distances.

Improved Sights  Level +4
Looking down the sights of this weapon offers a clear view of your target.
Lvl +4
Upgrade
Weapon: Handgun, Longarm, Heavy, Energy
Critical: None
Property: The penalty for attacking targets after the first range increment in decreased by 1.

MONO-BLADE
Level Increase: +2  Restriction: None
Time: 30 Minutes  Key Skill: Mechanical
Requirement: +3 Weapon Enhancement or better.
This bladed weapon is sharpened down to its monomolecular level allowing it to easily part the molecules of materials it comes in contact with. It can part the metal armor of a tank as easily as human flesh.

Mono-Blade  Level +2
The edge of this weapon is so fine that even under a microscope it still looks a sharp as a razor.
Lvl +2  Lvl +6
Lvl +4  Lvl +8
Upgrade
Weapon: Light blade, Heavy blade, Axe, Spear, Polearm
Critical: +1D8 damage per bonus of enhancement, or if the target has a ‘Resist all’ resistance 1D12 per bonus.
Property: Weapon ignores 5 point of untyped damage resistance
   Level +4: 10 points of untyped damage resistance
   Level +6: 15 points of untyped damage resistance
   Level +8: 20 points of untyped damage resistance
**Penetrating Barrel**

Level Increase: +3  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +2 Weapon Enhancement or better.

Bullets fired from this gun have a much greater spin allowing them to penetrate deeper into armored targets.

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy  
Critical: None  
Property: This weapon ignores 4 points of untyped damage resistance.  
Level +6: 6 Points of untyped damage resistance.  
Level +9: 8 Points of untyped damage resistance.  
Level +12: 10 Points of untyped damage resistance.

---

**Silenced Weapon**

Level Increase: +4  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

Almost every part of this weapon has been made to function as quietly as possible.

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy

Critical: None

Property: While hidden, you remain hidden after missing with an attack. If you are further then 20 squares away from the enemy you can reroll a stealth check to remain hidden after a successful attack as a free action. You take a -5 penalty to this check.

---

**Sub Zero Barrel**

Level Increase: +2  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

The ammunition is flash frozen when used in order to inflict cold damage to its target.

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy

Critical: +1D6 cold damage per bonus of Enhancement, and target is slowed (Save ends).

Property: This weapon deals an extra +1 cold damage to your target.

Level +4: +2  Cold Damage  
Level +6: +4  Cold Damage  
Level +8: +6  Cold Damage

Note: Cannot be used with Hot Shot Barrel or incendiary Ammunition.

---

**Weapon Uplink**

Level Increase: +4  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

This weapon links directly to an existing HUD system and can provide a video feed from your weapon.

Upgrade

Weapon: Handgun, Longarm, Heavy, Energy

Critical: None

Property: You can fire from an adjacent square as if you were occupying it. This is best used when behind a corner when you do not have line effect in your current square.

Note: This only works while using a HUD System.
WEAPON GADGETS

Weapon gadgets are usually separate pieces of equipment that are added to a weapon. These gadgets usually add powers and abilities that the character can make use of. The number of gadgets that can be added to a specific weapon can be no greater than 1 + half of the weapon’s enhancement bonus.

AUTO-LOADER MODULE

Level Increase: +3  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: None.

This is actually a separate device located on the body of it user. It is usually placed on the arm or the waist to easily load the weapon. The weapon has to be specially modified to make use of this module.

<table>
<thead>
<tr>
<th>Autoloader Module Level +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>With a quick brush of the thumb and flick of the wrist the old spent clip falls from the gun and a new one from up the sleeve replaces it.</td>
</tr>
</tbody>
</table>

Lvl +3  
Lvl +6

Gadget

Weapon: Handgun, Longarm, Heavy  
Critical: None.

Power (Encounter): Free Action. Trigger: You run out of ammo with your current weapon. Effect: You reload your weapon as a free action as long as you have sufficient clips to do so.  
Level +3: This can be done 2 times per encounter.

CHARGER

Level Increase: +2  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

This weapon uses electro-induction technology to propel a single round with extreme force. The problem is it can take time to charge the round.

<table>
<thead>
<tr>
<th>Charger Level +2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Like a capacitor the weapon charges up with an audible whine promising painful death to all in sight.</td>
</tr>
</tbody>
</table>

Lvl +2  
Lvl +6  
Lvl +4  
Lvl +8

Gadget

Weapon: Handgun, Longarm, Heavy, Energy  
Critical: None.

Power (Encounter): Standard Action. Use a power that targets only one enemy. You deal +1D4 force damage to that enemy. You can choose not to make the attack that round and wait for the next round. For every round that you do not attack you deal an extra +1D4 force damage on the next round. You can delay the attack for a maximum of 2 rounds.  
Level +4: Maximum of 3 rounds  
Level +6: +1D6 force damage for a max of 3 rounds.  
Level +8: +2D6 force damage for a max of 3 rounds.

INTEGRATED EQUIPMENT SYSTEM

Level Increase: +3  
Restriction: None  
Time: 60 Minutes  
Key Skill: Mechanical  
Requirement: None.

A particular piece of non-weapon equipment is incorporated into the base weapon and can be used in and out of combat freeing up the characters hands. This equipment does not give the character extra actions, but allows him to have additional equipment available to him as needed.

<table>
<thead>
<tr>
<th>Intergraded Equipment System Level +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>From a built in GPS to an entire computer system being integrated into the armor, almost any can be added and used.</td>
</tr>
</tbody>
</table>

Lvl +3

Gadget

Weapon: Handgun, Longarm, Heavy  
Critical: None.

Power (At-Will): Minor Action. You use the integrated piece of equipment. Once integrated the equipment cannot be Separated from the weapon.  
Special: The equipment cannot weigh more than the weapon itself, and is up to the DM’s discretion.  
Special: The integrated equipment can be linked to an existing HUD system, and used as a free action.  
Note: This gadget can be taken more than once.

HANDLE BLADE

Level Increase: +2  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

This weapon has a pop-out blade built into its handle or butt. With a flick of a button the blade pops out ready to use and returns just as easily.

<table>
<thead>
<tr>
<th>Handle Blade Level +2</th>
</tr>
</thead>
<tbody>
<tr>
<td>The blade in this weapon can have many shapes and sizes but can also fit in the handle or butt of a firearm.</td>
</tr>
</tbody>
</table>

Lvl +2  
Lvl +6  
Lvl +4  
Lvl +8

Gadget

Weapon: Handgun, Longarm, Heavy, Energy  
Critical: +1D8 damage per bonus of enhancement.  
Power (At-will): Make a melee attack using a melee attack power you posses. The blade deals 1D6 damage.  
Level +4: Deals 1D8 damage  
Level +6: Deals 1D10 damage  
Level +8: Deals 2D6 damage

VIBRO-BLADE

Level Increase: +2  
Restriction: None  
Time: 30 Minutes  
Key Skill: Mechanical  
Requirement: +1 Weapon Enhancement or better.

This bladed weapon vibrates at an extremely high frequency allowing it to easily part the molecules of materials it comes in contact with. It can part the metal armor of a tank as easily as human flesh.

<table>
<thead>
<tr>
<th>Vibro-Blade Level +2</th>
</tr>
</thead>
<tbody>
<tr>
<td>The blade in this weapon can have many shapes and sizes but can also fit in the handle or butt of a firearm.</td>
</tr>
</tbody>
</table>

Lvl +2  
Lvl +6  
Lvl +4  
Lvl +8

Gadget

Weapon: Handgun, Longarm, Heavy, Energy  
Critical: +1D8 damage per bonus of enhancement.  
Power (At-will): Make a melee attack using a melee attack power you posses. The blade deals 1D6 damage.  
Level +4: Deals 1D8 damage  
Level +6: Deals 1D10 damage  
Level +8: Deals 2D6 damage
Vibro-Blade  
Level +2

The blade of this weapon almost blurs as it vibrates and always gives off a slight humming sound.

Lvl +2  Lvl +6  Lvl +4  Lvl +8

Gadget

**Weapon:** Light blade, Heavy blade, Axe, Spear, Polearm  
**Critical:** Target takes ongoing 5 per bonus of enhancement.  
**Power (Encounter):** Free Action. Trigger: An attack power is used. Effect: Weapon ignores all untyped damage resistance until the end of your next turn.  
-Level +4: Deal 5 points of extra damage  
-Level +6: Deal 10 points of extra damage  
-Level +8: Deal 15 points of extra damage

### AMMUNITION UPGRADES

<table>
<thead>
<tr>
<th>Ammunition Type</th>
<th>Quantity Sold</th>
<th>Damage</th>
<th>Purchase Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.56mm</td>
<td>20</td>
<td>2D8</td>
<td>4</td>
</tr>
<tr>
<td>7.62mm</td>
<td>20</td>
<td>2D8</td>
<td>4</td>
</tr>
<tr>
<td>.444 Caliber</td>
<td>20</td>
<td>2D10</td>
<td>6</td>
</tr>
<tr>
<td>.50 Caliber</td>
<td>20</td>
<td>2D12</td>
<td>6</td>
</tr>
<tr>
<td>9mm</td>
<td>50</td>
<td>2D6</td>
<td>5</td>
</tr>
<tr>
<td>10mm</td>
<td>50</td>
<td>2D6</td>
<td>5</td>
</tr>
<tr>
<td>.22 Caliber</td>
<td>50</td>
<td>2D4</td>
<td>4</td>
</tr>
<tr>
<td>.32 Caliber</td>
<td>50</td>
<td>2D4</td>
<td>5</td>
</tr>
<tr>
<td>.38 Special</td>
<td>50</td>
<td>2D6</td>
<td>5</td>
</tr>
<tr>
<td>.357 Caliber</td>
<td>50</td>
<td>2D6</td>
<td>5</td>
</tr>
<tr>
<td>.44 Caliber</td>
<td>50</td>
<td>2D8</td>
<td>5</td>
</tr>
<tr>
<td>.45 Caliber</td>
<td>50</td>
<td>2D6</td>
<td>5</td>
</tr>
<tr>
<td>10-Gauge Buckshot</td>
<td>10</td>
<td>2D10</td>
<td>5</td>
</tr>
<tr>
<td>12-Gauge Buckshot</td>
<td>10</td>
<td>2D8</td>
<td>4</td>
</tr>
</tbody>
</table>

Upgraded ammunition can be activated and fired from ranged weapons to achieve exceptional results. The upgraded ammunition must be loaded before you can activate and fire it (spending whatever action is necessary to do so), and is used up when fired. When used with powers that target multiple enemies, the number of enemies that can be hit with the upgraded ammunition cannot exceed the number of upgraded rounds left. When used in attacks that expend extra ammunition during the attack (Automatic Fire), any standard ammunition in the clip is expended first.

When fired from an enhanced weapon, the weapons critical bonus and the properties and powers from both the weapon and ammunition still apply.

All properties have a quantity of rounds they produce, and you take the lowest result when stacking properties on ammunition. Ammunition may only have two properties on them - Ammunition Enhancement and one other.

Some weapons at higher progress levels no longer use individual pieces of ammunitions but power packs or similar. The ammunition used for energy weapons can not accept the upgrades listed below, and have their own specific upgrades listed in the gadgets and upgrades section of the progress level the items can be found in.
**AMMUNITION ENHANCEMENT**

**Level Increase:** +1  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** None  
These rounds are built with superior materials with higher grade propellant in order to deal the most damage, and penetrate the best armor.

**Ammunition Enhancement Level +1**

*These bullets are handmade and usually have distinct looks that reflect its maker.*

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Lvl</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>+12</td>
</tr>
<tr>
<td>+4</td>
<td>+16</td>
</tr>
<tr>
<td>+8</td>
<td>+20</td>
</tr>
</tbody>
</table>

**Upgrade**

**Ammunition:** Any  
**Quantity:** 10 rounds  
**Property:** This upgrade grants a bonus +1 to attack and damage.  
- Level +4: +2 Attack and Damage  
- Level +8: +3 Attack and Damage  
- Level +12: +4 Attack and Damage  
- Level +16: +5 Attack and Damage  
- Level +20: +6 Attack and Damage  

**Special:** When using enhanced ammunition with an enhanced weapon you use the highest enhancement from the two. If you used +2 9mm rounds in a +3 Tech-9 than the Tech-9’s enhancement will override the ammunition.

**AMMUNITION, AET**

**Level Increase:** +2  
**Restriction:** Restricted  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** +1 Ammunition Enhancement or better.  
Accelerated Energy Transfer rounds are designed to better penetrate armor and are built using some sort of lightweight material with high velocity propellant.

**Ammunition, AET Level +2**

*These rounds have a very distinct shape to them that allows them to curve in midflight.*

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Lvl</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>+6</td>
</tr>
<tr>
<td>+4</td>
<td>+8</td>
</tr>
</tbody>
</table>

**Upgrade**

**Ammunition:** All but 10 & 12-Guage  
**Quantity:** 5 rounds  
**Property:** While you have line of effect to a square adjacent to an enemy, you can attack that enemy as if they just had cover.

**AMMUNITION, CASELESS**

**Level Increase:** +3  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** None  
These rounds have no casing to speak of; instead the bullets are housed in the propellant.
### Ammunition, Caseless  Level +2

This doesn’t change the properties of the bullet but will not leave any casing behind for the cops.

Lvl +2

Upgrade

Ammunition: Any  
Quantity: 10 rounds  
Property: No casings from the depleted ammo are left lying around.

**Special:** This property does not count towards the maximum number of properties the ammunition can have.

### AMMUNITION, COLD-LOADED

<table>
<thead>
<tr>
<th>Level Increase</th>
<th>Restriction</th>
<th>Time</th>
<th>Key Skill</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>+5</td>
<td>None</td>
<td>30 Minutes</td>
<td>Demolitions</td>
<td>+1 Ammunition Enhancement or better.</td>
</tr>
</tbody>
</table>

These are subsonic rounds as they do not exceed the speed of sound due to the reduced propellant used in its making.

### Ammunition, Cold-Loaded  Level +5

When these rounds are fired they make very little noise except for the mechanical working of the gun.

Lvl +5

Upgrade

Ammunition: 5.56, 7.62, .444, 9mm, 10mm, .22, .32, .44, .45  
Quantity: 10 rounds  
Property: Any perception DC’s to hear this gun being fired receives a +5 to that DC. Any attack with this round also takes a -2 penalty to damage per die.

### AMMUNITION, CRYO-JET

<table>
<thead>
<tr>
<th>Level Increase</th>
<th>Restriction</th>
<th>Time</th>
<th>Key Skill</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Restricted</td>
<td>30 Minutes</td>
<td>Demolitions</td>
<td>+2 Ammunition Enhancement or better.</td>
</tr>
</tbody>
</table>

Cryo-Jet rounds us super cooled frozen liquid for the projectile of the bullet.

### Ammunition, Cryo-Jet  Level +2

These rounds are too cold to touch with an unprotected hand and when used they return to a liquid or vaporous form leaving no evidence behind.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8

Upgrade

Ammunition: Any  
Quantity: 5 rounds  
Property: This ammo deal +1D6 extra cold damage to its target.  
Level +4: +2D6 cold damage  
Level +6: +3D6 cold damage  
Level +8: +4D6 cold damage

### AMMUNITION, CS Ferret  Level +2

These rounds have a liquid canister in them that breaks on contact with an enemy. The liquid vaporized quickly incapacitating your enemy.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8

Upgrade

Ammunition: 10-Guage, 12-Guage  
Quantity: 2 rounds  
Property: This ammo deal one die size less damage, but the target is blinded and dazed (Save ends both).  
Level +4: -1 to save  
Level +6: -2 to save  
Level +8: -3 to save

### AMMUNITION, DYNAMO

<table>
<thead>
<tr>
<th>Level Increase</th>
<th>Restriction</th>
<th>Time</th>
<th>Key Skill</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Restricted</td>
<td>30 Minutes</td>
<td>Demolitions</td>
<td>+2 Ammunition Enhancement or better.</td>
</tr>
</tbody>
</table>

Dynamo rounds have a high tech look to them and often have a small LED light to indicate its charge.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8

Upgrade

Ammunition: Any  
Quantity: 5 rounds  
Property: This ammo deal +1D6 extra Lightning damage to its target.  
Level +4: +2D6 Lightning damage  
Level +6: +3D6 Lightning damage  
Level +8: +4D6 Lightning damage

### AMMUNITION, HI-EXPLOSIVE

<table>
<thead>
<tr>
<th>Level Increase</th>
<th>Restriction</th>
<th>Time</th>
<th>Key Skill</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Military</td>
<td>30 Minutes</td>
<td>Demolitions</td>
<td>+2 Ammunition Enhancement or better.</td>
</tr>
</tbody>
</table>

HI-Explosive rounds have an explosive substance packed at the nose of the round that explodes on contact.

### Ammunition, HI-Explosive  Level +2

Normally these rounds look the same as another of its type, but usually have a marking to designate them as explosive.

Lvl +2  
Lvl +4  
Lvl +6  
Lvl +8

Upgrade

Ammunition: Any  
Quantity: 5 rounds  
Property: This ammo deal +1D6 extra force damage to its target.  
Level +4: +2D6 force damage  
Level +6: +3D6 force damage  
Level +8: +4D6 force damage
Ammunition, Hollow Point  
**Level Increase:** +2  
**Restriction:** Restricted  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** +1 Ammunition Enhancement or better.
Hollow points have a hollow nose, or a nose filled with a soft substance that deforms on contact to increase damage.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
<th>Upgrade</th>
<th>Quantity</th>
<th>Property</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl +2</td>
<td>These rounds look similar to other rounds of their caliber except that when they hit a target the bullet deforms.</td>
<td></td>
<td>All</td>
<td>+1 Item bonus to damage</td>
</tr>
<tr>
<td>Lvl +4</td>
<td></td>
<td></td>
<td>All</td>
<td>+2 Item bonus to damage</td>
</tr>
<tr>
<td>Lvl +6</td>
<td></td>
<td></td>
<td>All</td>
<td>+3 Item bonus to damage</td>
</tr>
<tr>
<td>Lvl +8</td>
<td></td>
<td></td>
<td>All</td>
<td>+4 Item bonus to damage</td>
</tr>
</tbody>
</table>

Ammunition, Incendiary  
**Level Increase:** +2  
**Restriction:** Restricted  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** +2 Ammunition Enhancement or better.
Incendiary rounds have a flammable substance packed at the nose of the round that burns on contact.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
<th>Upgrade</th>
<th>Quantity</th>
<th>Property</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl +2</td>
<td>Normally these rounds look the same as another of its type, but usually have a marking to designate them as flammable.</td>
<td></td>
<td>Any</td>
<td>+1D6 extra fire damage to its target.</td>
</tr>
<tr>
<td>Lvl +4</td>
<td></td>
<td></td>
<td>Any</td>
<td>+2D6 fire damage</td>
</tr>
<tr>
<td>Lvl +6</td>
<td></td>
<td></td>
<td>Any</td>
<td>+3D6 fire damage</td>
</tr>
<tr>
<td>Lvl +8</td>
<td></td>
<td></td>
<td>Any</td>
<td>+4D6 fire damage</td>
</tr>
</tbody>
</table>

Ammunition, Penetrator Slug  
**Level Increase:** +5  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** +1 Ammunition Enhancement or better.
This slug ammunition is designed for shotguns and substantially increase the damage of the weapon at the cost of range.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
<th>Upgrade</th>
<th>Quantity</th>
<th>Property</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl +5</td>
<td>These rounds aren't any different than normal but weigh much more.</td>
<td></td>
<td>All</td>
<td>+1 bonus to hit a specific target after each missed attack on that target to a maximum of +5. This bonus resets after a successful hit on that target.</td>
</tr>
<tr>
<td>Lvl +15</td>
<td>Ram-Jet rounds have microscopic engines that use the air passing by to give it power.</td>
<td></td>
<td>All but 10 &amp; 12-Gauge</td>
<td></td>
</tr>
<tr>
<td>Lvl +20</td>
<td></td>
<td></td>
<td></td>
<td>2 secondary targets within 6 squares.</td>
</tr>
</tbody>
</table>

Ammunition, Tracer  
**Level Increase:** +5  
**Restriction:** None  
**Time:** 30 Minutes  
**Key Skill:** Demolitions  
**Requirement:** +1 Ammunition Enhancement or better.
These rounds create a trail behind them that make it easier to correct you aim after the first round is fired.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
<th>Upgrade</th>
<th>Quantity</th>
<th>Property</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl +5</td>
<td>Sure the tracer rounds make it easier to target your enemy but it also makes it easier for your enemy to find you.</td>
<td></td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Lvl +10</td>
<td>Shot gun slug ammo doesn't look any different than normal but</td>
<td></td>
<td>All</td>
<td></td>
</tr>
<tr>
<td>Lvl +20</td>
<td>Restricted</td>
<td></td>
<td>All</td>
<td></td>
</tr>
</tbody>
</table>
A Fast hero stands on the roof of a speeding car, using his two guns to blast at a fleeing van full of drugs. A Strong hero jumps onto a moving tanks and rips the hatch off its hinges to get at the enemies within. A smart hero sets a Jet on a collision course toward an enemy headquarters, jumping out at the last second as it crashes into the base.

The Modern campaign setting is built around fast-moving, dynamic combat, and adding vehicles to the mix will take combat to a whole new level. Whether surfing on the hood of fast moving cars, chasing down a speeding criminal, or having a dog fight hundreds of feet above a towering city, vehicles can serve as the centerpiece for any number of dynamic confrontations.

This section provides the rules for managing vehicles in your game. Vehicles function much like mounts, in that a character takes control of a vehicle, uses it to move, and can take advantage of its special features. Most vehicles carry more passengers and cargo than a mount, but their lack of maneuverability creates unique challenges on the battlefield.

**Under The Hood**

Vehicles have statistics, some of which are similar to a creature’s and others of which are not. Vehicles are considered objects, so the rules in Chapter 4 of the *Dungeon Master’s Guide* apply to them unless otherwise noted.

**Level:** The starting level determines the vehicle’s base hit points, defenses and stats. For each level that is increased above its starting value also increases all of its base scores. The starting level for a vehicle is initially determined by a vehicle’s size and can be increased by the character crafting it or upgraded later on.

**Size:** Vehicles have a size just like creatures, which determines how many squares it takes up on the board.

**XP:** Like a creature, vehicles have a level that determines how difficult an enemy it is during combat, and characters gain experience for defeating it as normal.

Should a character make use of a vehicle during a combat encounter, and the DM feels that the vehicle made a difference during that encounter; the vehicle will be treated as an NPC ally for the purposes of XP distribution. This means that the vehicle XP value for its level will be deducted from the total XP gained for completing the encounter. It is entirely possible for a character to receive no XP for an encounter if the vehicle or vehicles they are using are too powerful for the enemies being faced.

When a vehicle is used as a stand-alone monster during an encounter its total XP value when defeated is equal to the vehicle XP plus the XP for each crew member required for the vehicles normal operation. Unless otherwise stated the crew are all minions of equal level to the vehicle.

**Hit Points:** A vehicle’s hit points indicate the amount of punishment it can take. A vehicle reduced to 0 hit points or fewer becomes non-functional, and creatures on board the vehicle cannot make use of the vehicle or its functions. While non-functional the vehicle is considered out-of-control, and will respond accordingly.

Should the vehicle be reduced to its bloodied value in negative hit points, it is destroyed and cannot be repaired. All creatures on board that vehicle are treated as if the vehicle had crashed (see crashing and ramming). The vehicle’s wreckage occupies its space, making it difficult terrain.

Some Enclosed vehicles have to be destroyed before the characters within can be damaged, such as a tank, while others such as a car with windows provide any character within an AC bonus to defense (Usually from cover).

When a vehicle is bloodied all operate checks made with the vehicle incur a –5 penalty. This penalty remains with the vehicle until the vehicle is fixed using the repair skill.

Unlike creatures, vehicles do not regain HP at the end of an extended rest, nor do they ever gain healing surges. For a vehicle to regain HP it has to be repaired. See the Repair skill.

**Space:** Unlike creatures, which can move around within a space and squeeze into smaller spaces, vehicles occupy all the space within its dimensions. As a result, vehicles cannot squeeze. For example, a Van takes up a full 2 squares by 3 squares, meaning it can’t fit through a narrow ally that is only 1 square wide.

Vehicles are not limited to the standard square fighting spaces. Some vehicles may occupy a 2x2 square fighting space while others may occupy a 3x5 square fighting space, as fits the type of vehicle.

**Defenses:** Like all objects, vehicles have an Armor Class, a Fortitude defense, and a Reflex defense. They do not have a Will defense as they are unthinking machines, and any attack targeting the willpower defense automatically misses and has no effect.

Of the vehicles three defenses one of these values is the vehicles Level +16, the other two are the vehicles Level +12, determined during the vehicles’ creation. Fortitude and Reflex scores are also modified depending on the vehicles Constitution and Dexterity stats as normal.

**Speed:** A vehicle’s speed (given in squares) determines how far it travels when a driver or pilot uses a move action. A driver or pilot who uses two move actions can move a vehicle twice its speed.

Some vehicles have varying speeds depending on the situation they are driving in, such as a combat speed and overland speed. A vehicle can always move as fast as their maximum speed, however if it moves faster then what is recommended for the situations it is in, all crew for the vehicle take penalties until the end of the vehicles next turn. The crew take a -2 penalty to skill checks and attacks when the recommended speed is exceeded and an additional -2 each time the recommended speed is doubled. These penalties remain in effect until the vehicle make a move action at its recommended speed.

Below are some common recommend speed types and their descriptions.

**Ally Speed:** The speed a vehicle can move without penalty while in an ally or confined area.

**City Speed:** The speed a vehicle can move without penalty while in a town or city with mild traffic.
Highway Speed: The maximum speed a vehicle can move without restriction.
Upstream: The speed a vehicle can move against a flowing current without penalty.
Open Water: The maximum speed a vehicle can move without restriction on open water.
Combat Speed: The speed a vehicle can move in combat without taking penalties.
Overland: The maximum speed a vehicle can fly without restriction.
Space: This is the speed the vehicle can move while in space combat. Each square moved in space equals 500 feet rather than 5 feet. See the section for vehicles in space for more information.

Certain terrain conditions impose penalties on the recommended speeds used by vehicles. These penalties reduce the recommended speed causing the drivers or pilots to move slower or risk accumulating penalties for moving too fast. The conditions don’t stack. If more than one exists then use the worst one.

- **Heavy Traffic:** Recommended speed reduced by $\frac{1}{2}$.
- **Rush-hour:** Recommended speed reduced by $\frac{3}{4}$.
- **Congested:** Recommended speed reduced by $\frac{1}{4}$.
- **Muddy:** Recommended speed reduced by $\frac{1}{2}$.
- **Heavy Rain:** Recommended speed reduced by $\frac{1}{4}$.
- **Windy:** Recommended speed reduced by $\frac{3}{4}$.

Load: A vehicle’s load is expressed as the number of Medium creatures (both crew and passengers) that can ride within it, plus the amount of cargo it carries (in pounds or tons). In general, one large creature is equivalent to four Medium creatures, a huge creature equals nine Medium creatures, and a gargantuan creature equals sixteen Medium creatures. These comparisons assume that the vehicle has basically one horizontal surface upon which these creatures can stand. For covered vehicles or vehicles with multiple decks or levels, the number and size of creatures that can fit inside may vary. Regardless, a creature’s size cannot exceed the available space in the vehicle.

Crew: Most vehicles only require a single person to operate it, however some larger vehicles may require multiple crew in order to operate the vehicle fully. Vehicles will have one or more crew requirements listed in this section. If the vehicle has been created from scratch it will be up to the crafter and DM to determine what crew is required for normal operation.

Driver or Pilot: This entry describes the roles and duties of the character controlling the movement of the vehicle. This character uses their move actions to move the vehicle. Some drivers or pilots may also have special attacks or actions they can take while piloting the vehicle.

Co-Pilot: The co-pilots job is to take over for the primary pilot should they become unable to operate the vehicle, or to provide aid when the primary pilot makes checks. The co-pilot may also have access to special attacks or actions they can take during an encounter.

Captain: The captain is the leader of the crew and usually provides organization to the vehicles actions. When a captain is present on a vehicle, the vehicle and its crew act during the captains turn rather than their own. The captain determines at the beginning of his turn the order in which his crew act.

Tactical: Crew that man tactical stations operate the vehicle mounted and onboard weapon systems. Each weapon that is attached to a vehicle comes with its own tactical station that is either right at the weapon or can be placed elsewhere on the vehicle. Each tactical station must be crewed for that weapon to work.

Linked weapons and batteries of weapons only require one tactical station to crew even though they are composed of multiple weapons.

Engineering: Crew that man engineering stations can utilize special powers the vehicle may have. Not all special powers may require an engineering station.

Out of Control: If a driver or pilot loses control of a vehicle, this entry describes what happens. So long as the vehicle is not reduced to 0 hit points or fewer the driver or pilot can make a Operate check against a medium DC for the characters level as a move action to regain control of the vehicle. This can only be done trained.

Special Features: If a vehicle has any attacks or special features, they are noted at the bottom of its statistics block.

Initiative: Vehicles never roll for initiative unless used as stand-alone monsters. The vehicles crew roll their initiative, and the vehicle acts during the crews individual initiative rounds. The only time this is not true is when a captain is present on the vehicle, and all crew members perform their actions during the captains initiative round.

If you need to know when an out-of-control vehicle acts (for example, to determine when a driverless car moves across the battle grid), the vehicle has an initiative check result of 1 lower than the last creature in the initiative order. If the encounter involves multiple out-of-control vehicles, the vehicles act in order of which has been out of control longest, with the most recently out-of-control vehicle acting last.

Stats: All vehicles gain and use the Strength, Constitution, and Dexterity stats. Wisdom, Intelligence and Charisma are not applicable as all vehicles are mindless machines.

The strength value is mostly determined by a vehicles size and is increased by the use of upgrades. Of the other stat values, one is the vehicles Level +13 and the other is the vehicles level +16, determined during the vehicles creation.

The strength stat determines how much a vehicle can carry, lift, and drag when using manipulators. Strength does not determine the Load of a vehicle. Vehicles follow the same rules as creatures when it comes to carrying, lifting, dragging equipment, except that when a vehicle is slowed it moves half of its base speed.

The Constitution of a vehicle gets added to the hit points the vehicle has and determines any additional bonuses it may get to its fortitude defense.

The Dexterity of a vehicle represents how mobile the vehicle is and determines any additional bonuses it may get to its reflex defense.
TRAVEL
Most of the time, you use a vehicle’s per-day and per hour speed. If the PCs travel from one city to another by Jet, the Jet's speed determines the length of their journey. However, if fighters ambush the Jet en route, it becomes important to keep track of how fast the Jet moves in relation to the fighters.

VEHICLE SPEEDS AND DISTANCE

<table>
<thead>
<tr>
<th>Speed</th>
<th>Per Hour</th>
<th>Per 10-hour Day</th>
<th>Per 24-Hour Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Squares</td>
<td>1 mile</td>
<td>10 miles</td>
<td>24 miles</td>
</tr>
<tr>
<td>4 Squares</td>
<td>2 miles</td>
<td>20 miles</td>
<td>48 miles</td>
</tr>
<tr>
<td>6 Squares</td>
<td>3 miles</td>
<td>30 miles</td>
<td>72 miles</td>
</tr>
<tr>
<td>8 Squares</td>
<td>4 miles</td>
<td>40 miles</td>
<td>96 miles</td>
</tr>
<tr>
<td>10 Squares</td>
<td>5 miles</td>
<td>50 miles</td>
<td>120 miles</td>
</tr>
<tr>
<td>20 Squares</td>
<td>10 miles</td>
<td>100 miles</td>
<td>240 miles</td>
</tr>
<tr>
<td>40 Squares</td>
<td>20 miles</td>
<td>200 miles</td>
<td>480 miles</td>
</tr>
<tr>
<td>60 Squares</td>
<td>30 miles</td>
<td>300 miles</td>
<td>720 miles</td>
</tr>
<tr>
<td>80 Squares</td>
<td>40 miles</td>
<td>400 miles</td>
<td>960 miles</td>
</tr>
<tr>
<td>100 Squares</td>
<td>50 miles</td>
<td>500 miles</td>
<td>1200 miles</td>
</tr>
<tr>
<td>200 Squares</td>
<td>100 miles</td>
<td>1000 miles</td>
<td>2400 miles</td>
</tr>
<tr>
<td>400 Squares</td>
<td>200 miles</td>
<td>2000 miles</td>
<td>4800 miles</td>
</tr>
<tr>
<td>600 Squares</td>
<td>300 miles</td>
<td>3000 miles</td>
<td>7200 miles</td>
</tr>
<tr>
<td>800 Squares</td>
<td>400 miles</td>
<td>4000 miles</td>
<td>9600 miles</td>
</tr>
<tr>
<td>1000 Squares</td>
<td>500 miles</td>
<td>5000 miles</td>
<td>12000 miles</td>
</tr>
<tr>
<td>1520 Squares*</td>
<td>760 miles</td>
<td>7600 miles</td>
<td>18240 miles</td>
</tr>
</tbody>
</table>

*Mach Speed

A vehicle needs a driver or a pilot—a character or creature that spends actions to control the vehicle. This character must meet the conditions described under the vehicle’s driver or pilot entry. A vehicle with no controller goes out of control, typically continuing on its course and crashing into the first obstacle it encounters or else grinding to a halt. Only one character can control a vehicle during a round, though any number of characters can attempt to take control until one is successful. A character can yield control of a vehicle to another character as a free action, but the character assuming control of the vehicle (a free action) can take no other action with the vehicle during that turn. If a character does not move into the driver or pilot position and assume control when control is yielded to him or her, then the vehicle might go out of control. If no character has taken control of the vehicle by the end of the yielder’s next turn, then the vehicle acts at the end of the initiative order according to its out-of-control rules. A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures occupying it. Creatures moving within a vehicle still provoke opportunity attacks from other creatures in the same vehicle, as normal.

NPC VEHICLES
If the DM is using a vehicle as the target for the encounter it acts just like any other monster in the field. When the vehicle needs to make a Operate skill check it gains half of its level as a bonus to that check and is considered trained in the skill. The vehicles featured in this chapter can be used as-is for monsters and enemies and are assumed to have enough crew to operate them properly.

Some NPC’s are designed specifically as crew for vehicles and come with bonuses and powers that only apply while within a vehicle. If specific NPC's are used to crew the vehicle, their XP value would be added to the vehicles when it is defeated.

CONDITIONS
Vehicles can be attacked with powers just like other objects or creatures. Some conditions (such as being knocked prone) have special rules when applied to a vehicle. Any conditions from the Player’s Handbook excluded from this section will have no effect on a vehicle. If an effect allows a saving throw to end a condition, the driver or pilot will make one at the end of their turn. A driver or pilot can also use a move action to allow a vehicle to make an additional saving throw during their turn. An out of control vehicle automatically fails any saving throw.

Dazed: A driver or pilot of a dazed vehicle can take only one action per round.

Grabbed: A vehicle that is grabbed is immobilized. To end the grab the pilot/driver must succeed at an escape attempt using the operate skill rather than the acrobatics or athletics skills.

Immobilized: An immobilized vehicle cannot move except by a pull, a push, or a slide effect.

Prone: A vehicle subject to an effect that would knock it prone instead takes 1d10 damage and is slowed (see below) until the end of the next round.

Restrained: A vehicle that is restrained is immobilized and cannot be forced to move by a pull, a push, or a slide effect.

Slowed: A slowed vehicle moves at half of its speed.

Stunned: A stunned vehicles crew can take no actions with the vehicle.

OUT OF CONTROL
Creatures can move, change direction, and come to a stop whenever they choose. Vehicles don’t have that luxury. When a vehicle starts moving, it requires effort to keep it moving and on course. Otherwise, it goes out of control.

A driver or pilot must use specific actions to steer, move, or stop a vehicle if he or she doesn’t want the vehicle to go out of control. In any round in which no character is piloting or driving a vehicle, that vehicle acts according to the “Out of Control” section of its statistics block. Some out-of-control vehicles—most commonly those pulled by creatures—come to a stop automatically. Some vehicles, such as cars, continue to move ahead until they collide with something. Other vehicles—especially aircraft—can crash quickly.

A driver or pilot can regain control of a vehicle, so long as it still has hit points, by making an Operate check against a medium DC for their level.
CRASHING AND RAMMING

Though most vehicles are meant for long-distance transportation, some are designed for combat. If a vehicle tries to move into a space occupied by an object, a creature, or another vehicle, it crashes. The vehicle, any creatures pulling it and whatever it hits take 1d6 damage per square the vehicle moved during its previous move action. For speeds in excess of 10 squares assume that every 10 squares of movement deals 30 damage plus an additional 1D6 per square moved. Needless to say a car moving at 60 squares (30 miles per hour) will deal 180 damage to anything it hits, including itself.

Creatures within a vehicle take no damage unless the vehicle is destroyed. Creatures on a destroyed vehicle are knocked prone and slide a number of squares equal to a quarter of their vehicles last move action. For every square the creature slides they take 1D6 Damage. Certain vehicle upgrades can reduce the damage dealt to the characters when the vehicle is destroyed.

Vehicles involved in a crash immediately go out-of-control and can take no more damage than the target of the crash has for hit points. A vehicle initiating a crash comes to a complete stop if the target of their crash has not been destroyed.

In order to ram into a creature with a vehicle the driver or pilot must succeed on an Operate check against the creatures Reflex Defense.

ATTACKS

A vehicle can make as many attacks as it has weapons during a round, so long as it has enough crew to operate them. A vehicle with three weapon systems and only two crew can only make two attacks per round. Some weapons may require additional crew to operate.

Making attacks while within a vehicle, and targeting enemies outside that vehicle with a character’s powers is possible so long as there is line of sight. Most vehicles will note weather there is line of sight or not, and if not it will be up to the DM’s choice. Just remember if you have line of sight to the enemy, the enemy has line of sight to you as well. Some powers may not work to their full extent such as shifting at the end of an attack when sitting in a car seat.

TURNING AND HEADING

Creatures on a battle grid can change direction at any point during movement. The rules do not make a distinction between a creature’s front, back, and sides because it is assumed that a creature can turn around in its space. However, you cannot simply turn a speeding vehicle in the opposite direction, and thus vehicle combat is more complicated.

Every vehicle has a heading—the direction in which it currently moves. To track a vehicle’s heading, place a coin or similar marker along the front edge of the vehicle’s space on the battle grid. When a vehicle moves, use the small marker to count off squares in the direction the vehicle is moving. Then move the larger vehicle counter or miniature to catch up.

STANDARD VEHICLES ACTIONS

The actions below are performed by the vehicle controller and do not require operate checks to complete.

DRIVE

Vehicles are designed to move in one direction only. You direct a vehicle forward, pushing it ahead. However, vehicles typically lack the maneuverability of a walking creature, and turning them can be slow and difficult.

Drive

- **Action:** Move.
- **Movement:** Move the vehicle a distance up to its recommended speed.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.
- **Opportunity Attacks:** A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.

Turn

You turn a vehicle to speed around corners, avoid obstacles, or make a sudden change in its current heading.

Turn

- **Action:** Move.
- **Movement:** Move the vehicle a distance equal to half its recommended speed or less.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- **Heading Marker:** At any point during the vehicles movement, move its heading marker from its current position to either side of the vehicle (90-degree turn). Reorient the vehicles counter or miniature accordingly at the end of the move.
- **Opportunity Attacks:** A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
STOP
When a vehicle is moving, it takes effort to stop it.

Stop

- **Action:** Move.
- **Movement:** Move the vehicle forward a number of squares equal to the distance it moved in the previous round. At the end of the move, the vehicle is motionless. A vehicle begins moving again when its driver or pilot uses the drive action. A stopped vehicle does not go out of control while motionless unless otherwise noted in its description.
- **Direction:** The vehicle’s heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.
- **Opportunity Attacks:** A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects the vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.

STUNTS
Stunts are maneuvers that require an operate check to perform successfully. Unsuccessful stunts often result in the vehicle going out of control.

AVOID HAZARD
Vehicle combat rarely occurs on a perfectly flat, featureless plain. Rocks, trees, buildings, people, vehicles, wreckage, and other obstacles can get in the way. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on an operate check to avoid the hazard and continue moving.

On a failed check, the vehicle hits the obstacle dealing damage to the vehicle and the object hit.

Avoid Hazard

- **Action:** Immediate Interrupt when attacked with an object or minor action to avoid road hazards
- **Immediate Interrupt:** An object gets thrown or launched at you. The operate DC for this is against the target’s attack value.
- **Minor:** Made during a vehicle’s movement to avoid road hazards.
  - **Small object:** Operate check Easy DC
  - **Medium object:** Operate check Medium DC
  - **Large object:** Operate check Hard DC
  - **Huge or bigger:** Cannot avoid and continue moving.
- **Failure:** Collide with object and take damage as stated in the Crashing and Ramming section.
- **Special:** Taking this action imposes a -2 on any attack roll made from the vehicle until the start of your next turn.

BOOTLEG TURN
By making a bootleg turn, a driver or pilot can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Bootleg Turn

- **DC:** Medium Operate DC for characters level
- **Action:** Move.
- **Movement:** Move the vehicle a distance equal to half its recommended speed, and the vehicle comes to a complete stop.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- **Heading Marker:** At any point during the vehicle’s movement, move its heading marker from its current position to the back of the vehicle (180-degree turn). Reorient the vehicle’s counter or miniature accordingly at the end of the move.
- **Opportunity Attacks:** A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects the vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
- **Failure:** The vehicle is stopped at 90-degrees from its original position.
DASH
With a dash stunt, a driver can increase the vehicle's speed by 25% for that move action.

Bootleg Turn
- **DC:** Hard Operate DC for characters level
- **Action:** Move.
- **Movement:** Move the vehicle a distance up to its recommended speed plus and extra 25%.
- **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- **Opportunity Attacks:** A vehicle’s movement does not provoke opportunity attacks against the vehicle or the creatures on it.
- **Terrain:** Terrain affects a vehicle in the way it affects creatures. If a terrain feature requires a skill or ability check, the driver or pilot must make the check using the operate skill.
  - **Success:** The crew receive no penalties for having the vehicle move faster than the recommended speed.
  - **Failure:** The vehicle increases in speed but the crew receive penalties as normal.

Hard Stop
With a hard brake stunt, a driver can stop the vehicle in half the distance it takes normally.

Hard Turn
A hard turn allows a vehicle to make a turn in a short distance without losing speed.

Sideswipe
A driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.
TRANSPORTATION

Vehicles are laid out in a very similar format to the Advanced Items presented in this chapter, and can be built in the same fashion as an advanced item. See the chapter Advanced Technology for details on crafting, and how to read the crafting table for each vehicle. In order to craft a vehicle, the character requires the Inventor feat and appropriate trained skills.

Vehicles can become very large, and as such may actually be too large for a single person to craft alone, or even in their private garage. It is always up to the DM’s discretion as to what vehicle a character can craft. Multiple groups of people in a large facility may be required to build the largest of vehicles.

All vehicles require a license of one sort or another. The cost for the license is not just for the license itself, but also for the vehicle registration and insurance fees.

CIVILIAN VEHICLES

The civilian vehicles described here are common vehicles that can be found practically anywhere. These vehicles are not meant for combat and have few, if any special abilities.

ECONOMY CAR (PL 5)

**Purchase Level:** 22  
**Market Price:** $3500  
**Category:** Vehicle  
**Restriction:** License  
**Time:** 42 Hours  
**Key Skill:** Mechanical

Its not shiny, and more often then not, its not even new. The economy car is the vehicle most people start out with early in their career. Its cheap, if not exactly dependable, but will get you from point A to Point B.

**Economy Car**  
**Level 1 Vehicle**

<table>
<thead>
<tr>
<th>Large Natural Construct</th>
<th>XP 100</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 100 Steel; Bloodied 50</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 16, Fortitude 14, Reflex 17, Will --</td>
<td>Perception +0</td>
</tr>
<tr>
<td>Speed (Wheels) Ally 10, City 100, Highway 200</td>
<td></td>
</tr>
<tr>
<td>Immune charm, decease, fear</td>
<td></td>
</tr>
</tbody>
</table>

**Crew**

**Driver**

The driver controls all actions of the vehicle.

**Traits**

**Enclosed**

While within the vehicle you have cover against all attacks.

| Str 10 (+0) | Dex 17 (+3) | Wis 0 (+0) |
| Con 14 (+2) | Int 0 (+0) | Cha 0 (+0) |

**Alignment** none  
**Languages** none  
**Load** 2 medium creatures, 100lbs

ECONOMY TRUCK (PL 5)

**Purchase Level:** 25  
**Market Price:** $9000  
**Category:** Vehicle  
**Restriction:** License  
**Time:** 44 Hours  
**Key Skill:** Mechanical

This dented and rusty beater truck is cheap but still useful. The economy truck is the first truck people start out with. Its cheap, its dependable, and will haul most things you will need on an outing.

**Economy Truck**

| HP 125 Steel; Bloodied 62 | Initiative +0 |
| AC 17, Fortitude 19, Reflex 15, Will -- | Perception +0 |
| Speed Ally 10, City 100, Highway 200 | |
| Immune charm, decease, fear | |

**Crew**

**Driver**

The driver controls all actions of the vehicle.

**Traits**

**Enclosed**

While within the vehicle you have cover against all attacks.

| Str 25 (+8) | Dex 15 (+3) | Wis 0 (+0) |
| Con 18 (+5) | Int 0 (+0) | Cha 0 (+0) |

**Alignment** none  
**Languages** none  
**Load** 2 medium creatures, 2000 lbs of cargo space

MOTORBIKE (PL 5)

**Purchase Level:** 19  
**Market Price:** $1500  
**Category:** Vehicle  
**Restriction:** License  
**Time:** 10 Hours  
**Key Skill:** Mechanical

The motorbike is highly manoeuvrable and vary fast, capable of sporting one or two riders.

**Motorbike**

<table>
<thead>
<tr>
<th>Medium Natural Construct</th>
<th>XP 100</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 100 Steel; Bloodied 50</td>
<td>Initiative +0</td>
</tr>
<tr>
<td>AC 16, Fortitude 14, Reflex 17, Will --</td>
<td>Perception +0</td>
</tr>
<tr>
<td>Speed (Wheels) Ally 15, City 150, Highway 300</td>
<td></td>
</tr>
<tr>
<td>Immune charm, decease, fear</td>
<td></td>
</tr>
</tbody>
</table>

**Crew**

**Driver**

The driver controls all actions of the vehicle.

**Traits**

**Manoeuvrable**

The driver gains a +5 item bonus to operate checks with this vehicle.

| Str 10 (+5) | Dex 17 (+3) | Wis 0 (+0) |
| Con 14 (+2) | Int 0 (+0) | Cha 0 (+0) |

**Alignment** none  
**Languages** none  
**Load** 2 medium creatures, 100lbs

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CHAPTER 4 | Equipment
# Hover Bike (PL 5)
- **Purchase Level:** 23
- **Market Price:** $5000
- **Category:** Vehicle
- **Restriction:** License
- **Time:** 12 Hours
- **Key Skill:** Mechanical

This bike floats across the ground on a cushion of air.

<table>
<thead>
<tr>
<th>Hover Bike</th>
<th>Level 1 Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Medium Natural Construct</strong></td>
<td>HP 100 Steel; Bloodied 50</td>
</tr>
<tr>
<td></td>
<td>Initiative +0</td>
</tr>
<tr>
<td><strong>AC 16, Fortitude 14, Reflex 17, Will --</strong></td>
<td>Perception +0</td>
</tr>
<tr>
<td><strong>Speed (Forced Air)</strong></td>
<td>Fly speed 20 (Hover), 50 feet off ground.</td>
</tr>
<tr>
<td><strong>Immune</strong></td>
<td>charm, decease, fear</td>
</tr>
<tr>
<td><strong>CREW</strong></td>
<td>Driver</td>
</tr>
<tr>
<td></td>
<td>The driver controls all actions of the vehicle.</td>
</tr>
<tr>
<td><strong>TRAITS</strong></td>
<td>Manoeuvrable</td>
</tr>
<tr>
<td></td>
<td>The driver gains a +5 item bonus to operate checks with this vehicle.</td>
</tr>
<tr>
<td><strong>Str 10 (+5)</strong></td>
<td><strong>Dex 17 (+3)</strong></td>
</tr>
<tr>
<td><strong>Con 14 (+2)</strong></td>
<td><strong>Int 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Wis 0 (+0)</strong></td>
<td><strong>Cha 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Alignment</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Languages</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Load</strong></td>
<td>2 medium creatures, 100lbs</td>
</tr>
</tbody>
</table>

# Small Plane (PL 5)
- **Purchase Level:** 34
- **Market Price:** $120,000
- **Category:** Vehicle
- **Restriction:** License
- **Time:** 100 Hours

A small plane owned by many flying enthusiasts, and small business owners.

<table>
<thead>
<tr>
<th>Small Plane</th>
<th>Level 2 Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Huge Natural Construct</strong></td>
<td>HP 125 Steel; Bloodied 62</td>
</tr>
<tr>
<td></td>
<td>Initiative +0</td>
</tr>
<tr>
<td><strong>AC 17, Fortitude 15, Reflex 18, Will --</strong></td>
<td>Perception +0</td>
</tr>
<tr>
<td><strong>Speed (Propeller - Air)</strong></td>
<td>Combat Fly speed 100, Overland Fly speed of 200</td>
</tr>
<tr>
<td><strong>Immune</strong></td>
<td>charm, decease, fear</td>
</tr>
<tr>
<td><strong>CREW</strong></td>
<td>Driver</td>
</tr>
<tr>
<td></td>
<td>The driver controls all actions of the vehicle.</td>
</tr>
<tr>
<td><strong>TRAITS</strong></td>
<td>Enclosed</td>
</tr>
<tr>
<td></td>
<td>While occupying a square within the vehicles space, a creature gains superior cover from all attacks outside that space.</td>
</tr>
<tr>
<td><strong>Movement</strong></td>
<td>The vehicle must move half of its combat speed every round or it will go out of control.</td>
</tr>
<tr>
<td><strong>Combat Speed</strong></td>
<td>Any attacks made after a vehicle moves faster then its combat speed incur a -5 penalty to that attack until the end of its next round.</td>
</tr>
<tr>
<td><strong>Runway</strong></td>
<td>This vehicle needs to move half of its combat speed before flight or landing can be achieved.</td>
</tr>
<tr>
<td><strong>Str 10 (+5)</strong></td>
<td><strong>Dex 18 (+5)</strong></td>
</tr>
<tr>
<td><strong>Con 15 (+3)</strong></td>
<td><strong>Int 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Wis 0 (+0)</strong></td>
<td><strong>Cha 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Alignment</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Languages</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Load</strong></td>
<td>4 medium creatures, 5000lbs carry weight</td>
</tr>
</tbody>
</table>

# Tank (PL 5)
- **Purchase Level:** 47
- **Market Price:** $5,000,000
- **Category:** Vehicle
- **Restriction:** Military
- **Time:** 450 Hours
- **Key Skill:** Mechanical

One of the most destructive vehicles on the ground.

<table>
<thead>
<tr>
<th>Tank</th>
<th>Level 10 Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Gargantuan Natural Construct</strong></td>
<td>HP 400 Steel Alloy; Bloodied 200</td>
</tr>
<tr>
<td></td>
<td>Initiative +0</td>
</tr>
<tr>
<td><strong>AC 26, Fortitude 27, Reflex 26, Will --</strong></td>
<td>Perception +0</td>
</tr>
<tr>
<td><strong>Speed 50</strong></td>
<td>Immune charm, decease, fear</td>
</tr>
<tr>
<td><strong>Resist 5 All, except for heavy weapons</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CREW</strong></td>
<td>Driver</td>
</tr>
<tr>
<td></td>
<td>One driver controls all movement of the vehicle.</td>
</tr>
<tr>
<td><strong>Tactical</strong></td>
<td>Two crew required to fire and reload primary weapon.</td>
</tr>
<tr>
<td><strong>Engineer</strong></td>
<td>One crew required for Reactive armor to function.</td>
</tr>
<tr>
<td><strong>TRAITS</strong></td>
<td>Sealed</td>
</tr>
<tr>
<td></td>
<td>Creatures occupying squares within a vehicle space or outside the vehicle space do not have line of effect with one another.</td>
</tr>
<tr>
<td><strong>Movement</strong></td>
<td>The vehicle can make a 360 turn as a move action while stopped.</td>
</tr>
<tr>
<td><strong>STANDARD ACTIONS</strong></td>
<td><strong>100mm Rifled Tank Gun</strong> (Slow Fire, AP) • At-will</td>
</tr>
<tr>
<td>Attack: Range 200/400, Dex vs. AC.</td>
<td>Payload: 1</td>
</tr>
<tr>
<td>Hit: 10D8 damage</td>
<td></td>
</tr>
<tr>
<td><strong>TRIGGERED ACTIONS</strong></td>
<td><strong>Reactive Armor</strong> • Daily</td>
</tr>
<tr>
<td>Trigger: Your vehicle is hit by an attack that deals damage. Effect (Immediate Reaction): The damage of the triggering attack is reduced by 20.</td>
<td></td>
</tr>
<tr>
<td><strong>Str 20 (+10)</strong></td>
<td><strong>Dex 18 (+9)</strong></td>
</tr>
<tr>
<td><strong>Con 21 (+10)</strong></td>
<td><strong>Int 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Wis 0 (+0)</strong></td>
<td><strong>Cha 0 (+0)</strong></td>
</tr>
<tr>
<td><strong>Alignment</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Languages</strong></td>
<td>none</td>
</tr>
<tr>
<td><strong>Load</strong></td>
<td>4 medium creatures, 5000lbs carry weight</td>
</tr>
<tr>
<td><strong>Weight</strong>: 16 Tons</td>
<td></td>
</tr>
</tbody>
</table>
Mechanics Shop

One of the most recognizable staples of a modern or science fiction genre, vehicles play an important role in any modern role-playing game. This chapter provides players and DM’s everything they need to create and customize vehicles for their adventures and campaigns. This section includes rules for creating entirely new vehicles, straight out of science fiction, as well as expanded options for vehicle enhancement and modification.

Designing New Vehicles

Though one of the simplest ways to create unique vehicles is to simply customize a base vehicle, sometimes you might need to create a new type of vehicle for a campaign.

The first step is to come up with a concept for the vehicle. If one of the base vehicles already fills that role, customizing it might work better then creating a whole new vehicle. However, if a new vehicle type is called for, simply determine the PL of the vehicle and keep in mind the role and function of the vehicle before starting. The following instructions will walk you through the vehicle creation process.

1. Select vehicle type and size
2. Choose the level of the vehicle
3. Determine max occupants and load
4. Determine vehicle superstructure
5. Select form of Locomotion
6. Select Manipulators, if any
7. Select vehicle armor, if any
8. Select vehicle equipment
9. Select vehicle traits

Vehicle Type and Size

Determining a vehicles type is the first and most important step in the creation process. A vehicles type (followed by its size determines almost every major aspect of its statistics and potential for types of equipment. The vehicles creator should determine the vehicles type and size first, based on the role that the vehicle will fill. For suggestions on assigning a vehicle type and size to the new design, compare the concept to existing vehicles and determine based on existing designs.

Ground Vehicles: These types of vehicles remain on the ground and consist of two or more wheels, treads, or other form of ground based locomotion. These types of vehicles include motorcycles, cars, trucks, tanks, etc.

Aeronautical Vehicles: These types of vehicles usually start on the ground but remain in the air. They usually have wings, propellers or other device to keep them aloft. These types of vehicles usually include airplanes, helicopters, blimps, etc.

Nautical Vehicles: These types of vehicles remain in or under the water. They have engines they propel them through or under the water. These types of vehicles usually include boats, sea ships, and submarines.

A vehicles size determines it’s starting level, which in turn determines its hit points, stats and defences. The size of a vehicle also determines its base strength, maximum number of occupants, load, and much more.

Their are four sizes of vehicles; Medium, Large, Huge, and Gargantuan. Medium size vehicles are usually smaller motorcycles or quads, large vehicles are cars and trucks, huge vehicles are usually cargo trucks while gargantuan vehicles can be Planes, Large boats, etc.

Although a vehicles size stops at Gargantuan, it is by no means as big as they get. A gargantuan vehicle just starts by taking up a 4x4 square section, but can be increased to any size that is required. For each 4x4 increase to size increase the starting level by 1, the base purchase level by 2 and doubles its current max occupants.

Some types of vehicles have multiple levels to them such as a Double Decker bus, Jumbo Jet, and many large sea ships. A vehicle can have any number of levels to it, within reason. A large vehicle with 4 levels may be a tad top-heavy to function properly. A DM’s discretions are always advised. When adding an additional level to a vehicle increase its starting level by 1, its base purchase level by 2 and its max occupants by double its current value.

The crafting time of a vehicle depends heavily on its size. For every square a vehicle takes up in 3 dimensions (LxWxH), takes 10 hours to craft. This is the base crafting time which is modified by the vehicles superstructure, locomotion, manipulators and armor. Whether or not the crafter takes their time or has additional people assisting him is calculated afterward to give the final crafting time.

On the table below lists the size of the vehicles and theirs starting values.

<table>
<thead>
<tr>
<th>Vehicle Size</th>
<th>Starting Level</th>
<th>Base Strength</th>
<th>Max Occupants</th>
<th>Purchase Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium (1x1)</td>
<td>1</td>
<td>5</td>
<td>2</td>
<td>15</td>
</tr>
<tr>
<td>Large (2x2)</td>
<td>1</td>
<td>10</td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>Huge (3x3)</td>
<td>2</td>
<td>15</td>
<td>15</td>
<td>30</td>
</tr>
<tr>
<td>Gargantuan (4x4)</td>
<td>4</td>
<td>20</td>
<td>30</td>
<td>35</td>
</tr>
<tr>
<td>+4x4 squares</td>
<td>+1</td>
<td>+5</td>
<td>x2</td>
<td>+2</td>
</tr>
</tbody>
</table>

Starting Level

The starting level determines the vehicles bass hit points, defenses and stats. The starting level is only increased by changing the vehicles size. After the starting level has been established a character can add levels to it to make the vehicle final level.

For each level increase above its starting value, increases the starting purchase level by +1, giving the Base purchase level. The time needed to increase a vehicle level by +1 is 5% of the vehicles base crafting time for each level added.

If a character wishes to increase the level of a vehicle after creation, they must make another craft check against the new DC and pay the difference in price between the old purchase level and new purchase level. Whenever a character increases the level of a vehicle, they are essentially upgrading the vehicle with newer better materials and equipment.
**Max Occupants and Load**
The maximum number of occupants a vehicle can have is noted on the table. It is possible to have more occupants than the number of squares a vehicle takes up, it just gets a little crowded. The number of occupants a vehicle has never goes against the vehicles carrying capacity. The load the vehicle can carry is determined by its size and later modified by any equipment it may have. A vehicle has a maximum load equal to 250 lbs per square it takes up in 3 dimensions (LxWxH). This by no means has to be the vehicles normal load. When crafting the vehicle choose a load that fits the vehicle but is no more than its maximum value. A medium vehicle would have a max load of 250lbs while a gargantuan vehicle (4x4x4) would have a max load of 16000lbs.

**Vehicle Superstructure**
A Vehicles superstructure - its exoskeleton, interior braces, and other structural parts - can be made from any sufficiently advanced metal alloy. A vehicles may have only one superstructure which cannot be changed once built.

Most vehicles are made of steel and various steel alloys, but in some cases different materials are required which can change how much damage a vehicle can take and how much it costs. A vehicles superstructure also determines a vehicles minimum weight.

The base crafting time is also modified depending on what material is used for the superstructure. This modifier increases or decreases the final crafting time of the vehicle before any other modifiers are applied.

Although not as important in most situations as other details, a vehicles weight may be required to determine if the vehicle can be picked up or carried. The vehicles weight is determined by adding up the number of squares it takes up in 3 dimensions (LxWxH), and multiplying that value by its weight per square.

The purchase level modifier of the superstructure is added to the base purchase level of vehicle and becomes the new base purchase level that all other additions use to determine cost and Crafting DC's.

1st Crafting Check: The first crafting check is made at this point, using the Base Purchase Level.

**Aluminum (PL 5)**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>-1</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time:</td>
<td>-10%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement:</td>
<td>Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

Although more expensive than steel, aluminum is lighter in weight and quicker to fabricate than steel.

**Metal Foam (PL 5)**

<table>
<thead>
<tr>
<th>Purchase Level:</th>
<th>+4</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time:</td>
<td>-10%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement:</td>
<td>Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

Metal foam is a product of combining a foaming agent, powdered titanium hydride, to molten aluminum then letting it cool, creating a very strong and very light construction material.

**Chapter 4 | Equipment |
PLASTIC COMPOSITES (PL 5)
Purchase Level: -2 License: None
Time: -25% Key Skill: Mechanical
Requirement: Vehicle
A vehicle made up Plastic Composite materials is light weight, easy to build and cheap to repair. Unfortunately plastic is not very resistant to damage and is unable to support great loads.

Plastic Composites Level -2
Hard, molded plastic composites make up the majority of the vehicle.
Lvl -2
Superstructure
Vehicle: Medium, Large
Properties: Vehicles that use plastic for their superstructure have 50 hit points at level one plus 10 hit points for every level gained.
Weight: 150 lbs per square of space the vehicle it takes up.
Special: The cost it takes to repair this vehicle is reduced by 50%.

STEEL (PL 5)
Purchase Level: +0 License: None
Time: NA Key Skill: Mechanical
Requirement: Vehicle
Steel is the most common metallic building component for vehicles of all sizes. Its relatively cheap while being durable enough to use for almost all applications.

Steel Level +0
This dull metal is not much to look at, but is easy to acquire and composes the basic structure of most vehicles.
Lvl +0
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Steel for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.
Weight: 500 lbs per square of space the vehicle it takes up.

TITANIUM (PL 5)
Purchase Level: +4 License: None
Time: +25% Key Skill: Mechanical
Requirement: Vehicle
A vehicle composed of a Titanium structure is harder and lighter than even most high grade steel alloys, but is also far more expensive.

Titanium Level +4
This shiny metal, is hard and durable. Capable of taking much punishment.
Lvl +4
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Titanium for their superstructure have 150 hit points at level one plus 50 hit points for every level gained.
Properties: This vehicle gains a Resist 10 Weapons, except for Heavy Weapons. The resistance increases to Resist 15 at paragon tier levels, and Resist 20 at epic tier levels.
Weight: 250 lbs per square of space the vehicle it takes up.

DURALLOY (PL 6)
Purchase Level: +0 License: None
Time: NA Key Skill: Mechanical
Requirement: Vehicle
Duralloy is harder, heavier, and more durable than other metals of the previous age. It is also the most common alloy used for vehicles meant for deep space.

Duralloy Level +0
This dull metal is not much to look at, but is easy to acquire and composes the basic structure of most space vehicles.
Lvl +0
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use duralloy for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.
Properties: This vehicle gains a Resist 5 Weapons, except for Heavy Weapons. The resistance increases to Resist 10 at paragon tier levels, and Resist 15 at epic tier levels.
Weight: 750 lbs per square of space the vehicle it takes up.

VANADIUM (PL 6)
Purchase Level: +5 License: None
Time: -25% Key Skill: Mechanical
Requirement: Vehicle
Vanadium alloy can absorb an appraisable amount of damage and due to its atomic structure, can be easily molded under the right conditions.

Vanadium Level +5
Vanadium is capable of being molded into odd and different shapes making it great of artistic designs.
Lvl +5
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Vanadium for their superstructure have 150 hit points at level one plus 50 hit points for every level gained.
Properties: This vehicle gains a Resist 10 Weapons, except for Heavy Weapons. The resistance increases to Resist 15 at paragon tier levels, and Resist 20 at epic tier levels.
Weight: 600 lbs per square of space the vehicle it takes up.
NEOVULCANIUM (PL 7)
Purchase Level: +0  License: None
Time: NA  Key Skill: Mechanical
Requirement: Vehicle
Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Neovulcanium replaces duralloy as the most common alloy used in vehicles.

Neovulcanium  Level +0
Depending on the way the light strikes the metal, neovulcanium's color changes ever so slightly.
Lvl +0
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.
Properties: This vehicle gains a Resist 5 Weapons, except for Heavy Weapons. The resistance increases to Resist 10 at paragon tier levels, and Resist 15 at epic tier levels. Also the resistance increases by +10 against fire damage.
Weight: 500 lbs per square of space the vehicle it takes up.

NEUTRONITE (PL 7)
Purchase Level: +5  License: None
Time: +50%  Key Skill: Mechanical
Requirement: Vehicle
Neutronite is a tough steel alloy into which a weave of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing approximately five times more than a similar volume of lead.

Neutronite  Level +5
Depending on the way the light strikes the metal, neovulcanium's color changes ever so slightly.
Lvl +5
Superstructure
Vehicle: Large, Huge, Gargantuan
Properties: Vehicles that use neutronite for their superstructure have 200 hit points at level one plus 100 hit points for every level gained.
Properties: This vehicle gains a Resist 15 Weapons, except for heavy weapons. The resistance increases to Resist 20 at paragon tier levels, and Resist 25 at epic tier levels. Also the resistance increases by +10 against fire damage.
Weight: 5000 lbs per square of space the vehicle it takes up.

CRYSTONIUM (PL 8)
Purchase Level: +4  License: None
Time: -50%  Key Skill: Mechanical
Requirement: Vehicle
Not actually a metal or even an alloy. Crystonium is a crystal formation that is grown into the desired shape. Crystonium is not the most durable material, but it automatically re-grows lost or damaged sections of itself.

Crystonium  Level +4
This metal has a stark crystalline structure to it.
Lvl +4
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.
Properties: This vehicle gains a Regeneration 10. The regeneration increases to 20 at paragon tier levels, and 30 at epic tier levels.
Weight: 250 lbs per square of space the vehicle it takes up.

MAGATANIUM (PL 8)
Purchase Level: +0  License: None
Time: NA  Key Skill: Mechanical
Requirement: Vehicle
Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable.

Magatanium  Level +0
This metal has a stark crystalline structure to it.
Lvl +0
Superstructure
Vehicle: Medium, Large, Huge, Gargantuan
Properties: Vehicles that use Neovulcanium for their superstructure have 100 hit points at level one plus 25 hit points for every level gained.
Special: This vehicle gains a Resist 15 Weapons, except for Heavy Weapons. The resistance increases to Resist 20 at paragon tier levels, and Resist 25 at epic tier levels.
Weight: 500 lbs per square of space the vehicle it takes up.
**VEHICLE LOCOMOTION**

How a vehicle moves is determined by its means of locomotion. Most vehicles have only one means of locomotion, each of which comes with its own advantages and disadvantages. If a vehicle has more than one mode of locomotion only one can be made use of at a time, and takes a Move Action to switch between them. A different or additional form of locomotion can be added later, after the creation of the vehicle so long as the time and money are put into it.

When adding a new form of locomotion to a vehicle or simply changing one out for a different type, you need to figure out the cost of the locomotion and the time it takes to place it on the vehicle. The cost of the locomotion will be the difference between the cost of the vehicle at its Starting Level and the cost of the vehicle after adding the purchase level increase to the vehicles starting purchase level. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase is only used to determine the financial cost of the locomotion which is added to the cost of the base vehicle at the end of construction. This cost is the difference between the starting purchase level and modified starting purchase level. For example the starting purchase level of a Large vehicle is 20 ($2000) and a locomotion that has a purchase level modifier of +4 is added to it, than the cost of the locomotion will be $4500 ($6,500-$2,000).

2nd Crafting Check: A second crafting check needs to be made for each form of locomotion added. The DC will use the modified Starting Purchase Level.

### SAILS (PL 4)

**Purchase Level:** +1  
**License:** None  
**Time:** +10%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

This vehicle has large fabric sails that use the power of the wind to push it. Unfortunately the vehicle is at the mercy of the wind for its movement.

<table>
<thead>
<tr>
<th>Sails</th>
<th>Level +1</th>
</tr>
</thead>
<tbody>
<tr>
<td>A large canvas sheet holds the wind pulling the vehicle with it.</td>
<td></td>
</tr>
<tr>
<td>Lvl +1</td>
<td>Lvl +4</td>
</tr>
<tr>
<td>Lvl +2</td>
<td>Lvl +6</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Large, Huge, Gargantuan  
**Property:** The vehicle gains a Upstream Swim speed of 5, and an Open water swim speed of 10  
- **Level +2:** Upstream 10, Open water 20  
- **Level +4:** Upstream 20, Open water 40  
- **Level +6:** Upstream 30, Open water 60

**Wind Powered:** This vehicle requires wind in order to move. If there is no wind then the vehicle does not move.

### FORCED AIR (PL 5)

**Purchase Level:** +3  
**License:** None  
**Time:** +20%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

The vehicle takes in air through a vent and forces it out beneath itself, allowing it to hover. It handles poorly and is slow to move, but can transverse most hindering terrain.

<table>
<thead>
<tr>
<th>Forced Air</th>
<th>Level +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>On a pillow of air the vehicle floats across the ground or through the sky. The only thing that distracts from this serine movement is the very loud noise that comes with it.</td>
<td></td>
</tr>
<tr>
<td>Lvl +3</td>
<td>Lvl +9</td>
</tr>
<tr>
<td>Lvl +6</td>
<td>Lvl +12</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Property:** The vehicle gains a Fly speed of 6 (Hover), but only a foot above the ground.  
- **Level +6:** Fly speed 12 (Hover), 10 feet off ground.  
- **Level +9:** Fly speed 20 (Hover), 50 feet off ground.  
- **Level +12:** Fly speed 50 (Hover), Within Atmosphere.

**Stable:** Ignores Difficult Ground terrain.

### JET (PL 5)

**Purchase Level:** +4  
**License:** None  
**Time:** +25%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

A Vehicle equipped with Jet Turbines that allow for extreme speeds and movement.

<table>
<thead>
<tr>
<th>Jet</th>
<th>Level +4</th>
</tr>
</thead>
<tbody>
<tr>
<td>The scream of this Jet engine is the sound of power and speed.</td>
<td></td>
</tr>
<tr>
<td>Lvl +4</td>
<td>Lvl +16</td>
</tr>
<tr>
<td>Lvl +8</td>
<td>Lvl +20</td>
</tr>
<tr>
<td>Lvl +12</td>
<td>Lvl +24</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Large, Huge, Gargantuan  
**Property:** The vehicle gains a Combat Fly speed of 150, and an Overland Fly speed of 300  
- **Level +8:** Combat 300, Overland 600  
- **Level +12:** Combat 600, Overland 1520 (Mach 1)  
- **Level +16:** Combat 1500, Overland 3040 (Mach 2)  
- **Level +20:** Combat 1500, Overland 4560 (Mach 3)  
- **Level +24:** Combat 1500, Overland 6080 (Mach 4)

**Combat Speed:** Any attacks made after a vehicle moves faster then its combat speed incur a -5 penalty to that attack until the end of its next round.  
**Movement:** The vehicle must move half of its combat speed every round or it will go out of control.  
**Runway:** This vehicle needs to move half of its combat speed before flight or landing can be achieved.

### PROPeller - AIR (PL 5)

**Purchase Level:** +2  
**License:** None  
**Time:** +10%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

A Vehicle equipped with a propeller can fly through the air but cannot travel on land except for take offs and landings. This vehicle cannot hover and has to move at least half of its speed or risk falling.
### Propeller - Air

**Level +2**

The vehicle is equipped with one or more propellers which aid in flight.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Lvl +2</td>
</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Large, Huge, Gargantuan

**Property:** The vehicle gains a Combat Fly speed of 50, and an Overland Fly speed of 100

- **Level +4:** Combat 100, Overland 200
- **Level +8:** Combat 200, Overland 400
- **Level +16:** Combat 300, Overland 600

**Combat Speed:** Any attacks made after a vehicle moves faster than its combat speed incur a -5 penalty to that attack until the end of its next round.

**Movement:** The vehicle must move half of its combat speed every round or it will go out of control.

**Runway:** This vehicle needs to move half of its combat speed before flight or landing can be achieved.

---

### Propeller - Water (PL 5)

**Purchase Level:** +2

**License:** None

**Time:** +10%

**Key Skill:** Mechanical

**Requirement:** Vehicle

A Vehicle equipped with this propeller can move on water but not under. To allow the vehicle to travel under the water will incur extra costs.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Lvl +2</td>
</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** The vehicle gains a Upstream Swim speed of 30, and an Open water swim speed of 60

- **Level +4:** Upstream 60, Open Water 120
- **Level +8:** Upstream 120, Open Water 240
- **Level +16:** Upstream 240, Open Water 480

---

### Rotor (PL 5)

**Purchase Level:** +2

**License:** None

**Time:** +5%

**Key Skill:** Mechanical

**Requirement:** Vehicle

This vehicle is equipped with one or more Rotors which give it aerial lift.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Lvl +2</td>
</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** This vehicle gains a Fly speed of 60 (Hover)

- **Level +4:** Fly Speed of 120 (Hover)
- **Level +8:** Fly Speed of 240 (Hover)
- **Level +16:** Fly Speed of 480 (Hover)

**Movement:** This vehicle can move its full recommended speed while initiating a turn, rather than half of its speed. The vehicle can also make a 360 turn as a move action while stopped.

---

### Treads (PL 5)

**Purchase Level:** +3

**License:** None

**Time:** +20%

**Key Skill:** Mechanical

**Requirement:** Vehicle

This vehicle is equipped with treads that allow it to roll along most terrain without significant difficulties.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>Lvl +3</td>
</tr>
<tr>
<td>+6</td>
<td>Lvl +6</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** This vehicle gains a Speed of 50, and +10 to strength when dragging or pushing objects.

- **Level +6:** Speed of 100, +10 strength
- **Level +9:** Speed of 150, +20 Strength
- **Level +12:** Speed of 200, +30 Strength

**Movement:** The vehicle can also make a 360 turn as a move action while stopped.

---

### Wheels (PL 5)

**Purchase Level:** +2

**License:** None

**Time:** +10%

**Key Skill:** Mechanical

**Requirement:** Vehicle

This vehicle is equipped with two or more wheels which give it great control and speed while on level ground.

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Lvl +2</td>
</tr>
<tr>
<td>+4</td>
<td>Lvl +4</td>
</tr>
</tbody>
</table>

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** This vehicle gains an Ally Speed of 10, a City speed of 100 and a Highway speed of 200.

- **Level +4:** Ally 15, City 150, Highway 300
- **Level +8:** Ally 20, City 200, Highway 400
- **Level +16:** Ally 30, City 300, Highway 600
CASTERS (PL 6)
Purchase Level: +2   License: None
Time: +20%   Key Skill: Mechanical
Requirement: Vehicle
The vehicle move about on spherical wheels, or casters. These are more efficient then wheels and enable the vehicle to change direction easily.

Casters   Level +2
Vehicle looks like it is rolling on ball bearings, enabling it to change directions without turning.
Lvl +2   Lvl +8
Lvl +4   Lvl +16

Locomotion
Vehicle: Medium, Large, Huge, Gargantuan
Property: This vehicle gains a Ally Speed of 50, a City speed of 100 and a Highway speed of 200.
Level +4: Ally 75, City 150, Highway 300
Level +8: Ally 100, City 200, Highway 400
Level +16: Ally 150, City 300, Highway 600

ION DRIVE (PL 6)
Purchase Level: +2   License: None
Time: +10%   Key Skill: Mechanical
Requirement: Vehicle
The ion drive generates power to break down molecules to create ions, then expels them by means of a magnetic impeller. Its combat speed is not as fast as the fusion torch, but it has a greater speed over a longer distance. This engine can be used within an atmosphere using its space based speeds.

Ion Drive   Level +2
Silent and graceful, the vehicle travels the starts without flame or noise.
Lvl +2   Lvl +6
Lvl +4   Lvl +8

Locomotion
Vehicle: Medium, Large, Huge, Gargantuan
Property: The vehicle gains a space speed of 5 while in combat. Outside of combat the vehicle has a speed of 0.2 AU per hour.
Level +4: Speed of 6, 0.4 AU
Level +6: Speed of 7, 0.6 AU
Level +8: Speed of 8, 0.8 AU

SOLAR SAILS (PL 6)
Purchase Level: +1   License: None
Time: +5%   Key Skill: Mechanical
Requirement: Vehicle
Solar sails are immense but extremely fragile foil structures only a few microns thick. Light pressure from a nearby star provides the motive force necessary for acceleration.

Solar Sails   Level +1
A vehicle equipped with a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of super-heated plasma. The fusion torch will not work within an atmosphere.

FUSION TORCH (PL 6)
Purchase Level: +5   License: None
Time: +25%   Key Skill: Mechanical
Requirement: Vehicle
A vehicle equipped with a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of super-heated plasma. The fusion torch will not work within an atmosphere.

Fusion Torch   Level +5
In the depths of space this vehicle looks like a torch, with a large flaming tail.
Lvl +2   Lvl +6
Lvl +4   Lvl +8

Locomotion
Vehicle: Huge, Gargantuan
Property: The vehicle gains a space speed of 6 while in combat. Outside of combat the vehicle has a speed of 0.1 AU per hour.
Level +4: Speed of 8, 0.2 AU
Level +6: Speed of 10, 0.3 AU
Level +8: Speed of 12, 0.4 AU
### Solar Sails Level +1
Like in the days of old, you soar with your sails unfurled catching the solar wind.

- Lvl +1
- Lvl +2

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan
**Property:** The vehicle gains a space speed of 2 while in and out of combat.

- **Level +2:** Speed of 4
- **Level +3:** Speed of 6
- **Level +4:** Speed of 8

**Property:** The solar sails can be used with other forms of locomotion in space in order to increase the combat speed. When used with other from locomotion, add half the solar sails speed to the combat speed of the vehicle.

### Induction Engine (PL 7)

**Purchase Level:** +5  
**License:** None  
**Time:** +20%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

The best engine available at this or any previous progress level, the induction engine uses artificial gravity to provide incredible thrust and maneuverability. Its ideal for atmospheric, orbital, or deep-space work.

Like in the days of old, you soar with your sails unfurled catching the solar wind.

- Lvl +2  
- Lvl +4

**Locomotion**

**Vehicle:** Medium, Large, Huge, Gargantuan
**Property:** While in space the vehicle gains a space speed of 8 while in combat. Outside combat the vehicle has a speed of 0.5 AU per hour.

- **Level +4:** Speed of 10, 0.6 AU
- **Level +6:** Speed of 12, 0.7 AU
- **Level +8:** Speed of 14, 0.8 AU

**Property:** While within an atmosphere the vehicle gains a Fly speed 400 (hover) while in and out of combat.

- **Level +4:** Speed of 800
- **Level +6:** Speed of 1520 (Mach 1)
- **Level +8:** Speed of 3040 (Mach 2)

### Particle Impulse Engine Level +2
Silent and graceful, the vehicle travels the stars without flame or noise.

- Lvl +2  
- Lvl +4

**Locomotion**

**Vehicle:** Huge, Gargantuan
**Property:** The vehicle gains a space speed of 7 while in combat. Outside of combat the vehicle has a speed of 1 AU per hour.

- **Level +4:** Speed of 8, 1.2 AU
- **Level +6:** Speed of 9, 1.4 AU
- **Level +8:** Speed of 10, 1.6 AU

### Gravitic Redirector (PL 8)

**Purchase Level:** +5  
**License:** None  
**Time:** +20%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

A refinement of the induction engine, the gravitic redirector creates a gravitic singularity - essentially, a sub-microscopic black hole - in the vicinity of the ship, producing a constant pull on the ship. By changing the location of the singularity relative to the ship, the pilot can change the direction of the ships travel. The gravitic redirector does not function in an atmosphere as the induction engine did.

Like in the days of old, you soar with your sails unfurled catching the solar wind.

- Lvl +2  
- Lvl +4

**Locomotion**

**Vehicle:** Huge, Gargantuan
**Property:** The vehicle gains a space speed of 10 while in combat. Outside of combat the vehicle has a speed of 1.0 AU per hour.

- **Level +4:** Speed of 12, 1.2 AU
- **Level +6:** Speed of 14, 1.4 AU
- **Level +8:** Speed of 16, 1.6 AU

### Inertial Flux Engine (PL 8)

**Purchase Level:** +2  
**License:** None  
**Time:** +10%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle

By precisely controlling the quantum energy level of every atom on the ship simultaneously, the inertial flux engine assumes the inertial states necessary to produce motion in any direction. In effect, by operating the controls, the pilot chooses from instant to instant what vector the ships atoms will possess, and the inertial flux engine alters them simultaneously - along with everything else aboard, including crew and passengers. This form of locomotion will not work within an atmosphere.
Inertial Flux Engine  
Level +2
Silent and graceful, the vehicle travels the starts without flame or noise.
Lvl +2  Lvl +6
Lvl +4  Lvl +8

Locomotion

Vehicle: Medium, Large, Huge, Gargantuan

Property: The vehicle gains a space speed of 8 while in combat. Outside of combat the vehicle has a speed of 2.0 AU per hour.
Level +4: Speed of 9, 2.5 AU
Level +6: Speed of 10, 3.0 AU
Level +8: Speed of 11, 4.0 AU

MANIPULATORS

Some vehicles such as tow trucks, cranes and other machinery have manipulators that assist in moving or holding objects. These manipulators can grant bonuses to a vehicle's strength modifier for certain tasks. Not all vehicles require manipulators.

The number of manipulators a vehicle can have is determined by its size. The larger a vehicle is the more manipulators it can have.

When adding a new manipulator to a vehicle or simply changing one out for a different type, you need to figure out the cost of the manipulator and the time it takes to place it on the vehicle. The cost of the manipulator will be the difference between the cost of the vehicle before adding the manipulator and the cost of the vehicle after adding the manipulator. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase of the manipulators is used only to determine the financial cost of the specific manipulator, which is then added to the final cost of the vehicle. See the locomotion section for a more detailed description and example.

3nd Crafting Check (optional): A third crafting check needs to be made for each manipulator added. The DC will use the modified Starting Purchase Level.

<table>
<thead>
<tr>
<th>Vehicle Size</th>
<th>Manipulators</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td>0</td>
</tr>
<tr>
<td>Large</td>
<td>2</td>
</tr>
<tr>
<td>Huge</td>
<td>4</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>8</td>
</tr>
<tr>
<td>Every extra 4x4 Squares added to size</td>
<td>+2</td>
</tr>
</tbody>
</table>

BLADE (PL 5)

Purchase Level: +3  License: None
Time: +5%  Key Skill: Mechanical

Requirement: Vehicle

This manipulator is capable of pushing great loads of debris with ease.

<table>
<thead>
<tr>
<th>Blade</th>
<th>Level +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>This device is usually found on the front of a vehicle and consist of large metal plates to push debris and objects away.</td>
<td></td>
</tr>
</tbody>
</table>
Lvl +3  Lvl +9
Lvl +6  Lvl +12

Manipulator

Vehicle: Large, Huge, Gargantuan

Property: The vehicle adds +5 to its strength for the purposes of Pushing objects with this Specific manipulator.
Level +6: +10 Strength
Level +9: +20 Strength
Level +12: +40 Strength
### Crane (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: +3</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: +5%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement: Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

This manipulator can be placed on the back of a truck or can basically become the vehicle itself. A crane has great lifting capabilities, but is capable of nothing else.

**Crane**

This tall and far reaching device uses a grapple on a metal cord in order to lift its loads.

<table>
<thead>
<tr>
<th>Level</th>
<th>Lvl 3</th>
<th>Lvl 6</th>
<th>Lvl 9</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Manipulator**

Vehicle: Large, Huge, Gargantuan

Property: The vehicle adds +10 to its strength for the purposes of lifting objects with this Specific manipulator.

- **Level +6:** +20 Strength
- **Level +9:** +40 Strength
- **Level +12:** +80 Strength

### Hitch (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: +3</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: +5%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement: Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

This manipulator is capable of pulling a great amount of weight.

**Hitch**

This device is usually found on the back end of a vehicle and consisting of a metal ball or hook to tow objects behind it.

<table>
<thead>
<tr>
<th>Level</th>
<th>Lvl 3</th>
<th>Lvl 6</th>
<th>Lvl 9</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Manipulator**

Vehicle: Large, Huge, Gargantuan

Property: The vehicle adds +15 to its strength for the purposes of pulling objects with this Specific manipulator.

- **Level +6:** +25 Strength
- **Level +9:** +35 Strength
- **Level +12:** +45 Strength

### Mount (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: +2</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: +5%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement: Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

This manipulator is only useful when it has an item equipped on it such as a light, or a weapon. An item equipped to a mount can move in 360 degrees and can be control from within the vehicle.

**Mount**

Level +2

A cannon sits atop a mount and is capable of attacking anything around it.

- **Lvl +2**

**Manipulator**

Vehicle: Medium, Large, Huge, Gargantuan

**Power (At-will):** Standard Action. Use the item equipped to the mount.

**Special:** Mounts do not count towards the maximum number of Manipulators a vehicle can have.

**Note:** The Purchase level increase is added to the attached items purchase level not the vehicle, but the Time increases is added to the vehicle total creation time.

### Shovel (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: +3</th>
<th>License: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time: +5%</td>
<td>Key Skill: Mechanical</td>
</tr>
<tr>
<td>Requirement: Vehicle</td>
<td></td>
</tr>
</tbody>
</table>

This manipulator is used to dig holes and move debris from one area to another.

**Shovel**

Looking like a huge bucked this manipulator can move great amounts of debris

<table>
<thead>
<tr>
<th>Level</th>
<th>Lvl 3</th>
<th>Lvl 6</th>
<th>Lvl 9</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Manipulator**

Vehicle: Large, Huge, Gargantuan

Property: As a move action this manipulator can move 1 square of debris from one square within its reach to another. This manipulators adds +1 to the vehicle normal reach for its size.

- **Level +6:** 2 squares, Reach +2
- **Level +9:** 4 Squares, reach +4
- **Level +12:** 8 Squares, Reach +6
**Grappler (PL 6)**

**Purchase Level:** +3  
**License:** None  
**Time:** +5%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle  

A restraining device is fired from the vehicle, connected by a tether. The restraining device attaches itself to another vehicle allowing it to be grappled.

**Grappler Level +3**

You fire a grapple at a speeding vehicle allowing you so slow it down and control its movements.

- **Lvl +3**  
- **Lvl +6**  
- **Lvl +9**  
- **Lvl +12**

**Manipulator**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Power (Encounter):** Minor Action: Make an attack: Range 10; Dex +4 vs. Reflex; on a hit you initiate a Grab with another vehicle or object that is no larger then yourself. Once grabbed the target can continue to take move actions but only at a speed equal to your last move action. This lasts until you end the grab, the target escapes, or you move no distance on your last move action. Once the targets speed is 0, once per round as a minor action it can be pulled towards you 10 squares.  
**Level +6:** +9 vs. Reflex, 20 squares  
**Level +9:** +19 vs. Reflex, 30 squares  
**Level +12:** +29 vs. Reflex, 40 squares

**Tractor Beam (PL 7)**

**Purchase Level:** +3  
**License:** None  
**Time:** +5%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle  

You fire a polarized beam of energy that causes the target it hits to slow down and be drawn towards the beams source.

**Tractor Beam Level +3**

You fire a grapple at a speeding vehicle allowing you so slow it down and control its movements.

- **Lvl +3**  
- **Lvl +6**  
- **Lvl +9**  
- **Lvl +12**

**Manipulator**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Power (At-will):** Minor Action. Make an attack: Range 10; Dex +4 vs. Reflex; on a hit the vehicle is slowed (save ends). First failed save: Target is immobilized (save ends), and each round it remains immobilized the target is pulled towards you 10 squares.  
**Level +6:** +9 vs. Reflex, Range 20 squares  
**Level +9:** +19 vs. Reflex, Range 30 squares  
**Level +12:** +29 vs. Reflex, Range 40 squares

**Robotic Arm (PL 6)**

**Purchase Level:** +4  
**License:** None  
**Time:** See skill  
**Key Skill:** Mechanical  
**Requirement:** Vehicle  

This manipulator is capable of a various range of movements similar to that of a human arm. It is also capable of holding and carrying items such as weapons.

**Robotic Arm Level +4**

The huge, twin armed machine holds a sword in one arm, and a cannon in the other. Its movement is humanoid but its attack is monstrous.

- **Lvl +4**

**Manipulator**

**Vehicle:** Large, Huge, Gargantuan  
**Property:** Can manipulate items and objects similar to a humanoid creature of the vehicles size, as well as having similar reach. The vehicle can also make use of Acrobatics and Athletics skills like a creature of its level and is considered trained in their use.  
**Special:** In order for an item to be used by the arm it must be specially modified which increases the items Purchase Level by 2 for large, 4 for huge, and 6 for Gargantuan.  
**Note:** So long as all other requirements are met, a vehicle with at least 2 robotic arms can use the drivers or pilots class attack powers.
VEHICLE ARMOR

Armor can be welded or otherwise fixed securely to a vehicle’s superstructure, providing temporary hit points and other advantages to the vehicle. Unless otherwise stated, a vehicle can have only one armor equipped at a time.

Armor adds an extra layer of defense that must be removed before the vehicle’s superstructure can be damaged. Temporary hit points are always removed first before the actual vehicle hit points. Unlike temporary hit points as they apply to creatures, vehicles retain the temporary hit points from armor until they are depleted. At which point any further damage is done directly to the vehicle superstructure.

Even when reduced to 0 temporary hit points, vehicle armor is not destroyed allowing it to be repaired later. However, all properties, bonuses, and effects granted by the armor are removed until the armor has been repaired.

The benefit to using armor is that it can be repaired cheaper and quicker than it would take to repair the actual vehicle’s superstructure. It only takes half the normal time to repair armor and only costs half as much.

When repairing armor on a vehicle or simply changing it to a different style, you need to figure out the cost of the armor and the time it takes to place it on the vehicle. The cost of the armor will be the difference between the cost of the unarmored vehicle and the cost of the armored vehicle. The time will be a percentage of the base crafting time of the vehicle.

The purchase level increase of the armors is used only to determine the financial cost of the specific armor, which is then added to the final cost of the vehicle. See the locomotion section for a more detailed description and example.

4th Crafting Check (optional): A forth crafting check needs to be made for any armor added. The DC will use the modified Starting Purchase Level.

AEROGEL COATING (PL 5)

**AEROGEL COATING**

**Purchase Level:** +1  **License:** None  
**Time:** +5%  **Key Skill:** Mechanical  
**Requirement:** Vehicle

Aerogel is a honeycomb structure composed of 99% free space, making it slightly transparent and lightweight. It also has great insulating properties, but does not protect against physical attacks.

**Aerogel Coating Level +1**

Slightly bluish, this coating may look solid but it is in fact composed of mostly empty space.

Lvl +1

**Armor**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Properties:** This vehicle gains a resist 20 against Fire and Cold damage.  
**Weight:** +1 lbs per square of space the vehicle it takes up.

ALUMINUM PLATING (PL 5)

**ALUMINUM PLATING**

**Purchase Level:** +1  **License:** Vehicle  
**Time:** +5%  **Key Skill:** Mechanical  
**Requirement:** None

Aluminum armor plating is lightweight and deforms to absorb the energy from impacts. Unfortunately, it is not as durable as other armors.

**Aluminum Plating Level +1**

Smooth and shiny, this armor is great for those wanting style over durability.

Lvl +1

**Armor**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Properties:** Vehicles that use Aluminum armor plating receive 15 temporary hit points at level one plus an additional 15 temporary hit points for every level the vehicle gains.  
**Property:** This vehicle gains a resist 5 against all weapon damage.  
**Weight:** +50 lbs per square of space the vehicle it takes up.

BULLET PROOF GLASS (PL 5)

**BULLET PROOF GLASS**

**Purchase Level:** +1  **License:** None  
**Time:** +5%  **Key Skill:** Mechanical  
**Requirement:** Vehicle

Bullet Proof glass provides people in vehicles with windows greater protection against attacks.

**Bullet Proof Glass Level +1**

This glass has been highly tempered and layered with other materials such as plastics, in order to provide greater protection.

Lvl +1

**Armor**

**Vehicle:** Medium, Large, Huge, Gargantuan  
**Properties:** A creature that would normally have cover within a vehicle, now has superior cover.  
**Weight:** NA  
**Special:** This vehicle armor can be taken with other vehicle armors.

CERAMIC PLATING (PL 5)

**CERAMIC PLATING**

**Purchase Level:** +1  **License:** None  
**Time:** +5%  **Key Skill:** Mechanical  
**Requirement:** Vehicle

Ceramic armor plating is lightweight, easy to replace, and is able to displace a lot of energy caused by attacks. Unfortunately, in order to displace this energy the ceramic plating is often broken.
<table>
<thead>
<tr>
<th><strong>Ceramic Plating</strong></th>
<th><strong>Level +1</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>The dull gray plating has a rough texture and is surprisingly light for its size.</td>
<td></td>
</tr>
</tbody>
</table>

Lvl +1

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use Ceramic armor plating receive 10 temporary hit points at level one plus an additional 15 temporary hit points for every level the vehicle gains.

**Weight:** +25 lbs per square of space the vehicle it takes up.

**Special:** Repairing this armor costs only a fifth of the normal value for repairing items.

---

<table>
<thead>
<tr>
<th><strong>Steel Plating (PL 5)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purchase Level:</strong> +2</td>
</tr>
<tr>
<td><strong>Time:</strong> +10%</td>
</tr>
</tbody>
</table>

**Requirement:** Vehicle

Steel is the most common component for armors. Its relatively cheap while being durable enough to fend off most attacks.

Lvl +2

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use steel armor plating receive 25 temporary hit points at level one plus an additional 25 temporary hit points for every level the vehicle gains.

**Properties:** This vehicle gains a resist 10 against all Weapon damage.

**Weight:** +100 lbs per square of space the vehicle it takes up.

---

<table>
<thead>
<tr>
<th><strong>Titanium Plating (PL 5)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purchase Level:</strong> +3</td>
</tr>
<tr>
<td><strong>Time:</strong> +20%</td>
</tr>
</tbody>
</table>

**Requirement:** Vehicle

Titanium armor plating is able to absorb and resist even the greatest of attacks. Its lighter than steel, but costs much more than most armors.

Lvl +3

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use Titanium armor plating receive 40 temporary hit points at level one plus an additional 40 temporary hit points for every level the vehicle gains.

**Properties:** This vehicle gains a resist 20 against all Weapon damage.

**Weight:** +75 lbs per square of space the vehicle it takes up.

---

<table>
<thead>
<tr>
<th><strong>Polymeric Plating (PL 6)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purchase Level:</strong> +3</td>
</tr>
<tr>
<td><strong>Time:</strong> +20%</td>
</tr>
</tbody>
</table>

**Requirement:** Vehicle

Polymeric armor is made up of advanced polymers that bestow durability and protection against elemental threats.

Lvl +3

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use Polymeric armor receive 20 temporary hit points at level one plus an additional 20 temporary hit points for every level the vehicle gains.

**Properties:** This vehicle gains a resist 10 against all Weapon damage, and resist 10 fire and cold damage.

**Weight:** +50 lbs per square of space the vehicle it takes up.

---

<table>
<thead>
<tr>
<th><strong>Vanadium Plating (PL 6)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purchase Level:</strong> +2</td>
</tr>
<tr>
<td><strong>Time:</strong> +10%</td>
</tr>
</tbody>
</table>

**Requirement:** Vehicle

Vanadium is formed into interlocking plates that can absorb a respectable amount of damage, and are also easy to replace and repair.

Lvl +2

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use Vanadium armor plating receive 25 temporary hit points at level one plus an additional 25 temporary hit points for every level the vehicle gains.

**Properties:** This vehicle gains a resist 10 against all Weapon damage.

**Weight:** +100 lbs per square of space the vehicle it takes up.

**Special:** Repairing this armor takes only half the normal time.

---

<table>
<thead>
<tr>
<th><strong>Deflective Plating (PL 7)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Purchase Level:</strong> +3</td>
</tr>
<tr>
<td><strong>Time:</strong> +20%</td>
</tr>
</tbody>
</table>

**Requirement:** Vehicle

Deflective armor plating is composed of a flexible polymer especially good at neutralizing energy based damage but less effective against ballistic attacks.

Lvl +3

**Armor**

Vehicle: Medium, Large, Huge, Gargantuan

**Properties:** Vehicles that use Deflective armor plating receive 40 temporary hit points at level one plus an additional 40 temporary hit points for every level the vehicle gains.

**Properties:** This vehicle gains a resist 20 against all Weapon damage.

**Weight:** +75 lbs per square of space the vehicle it takes up.
**Deflective Plating**  
**Level +3**

This shiny, light and flexible armor stands out in the morning sun, and is easy to spot even at night.

Lvl +3  
**Armor**  
**Vehicle:** Medium, Large, Huge, Gargantuan  
**Properties:** Vehicles that use Deflective armor plating receive 10 temporary hit points at level one plus an additional 10 temporary hit points for every level the vehicle gains.  
**Properties:** This vehicle gains a resist 40 against all Energy based attacks.  
**Weight:** +75 lbs per square of space the vehicle it takes up.

**Amorphous Metal Plating (PL 8)**

**Purchase Level:** +4  
**License:** None  
**Time:** +20%  
**Key Skill:** Mechanical  
**Requirement:** Vehicle  
Amorphous armor plating consists of a thick layer of gel-like fluid sandwiched in a neutronite structure. Amorphous metal is a "smart" armor, as it has the ability to repair its self.

**Amorphous Metal Plating**  
**Level +4**

This shiny silver armor almost flows over the vehicles structure, giving the vehicle a streamlined appearance.

Lvl +4  
**Armor**  
**Vehicle:** Medium, Large, Huge, Gargantuan  
**Properties:** Vehicles that use Amorphous armor plating receive 20 temporary hit points at level one plus an additional 20 temporary hit points for every level the vehicle gains.  
**Properties:** This vehicle gains a Regeneration 20, and during a short rest the vehicle regains all of its lost temporary hit points even if reduced to 0 temporary hit points.  
**Weight:** +75 lbs per square of space the vehicle it takes up.

**Vehicle Equipment**

Vehicle equipment falls into several categories; Defense Systems, Passive Systems, and Weapon Systems. To build and install equipment onto a vehicle, a character needs to succeed on a craft check using the appropriate skill (See crafting Advanced items). A separate check is required for each piece of equipment being installed onto the vehicle.

A vehicle's size determines how many pieces of equipment it is capable of supporting. Each vehicle size has a number of slots available to be used for equipment. A piece of equipment may take up more than one slot.

<table>
<thead>
<tr>
<th>Vehicle Size</th>
<th>Equipment Slots</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td>2</td>
</tr>
<tr>
<td>Large</td>
<td>5</td>
</tr>
<tr>
<td>Huge</td>
<td>10</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>15</td>
</tr>
<tr>
<td>Every extra 1x1 Squares added to size</td>
<td>+1</td>
</tr>
</tbody>
</table>

**5th Crafting Check (optional):** A crafting check needs to be made for each piece of equipment added. The DC will use the Purchase Level of the equipment wanting to be added.

**Defence Systems**

Armor does an admirable job of preventing damage to a vehicle's superstructure and occupants, but its really only the last line of defence. Since as long as vehicle have been around they have been outfitted with all sorts of devices that help prevent damage to the vehicle and its crew, as well as providing a wide range of other benefits.

Any defence system that has a usable power, comes with an Engineering station that can be operated by the pilot or co-pilot or a separate engineering crew member (determined when crafting the system). Any number of defence systems can be linked to a single engineering station or spread among many different stations. The more engineering stations their are means the more crew members that can be used to operate the defences.

Defence systems can be purchased or crafted in much the same way as other advanced items. However some defence systems may have purchases levels and crafting times that depend heavily on the size of the vehicle they are being placed into. For that reason some defence systems will have a purchase level difference and time increase, calculated exactly as the locomotion, manipulators and armor.

**Anti-Accident System (PL 5)**

**Purchase Level:** +1  
**Category:** Equipment  
**Market Price:** --  
**Restriction:** None  
**Time:** 5%  
**Key Skill:** Mechanical

The anti-accident system uses airbags, fire-retardant foam, no-skid brakes, gyroscopic stabilizers, and other safety features to improve a persons chances of surviving or averting accidents.
CHAPTER 4 | Equipment

Anti-Accident System | Level +1 Common
--- | ---
As you see the wall approach you, you feel secure in the fact that your vehicle will protect you. Its still going to hurt thou.
Lvl +1

Defense System
Vehicle: Medium, Large, Huge, Gargantuan
Power (Special): No action: Trigger: The vehicle is destroyed and its crew take damage. Effect: The vehicles crew remain in the space occupied by the vehicle and only take 1 points of damage per square they would have normally slid.
Special: This defense system will only work once then needs to be bought again.
Slots: 1

AutoPilot System (PL 5)
Purchase Level: +1 Market Price: --
Category: Equipment Restriction: None
Time: 5% Key Skill: Electrical
The autopilot system “kicks in” whenever the pilot or driver is unable to operate the vehicle. The autopilot system is not vary adaptive and is no substitute for the real thing.

Autopilot System | Level +1 Common
--- | ---
With a flick of a button the vehicle continues on it directed heading.
Lvl +1

Defense System
Vehicle: Medium, Large, Huge, Gargantuan
Power (At-will): Minor action: Effect: The vehicle gains training in the operate skill and can make the Drive, Turn, and Stop actions without a driver or pilot. The vehicle can not perform any other operate actions. This lasts until another minor action is used to turn the autopilot off.
Slots: 1

Chaff Launcher (PL 5)
Purchase Level: 26 Market Price: $12000
Category: Equipment Restriction: Restricted
Time: 18 Hours Key Skill: Mechanical
Chaff consists of a cloud of millions of tiny metal strips or particles which interferes with vehicle mounted weapons.

Chaff Launcher | Level 26 Uncommon
--- | ---
 Millions of tiny glittering pieces of metal float in an area may look pretty but can really mess with a vehicles targeting.
Lvl 26 $12,000 Lvl 33 $90,000
Lvl 30 $35,000 Lvl 36 $200,000

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Daily): Standard action: Effect: The chaff creates a Burst 1 Zone centered on the vehicle. Anything within the zone gains superior concealment from vehicle mounted weapons. Also, any target of a vehicle mounted weapon that has the zone cut through the line of sight also gains superior concealment. The Zone ends at the end of your next turn.
Level 30: Burst 2
Level 33: Burst 4
Level 36: Burst 6
Slots: 3

Collision Control System (PL 5)
Purchase Level: +2 Market Price: --
Category: Equipment Restriction: None
Time: +10% Key Skill: Mechanical
The vehicle is equipped with systems and dampeners that reduce the damage the vehicle takes from ramming or crashing.

Collision Control System | Level +2 Uncommon
--- | ---
The vehicles body distorts slightly to absorb the damage from collisions.
Lvl +2 Lvl +4

Defense System
Vehicle: Large, Huge, Gargantuan
Property: The vehicle only takes half the normal damage from crashing and ramming.
Level +4: Quarter the normal damage.
Slots: 4

Damage Control System (PL 5)
Purchase Level: +2 Market Price: --
Category: Equipment Restriction: None
Time: +10% Key Skill: Mechanical
A vehicle equipped with a damage control system can perform damage control during combat.

Damage Control System | Level +2 Uncommon
--- | ---
An engineer redirects power from undamaged systems in order to stabilize the damaged ones.
Lvl +2 Lvl +6
Lvl +4 Lvl +8

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Encounter): Move action: Effect: The vehicle regains its surge value in hit points.
Level +4: +20 hit points
Level +6: +40 hit points
Level +8: +60 hit points
Slots: 4

Escape Pod (PL 5)
Purchase Level: +1 Market Price: --
Category: Equipment Restriction: None
Time: +5% Key Skill: Mechanical
When all is lost and your vehicle is going to be destroyed, sometimes its best to have an escape plan.

Escape Pod (PL 5)
---
---
---
Escape Pod Level +1 Common
Alarms are going off, red lights flashing, and the ground is fast approaching. With a push of a button you jettison out of your vehicle, landing safely on the ground.

Lvl +1

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Special): Minor action. Effect: You and up to 3 other creatures in adjacent squares to you are move 10 squares from the edge of the vehicles space. If you are above the ground you fall safely to the ground at a rate of 10 squares per round.
Huge Vehicle: You and up to 9 creatures.
Gargantuan Vehicle: You and up to 14 creatures.
+4x4 Increase in size: +15 creatures.

Slots: 2

Reactive Armor Level +2 Uncommon
A plate of steam shoots out from the vehicle intercepting an enemy attack before it hits.

Lvl +2 Lvl +6
Lvl +4 Lvl +8

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Daily): Immediate Reaction. Trigger: Your vehicle is hit by an attack that deals damage. Effect: The damage of the triggering attack is reduced by 20.
Level +2: Reduce damage by 20
Level +4: Reduce damage by 40
Level +6: Reduce damage by 60
Level +8: Reduce damage by 80

Slots: 3

Sensor Jammer Level 26 Uncommon
A sensor jammer interferes with radar and enemy sensors scans.

Lvl 26 $12,000 Lvl 33 $90,000
Lvl 30 $35,000 Lvl 36 $200,000

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Encounter): Minor action: Effect: The vehicle gains a +2 to all defenses against attacks from vehicles until the end of your next turn.
Level 30: +3
Level 33: +4
Level 36: +5

Stealth Design Level +1 Uncommon
Your vehicle moves through the city like a shadow in the dark.

Lvl +1 Lvl +3
Lvl +2 Lvl +4

Defense System
Vehicle: Medium, Large, Huge, Gargantuan
Property: The vehicle gains training in the stealth skill and adds its dexterity modifier and half its level to it as normal.
Level +2: +2 Bonus to Stealth checks.
Level +3: +4 Bonus to Stealth checks.
Level +4: +6 Bonus to Stealth checks.

Slots: 2

Decoy Drone Level 31 Uncommon
Your enemy will see two vehicles on his tactical display and will have to choose which one is you.

Lvl 31 $50,000

Defense System
Vehicle: Large, Huge, Gargantuan
Power (Daily): Minor action: You launch the drone to a location within 20 squares of the vehicle. The drone creates an image of your vehicle that is destroyed if it takes any damage. The image can be moved your vehicles speed as a move action, and no line of sight to the image is necessary. The image lasts until the end of the encounter or until destroyed.

Slots: 3

Magnetic Field Level 6 Uncommon
The magnetic field is the first primitive energy shield. It uses vast amounts of power to surround the vehicle with magnetic force. It works great at repelling physical attacks but is ineffective against energy based weapons.
Magnetic Field  Level +2 Uncommon
A field of visible energy covers the skin of the vehicle, absorbing damage.
Lvl +2  Lvl +6
Lvl +4  Lvl +8

Defense System
Vehicle: Huge, Gargantuan

Power (Daily): Move action: Effect: The vehicle gains 25 temporary hit points that are kept separate from other temporary hit points. Damage is deducted from these temporary hit points first. Weapons with the energy keyword ignore these temporary hit points.
Level +4: 50 temporary hit points
Level +6: 75 temporary hit points
Level +8: 100 temporary hit points
Slots: 4

Point Defense System (PL 6)
Purchase Level: +2  Market Price: --
Category: Equipment  Restriction: Military
Time: +10%  Key Skill: Mechanical
The point defense system serves two functions: It targets incoming missiles, and it attacks nearby enemy vehicles.

Point Defense System  Level +2 Uncommon
A multitude of small weapons have been placed all over the vehicle attacking anything that gets too close.
Lvl +2  Lvl +6
Lvl +4  Lvl +8

Defense System
Vehicle: Huge, Gargantuan

Power (Encounter): Immediate Reaction: Trigger: An enemy makes an attack using a Missile. Effect: The enemy makes two attack rolls and uses the lowest result.
Power (At-Will): Standard Action. Make an attack: Close burst 1 (enemies in burst); Dex vs. AC.
Hit: 1D10 damage.
Level +4: Close burst 2
Level +6: Close burst 2, 2D10 damage
Level +8: Close burst 3, 2D10 damage
Slots: 4

Radiation Shielding (PL 6)
Purchase Level: +1  Market Price: --
Category: Equipment  Restriction: Military
Time: +10%  Key Skill: Electrical
Radiating shielding protects a vehicles crew and passengers against harmful radiation.
Lvl +2  Lvl +6
Lvl +4  Lvl +8

Defense System
Vehicle: Large, Huge, Gargantuan

Power (Daily): Minor action: Effect: The vehicle gains Resist 5 poison against effects from outside the vehicle. This effect lasts until the end of the encounter.
Level +2: Resist 10
Level +3: Resist 15
Level +4: Resist 20
Slots: 3

Stealth Screen (PL 6)
Purchase Level: 33  Market Price: $90000
Category: Equipment  Restriction: Restricted
Time: 12 Hours  Key Skill: Electrical
An improved version of the sensor jammer, the stealth screen is a sophisticated electromagnetic transceiver capable of canceling out a variety of detection methods used by sensors.

Stealth Screen  Level 33 Uncommon
An enemy looking at its targeting screen will see nothing but an empty void.
Lvl 33  $90,000

Defense System
Vehicle: Large, Huge, Gargantuan

Power (Daily): Make an attack: Close burst 1 (enemies in burst); Dex vs. AC.
Hit: 1D10 damage.
Level +4: Close burst 2
Level +6: Close burst 2, 2D10 damage
Level +8: Close burst 3, 2D10 damage
Slots: 4

Active Shielding (PL 7)
Purchase Level: +2  Market Price: --
Category: Equipment  Restriction: Restricted
Time: +15%  Key Skill: Electrical
Active shielding is a primitive form of shielding that only covers certain portions of a ship at any given time. An engineer or other crew member is required to position the shielding in order to intercept attacks.

Active Shielding  Level +2 Uncommon
A field of visible energy covers the skin of the vehicle, absorbing damage.
Lvl +2  Lvl +6
Lvl +4  Lvl +8

Defense System
Vehicle: Huge, Gargantuan

Power (At-will): Immediate Reaction. Trigger: An enemy hits you with a ranged attack. Effect: Make a computer use check. If the result is greater then the triggering attack, reduce the damage of the attack by 10.
Level +4: 20
Level +6: 30
Level +8: 40
Slots: 4
**DISPLACER (PL 7)**

<table>
<thead>
<tr>
<th>Purchase Level: 35</th>
<th>Market Price: $150000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Equipment</td>
<td>Restriction: Restricted</td>
</tr>
<tr>
<td>Time: 20 Hours</td>
<td>Key Skill: Electrical</td>
</tr>
</tbody>
</table>

The vehicle is in a constant state of flux causing it to randomly move short distances, making it hard to hit.

**Displacer**

**Level 35 Uncommon**

An enemy looking at its targeting screen will see nothing but an empty void.

- **Lvl 35**: $150,000

**Defence System**

**Vehicle**: Huge, Gargantuan

**Power (Daily)**: Minor action: Effect: The vehicle gains Total Concealment until the end of the encounter.

**Property**: Vehicle gains a +2 to stealth checks if capable of using the skill.

**Slots**: 3

**PARTICLE FIELD (PL 7)**

<table>
<thead>
<tr>
<th>Purchase Level: +2</th>
<th>Market Price: --</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Equipment</td>
<td>Restriction: Restricted</td>
</tr>
<tr>
<td>Time: +10%</td>
<td>Key Skill: Electrical</td>
</tr>
</tbody>
</table>

The particle field generator creates a protective field around the ship that displaces the energy from energy based weapon systems.

**Particle Field**

**Level +2 Uncommon**

A field of visible energy covers the skin of the vehicle, absorbing energy based damage.

- **Lvl +2**: Level +3
  - **Lvl +6**
  - **Lvl +4**: Level +9
  - **Lvl +8**

**Defence System**

**Vehicle**: Huge, Gargantuan

**Power (Daily)**: Move action: Effect: Until the end of the encounter so long as the vehicle is below its bloodied value, it gains regeneration 5.

- **Level +4**: Regeneration 10
- **Level +6**: Regeneration 15
- **Level +8**: Regeneration 20

**Slots**: 5

**REPAIR DRONES (PL 7)**

<table>
<thead>
<tr>
<th>Purchase Level: +3</th>
<th>Market Price: --</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Equipment</td>
<td>Restriction: None</td>
</tr>
<tr>
<td>Time: +15%</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

Repair drones are small spiderlike robots that rapidly deploy to damaged sections of a vehicle and conducted repairs.

**Repair Drones**

**Level +3 Uncommon**

A field of visible energy covers the skin of the vehicle, absorbing energy based damage.

- **Lvl +3**: Lvl +9
- **Lvl +6**: Lvl +12

**Defence System**

**Vehicle**: Huge, Gargantuan

**Power (Daily)**: Move action: Effect: Until the end of the encounter so long as the vehicle is below its bloodied value, it gains regeneration 5.

- **Level +4**: Regeneration 10
- **Level +6**: Regeneration 15
- **Level +8**: Regeneration 20

**Slots**: 5

**CLOAKING SYSTEM (PL 8)**

<table>
<thead>
<tr>
<th>Purchase Level: 35</th>
<th>Market Price: $150000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Equipment</td>
<td>Restriction: Restricted</td>
</tr>
<tr>
<td>Time: 12 Hours</td>
<td>Key Skill: Electrical</td>
</tr>
</tbody>
</table>

An improved version of the Stealth screen, the cloaking system erases all traces of the vehicle in all spectrums, making it completely invisible.

**Cloaking System**

**Level 35 Uncommon**

Enemies move within feet of your vehicle and never even know it was there.

- **Lvl 35**: $150,000

**Defence System**

**Vehicle**: Large, Huge, Gargantuan

**Power (Encounter)**: Minor action: Effect: The vehicle gains Invisibility until the end of the encounter or until it makes an attack.

**Property**: Vehicle gains a +2 to stealth checks if capable of using the skill.

**Slots**: 3

**PHASE FIELD (PL 8)**

<table>
<thead>
<tr>
<th>Purchase Level: 41</th>
<th>Market Price: $900000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Equipment</td>
<td>Restriction: Restricted</td>
</tr>
<tr>
<td>Time: 24 Hours</td>
<td>Key Skill: Electrical</td>
</tr>
</tbody>
</table>

The phase field shifts the vehicle between dimensions, allowing it to pass through solid matter and receive less damage from attacks.

**Phase Field**

**Level 41 Uncommon**

Your vehicle turn ghostly and passes right through a building you were unable to avoid.

- **Lvl 41**: $900,000

**Defence System**

**Vehicle**: Large, Huge, Gargantuan

**Power (Daily)**: Standard action: Effect: The vehicle becomes intangible and gains phasing until the end of your next round. While this power is in effect the vehicle is slowed.

**Sustain**: Move action.

**Slots**: 3
Solid Defense Field (PL 8)

**Purchase Level:** +3  **Market Price:** --
**Category:** Equipment  **Restriction:** Restricted
**Time:** +15%  **Key Skill:** Electrical

Combining the efforts of both magnetic fields and particle fields into the same generator, the solid defense field repels all kinds of attacks.

### Solid Defense Field  Level +3 Uncommon

A field of visible energy encircles the vehicle providing protection from all attacks.

- **Lvl +3**
- **Lvl +6**
- **Lvl +9**
- **Lvl +12**

**Defense System**

**Vehicle:** Huge, Gargantuan
**Power (Encounter):** Move action: Effect: The vehicle gains 25 temporary hit points that are kept separate from other temporary hit points. Damage is deducted from these temporary hit points first.
- **Level +4:** 50 temporary hit points
- **Level +6:** 75 temporary hit points
- **Level +8:** 100 temporary hit points

**Slots:** 5

---

Passive Systems

Passive systems are composed of anything that provides a static bonus or property, as well as any other miscellaneous piece of equipment that doesn't fit anywhere else. These miscellaneous pieces of equipment may not even provide any relevant bonuses, and just simply add to the vehicle's look or function.

Any Passive system that has a usable power, comes with an Engineering station that can be operated by the pilot or copilot, or a separate engineering crew member (determined when crafting the system). Any number of passive systems can be linked to a single engineering station or spread among many different stations. The more engineering stations their are means the more crew members that can be used to operate the systems.

Passive systems can be purchased or crafted in much the same way as other advanced items. However some passive systems may have purchase levels and crafting times that depend heavily on the size of the vehicle they are being placed into. For that reason some defense systems will have a purchase level difference and time increase, calculated exactly as the locomotion, manipulators and armor.

Advanced Targeting System (PL 5)

**Purchase Level:** +1  **Market Price:** --
**Category:** Equipment  **Restriction:** Restricted
**Time:** +5%  **Key Skill:** Electrical

The advanced targeting system provides each weapon system installed on the vehicle enhanced targeting capabilities.

### Advanced Targeting System  Level +1 Uncommon

Your target screen shows your enemy, and its exact location, making it easy to target.

- **Lvl +1**
- **Lvl +2**
- **Lvl +6**
- **Lvl +9**
- **Lvl +12**
- **Lvl +15**

** Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan
**Property:** All vehicle mounted weapon systems gain a +1 enhancement bonus to attack.
- **Level +3:** +2
- **Level +6:** +3
- **Level +9:** +4
- **Level +12:** +5
- **Level +15:** +6

**Slots:** 1
**Air Reclamation System (PL 5)**

**Purchase Level:** +1  
**Market Price:** --  
**Category:** Equipment  
**Restriction:** None  
**Time:** +5%  
**Key Skill:** Mechanical  

The air reclamation system purifies a vehicle's air, allowing it to last longer. This system works best when applied with an environmentally sealed vehicle.

**Air Reclamation System**  
**Level +1 Uncommon**

Air is recycled several times allowing people within the vehicle to survive hazardous environments.

**Lvl +1**

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Power (Daily):** Minor action. The vehicle enters a save haven mode, protecting all crew occupying a square within the vehicle from a hazardous environment until the end of the encounter or 5 minutes.

**Property:** If the vehicle is also Environmentally Sealed, the duration of the air supply increases by 10 times.

**Slots:** 1

---

**Cargo Space (PL 5)**

**Purchase Level:** +1  
**Market Price:** --  
**Category:** Equipment  
**Restriction:** None  
**Time:** 10%  
**Key Skill:** Mechanical  

The vehicle has its passenger space converted into cargo space, thus increasing the amount of cargo the vehicle can hold.

**Cargo Space**  
**Level +1 Common**

The vehicle is full of large open areas used extensively to hold cargo and supplies.

**Lvl +1**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Reduce the vehicle's maximum occupants by half, and double its Carry weight.

**Special:** If this system is taken during the initial creation of the vehicle, the Purchase level cost and time increase can be ignored.

**Slots:** --

---

**Class I Sensor Array (PL 5)**

**Purchase Level:** 21  
**Market Price:** $2,700  
**Category:** Equipment  
**Restriction:** None  
**Time:** 8 hours  
**Key Skill:** Electrical  

This array includes radar, HI-definition video, and infrared sensor units.

**Class I Sensor Array**  
**Level 21 Uncommon**

Your target screen shows your enemy, and its exact location, making it easy to target.

**Lvl 21**  
**$2,700**

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Property:** All crew occupying a space within the vehicle gain a +1 bonus to initiative checks.

**Power (At-Will):** Minor action. Close burst 100. Effect: Make a perception check. You gain a general knowledge of the surrounding area and the number and location of each non living mechanical target in the area of medium size and larger.

**Power (At-will):** Move action. Close burst 100. Effect: Select one of the known targets above and learn the following information;

- Targets size
- Mode of locomotion
- Current trajectory

**Slots:** 1

---

**Collision Detection (PL 5)**

**Purchase Level:** 23  
**Market Price:** $5,000  
**Category:** Equipment  
**Restriction:** None  
**Time:** 10 hours  
**Key Skill:** Electrical  

Collision detection provides warnings when objects approach the vehicle, giving the pilot or driver the time to react.

**Collision Detection**  
**Level 23 Uncommon**

A screen lights up warning of a possible collision, and indicates the direction its coming from.

**Lvl 23**  
**$5,000**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Drivers or pilots gain a +5 bonus to operate checks to "Avoid Hazards", and only require beating an easy DC of their level to regain control of the vehicle.

**Slots:** 1

---

**Command Center (PL 5)**

**Purchase Level:** +1  
**Market Price:** --  
**Category:** Equipment  
**Restriction:** None  
**Time:** +5%  
**Key Skill:** Mechanical  

The command center or bridge of a vehicle houses all the essential functions of the vehicle, allowing for easy access and fast response.
Command Center | Level +1 Uncommon
--- | ---
The captain stands in the center of the command center, issuing commands.
Lvl +1 | Lvl +4
Lvl +2 | Lvl +2

Passive System
Vehicle: Gargantuan
Property: While a captain is present on a vehicle, they may grant one crew member per round an additional minor action that must be used during that round.
Level +2: 1 minor action, and 1 move action.
Level +4: 1 minor action, 1 move action, and 1 Standard action.
Note: The additional action can be granted to a single crew member or split among different crew members.
Slots: 3

**Environmentally Sealed (PL 5)**
Purchase Level: +2
Category: Equipment
Restriction: None
Time: +10%
Key Skill: Mechanical
The vehicle has been designed to keep the atmosphere inside the vehicle and outside, separate. The vehicle also contains an air supply capable of supplying fresh air for all within the vehicle.
Lvl +2

Passive System
Vehicle: Medium, Large, Huge, Gargantuan
Property: Environmental effects such as temperature, gas, weather, etc, do not impact negatively on any crew occupying the vehicles space. Also, the vehicle contains enough air for each crew member for 24 hours. 1 hour in a fresh air environment will fully resupply the air for another 24 hours.
Slots: 2. For every +1 increase to the slots required, increases the duration of the air by 24 hours.

**Fire-Linked Weapon Systems (PL 5)**
Purchase Level: +2
Category: Equipment
Restriction: None
Time: --
Key Skill: Electrical
Fire-linked weapons are all identical weapons that point and fire in the exact same direction. The effect create the illusion of a singular weapon that deals greater damage then either weapon alone.

---

Fire-Linked Weapon Systems | Level +2 Uncommon
--- | ---
An array of machine guns all rotate at the same time, firing at a single target.
Lvl +2 | Lvl +4
Lvl +4 | Lvl +6
Lvl +6 | Lvl +8

Passive System
Vehicle: Medium, Large, Huge, Gargantuan
Property: Choose two identical weapon systems. These two weapon systems are now considered a single weapon system when making attacks. The damage dealt from the new weapon system is the weapons base damage plus 1/4 of its maximum value.
Level +4: 4 identical weapon systems, + 1/2 of its maximum value
Level +6: 8 identical weapon systems, + 3/4 of its maximum value
Level +8: 16 identical weapon systems, +100% of its maximum value
Special: The purchase level modifier is applied only to each weapon added to the link, not the vehicle. This modified purchase level become the new purchase level for each weapon which must be paid. If the weapons are already on the vehicle, only the difference in cost needs to be paid.
Slots: 1

---

**Hanger Bay (PL 5)**
Purchase Level: 15
Market Price: $500
Category: Equipment
Restriction: None
Time: 5 hours
Key Skill: Mechanical
The vehicle converts its cargo space into areas that can hold and deploy other vehicles.

## Hanger Bay | Level 15 Common
--- | ---
A naval carrier cruises the oceans, containing within it an entire fleet of bombers.
Lvl 15 | $500
Lvl 20 | $2,000
Lvl 25 | $9,000
Lvl 30 | $35,000
Lvl +2 | --
Lvl +10 | --

Passive System
Vehicle: Large, Huge, Gargantuan
Property: Choose a vehicle size that the hanger bay will hold, and remove 500lbs per square the hanger bay takes up in 3 dimensions (LxWxH) from the vehicles carrying capacity. A vehicle can only hold another vehicle that is smaller than its self.
Power (At-will): Move action. Deploy a vehicle in the hanger by to a location adjacent to the primary vehicle. Also as a move action, place an adjacent vehicle of the appropriate size into an empty hanger bay.
Level 15: One medium sized vehicle.
Level 20: One large sized vehicle, +5 hours crafting time.
Level 25: One Huge sized vehicle, +10 hours crafting time.
Level 30: One gargantuan sized vehicle, +15 hours crafting time.
Level +2: Every +4x4 increase to size, +5 hours crafting time.
Level +10: Used to hold a space ship, +10 hours crafting time.
Slots: 1
Onboard Computer System (PL 5)

**Onboard Computer System**  
**Level +1 Uncommon**

Computer terminals have been place throughout the vehicle granting its crew access to the internet and other networks.

**Lvl +1**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Crew occupying the vehicle's space can make computer use checks as if they had a personal computer with them.

**Slots:** 1

Radio Transceiver (PL 5)

**Radio Transceiver**  
**Level 21 Common**

The radio transceiver can transmit on multiple frequencies, and can handle up to ten simultaneous conversations at once.

**Lvl 21**

**$2,700**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Up to 10 crew members occupying a space within the vehicle can communicate with anyone else on the current planet using a similar devise.

**Slots:** 1

Weapon Batteries (PL 5)

**Weapon Batteries**  
**Level +2 Uncommon**

An array of machine guns all rotate at the same time, firing at a single target.

**Lvl +2**

**Lvl +4**

**Lvl +6**

**Lvl +8**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Choose two identical weapon systems. These two weapon systems are now considered a single weapon system when making attacks. The weapon deals normal damage, but has its burst increased by +1. If the weapon normally does not have a burst effect, then it gains burst 1.

- **Level +4:** 4 identical weapon systems, Burst +2, or Burst 2
- **Level +6:** 8 identical weapon systems, Burst +3, or Burst 3
- **Level +8:** 16 identical weapon systems, Burst +4, or Burst 4

**Special:** The purchase level modifier is applied only to each weapon added to the link, not the vehicle. This modified purchase level become the new purchase level for each weapon which must be paid. If the weapons are already on the vehicle, only the difference in cost needs to be paid.

**Slots:** 1

Advanced Construction (PL 6)

**Advanced Construction**  
**Level +2 Uncommon**

Using advanced construction techniques and miniaturization of primary systems, more equipment can be fitted into a vehicle.

**Lvl +2**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Far more systems can be fitted into a smaller space. We truly live in a fantastic era.

**Slots:** --

Class II Sensor Array (PL 6)

**Class II Sensor Array**  
**Level 27**

As an upgrade to the Class I Sensor array, this model also includes electromagnetic sensors, and ladar detection units.
<table>
<thead>
<tr>
<th>Class II Sensor Array</th>
<th>Level 27 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your target screen shows your enemy, and its exact location, making it easy to target.</td>
<td></td>
</tr>
<tr>
<td>Lvl 27</td>
<td>$15,000</td>
</tr>
</tbody>
</table>

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Property:** All crew occupying a space within the vehicle gain a +2 bonus to initiative checks.

**Power (At-Will):** Minor action. Close burst 500. Effect: Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

**Power (At-will):** Move action. Close burst 500. Effect: Select one of the known targets above and learn the following information;
- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5 or PL 6 Defense, passive, or weapons systems
- Composition of planets atmosphere

**Slots:** 1

---

<table>
<thead>
<tr>
<th>Class III Sensor Array</th>
<th>Level 33 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your target screen shows your enemy, and its exact location, making it easy to target.</td>
<td></td>
</tr>
<tr>
<td>Lvl 33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Property:** All crew occupying a space within the vehicle gain a +3 bonus to initiative checks.

**Power (At-Will):** Minor action. Close burst 1000. Effect: Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

**Power (At-will):** Move action. Close burst 1000. Effect: Select one of the known targets above and learn the following information;
- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5, 6, and 7 Defense, passive, or weapons systems
- Composition of planets atmosphere
- Number and location of any creatures on a vehicle.
- Planets prevailing meteorological conditions.

**Slots:** 1

---

### Laser Transceiver (PL 6)

**Purchase Level:** 23  **Market Price:** $5000

**Category:** Equipment  **Restriction:** None

**Time:** 4 hours  **Key Skill:** Electrical

This system uses beams of coherent light to transmit messages at the speed of light, making communication with a solar system possible.

---

### Laser Transceiver (Level 23 Common)

The problem with being so far away from home is the lack of communication with family and friends.

**Lvl 23 | $5,000**

**Passive System**

**Vehicle:** Medium, Large, Huge, Gargantuan

**Property:** Up to 10 crew member occupying a space within the vehicle can communicate with anyone else in the solar system.

**Slots:** 1

---

### Class III Sensor Array (PL 7)

**Purchase Level:** 33  **Market Price:** $90000

**Category:** Equipment  **Restriction:** None

**Time:** 8 hours  **Key Skill:** Electrical

As an upgrade to the Class II Sensor array, this model also includes spectroanlyzers, and mass detectors.

---

### Class IV Sensor Array (PL 8)

**Purchase Level:** 33  **Market Price:** $90000

**Category:** Equipment  **Restriction:** None

**Time:** 8 hours  **Key Skill:** Electrical

As an upgrade to the Class II Sensor array, this model also includes multiphase radar.
**Class III Sensor Array**

Your target screen shows your enemy, and its exact location, making it easy to target.

| Lvl 33 | $90,000 |

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Property:** All crew occupying a space within the vehicle gain a +4 bonus to initiative checks.

**Power (At-Will):** Minor action. Close burst 1000. Effect: Make a perception check with a +2 bonus. You gain a general knowledge of the surrounding area and the number and location of each target in the area of medium size and larger.

**Power (At-will):** Move action. Close burst 1000. Effect: Select one of the known targets above and learn the following information:
- Targets size
- Mode of locomotion
- Current trajectory
- Type of vehicle
- Type of PL 5, 6, 7, and 8 Defense, passive, or weapons systems
- Composition of planets atmosphere
- Number, location and detailed description of any creatures on a vehicle or planet.
- Planets prevailing meteorological conditions.

**Slots:** 1

---

**Drive Transceiver (PL 8)**

**Purchase Level:** 28  **Market Price:** $20,000

**Category:** Equipment  **Restriction:** None

**Time:** 4 hours  **Key Skill:** Electrical

Utilizing the quantum fluctuations within a multiple sets of paired particles make extreme distance communication possible.

**Drive Transceiver**

The problem with being so far away from home is the lack of communication with family and friends.

| Lvl 28 | $20,000 |

**Passive System**

**Vehicle:** Large, Huge, Gargantuan

**Property:** Up to 10 crew member occupying a space within the vehicle can communicate with anyone else within 50 light years distance.

**Slots:** 1

---

**Weapon Systems**

These weapons are mounted to the vehicle and are operated by the driver/pilot or dedicated Tactical Crew member. A character or NPC is capable of operating only one weapon system at a time regardless of how many are on the vehicle. There are two exceptions to this rule; Linked Weapons and Weapon Batteries, both can be found under Passive Systems.

Unless the power specifies differently, vehicle mounted weapons cannot be used with a characters attack powers and are always considered basic attacks. Once a weapon system has been used by a character or NPC it can not be used by another character or NPC until the beginning of the next round. This prevents one weapon system from being used by 5 different characters.

When placed on a vehicle, a weapon system will point in only one direction forcing it to fire in a straight line, or one of the forward diagonal adjacent squares (45 degree angle). When a weapon system is used with a Mount (See manipulators) it gains the ability to attack anything it has line of sight to.

Each weapon that is attached to a vehicle comes with its own tactical station, which is usually at the weapon itself or a remote device elsewhere on the vehicle. The tactical station can be operated either by the pilot or co-pilot, or by a separate tactical crew member (determined when crafting the weapon). Any number of Weapon systems can be linked to a single tactical station or spread among many different stations. The more tactical stations their are means the more crew members that can be used to operate the weapons.

There are several new weapon properties that only apply to vehicle mounted weapon listed below;

- **Armor Piercing (AP):** Armor piercing rounds ignore the resistance a creature or vehicle has against that weapon.
- **Wall:** Weapon attacks everything the wall occupies. If the target is big enough to occupy more than one square in the wall it can be attacked multiple times.
- **Volley:** The weapon is capable of attacking more than one square during its attack phase. All attacks must be within 10 squares of one another. This attack cannot target the same square more than once, but targets can take damage from more than one attack if they are within a burst effect or take up more than one square. The payload for this weapon is the number of volley attacks it can make.
- **Slow Fire (SF):** Weapon requires a standard action to reload. This can be done by another person not operating the vehicle.
- **Indirect Fire (IF):** The weapon is capable of reaching distant targets. The weapon has a third range increment that has a -4 penalty imposed on it. At this distance the target is best stationary, or the attack could miss. For each 1000 square out the target is, requires one full round to hit the target. So a target 1000 squares out would get hit at the beginning of the attackers next turn. If the target moves away from the target square and burst area, the attack misses.
- **Guided:** A weapon with the guided property takes no negatives for range and will redirect its self to hit a target that has moved away. This negates the miss chance imposed by the indirect fire property, but still requires 1 one full round to hit the target for every 1000 squares moved.
Ammunition
Most of the weapons noted in this section use one form of ammunition or another in order to make the attacks. Much of the ammunition can be purchased normally, but in situations where the DM determines that the ammunition can not be bought it can be crafted. The Demolitions DC will be 10 + the Purchase level of the ammo, and the time to craft it will be 1/5 the time to craft the weapon, minimum of 1 hour.

Machine Guns & Miniguns
Machine guns and miniguns are designed to fire off as many rounds of ammunition as possible, covering a large area in a hail of destruction. These weapons can be found mounted on any type of vehicle.

7.62 Machine Gun (PL 5)
Purchase Level: 21  Market Price: $2700
Category: Weapon  Restriction: Military
Time: 5 Hours  Key Skill: Mechanical
The 7.62 Machine gun is a belt fed, gas operated medium machine gun. It is also called the ‘General Purpose Machine Gun’ as it is used extensively by many vehicles.

7.62 Minigun (PL 5)
Purchase Level: 23  Market Price: $5000
Category: Weapon  Restriction: Military
Time: 6 Hours  Key Skill: Mechanical
The minigun is a multi-barreled machine gun with a high rate of fire, employing a gatling-style rotating barrels with an external power source.

12.7 Machine Gun (PL 5)
Purchase Level: 25  Market Price: $9000
Category: Weapon  Restriction: Military
Time: 5 Hours  Key Skill: Mechanical
The 12.7 Machine gun is a belt fed, gas operated medium machine gun.

12.7 Minigun (PL 5)
Purchase Level: 26  Market Price: $12000
Category: Weapon  Restriction: Military
Time: 6 Hours  Key Skill: Mechanical
The minigun is a multi-barreled machine gun with a high rate of fire, employing a gatling-style rotating barrels with an external power source.

14.5 Machine Gun (PL 5)
Purchase Level: 27  Market Price: $15000
Category: Weapon  Restriction: Military
Time: 6 Hours  Key Skill: Mechanical
The 14.5 Machine gun is a belt fed, gas operated Heavy machine gun and anti-material rifle.

14.5 Minigun (PL 5)
Purchase Level: 28  Market Price: $20000
Category: Weapon  Restriction: Military
Time: 8 Hours  Key Skill: Mechanical
The simplest beam weapon, the auto-laser is often used on any type of vehicle. Its small, compact and often found in groups of other auto-lasers.

Auto-Laser (PL 6)
Purchase Level: 28  Market Price: $20000
Category: Weapon  Restriction: Military
Time: 8 Hours  Key Skill: Mechanical
The simplest beam weapon, the auto-laser is often used on any type of vehicle. Its small, compact and often found in groups of other auto-lasers.
VEHICLES

**Auto-Laser**  
Level 28 Uncommon

Lvl 28 $20,000  
**Ranged Heavy Energy Weapon**  
Vehicle: Medium, Large, Huge, Gargantuan  
**Power** (Auto)  
At-will (Standard Action)  
Attack: Range 200/400, Burst 1, Dex vs. Ref. Payload: NA  
Hit: 2D12 Fire damage  
Slots: 2  
**Recharge**: Payload recharges after each shot and never runs out.

**PARTICLE BEAM REPEATER (PL 7)**  
Purchase Level: 32  
Market Price: $65000  
Category: Weapon  
Restriction: Military  
Time: 8 Hours  
Key Skill: Mechanical  
This weapon fires off rapid beams of high energy streams of protons and neutrons at almost the speed of light, destabilizing the molecular structure of the object it hits.

**Particle Beam Repeater**  
Level 32 Uncommon

Lvl 32 $65,000  
**Ranged Heavy Energy Weapon**  
Vehicle: Medium, Large, Huge, Gargantuan  
**Power** (Auto, AP, Lightning)  
At-will (Standard Action)  
Attack: Range 200/400, Burst 1, Dex vs. Fortitude. Payload: NA  
Hit: 2D12 lightning damage and the creature or vehicle gains vulnerability 5 weapons until the end of your next turn.  
Slots: 2  
**Recharge**: Payload recharges after each shot and never runs out.

**QUANTUM AUTO-MASER (PL 8)**  
Purchase Level: 35  
Market Price: $150000  
Category: Weapon  
Restriction: Military  
Time: 15 Hours  
Key Skill: Mechanical  
Using quantum fluctuations, this weapon produces high energy maser compressions that can re-angle in midflight, directing the shots to the intended targets.

**Quantum Auto-Maser**  
Level 35 Uncommon

Lvl 35 $150,000  
**Ranged Heavy Energy Weapon**  
Vehicle: Medium, Large, Huge, Gargantuan  
**Power** (Auto, Force)  
At-will (Standard Action)  
Attack: Range 200/400, Burst 1, Dex vs. Ref. Payload: NA  
Hit: 4D12 force damage. Effect: This attack ignores all cover and concealment.  
Slots: 2  
**Recharge**: Payload recharges after each shot and never runs out.

**Automatic Cannon & Grenade Launchers**  
Auto cannons and grenade launchers are similar to machine guns in the way they fire off ammunition, but they differ in the size of their ammo. Auto cannon ammunition is much larger then the regular rounds fired by machine guns, and the grenade launcher ammo explodes on contact with its target. These weapons can be found on any type of vehicle.

**20MM AUTO-CANNON (PL 5)**  
Purchase Level: 30  
Market Price: $35000  
Category: Weapon  
Restriction: Military  
Time: 8 Hours  
Key Skill: Mechanical  
An auto-cannon is a rapid-fire projectile weapon firing a shell as opposed to a bullet fired by a machine gun.

**20mm Auto-Cannon**  
Level 30 Uncommon

Lvl 30 $35,000  
**Ranged Heavy Weapon**  
Vehicle: Large, Huge, Gargantuan  
**Power** (Auto, AP)  
At-will (Standard Action)  
Attack: Range 60/120, Wall 3, Dex vs. AC. Payload: Linked  
Hit: 4D6 damage  
Slots: 2  
Ammunition (20mm): Purchase level 13 ($275) per link.

**20mm Gatling Gun (PL 5)**  
Purchase Level: 27  
Market Price: $15000  
Category: Weapon  
Restriction: Military  
Time: 8 Hours  
Key Skill: Mechanical  
A gatling gun is a rapid fire, multi-barreled auto-cannon capable of extremely high rates of fire.

**20mm Gatling Gun**  
Level 27 Uncommon

Lvl 27 $15,000  
**Ranged Heavy Weapon**  
Vehicle: Large, Huge, Gargantuan  
**Power** (Auto, AP)  
At-will (Standard Action)  
Attack: Range 75/150, Burst 2, Dex vs. AC. Payload: Linked  
Hit: 3D10 damage  
Slots: 2  
Ammunition (20mm): Purchase level 13 ($275) per link.

**TWIN 23MM AUTO-CANNONS (PL 5)**  
Purchase Level: 33  
Market Price: $90000  
Category: Weapon  
Restriction: Military  
Time: 12 Hours  
Key Skill: Mechanical  
Two 23mm auto-cannons are mounted together, usually in the back of a truck.
## Twin 23mm Auto-Cannons

**Level 33 Uncommon**

<table>
<thead>
<tr>
<th>Lvl 33</th>
<th>$90,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Auto, Wall) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 75/150, Wall 2, Dex vs. AC. Payload: Linked Hit: 3D10 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Properties:</strong> Roll two attacks and use the best result.</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 3</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (23mm):</strong> Purchase level 15 ($500) per link.</td>
<td></td>
</tr>
<tr>
<td><strong>Note:</strong> Uses double the normal ammo for each attack.</td>
<td></td>
</tr>
</tbody>
</table>

## 25mm Chain Gun (PL 5)

**Purchase Level:** 28  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 8 Hours  
**Key Skill:** Mechanical  
The chain gun is a highly reliable externally powered, chain driven machine gun or auto-cannon.

<table>
<thead>
<tr>
<th>Lvl 28</th>
<th>$20,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Large, Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Auto, AP) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 120/240, Burst 1, Dex vs. AC. Payload: Linked Hit: 4D12 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 2</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (25mm):</strong> Purchase level 16 ($650) per link.</td>
<td></td>
</tr>
</tbody>
</table>

## 30mm Gatling Gun (PL 5)

**Purchase Level:** 29  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 8 Hours  
**Key Skill:** Mechanical  
The Gatling Gun is similar to the Chain gun except that it is usually of a larger design.

<table>
<thead>
<tr>
<th>Lvl 29</th>
<th>$27,500</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Large, Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Auto) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 125/250, Burst 2, Dex vs. AC. Payload: Linked Hit: 5D10 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 2</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (30mm):</strong> Purchase level 17 ($900) per link.</td>
<td></td>
</tr>
</tbody>
</table>

## 40mm Automatic Grenade Launcher (PL 5)

**Purchase Level:** 28  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 8 Hours  
**Key Skill:** Mechanical  
The automatic grenade launcher launches grenades in volleys that strike their targets at the same time.

<table>
<thead>
<tr>
<th>Lvl 28</th>
<th>$20,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Large, Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Single-Shot, Volley) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 60/120; Burst 1, Volley 4, Dex vs. Ref. Payload: 1 Hit: 4D6 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 2</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (40mm):</strong> Purchase level 6 ($40) per Volley.</td>
<td></td>
</tr>
<tr>
<td><strong>Special:</strong> The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.</td>
<td></td>
</tr>
</tbody>
</table>

## 51mm Repeating Rocket Launcher (PL 5)

**Purchase Level:** 31  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 10 Hours  
**Key Skill:** Mechanical  
Usually kept in a multi-barreled launcher, these rockets get launched at the same time and spread out over a large area for maximum destruction.

<table>
<thead>
<tr>
<th>Lvl 31</th>
<th>$50,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Large, Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Single-Shot, Volley) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 240/480, Burst 2, Volley 6, Dex vs. Ref Payload: 1 Hit: 5D6 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 2</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (50mm):</strong> Purchase level 14 ($350) per Volley.</td>
<td></td>
</tr>
<tr>
<td><strong>Special:</strong> The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.</td>
<td></td>
</tr>
</tbody>
</table>

## Gauss Gun (PL 6)

**Purchase Level:** 35  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 25 Hours  
**Key Skill:** Mechanical  
The gauss gun is an electromagnetic accelerator that fires thousands of tiny ball bearing at an extremely high velocity.

<table>
<thead>
<tr>
<th>Lvl 35</th>
<th>$150,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ranged Heavy Weapon</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Vehicle:</strong> Large, Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>**Power (Auto) **👉 <strong>At-will (Standard Action)</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Attack:</strong> Range 125/250, Burst 2, Dex vs. AC. Payload: Linked Hit: 5D10 damage</td>
<td></td>
</tr>
<tr>
<td><strong>Slots:</strong> 2</td>
<td></td>
</tr>
<tr>
<td><strong>Ammunition (30mm):</strong> Purchase level 17 ($900) per link.</td>
<td></td>
</tr>
</tbody>
</table>
### Gauss Gun

**Level 35 Uncommon**

- **Lvl 35**
- **$150,000**

**Ranged Heavy Weapon**

**Vehicle:** Huge, Gargantuan

**Power (Auto)✦ At-will (Standard Action)**

- **Attack:** Range 200/400, Burst 1, Dex vs. Ref. Payload: 4000
- **Hit:** 8D12 damage

**Slots:** 4

**Ammunition (Shard):** Purchase level 15 ($500) per 1000 rounds.

**Note:** Each use of the weapon uses 100 rounds plus the number of targets hit.

### Neutron Gun (PL 6)

**Purchase Level:** 31  
**Market Price:** $50000

**Category:** Weapon  
**Restriction:** Military

**Time:** 25 Hours  
**Key Skill:** Mechanical

This weapon directs an intense blast of neutron radiations at the target. This weapon is devastating when used on other vehicles.

### Neutron Gun

**Level 31 Uncommon**

- **Lvl 31**
- **$50,000**

**Ranged Heavy Energy Weapon**

**Vehicle:** Large, Huge, Gargantuan

**Power (Single-Shot, AP, Necrotic)✦ At-will (Standard Action)**

- **Attack:** Range 250/500, Dex vs. Fortitude. Payload: 1
- **Hit:** 6D8 Necrotic damage, Effect: All damage from this attack is directed to the vehicles superstructure, ignoring vehicle armor.

**Slots:** 4

**Recharge:** Payload recharges at end of next round.

### Antimatter Gun (PL 7)

**Purchase Level:** 32  
**Market Price:** $65000

**Category:** Weapon  
**Restriction:** Military

**Time:** 20 Hours  
**Key Skill:** Mechanical

Using the same basic technology as the rail cannon, the antimatter gun ejects a piece of antimatter enclosed in a magnetic shell. The impact alone is extremely destructive. Following the initial impact damage, the "splatter" of antimatter from the disintegrating shell creates a cluster-bomb effect around the point of impact.

### Antimatter Gun

**Level 32 Uncommon**

- **Lvl 32**
- **$65,000**

**Ranged Heavy Energy Weapon**

**Vehicle:** Large, Huge, Gargantuan

**Power (Single-Shot, Volley, Force)✦ At-will (Standard Action)**

- **Attack:** Range 250/500; Burst 2, Volley 3, Dex vs. Ref.
- **Payload:** 1
- **Hit:** 4D12 Force damage

**Slots:** 2

**Ammunition (Shell):** Purchase level 20 ($2000) per Volley.

**Special:** The payload can be increased by +1, by increasing the number of slots used by +1. This can be done any number of times.

### Mass Auto-Cannon (PL 7)

**Purchase Level:** 32  
**Market Price:** $65000

**Category:** Weapon  
**Restriction:** Military

**Time:** 20 Hours  
**Key Skill:** Mechanical

Mass cannon uses gravitic technology to charge a small bit of matter with incredible gravitational energy, then hurl it at a target. The gravitational charge causes the matter to slam into the target like a wrecking ball.

### Mass Auto-Cannon

**Level 32 Uncommon**

- **Lvl 32**
- **$65,000**

**Ranged Heavy Weapon**

**Vehicle:** Large, Huge, Gargantuan

**Power (Auto, AP, Wall)✦ At-will (Standard Action)**

- **Attack:** Range 120/240; Wall 3, Dex vs. Ref. Payload: Linked
- **Hit:** 3D12 damage

**Slots:** 3

**Ammunition (Matter):** Purchase level 20 ($2000) per Link.

### Plasma Auto-Cannon (PL 7)

**Purchase Level:** 33  
**Market Price:** $90000

**Category:** Weapon  
**Restriction:** Military

**Time:** 20 Hours  
**Key Skill:** Mechanical

Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma towards the target at a high rate of speed.

### Plasma Auto-Cannon

**Level 33 Uncommon**

- **Lvl 33**
- **$90,000**

**Ranged Heavy Energy Weapon**

**Vehicle:** Huge, Gargantuan

**Power (Auto, Fire, Lightning)✦ At-will (Standard Action)**

- **Attack:** Range 120/240; Burst 1, Dex vs. Ref. Payload: Linked
- **Hit:** 4D12 damage

**Slots:** 3

**Ammunition (Chemicals):** Purchase level 20 ($2000) per link.
**MASER AUTO-CANNON (PL 8)**

**Purchase Level:** 34  
**Market Price:** $120000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 20 Hours  
**Key Skill:** Mechanical  
The maser auto-cannon fires a continuous stream of maser compressions that can be directed over a large area.

---

<table>
<thead>
<tr>
<th>Plasma Auto-Cannon</th>
<th>Level 34 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 34</td>
<td>$120,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Energy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power (Single-shot, Wall 4, Force)✦ At-will (Standard Action)**  
**Attack:** Range 120/240; Wall 4, Dex vs. Ref. Payload: 1  
**Hit:** 5D10 Force damage  
**Slots:** 4  
**Recharge:** Payload recharges at end of next round.

---

**Cannons**

Tank guns or cannons are often symbolized by their characteristically long barrel and large bore size. They often only fire one shot before requiring reloading. These weapons are often found only on ground and nautical vehicles.

---

**73MM LOW PRESSURE ROCKET CANNON (PL 5)**

**Purchase Level:** 24  
**Market Price:** $6500  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 12 Hours  
**Key Skill:** Mechanical  
This is a older large caliber gun found on tanks, as well as field pieces.

---

<table>
<thead>
<tr>
<th>73mm Low Pressure Rocket Cannon</th>
<th>Level 24 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 24</td>
<td>$6,500</td>
</tr>
</tbody>
</table>

**Ranged Heavy Weapon**

**Vehicle:** Large, Huge, Gargantuan  
**Power (Single-Shot)✦ At-will (Standard Action)**  
**Attack:** Range 120/240, Burst 2, Dex vs. Ref. Payload: 3  
**Hit:** 8D6 damage  
**Slots:** 3  
**Ammunition (73mm):** Purchase level 12 ($200) per round.

---

**100mm Rifled Tank Gun (PL 5)**

**Purchase Level:** 31  
**Market Price:** $50000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 15 Hours  
**Key Skill:** Mechanical  
This is a older large caliber gun found on tanks, as well as field pieces.

---

<table>
<thead>
<tr>
<th>100mm Rifled Tank Gun</th>
<th>Level 31 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 31</td>
<td>$50,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power (Slow Fire, AP)✦ At-will (Standard Action)**  
**Attack:** Range 200/400, Dex vs. AC. Payload: 1  
**Hit:** 10D8 damage  
**Slots:** 4  
**Ammunition (100mm):** Purchase level 14 ($350) per round.

---

**105MM RIFLED TANK GUN (PL 5)**

**Purchase Level:** 32  
**Market Price:** $65000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 15 Hours  
**Key Skill:** Mechanical  
This was the standard US and western tank main gun for almost 30 years.

---

<table>
<thead>
<tr>
<th>105mm Rifled Tank Gun</th>
<th>Level 32 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 32</td>
<td>$65,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power (Slow Fire)✦ At-will (Standard Action)**  
**Range:** 150/300, Burst 5, Dex vs. Ref. Payload: 1  
**Hit:** 10D6 damage  
**Slots:** 4  
**Ammunition (105mm):** Purchase level 14 ($350) per round.

---

**120MM RIFLED TANK GUN (PL 5)**

**Purchase Level:** 33  
**Market Price:** $90000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 18 Hours  
**Key Skill:** Mechanical  
The standard main gun used in most western tanks.

---

<table>
<thead>
<tr>
<th>120mm Rifled Tank Gun</th>
<th>Level 33 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power (Slow Fire, AP)✦ At-will (Standard Action)**  
**Attack:** Range 150/300, Burst 3, Dex vs. Ref. Payload: 1  
**Hit:** 10D10 damage  
**Slots:** 4  
**Ammunition (120mm):** Purchase level 15 ($500) per round.

---

**125MM SMOOTHBORE TANK GUN (PL 5)**

**Purchase Level:** 33  
**Market Price:** $90000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 18 Hours  
**Key Skill:** Mechanical  
This smoothbore tank gun is used to fire at targets at great range with accuracy.

---

<table>
<thead>
<tr>
<th>125mm Smoothbore Tank Gun</th>
<th>Level 33 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 33</td>
<td>$90,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power (Slow Fire, AP)✦ At-will (Standard Action)**  
**Attack:** Range 150/300, Burst 3, Dex vs. Ref. Payload: 1  
**Hit:** 10D10 damage  
**Slots:** 4  
**Ammunition (120mm):** Purchase level 15 ($500) per round.
<table>
<thead>
<tr>
<th>Equipment</th>
<th>Level</th>
<th>Rarity</th>
<th>Lvl</th>
<th>Market Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>125mm Smoothbore Tank Gun</td>
<td>33</td>
<td>Uncommon</td>
<td>90k</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged Heavy Weapon</td>
<td>Level 33</td>
<td></td>
<td>90k</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vehicle: Huge, Gargantuan</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power (Slow Fire, AP) At-will (Standard Action)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attack: Range 500/1000, Dex vs. Ref. Payload: 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hit: 10D10 damage</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slots: 4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ammunition (125mm): Purchase level 15 ($500) per round.</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Fusion Beam (PL 6)**

<table>
<thead>
<tr>
<th>Purchase Level: 33</th>
<th>Market Price: $90000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 20 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

The fusion beam initiates a fusion reaction and then directs the blast at the indicated target. The fusion beam is a powerful weapon but takes time to recharge.

**Heavy Laser Cannon (PL 6)**

<table>
<thead>
<tr>
<th>Purchase Level: 31</th>
<th>Market Price: $50000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 18 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

The heavy laser cannon fires a concentrated beam of energy at its target. This weapon is not as powerful as the fusion beam, but can fire at a greater rate of speed.

**Neutron Cannon (PL 6)**

<table>
<thead>
<tr>
<th>Purchase Level: 35</th>
<th>Market Price: $150000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 25 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

This is a scaled up version of the neutron gun and is capable of far greater damage. This weapon ignores a vehicle's armor dealing damage directly to the vehicle.

**Fusion Beam (Level 33 Uncommon)**

<table>
<thead>
<tr>
<th>Lvl 33</th>
<th>$90,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranged Heavy Energy Weapon</td>
<td></td>
</tr>
<tr>
<td>Vehicle: Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>Power (Single-Shot) At-will (Standard Action)</td>
<td></td>
</tr>
<tr>
<td>Attack: Range 150/300, Dex vs. Ref. Payload: 1</td>
<td></td>
</tr>
<tr>
<td>Hit: 10D8 Fire damage</td>
<td></td>
</tr>
<tr>
<td>Slots: 4</td>
<td></td>
</tr>
<tr>
<td>Recharge: Payload recharges at end of next round.</td>
<td></td>
</tr>
</tbody>
</table>

**Heavy Plasma Cannon (Level 33 Uncommon)**

<table>
<thead>
<tr>
<th>Lvl 33</th>
<th>$90,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranged Heavy Energy Weapon</td>
<td></td>
</tr>
<tr>
<td>Vehicle: Huge, Gargantuan</td>
<td></td>
</tr>
<tr>
<td>Power (Semi-Auto, Lightning) At-will (Standard Action)</td>
<td></td>
</tr>
<tr>
<td>Attack: Range 250/500, Burst 3, Dex vs. Ref. Payload: 3</td>
<td></td>
</tr>
<tr>
<td>Hit: 8D12 damage</td>
<td></td>
</tr>
<tr>
<td>Slots: 3</td>
<td></td>
</tr>
<tr>
<td>Ammunition (Chemicals): Purchase level 15 ($500) per round.</td>
<td></td>
</tr>
</tbody>
</table>

**Particle Beam Cannon (Level 33 Uncommon)**

<table>
<thead>
<tr>
<th>Lvl 33</th>
<th>$150,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranged Heavy Energy Weapon</td>
<td></td>
</tr>
<tr>
<td>Vehicle: Gargantuan</td>
<td></td>
</tr>
<tr>
<td>Power (Single-Shot, AP, Lightning) At-will (Standard Action)</td>
<td></td>
</tr>
<tr>
<td>Attack: Range 250/500, Dex vs. Fortitude. Payload: 1</td>
<td></td>
</tr>
<tr>
<td>Hit: 10D8 Lightning damage, and the creature or vehicle gains vulnerability 10 weapons until the end of your next turn.</td>
<td></td>
</tr>
<tr>
<td>Slots: 6</td>
<td></td>
</tr>
<tr>
<td>Recharge: Payload recharges at end of next round.</td>
<td></td>
</tr>
</tbody>
</table>
EMP CANNON (PL 8)
Purchase Level: 36  Market Price: $200000
Category: Weapon  Restriction: Military
Time: 25 Hours  Key Skill: Mechanical
The EMP cannon induces an electromagnetic pulse effect similar to that of a nuclear explosion. This makes the EMP cannon especially effective against electronic equipment.

Particle Beam Cannon  Level 36 Uncommon
Lvl 36  $200,000
Ranged Heavy Energy Weapon
Vehicle: Huge, Gargantuan
Power (Single-Shot, Lightning)  At-will (Standard Action)
Attack: Range 100/200, Burst 3, Dex vs. Fortitude. Payload: 1
Hit: 3D10 lightning damage to creatures or 6D10 lightning damage to vehicles and constructs. Effect: The target is stunned (Save ends).
Slots: 6
Recharge: Payload recharges at end of next round.

Artillery Pieces
Similar to tank guns and cannons, artillery pieces are design to attack targets that are many miles away. These target may not even be visible to the attacker due to their distance. No line of sight is required when using the artillery pieces. These weapons are usually only found on ground and nautical vehicles.

57MM DUAL PURPOSE (PL 5)
Purchase Level: 22  Market Price: $3500
Category: Weapon  Restriction: Military
Time: 6 Hours  Key Skill: Mechanical
This dual purpose artillery piece is designed to be used against not only ground forces but also aircraft.

57mm Dual Purpose  Level 22 Uncommon
Lvl 22  $3,500
Ranged Heavy Weapon
Vehicle: Large, Huge, Gargantuan
Power (Auto, IF)  At-will (Standard Action)
Attack: Range 180/360/7200, Burst 1, Dex vs. Ref. Payload: Linked
Hit: 6D6 damage
Slots: 3
Ammunition (57mm): Purchase level 20 ($2000) per link.

60MM MORTAR (PL 5)
Purchase Level: 22  Market Price: $3500
Category: Weapon  Restriction: Military
Time: 6 Hours  Key Skill: Mechanical
This mortar is usually mounted on armored vehicles.

60mm Mortar  Level 22 Uncommon
Lvl 22  $3,500
Ranged Heavy Weapon
Vehicle: Medium, Large, Huge, Gargantuan
Power (Single-Shot, SF, IF)  At-will (Standard Action)
Attack: Range 50/100/2000, Burst 2, Dex vs. Ref. Payload: 1
Hit: 2D10 damage
Slots: 2
Ammunition (60mm): Purchase level 10 ($120) per round.

76mm Dual Purpose Gun (PL 5)
Purchase Level: 30  Market Price: $35000
Category: Weapon  Restriction: Military
Time: 12 Hours  Key Skill: Mechanical
This long single barreled rapid fire artillery piece is designed to be used against not only ground forces but also aircraft.

76mm Dual Purpose Gun  Level 30 Uncommon
Lvl 30  $35,000
Ranged Heavy Weapon
Vehicle: Huge, Gargantuan
Power (Auto, IF)  At-will (Standard Action)
Attack: Range 300/600/12000, Burst 3, Dex vs. Ref. Payload: Linked
Hit: 8D6 damage
Slots: 4
Ammunition (76mm): Purchase level 25 ($9000) per link.

RAIL CANNON (PL 6)
Purchase Level: 30  Market Price: $35000
Category: Weapon  Restriction: Military
Time: 12 Hours  Key Skill: Mechanical
Rail Cannons use a series of electromagnets to propel projectiles down a magnetic track. The projectiles do not contain an explosive charge, but are still vary devastating.
Missiles

Missiles are designed to deal damage on a massive scale. These weapons are large and powerful, capable of destroying entire city blocks. Many of the missiles are designed to guide themselves to their target, which could be miles away.

Unlike other weapon systems, Missiles have a weight associated with their ammunition. For most other weapon systems weight has little or no barring, but some missiles can range from 10 lbs to well over 1000 lbs. The vehicles load must be able to accommodate the missiles weight in order to be used.

These weapons can be found on any type of vehicle.

### AT-16 Scallion (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: 22</th>
<th>Market Price: $3500</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 15 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

These direct-fire guided weapons are designed to destroy tanks and other armored vehicles.

### AT-16 Warhead

<table>
<thead>
<tr>
<th>Level 22 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 22</td>
</tr>
<tr>
<td>$3,500</td>
</tr>
<tr>
<td>Ranged Heavy Weapon</td>
</tr>
</tbody>
</table>

| Vehicle: Large, Huge, Gargantuan |
| Power (AP, Guided) ✦ At-will (Standard Action) |
| Attack: Range 900/1800/36000, Dex vs. Ref. Payload: 1 |
| Hit: 9D10 damage |
| Slots: 2 |

**Ammunition (Missile):** Purchase level 21 ($2700) per missile.  
**Weight:** 100lbs

### AGM-114L Hellfire 2 (PL 5)

<table>
<thead>
<tr>
<th>Level 29 Uncommon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 29</td>
</tr>
<tr>
<td>$27,500</td>
</tr>
<tr>
<td>Ranged Heavy Weapon</td>
</tr>
</tbody>
</table>

| Vehicle: Large, Huge, Gargantuan |
| Power (AP, Guided) ✦ At-will (Standard Action) |
| Attack: Range 1200/2400/48000, Burst 2, Dex vs. Ref. Payload: 1 |
| Hit: 12D10 damage |
| Slots: 2 |

**Ammunition (Missile):** Purchase level 28 ($20,000) per missile.  
**Weight:** 100lbs
## AIM-9M SIDEWINDER (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: 27</th>
<th>Market Price: $15000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 22 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

This is a typical infrared homing missile, often attached to aircraft and used to destroy other aircraft.

### AIM-9M Sidewinder Level 27 Uncommon

- **Lvl 27** $15,000
- **Ranged Heavy Weapon**
- **Vehicle:** Large, Huge, Gargantuan
- **Power (AP, Guided) ◁ At-will (Standard Action)**
  - Attack: Range 6400/12800/256000, Burst 2, Dex vs. Ref.
  - Payload: 1
  - Hit: 8D10 damage
- **Slots:** 2
- **Ammunition (Missile):** Purchase level 26 ($12,000) per missile.
- **Weight:** 188lbs

## AGM-65 F/G MAVERICK (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: 32</th>
<th>Market Price: $65000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 30 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

A multi-purpose imaging infrared guidance missile with a delay-fuse warhead. It is used against a variety of armored targets.

### AGM-65 F/G Maverick Level 32 Uncommon

- **Lvl 32** $65,000
- **Ranged Heavy Weapon**
- **Vehicle:** Huge, Gargantuan
- **Power (AP, Guided) ◁ At-will (Standard Action)**
  - Attack: Range 3960/7920/158400, Burst 3, Dex vs. Ref. Payload: 1
  - Hit: 14D10 damage
- **Slots:** 5
- **Ammunition (Missile):** Purchase level 31 ($50,000) per missile.
- **Weight:** 670lbs

## SS-N-22 SUNBURN (PL 5)

<table>
<thead>
<tr>
<th>Purchase Level: 34</th>
<th>Market Price: $120000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 50 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

Supersonic anti-ship missile with inertial guidance and terminal active radar homing.

### SS-N-22 Sunburn Level 34 Rare

- **Lvl 34** $120,000
- **Ranged Heavy Weapon**
- **Vehicle:** Gargantuan
- **Power (AP, Guided) ◁ At-will (Standard Action)**
  - Attack: Range 19800/39600/792000, Burst 5, Dex vs. Ref. Payload: 1
  - Hit: 17D10 damage
- **Slots:** 6
- **Ammunition (Missile):** Purchase level 33 ($90,000) per missile.
- **Weight:** 8,700lbs

## CHE MISSILE (PL 6)

<table>
<thead>
<tr>
<th>Purchase Level: 32</th>
<th>Market Price: $65000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 30 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

The CHE (conventional high-explosive) warhead can destroy a small vessel, but is less effective against larger warships.

### CHE Missile Level 32 Uncommon

- **Lvl 32** $65,000
- **Ranged Heavy Weapon**
- **Vehicle:** Large, Huge, Gargantuan
- **Power (AP, Guided) ◁ At-will (Standard Action)**
  - Attack: Range 900/1800/36000, Burst 1, Volley 3, Dex vs. Ref. Payload: 1
  - Hit: 4D12 damage
- **Slots:** 4
- **Ammunition (Missile):** Purchase level 31 ($50,000) per Volley.
- **Weight:** 1,500lbs

## MASS REACTION MISSILE (PL 7)

<table>
<thead>
<tr>
<th>Purchase Level: 32</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Category: Weapon</td>
<td>Restriction: Military</td>
</tr>
<tr>
<td>Time: 30 Hours</td>
<td>Key Skill: Mechanical</td>
</tr>
</tbody>
</table>

This warhead uses a dark matter reaction to unleash a powerful wave of energy. The warhead isn't as damaging as others but has an unparallel blast radius.

### Mass Reaction Missile Level 32 Uncommon

- **Lvl 32** $65,000
- **Ranged Heavy Energy Weapon**
- **Vehicle:** Large, Huge, Gargantuan
- **Power (Guided, Force) ◁ At-will (Standard Action)**
  - Attack: Range 900/1800/36000, Burst 6, Dex vs. Ref. Payload: 1
  - Hit: 5D12 force damage
- **Slots:** 4
- **Ammunition (Missile):** Purchase level 31 ($50,000) per Volley.
- **Weight:** 1,000lbs
**PLASMA MISSILE (PL 7)**

**Purchase Level:** 34  
**Market Price:** $120000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 30 Hours  
**Key Skill:** Mechanical  
The plasma warhead is one of the most destructive devices ever constructed. It creates a burst of white-hot plasma that can blast a hole in almost any armor.

---

**Mass Reaction Missile**  
**Level:** 34  
**Type:** Uncommon

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>34</td>
<td>$120,000</td>
</tr>
</tbody>
</table>

**Ranged Heavy Energy Weapon**

**Vehicle:** Huge, Gargantuan  
**Power:** (AP, Guided, Fire, Lightning) ✦ At-will (Standard Action)  
**Attack:** Range 900/1800/36000, Dex vs. Ref. Payload: 1  
**Hit:** 15D12 fire and lightning damage, and criticals on an 18-20.  
**Slots:** 4  
**Ammunition (Missile):** Purchase level 33 ($90,000) per missile.  
**Weight:** 1,000lbs

---

**SINGULARITY MISSILE (PL 8)**

**Purchase Level:** 42  
**Market Price:** $1200000  
**Category:** Weapon  
**Restriction:** Military  
**Time:** 30 Hours  
**Key Skill:** Mechanical  
The singularity warhead creates a black hole that sucks in the target, temporarily removing them from reality.

---

**Singularity Missile**  
**Level:** 42  
**Type:** Uncommon

<table>
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<tr>
<th>Lvl</th>
<th>Market Price</th>
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<tr>
<td>42</td>
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**Ranged Heavy Energy Weapon**

**Vehicle:** Gargantuan  
**Power:** (Guided, Force, Necrotic) ✦ At-will (Standard Action)  
**Attack:** Range 900/1800/36000, Burst 3, Dex vs. Ref. Payload: 1  
**Hit:** 10D12 Necrotic damage, and the target is removed from play until the end of your next turn. At the end of your next turn when the target returns to its original square, it takes an additional 10D12 force damage.  
**Ammunition (Missile):** Purchase level 41 ($900,000) per missile.  
**Weight:** 2,500lbs

---

**VEHICLE TRAITS**

A vehicle's traits are the little things added to a vehicle during its construction that has no monetary value, but can still affect the vehicle and its crew during combat. These traits add depth to a vehicle, and through bonuses, portray what the vehicle is capable of.

These traits can be as simple as saying that the vehicle is covered, granting all crew within it cover, or that it is stable, allowing it to ignore difficult terrain. The number of traits a vehicle can have it not set. A vehicle can have as many traits as is required to reach the specific concept for the vehicle.

Traits do not increase the purchase level of the vehicle or its crafting DC.

---

**Trait**  
**Covered**  
While occupying a square within the vehicle's space, a creature gains cover from all attacks outside that space.

---

**Trait**  
**Enclosed**  
While occupying a square within the vehicle's space, a creature gains superior cover from all attacks outside that space.

---

**Trait**  
**Sealed**  
Creatures occupying squares within a vehicle space or out side the vehicle space do not have line of effect with one another.

---

**Trait**  
**Stable**  
The Vehicle can ignore difficult terrain while moving.

---

**Trait**  
**Manoeuvrable**  
The driver gains a +5 item bonus to operate checks with this vehicle.

---

**Trait**  
**Responsive**  
The driver or pilot within the vehicle gain a +2 item bonus to initiative checks.

---

**Trait**  
**Amphibious**  
The vehicle can operate normally under water.

---

**Trait**  
**Tough**  
The vehicle gains a +10 bonus to its strength score.
Space faring vessels are as much a part of science fiction as exotic aliens, bug-eyed monsters, and laser guns. Starships transport your heroes into strange new worlds, and carry them into fantastic battles in interstellar space. The starship is part high-tech war chariot, part home away from home.

Rules for vehicle combat and vehicle creation and customization are already given in the vehicles chapter. This section will talk about a few changes when using Space ships in combat, and customizing or creating space ships from scratch.

**Space Combat**
The rules for vehicle combat have already been given, and have not changed for space combat. Like vehicle scale combat, space combat unfolds on a square grid, with each space ship occupying one or more squares on that grid. As with vehicle scale combat, space combat plays out in rounds, with each character within that space ship playing out their actions during that round.

The primary difference between vehicle scale combat and space combat is that each square in space measures 500 feet along a side, instead of 5 feet. Every vehicle mounted weapon, defense, or passive system that uses squares as a range for their effects will follow this scale, even if it was originally meant for a planetary vehicle.

**Travel**
At PL 6 and greater, Locomotions capable of space travel are available. These forms of locomotion grant the vehicle a Space speed which is given as a combat speed, and speed outside of combat.

The combat speed is given in squares, which are 500 feet on a side instead of 5 feet. This is the speed the space ship can move during a move action in combat.

The speed outside of combat is given in AU (astronomical unit), which is the distance between the earth and the sun. This is the speed the ship can travel per hour, outside of combat. An AU of 1 would allow a ship to travel at 93 million miles per hour. Even at this speed it would still take 30 years to reach Alpha Centauri, 4.2 light years away.

**Creation and Customization**
The rules for creating and customizing space ships utilize the same rules and procedures found earlier in this chapter for creating any other type of vehicle. However, due to the size and scope of space ships a few changed were made for added ease and realism. These changes are noted below.

**Space ship Size**
The size of the space ship is the most important step in the creations process. The size of the ship determines almost every major starting value the ship has including it starting level, hit points, defenses, and maximum crew.

The purchase levels for space ships are vary high, making it difficult, if not impossible for a single character to purchase or craft. The time table for crafting even a small space ship can be on the scale of years, even for a large crew of workers, and the cost can easily be in the millions if not billions.

<table>
<thead>
<tr>
<th>Vehicle Size</th>
<th>Starting Level</th>
<th>Base Level</th>
<th>Max Occupants</th>
<th>Purchase Level</th>
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<td>Large</td>
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<td>8000</td>
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<td>Huge</td>
<td>8</td>
<td>--</td>
<td>18000</td>
<td>60</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>10</td>
<td>--</td>
<td>32000</td>
<td>65</td>
</tr>
<tr>
<td>+ 1x1</td>
<td>+1</td>
<td>--</td>
<td>+5000</td>
<td>+1</td>
</tr>
</tbody>
</table>

**Tiny Spaceships** are usually short range fighters, or shuttles and can be up to 150 feet long. It occupies a 150-foot-by-150-foot fighting space, and up to 9 tiny starships can occupy a single 500-foot square.

A tiny space ship counts as a medium vehicle for the purposes of its superstructure, locomotion, manipulators, armor, and equipment.

**Small Spaceships** are usually long-range fighters, or bombers and can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, and up to 4 tiny starships can occupy a single 500-foot square.

A tiny space ship counts as a medium vehicle for the purposes of its superstructure, locomotion, manipulators, armor, and equipment.

**Medium Spaceships** are usually escorts or small freighters for cargo or civilian transport and can be up to 251-500 feet long. It occupies a 500-foot-by-500-foot fighting space, and occupies a single 500-foot square (1x1).

**Large Spaceships** are usually Heavy Destroyers, and military frigates and can be up to 501-1,000 feet long. It occupies a 1000-foot-by-1000-foot fighting space, and occupies 4 500-foot squares (2x2).

**Huge Spaceships** are usually bulk freighters, and Warships and can be up to 1,001-1,500 feet long. It occupies a 1500-foot-by-1500-foot fighting space, and occupies 9 500-foot squares (3x3).

**Gargantuan Spaceships** make up some of the largest known ships in existence such as giant Battleships, Fleet Carriers, and Heavy Transports. These monsters can be up to 1,501-2,000 feet or longer. It occupies a 2000-foot-by-2000-foot fighting space, and occupies 16 500-foot squares (4x4).
Larger fighting spaces are possible for space ships greater than 2,000 feet in size. For every 500 feet greater in size the space ship is, increase its fighting space by -500 feet (1x1). So a dreadnought that is 3,000 feet long would occupy a 3000-foot-by-3000-foot fighting space, and would occupy 36 500-foot squares (6x6).

A space ships design can be anything that can fit into its fighting space. Even thou a large spaceship has a 1000-foot-by-1000-foot fighting space it may only be 1000 feet long, 500 feet at its widest, and only 200 feet tall. Just because it has a large fighting space doesn't mean it has to fill it up completely.

Most space ships have multiple levels to them and unlike the vehicle creation systems, additional levels don’t need to be added into the cost of the ship. A starship can have as many levels as is reasonable for its fighting space. This does not increase its level, cost, or the maximum number of passengers it can have.

**Strength**
Unlike vehicles, starships have no strength value. Due to the properties of space a strength stat would serve no purpose. The only factor that comes into play is determining how much mass a starship can push or pull. A space ship can push or pull another object up to 4 times the mass of the space ship, but is slowed while doing so.

**Space Ship Load**
The space ships load or its carrying capacity depends on how many squares the ship takes up in 2 dimensions (LxW). The space ships load is 250 tons per square it takes up on the board. Tiny space ships have a load of 25 tons, while small space ships have a load of 75 tons. This is simply the space ships maximum load and does not need to be its actual load.

**Space Ship Weight**
While in space a space ships weight has vary little value. If it become required to know a ships weight then the ships superstructures weight is in tons instead of pound, and that value is multiplied by 100. So a space ship using a steel superstructure would instead weight 50,000 tons instead of 500lbs per square it takes up in 2 dimensions (LxW).

Tiny space ships would weigh the superstructures weight in tons, while a small space ship would to the same but with a multiplier of 10. A space ships weight is not set in stone and should reflect the vision of the ship. Choose a weight that fits the ship and its size.
So now that we know how to craft a vehicle, all that's left is to actually build one using the guidelines provided. The following example will take you through building a tank from the ground up, and will note every crafting check, price and time modifiers. If you have difficulty following along, review the Crafting Advanced Items chapter for details, such as adding +10 to the purchase levels to get the crafting DC.

**Getting Started**
First things first, we select the type and size of the vehicle. The vehicle type is the least important and only serves to fuel the design of the overall vehicle. The size of the vehicle is the most important as everything that comes after is based on the size in some way.

So to build a tank we decide that the vehicle will be a Gargantuan Ground vehicle. This gives us the following stats:

<table>
<thead>
<tr>
<th>Vehicle Size</th>
<th>Starting Level</th>
<th>Base Strength</th>
<th>Max Occupants</th>
<th>Purchase Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gargantuan(4x4)</td>
<td>4</td>
<td>20</td>
<td>30</td>
<td>35</td>
</tr>
</tbody>
</table>

This tank will be a single level vehicle, and we'll give it the dimensions of 4x4x2 (LxWxH).

Crafting DC: 45 (35 + 10)
Crafting Time: 320 hours (32 square area x 10 hours)
Starting Purchase level: 35

**Selecting the level**
Since the vehicle is a tank, we decide that it needs to be at a higher level, giving it more hit points and defenses. A good level for a tank is 10, requiring a level increase of +6. This gives us a Base Purchase level of 41. The starting purchase level remains the same, and will be used to determine the cost of all other modifications except for the superstructure.

Crafting DC: 51 (45 + 6)
Crafting Time: 320 hrs
Base Purchase level: 41 (35 + 6)

**Determining crew and Load**
A tank is not meant to have a large crew, so it is determined that the max occupancy of the tank will be a crew of 4, rather then the maximum of 30.

The maximum load of the tank would normally be 16000lbs for a vehicle of its size, but its decided that its load will only be 5000lbs as its only a tank.

**Selecting the vehicle Superstructure**
Being a Tank, the vehicle needs a tougher superstructure than normal. Hi-grade steel alloys makes good sense for the tanks superstructure. The Steel alloy gives the tank 400 hit points but also increases the Base purchases level by +1, making it a total of 42.

The first crafting check is performed at this point. The crafting DC will be a 52 mechanical check, and take 320 hours to complete.

Crafting DC: 52 (41 + 10 + 1)
Crafting Time: 320 hrs
Final Purchase level: 42 (41 + 1)
Cost: $1,200,000

**How It Moves**
The next step, so long as the superstructure has been built properly is to select the locomotion for the tank. Since it is a tank, we choose to add Treads to the vehicle. The treads have a purchase level modifier of +3 and a time modifier of +20%

At this point you make a crafting check for the form of locomotion added, which in this case is the treads.

Crafting DC: 48 (35 + 10 + 3)
Crafting Time: 64 hours (20% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 38 (35 + 3)
Cost: $200,000 ($350,000 - $150,000)

**Can It Move Something**
At this point you can add any manipulators to the vehicle you want, but being a tank we decide that no manipulators are required for this vehicle.

**How To Protect It**
All tanks need armor, and this tank is no exception. We decide that standard Steep plating will be more than enough for this tank. The Steel plating as a purchase level modifier of +2 and a time modifier of +10%.

At this point you make a crafting check for the armor being added to the tank.

Crafting DC: 47 (35 + 10 + 2)
Crafting Time: 32 hours (10% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 37 (35 + 2)
Cost: $125,000 ($275,000 - $150,000)

**Adding Equipment**
For Defense, we're giving the tank Reactive Armor. It has a purchase level increase of +2 and a time increase of +5%.

Crafting DC: 47 (35 + 10 + 2)
Crafting Time: 16 hours (5% of 320 hours)
Starting Purchase level: 35
Modified Purchase level: 37 (35 + 2)
Cost: $125,000 ($275,000 - $150,000)

For a Passive system, we're giving the tanks a Radio Transceiver. It has a purchases level of 21 and takes 4 hours to build.

Crafting DC: 31 (21 + 10)
Crafting Time: 4 hours
Purchase level: 21
Cost: $2,700
For a weapon, we’re giving the tank a 100mm rifled tank gun. It has a purchase level of 31 and takes 15 hours to make.

Crafting DC: 41 (31 + 10)
Crafting Time: 15 hours
Purchase level: 31
Cost: $50,000

Finish It Up
So once we have finally decided on the final design of the tank we need to make a total of 6 crafting checks.

1. Structure - DC 52 mechanical
2. Locomotion - DC 48 mechanical
3. Armor - DC 47 mechanical
4. Defense System - DC 47 mechanical
5. Passive System - DC 31 electrical
6. Weapon System - DC 41 Mechanical

The final Cost comes to $1,702,700 and will take a total of 451 hours to craft.

Once the Defenses and stats have been place in the area of the crafters choosing, the final product should look like this, the crafting time and market price have been rounded up for ease;

Adding to a finished Vehicle
So the vehicle has already been made and you want to add too it, creating a modified vehicle. You want to increase the level of the tank by 5.

Adding levels
So being a level 10 gargantuan tank means that it already has 6 levels added to it, and by looking at its hit points you can see its superstructure is made of Steel Alloy. All this give the vehicle a Final purchase level of 42. Adding an extra 5 levels increases that purchase level to 47, and requires a crafting check of 57 mechanical in order to complete. The cost will be the difference in price between level 10 purchase level and level 15 purchase level, which is $3,800,000.

The crafting time is 5% for each level increased. So a 5 level increase become 25% of the base crafting time of the vehicle. So 25% of 320 hours would be 80 hours to add 5 levels to the tank.

Adding Other Modifications
Adding additional modifications works the same way as adding the original modifications. Just use the starting Purchase level and add the purchase level increase of the modification added to get the new Crafting DC. The price will be the difference in cost between the starting purchase level and modified purchases level.
### ABILITY SCORES

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<th>Score</th>
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<th>Score</th>
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### HIT POINTS

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- **Toughness Feat**
- **Temp HP Aquired**
- **Temp Hit Points Left**
- **Second Wind/Encounter**
- **Death Saving Throws**
- **Saving Throw Mods**

### CURRENT CONDITIONS

#### SKILLS

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<td>DEX</td>
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### ACTION POINTS

#### REMAINING ACTION POINTS

**Current Action Points:**

- **Ability Points:**
- **Class:**
- **Path:**
- **Destiny:**

### RACE FEATURES

- **Class/Path/Destiny Features:**
  - **Language Known:** Common

### FEATS

- **Daily Powers Used:**
- **Utility Powers Used:**

### OTHER EQUIPMENT
## Equipment

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<tbody>
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### Current Load

- Normal Load (= 10 x STR)
- Heavy Load (= 20 x STR)
- Max Drag Load (= 50 x STR)

### Languages

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### Experience

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### Money & Other Wealth

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### Powers

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### Level & Keywords

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### Type & Range

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### Effects

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### Special

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### Inc. Daily

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### Level & Keywords

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### Type & Range

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### Effects

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### Special

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### Inc. Daily

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