

Empath Human (engineered)

Strength 7 (-2)  
Dexterity 13 (+1)  
Constitution 5 (-3)  
Intelligence 16 (+3)  
Wisdom 13 (+1)  
Charisma 18 (+4)

Big Jim O'Conner

Level: 1 (one alpha mutation)  
Height:  
Weight:  
Eyes:  
Hair:  
Skin:

Total Hit Points: 17 = 7 + (5 x level) + constitution

Bloodied Value / 8 = total hit points / 2 (round down)

Second Wind:

Fortitude Defense: 11 = 10 + 1 [level] + -2 [strength] + 2 [human engineered resilience]

Reflex Defense: 16 = 10 + 1 [level] + 3 [intelligence] + 2 [human engineered resilience]

Will Defense: 17 = 10 + 1 [level] + 4 [charisma] + 2 [human engineered resilience]

Armor Class: 14 = 10 + 1 [level] + 3 [intelligence]

Speed: 6 = 6 [base]

Initiative modifier: 2 = 1 [total levels] + 1 [dexterity modifier]

Unarmed Attacks:

Quick attack: d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] Damage Wt: 1d4

Powerful attack: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 1d8

Light Melee Weapons: Damage Wt:

One-handed weapon: d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8

Two-handed weapon: d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12

Heavy Melee Weapons: Damage Wt:

One-handed weapon: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 1d10

Two-handed weapon: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 2d8

Light Ranged Weapons: Damage Wt: Range:

One-handed weapon: d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8 5 squares

One-handed gun: d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d8 10 squares

need ammo

Two-handed weapon: d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12 10 squares

Two-handed gun: d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d12 20 squares

need ammo

Heavy Ranged Weapons: Damage Wt: Range:

One-handed weapon: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 1d10 5 squares

One-handed gun: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 2d6 10 squares

need ammo

Two-handed weapon: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 2d8 10 squares

Two-handed gun: d20+1 = -2 [strength] + 1 [total levels] + 2 [weapon accuracy] 2d10 20 squares

need ammo

Novice Powers

Vitality Transfer Attack:

Encounter, psi d20+5

Standard action Charisma attack + level vs. fortitude

Hit

Target weakened until end of next turn. You or an ally within 5 squares gets temporary hp = cha mod.

Ranged 3  
1 creature

Bold Attack

At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+2 = 1 [level] + 1 [dexterity]

Athletics d20-1 = 1 [level] + -2 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+6 = 1 [level] + 1 [wisdom] + 4 [empath]

Interaction d20+9 = 1 [level] + 4 [charisma] + 4 [engineered human]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+2 = 1 [level] + 1 [wisdom]

Perception d20+2 = 1 [level] + 1 [wisdom]

Science d20+12 = 1 [level] + 3 [intelligence] + 4 [engineered human] + 4 [bonus skill]

Stealth d20+2 = 1 [level] + 1 [dexterity]

Empath

- +2 to psi overcharge
- You and all adjacent allies never grant combat advantage. Allies adjacent to you get +5 on death saving throws.
- Empath critical (level 2 or 6): One ally within 5 squares of the target regains hp = twice our level
- Empath utility (level 3 or 7): Share Strength
- Empath expert (level 5 or 9): Zone of Pacification

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Big Jim O'Conner's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Duct tape

Flashlight, heavy -- illuminates 20 square close blast

Lantern -- illuminates 10 square radius

Lamp oil (8 hr for lantern)

Night vision goggles -- darkvision 10, -5 on perception checks

Speedster Human (engineered)		Eddie		
Strength	11 (+0)	Level: 1 (one alpha mutation)		
Dexterity	18 (+4)	Height:		
Constitution	5 (-3)	Weight:		
Intelligence	16 (+3)	Eyes:		
Wisdom	9 (-1)	Hair:		
Charisma	15 (+2)	Skin:		
Total Hit Points:	17 = 7 + (5 x level) + constitution			
Bloodied Value /	8 = total hit points / 2 (round down)			
Second Wind:				
Fortitude Defense:	13 = 10 + 1 [level] + 0 [strength] + 2 [human engineered resilience]			
Reflex Defense:	19 = 10 + 1 [level] + 4 [dexterity] + 2 [speedster just a blur] + 2 [human engineered resilience]			
Will Defense:	15 = 10 + 1 [level] + 2 [charisma] + 2 [human engineered resilience]			
Armor Class:	15 = 10 + 1 [level] + 4 [dexterity]			
Speed:	8 = 6 [base] + 2 [speedster blinding speed]			
Initiative modifier:	5 = 1 [total levels] + 4 [dexterity modifier]			
Unarmed Attacks:		<u>Damage [W]:</u>		
Quick attack:	d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	1d4	<u>Damage [W]:</u>	
Powerful attack:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d8		
Light Melee Weapons:	<u>Damage [W]:</u>			
One-handed weapon:	d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage [W]:</u>	
Two-handed weapon:	d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	1d12		
Heavy Melee Weapons:	<u>Damage [W]:</u>			
One-handed weapon:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage [W]:</u>	
Two-handed weapon:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8		
Light Ranged Weapons:	<u>Damage [W]:</u>			
One-handed weapon:	d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage [W]:</u>	
One-handed gun:	d20+9 = 4 [dexterity] + 1 [total levels] + 4 [weapon accuracy]	1d8		
need ammo				
Two-handed weapon:	d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	1d12	<u>Damage [W]:</u>	
Two-handed gun:	d20+9 = 4 [dexterity] + 1 [total levels] + 4 [weapon accuracy]	1d12		
need ammo				
Heavy Ranged Weapons:	<u>Damage [W]:</u>			
One-handed weapon:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage [W]:</u>	
One-handed gun:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d6		
need ammo				
Two-handed weapon:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	<u>Damage [W]:</u>	
Two-handed gun:	d20+3 = 0 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d10		
need ammo				
Novice Powers		<u>Attack:</u>		
Quick Attack	d20+5 + weapon accuracy	<u>Hit:</u>		
Encounter, psi, physical, weapon				
Standard action	Dexterity attack + level + weapon accuracy vs. AC	1[W] + dex mod + level physical damage, shift two squares both before and after attack		

Melee / Ranged weapon  
1 creature

Bold Attack

At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[W] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+9 = 1 [level] + 4 [dexterity] + 4 [speedster]

Athletics d20+1 = 1 [level] + 0 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+0 = 1 [level] + -1 [wisdom]

Interaction d20+11 = 1 [level] + 2 [charisma] + 4 [engineered human] + 4 [bonus skill]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+0 = 1 [level] + -1 [wisdom]

Perception d20+0 = 1 [level] + -1 [wisdom]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+5 = 1 [level] + 4 [dexterity]

Speedster

- +2 to psi overcharge
- Speedster critical (level 2 or 6): Make a basic attack as a free action
- Speedster utility (level 3 or 7): Whizzer
- Speedster expert (level 5 or 9): Swift Pummel

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Eddie's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Climber's kit

Grappling Hook -- can throw 1/2 strength number of squares

Hammer

Pilions (10)

Rappelling Harness

Rope (100 ft)

Horse, riding

Lantern -- illuminates 10 square radius

Giant Yeti		Griff McGruft	
Strength	20 (+5)	Level:	1 (one alpha mutation)
Dexterity	9 (-1)	Height:	
Constitution	12 (+1)	Weight:	
Intelligence	12 (+1)	Eyes:	
Wisdom	16 (+3)	Hair:	
Charisma	12 (+1)	Skin:	
Total Hit Points:	24 = 7 + (5 x level) + constitution		
Bloodied Value /	12 = total hit points / 2 (round down)		
Second Wind:			
Fortitude Defense:	18 = 10 + 1 [level] + 5 [strength] + 2 [giant just tough]		
Reflex Defense:	12 = 10 + 1 [level] + 1 [intelligence]		
Will Defense:	14 = 10 + 1 [level] + 3 [wisdom]		
Armor Class:	16 = 10 + 1 [level] + 3 [light armor] + 1 [hard to hurt] + 1 [intelligence]		
Speed:	6 = 6 [base]		
Initiative modifier:	0 = 1 [total levels] + 1 [dexterity modifier]		
<u>Unarmed Attacks:</u>		<u>Damage [M]:</u>	
Quick attack:	d20 +5 = 1 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4	
Powerful attack:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d8	
<u>Light Melee Weapons:</u>		<u>Damage [M]:</u>	
One-handed weapon:	d20 +5 = 1 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	
Two-handed weapon:	d20 +5 = 1 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	
<u>Heavy Melee Weapons:</u>		<u>Damage [M]:</u>	
One-handed weapon:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	
Two-handed weapon:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	
<u>Light Ranged Weapons:</u>		<u>Damage [M]: Range:</u>	
One-handed weapon:	d20 +5 = 1 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	5 squares
One-handed gun:	d20 +6 = 1 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8	10 squares
need ammo			
Two-handed weapon:	d20 +5 = 1 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	10 squares
Two-handed gun:	d20 +6 = 1 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12	20 squares
need ammo			
<u>Heavy Ranged Weapons:</u>		<u>Damage [M]: Range:</u>	
One-handed weapon:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	5 squares
One-handed gun:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d6	10 squares
need ammo			
Two-handed weapon:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	10 squares
Two-handed gun:	d20 +8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d10	20 squares
need ammo			
<u>Novice Powers</u>		<u>Hit</u>	
Brickbat	Attack:	d20 +6 + weapon accuracy	1[M] + str mod physical damage and you knock the target prone
Encounter, bio, physical weapon			
Standard action	Strength attack + level + weapon accuracy vs. AC		

Burst 1		
Each enemy in burst you can see		
Big Claws	d20+8	
Encounter, bio, physical		
Minor action	Strength attack + level +2 vs. AC	
Melee 1		1d10 + str mod + 2 x level physical damage & target slowed to end of your next turn while you remain adjacent
1 creature		

Skill checks:

Acrobatics	d20+4 = 1 [level] + -1 [dexterity] + 4 [bonus skill]
Athletics	d20+10 = 1 [level] + 5 [strength] + 4 [giant]
Conspiracy	d20+2 = 1 [level] + 1 [intelligence]
Insight	d20+4 = 1 [level] + 3 [wisdom]
Interaction	d20+2 = 1 [level] + 1 [charisma]
Mechanics	d20+2 = 1 [level] + 1 [intelligence]
Nature	d20+8 = 1 [level] + 3 [wisdom] + 4 [yeti]
Perception	d20+4 = 1 [level] + 3 [wisdom]
Science	d20+2 = 1 [level] + 1 [intelligence]
Stealth	d20+0 = 1 [level] + -1 [dexterity]

Giant

- +2 to bio overcharge
- Armor / heavy load do not slow you down
- Giant critical (level 2 or 6): 1d10 extra daage, and push target 3 squares
- Giant utility (level 3 or 7): Focused Strength
- Giant expert (level 5 or 9): Hurt Foe

Yeti

- +2 to bio overcharge
- Resist 10 cold
- Yeti critical (level 2 or 6): 1d10 extra damage, target takes -5 penalty on attacks vs any creature other than you until end of next turn
- Yeti utility (level 3 or 7): Yeti Rage
- Yeti expert (level 5 or 9): Yeti Mauling

Choose your uber-power on reaching 10th level.

Griff McGruft's Equipment:

- Explorer's kit
- Backpack
- Bedroll
- Canteen -- half gallon of water, 1 lb empty
- Flint and steel
- Rations, trail (10 days)
- Rope (100 ft)
- Canoe -- capacity 600 lb, speed 3 mph
- Night vision goggles -- darkvision 10, -5 on perception checks
- Radio cell phone -- range 1 mile
- Truck, pickup

Hypercognitive Human (engineered)		Jackson Stone	
Strength	14 (+2)	Level:	1 (one alpha mutation)
Dexterity	10 (+0)	Height:	
Constitution	12 (+1)	Weight:	
Intelligence	16 (+3)	Eyes:	
Wisdom	18 (+4)	Hair:	
Charisma	9 (-1)	Skin:	
Total Hit Points:	24 = 7 + (5 x level) + constitution		
Bloodied Value /	12 = total hit points / 2 (round down)		
Second Wind:			
Fortitude Defense:	15 = 10 + 1 [level] + 2 [strength] + 2 [human engineered resilience]		
Reflex Defense:	18 = 10 + 1 [level] + 3 [intelligence] + 2 [hypercognitive foreseen consequences] + 2 [human engineered resilience]		
Will Defense:	17 = 10 + 1 [level] + 4 [wisdom] + 2 [human engineered resilience]		
Armor Class:	14 = 10 + 1 [level] + 3 [intelligence]		
Speed:	6 = 6 [base]		
Initiative modifier:	9 = 1 [total levels] +0 [dexterity modifier] + 8 [unsurprisable]		
<u>Unarmed Attacks:</u>		<u>Damage [M]:</u>	
Quick attack:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4	
Powerful attack:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d8	
<u>Light Melee Weapons:</u>		<u>Damage [M]:</u>	
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	
<u>Heavy Melee Weapons:</u>		<u>Damage [M]:</u>	
One-handed weapon:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	
Two-handed weapon:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	
<u>Light Ranged Weapons:</u>		<u>Damage [M]: Range:</u>	
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	5 squares
One-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8	10 squares
need ammo			
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	10 squares
Two-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12	20 squares
need ammo			
<u>Heavy Ranged Weapons:</u>		<u>Damage [M]: Range:</u>	
One-handed weapon:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	5 squares
One-handed gun:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d6	10 squares
need ammo			
Two-handed weapon:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	10 squares
Two-handed gun:	d20 +5 = 2 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d10	20 squares
need ammo			
<u>Novice Powers</u>		<u>Hit</u>	
Uncanny Strike	Attack:	d20 +5 + weapon accuracy	1[M] + wis mod + level physical damage & target gives combat advantage until end of next turn
Encounter, bio, physical weapon			
Standard action	Wisdom attack + level + weapon accuracy vs. AC		

Melee / Ranged weapon  
1 creature

Bold Attack  
At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+1 = 1 [level] + 0 [dexterity]

Athletics d20+3 = 1 [level] + 2 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+9 = 1 [level] + 4 [wisdom] + 4 [hypercognitive]

Interaction d20+4 = 1 [level] + -1 [charisma] + 4 [engineered human]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+5 = 1 [level] + 4 [wisdom]

Perception d20+5 = 1 [level] + 4 [wisdom]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+5 = 1 [level] + 0 [dexterity] + 4 [bonus skill]

Hypercognitive

- +2 to psi overcharge
- Hypercognitive critical (level 2 or 6): 1d10 extra damage, and your or an ally in 5 squares gets +2 to all defenses to end of your next turn
- Hypercognitive utility (level 3 or 7): Saw It Coming
- Hypercognitive expert (level 5 or 9): Exploit Weakness

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Jackson Stone's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Canoe -- capacity 600 lb, speed 3 mph

Flashlight, heavy -- illuminates 20 square close blast

Radio cell phone -- range 1 mile

Truck, pickup

Slide projector

Sci-fi serial on DVD



Hawkoid Human (engineered)		Jenny Fieldner	
Strength	10 (+0)	Level:	1 (one alpha mutation)
Dexterity	14 (+2)	Height:	
Constitution	13 (+1)	Weight:	
Intelligence	16 (+3)	Eyes:	
Wisdom	18 (+4)	Hair:	
Charisma	6 (-2)	Skin:	
Total Hit Points: 25 = 7 + (5 x level) + constitution			
Bloodied Value / 12 = total hit points / 2 (round down)			
Second Wind:			
Fortitude Defense: 14 = 10 + 1 [level] + 1 [constitution] + 2 [human engineered resilience]			
Reflex Defense: 16 = 10 + 1 [level] + 3 [intelligence] + 2 [human engineered resilience]			
Will Defense: 17 = 10 + 1 [level] + 4 [wisdom] + 2 [human engineered resilience]			
Armor Class: 17 = 10 + 1 [level] + 3 [light armor] + 3 [intelligence]			
Speed: 6 = 6 [base]			
Initiative modifier: 3 = 1 [total levels] + 2 [dexterity modifier]			
Unarmed Attacks:		Damage Wt:	
Quick attack:		d20 + 7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4
Powerful attack:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d8
Light Melee Weapons:		Damage Wt:	
One-handed weapon:		d20 + 7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8
Two-handed weapon:		d20 + 7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12
Heavy Melee Weapons:		Damage Wt:	
One-handed weapon:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10
Two-handed weapon:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8
Light Ranged Weapons:		Damage Wt, Range:	
One-handed weapon:		d20 + 7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8 5 squares
One-handed gun:		d20 + 8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8 10 squares
Two-handed weapon:		d20 + 7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12 10 squares
Two-handed gun:		d20 + 8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12 20 squares
Heavy Ranged Weapons:		Damage Wt, Range:	
One-handed weapon:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10 5 squares
One-handed gun:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d6 10 squares
Two-handed weapon:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8 10 squares
Two-handed gun:		d20 + 4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d10 20 squares
Novice Powers		Hit	
Terrifying Shriek		Attack:	
Encounter, bio, psychic		d20 + 5	1d6 + wis mod + level psychic damage and slide target 1 square
Standard action		Wisdom attack + level vs. will	

Close blast 2

Each creature in burst

Bold Attack

At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+3 = 1 [level] + 2 [dexterity]

Athletics d20+1 = 1 [level] + 0 [strength]

Conspiracy d20+8 = 1 [level] + 3 [intelligence] + 4 [bonus skill]

Insight d20+5 = 1 [level] + 4 [wisdom]

Interaction d20+3 = 1 [level] + -2 [charisma] + 4 [engineered human]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+5 = 1 [level] + 4 [wisdom]

Perception d20+9 = 1 [level] + 4 [wisdom] + 4 [hawkoid]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+3 = 1 [level] + 2 [dexterity]

Hawkoid

- +2 to bio overcharge
- Fly equal to your speed, attacks are at -2 while flying
- Hawkoid critical (level 2 or 6): 1d10 extra damage, and you can fly your speed as a free action
- Hawkoid utility (level 3 or 7): Flap Away
- Hawkoid expert (level 5 or 9): Power Dive

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Jenny Fieldner's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Duct tape

Fuel, 5 gallon(s)

Horse, riding

Night vision goggles -- darkvision 10, -5 on perception checks

Water purifier -- 1/2 gallon in ten minutes

**Jeremy Grimbble**

## Pyrokinetic Human (engineered)

Strength	4 (-3)	Level: 1 (one alpha mutation)
Dexterity	10 (+0)	Height:
Constitution	7 (-2)	Weight:
Intelligence	16 (+3)	Eyes:
Wisdom	18 (+4)	Hair:
Charisma	11 (+0)	Skin:

Total Hit Points:  $19 = 7 + (5 \times \text{level}) + \text{constitution}$

Bloodied Value / 9 = total hit points / 2 (round down)

**Second Wind:**

Fortitude Defense:  $11 = 10 + 1$  [level] +  $-2$  [constitution] +  $2$  [human engineered resilience]

Reflex Defense:  $16 = 10 + 1$  [level] + 3 [intelligence] + 2 [human engineered resilience]

**Will Defense:**  $17 = 10 + 1$  [level] + 4 [wisdom] + 2 [human engineered resilience]

Armor Class:  $14 = 10 + 1$  [level] + 3 [intelligence]

Speed: 6 = 6 [base]

Initiative modifier:  $1 = 1$  [total levels] + 0 [dexterity modifier]

### Unarmed Attacks:

Damage [W]:

Quick attack:  $d20+7 = 3$  [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d4

Powerful attack:  $d20+1 = -2$  [constitution] + 1 [total levels] + 2 [weapon accuracy] 1d8

### Light Melee Weapons:

Damage [W]:

One-handed weapon:  $d20+7 = 3$  [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8

Two-handed weapon:  $d20+7 = 3$  [Intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12

### Heavy Melee Weapons:

Damage [W]:

One-handed weapon:  $d20+1 = -2$  [constitution] + 1 [total levels] + 2 [weapon accuracy] 1d10

Two-handed weapon:  $d20+1$  [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d8

### Light Ranged Weapons:

Damage [M]: Range:

One-handed weapon:  $d20+7 = 3$  [Intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8

One-handed gun:  $d20+8 = 3$  [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d8

need ammo

Two-handed weapon:  $d20+7 = 3$  [Intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12 10 squares

Two-handed gun:  $d20+8 = 3$  [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d12 20 squares

### Heavy Ranged Weapons:

Damage [M]: Range:

One-handed weapon:	$d20+1 = -2$ [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10	5 squares
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One-handed gun:  $d20+1 = -2$  [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d6 10 squares

need ammo

Two-handed weapon:  $d20+1 = -2$  [condition] + 1 [total levels] + 2 [weapon accuracy] 2d8 10 squares

Two-handed gun:  $d20+1 = -2$  [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d10 20 squares

### Novice Powers

## Hit

## Fiery Flare

Attack:  
d20+5

2d8 + wis mod + 2 x level fire damage

At-will, fire, psi

Ranged 5  
1 creature

Bold Attack

At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+1 = 1 [level] + 0 [dexterity]

Athletics d20-2 = 1 [level] + -3 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+9 = 1 [level] + 4 [wisdom] + 4 [bonus skill]

Interaction d20+9 = 1 [level] + 0 [charisma] + 4 [engineered human] + 4 [pyrokinetic]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+5 = 1 [level] + 4 [wisdom]

Perception d20+5 = 1 [level] + 4 [wisdom]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+1 = 1 [level] + 0 [dexterity]

Pyrokinetic

- +2 to psi overcharge
- Resist 10 fire. Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.
- Pyrokinetic critical (level 2 or 6): 1d10 extra damage and target takes ongoing 10 fire damage, save ends
- Pyrokinetic utility (level 3 or 7): Blazing Rocket
- Pyrokinetic expert (level 5 or 9): Flaming Breath

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Jeremy Grimbble's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Computer, laptop

Generator -- runs 8 hr on one gallon of fuel

Horse, draft

Wagon -- capacity 1 ton

Water purifier -- 1/2 gallon in ten minutes

Felinoid Gravity-Controller

Jimbo Bigcheeks

Strength	13 (+1)	Level: 1 (one alpha mutation)
Dexterity	18 (+4)	Height:
Constitution	16 (+3)	Weight:
Intelligence	10 (+0)	Eyes:
Wisdom	12 (+1)	Hair:
Charisma	11 (+0)	Skin:

Total Hit Points: 28 = 7 + (5 x level) + constitution  
 Bloodied Value / 14 = total hit points / 2 (round down)  
 Second Wind:  
 Fortitude Defense: 14 = 10 + 1 [level] + 3 [constitution]  
 Reflex Defense: 17 = 10 + 1 [level] + 4 [dexterity] + 2 [catlike reflexes]  
 Will Defense: 12 = 10 + 1 [level] + 1 [wisdom]  
 Armor Class: 15 = 10 + 1 [level] + 4 [dexterity]  
 Speed: 7 = 6 [base] + 1 [feline speed]  
 Initiative modifier: 5 = 1 [total levels] + 4 [dexterity modifier]

Unarmed Attacks:

Quick attack:

Powerful attack:

Light Melee Weapons:

One-handed weapon:

Two-handed weapon:

Heavy Melee Weapons:

One-handed weapon:

Two-handed weapon:

Light Ranged Weapons:

One-handed weapon:

One-handed gun:

need ammo

Two-handed weapon:

Two-handed gun:

need ammo

Heavy Ranged Weapons:

One-handed weapon:

One-handed gun:

need ammo

Two-handed weapon:

Two-handed gun:

need ammo

Novice Powers

Slashing Claws

At-will, bio, physical

Standard action

Attack:	
d20+5	
Dexterity attack + level vs. reflex	

d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	Damage Wt:	1d4	
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]		1d8	
d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	Damage Wt:	1d8	
d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]		1d12	
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]	Damage Wt:	1d10	
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]		2d8	
d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]	Damage Wt:	1d8	5 squares
d20+9 = 4 [dexterity] + 1 [total levels] + 4 [weapon accuracy]		1d8	10 squares
d20+8 = 4 [dexterity] + 1 [total levels] + 3 [weapon accuracy]		1d12	10 squares
d20+9 = 4 [dexterity] + 1 [total levels] + 4 [weapon accuracy]		1d12	20 squares
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]	Damage Wt:	1d10	5 squares
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]		2d6	10 squares
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]		2d8	10 squares
d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy]		2d10	20 squares
Hit:			
1d6 (2d6 if both attacks hit) +dex mod + 2 x level physical damage, if both attacks hit, target blinded until start of your next turn			

Melee 1		
1 creature	Make the attack twice	
Gravitationa! Pulse		
At-will, dark, physical	d20+4	1d10 + con mod + 2 x level physical damage & slowed to the end of your next turn
Standard action	Constitution attack + level vs. fortitude	
Ranged 10		
1 creature		

Skill checks:

Acrobatics	d20+5 = 1 [level] + 4 [dexterity]	
Athletics	d20+6 = 1 [level] + 1 [strength] + 4 [gravity controller]	
Conspiracy	d20+1 = 1 [level] + 0 [intelligence]	
Insight	d20+2 = 1 [level] + 1 [wisdom]	
Interaction	d20+1 = 1 [level] + 0 [charisma]	
Mechanics	d20+1 = 1 [level] + 0 [intelligence]	
Nature	d20+6 = 1 [level] + 1 [wisdom] + 4 [bonus skill]	
Perception	d20+2 = 1 [level] + 1 [wisdom]	
Science	d20+1 = 1 [level] + 0 [intelligence]	
Stealth	d20+9 = 1 [level] + 4 [dexterity] + 4 [felinoid]	

Felinoid

- +2 to bio overcharge
- No damage from falls of 50 feet or less, always land on your feet
- Felinoid critical (level 2 or 6): 1d10 extra damage, you can shift 3 squares as a free action
- Felinoid utility (level 3 or 7): Pounce
- Felinoid expert (level 5 or 9): Killing Bite

Gravity controller

- +2 to dark overcharge
- No damage from falling
- Gravity controller critical (level 2 or 6): 1d10 extra damage, one creature within 2 squares to target is immobilized to end of your next turn
- Gravity controller utility (level 3 or 7): Sideways Gravity
- Gravity controller expert (level 5 or 9): Singularity

Choose your uber-power on reaching 10th level.

Jimbo Bigcheeks's Equipment

- Explorer's kit
- Backpack
- Bedroll
- Canteen -- half gallon of water, 1 lb empty
- Flint and steel
- Rations, trail (10 days)
- Rope (100 ft)
- Binoculars -- +5 to perception checks to observe distant details
- Generator -- runs 8 hr on one gallon of fuel
- Horse, riding
- Truck, pickup

Empath Human (engineered)		Peggy O'Connor				
Strength	7 (-2)	Level: 1 (one alpha mutation)				
Dexterity	14 (+2)	Height:				
Constitution	12 (+1)	Weight:				
Intelligence	16 (+3)	Eyes:				
Wisdom	9 (-1)	Hair:				
Charisma	18 (+4)	Skin:				
Total Hit Points:	24 = 7 + (5 x level) + constitution					
Bloodied Value /	12 = total hit points / 2 (round down)					
Second Wind:						
Fortitude Defense:	14 = 10 + 1 [level] + 1 [constitution] + 2 [human engineered resilience]					
Reflex Defense:	16 = 10 + 1 [level] + 3 [intelligence] + 2 [human engineered resilience]					
Will Defense:	17 = 10 + 1 [level] + 4 [charisma] + 2 [human engineered resilience]					
Armor Class:	14 = 10 + 1 [level] + 3 [intelligence]					
Speed:	6 = 6 [base]					
Initiative modifier:	3 = 1 [total levels] +2 [dexterity modifier]					
Unarmed Attacks:	<u>Damage M:</u>					
Quick attack:	d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4	<u>Damage M:</u>			
Powerful attack:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d8				
Light Melee Weapons:	<u>Damage M:</u>					
One-handed weapon:	d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage M:</u>			
Two-handed weapon:	d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12				
Heavy Melee Weapons:	<u>Damage M:</u>					
One-handed weapon:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage M:</u>			
Two-handed weapon:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8				
Light Ranged Weapons:	<u>Damage M:</u>					
One-handed weapon:	d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage M:</u>			
One-handed gun:	d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8				
Two-handed weapon:	d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	<u>Damage M:</u>			
Two-handed gun:	d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12				
Heavy Ranged Weapons:	<u>Damage M:</u>					
One-handed weapon:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage M:</u>			
One-handed gun:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d6				
Two-handed weapon:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8	<u>Damage M:</u>			
Two-handed gun:	d20+4 = 1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d10				
Novice Powers	Attack:	Hit	Target weakened until end of next turn. You or an ally within 5 squares gets temporary hp = cha mod.			
Vitality Transfer	d20+5					
Encounter, psi	Charisma attack + level vs. fortitude					
Standard action						

Ranged 3  
1 creature

Bold Attack  
At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+3 = 1 [level] + 2 [dexterity]

Athletics d20-1 = 1 [level] + -2 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+4 = 1 [level] + -1 [wisdom] + 4 [empath]

Interaction d20+13 = 1 [level] + 4 [charisma] + 4 [engineered human] + 4 [bonus skill]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+0 = 1 [level] + -1 [wisdom]

Perception d20+0 = 1 [level] + -1 [wisdom]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+3 = 1 [level] + 2 [dexterity]

Empath

- +2 to psi overcharge
- You and all adjacent allies never grant combat advantage. Allies adjacent to you get +5 on death saving throws.
- Empath critical (level 2 or 6): One ally within 5 squares of the target regains hp = twice our level
- Empath utility (level 3 or 7): Share Strength
- Empath expert (level 5 or 9): Zone of Pacification

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Peggy O'Connor's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Binoculars -- +5 to perception checks to observe distant details

Duct tape

Fuel, 5 gallon(s)

Horse, draft

Lantern -- illuminates 10 square radius

Lamp oil (8 hr for lantern)

Water purifier -- 1/2 gallon in ten minutes



Yeti Giant

Strength	20 (+5)	Level: 1 (one alpha mutation)
Dexterity	8 (-1)	Height:
Constitution	10 (+0)	Weight:
Intelligence	10 (+0)	Eyes:
Wisdom	9 (-1)	Hair:
Charisma	9 (-1)	Skin:

Precious

Total Hit Points:	22 = 7 + (5 x level) + constitution
Bloodied Value /	11 = total hit points / 2 (round down)
Second Wind:	
Fortitude Defense:	18 = 10 + 1 [level] + 5 [strength] + 2 [giant just tough]
Reflex Defense:	11 = 10 + 1 [level] + 0 [intelligence]
Will Defense:	10 = 10 + 1 [level] + -1 [wisdom]
Armor Class:	12 = 10 + 1 [level] + 1 [hard to hurt] + 0 [intelligence]
Speed:	6 = 6 [base]
Initiative modifier:	0 = 1 [total levels] + 1 [dexterity modifier]

Unnamed Attacks:

Quick attack:

d20+4 = 0 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	<u>Damage Wt:</u>
d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d4
	1d8

Light Melee Weapons:

One-handed weapon:	d20+4 = 0 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage Wt:</u>
Two-handed weapon:	d20+4 = 0 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	

Heavy Melee Weapons:

One-handed weapon:	d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage Wt:</u>
Two-handed weapon:	d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	

Light Ranged Weapons:

One-handed weapon:	d20+4 = 0 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8	<u>Damage Wt:</u>
One-handed gun:	d20+5 = 0 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8	5 squares
need ammo			10 squares

Two-handed weapon:

d20+4 = 0 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12	10 squares
d20+5 = 0 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12	20 squares

Heavy Ranged Weapons:

One-handed weapon:	d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	1d10	<u>Damage Wt:</u>
One-handed gun:	d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d6	5 squares
need ammo			10 squares

Two-handed weapon:

d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d8	10 squares
d20+8 = 5 [strength] + 1 [total levels] + 2 [weapon accuracy]	2d10	20 squares

Novice Powers

Brickbat	Attack:	Hit
Encounter, bio, physical weapon	d20+6 + weapon accuracy	1Wt + str mod physical damage and you knock the target prone
Standard action	Strength attack + level + weapon accuracy vs. AC	

Burst 1		
Each enemy in burst you can see		
Big Claws	d20+8	
Encounter, bio, physical		
Minor action	Strength attack + level +2 vs. AC	
Melee 1		1d10 + str mod + 2 x level physical damage & target slowed to end of your next turn while you remain adjacent
1 creature		

Skill checks:

Acrobatics	d20+0 = 1 [level] + -1 [dexterity]
Athletics	d20+14 = 1 [level] + 5 [strength] + 4 [giant] + 4 [bonus skill]
Conspiracy	d20+1 = 1 [level] + 0 [intelligence]
Insight	d20+0 = 1 [level] + -1 [wisdom]
Interaction	d20+0 = 1 [level] + -1 [charisma]
Mechanics	d20+1 = 1 [level] + 0 [intelligence]
Nature	d20+4 = 1 [level] + -1 [wisdom] + 4 [yet]
Perception	d20+0 = 1 [level] + -1 [wisdom]
Science	d20+1 = 1 [level] + 0 [intelligence]
Stealth	d20+0 = 1 [level] + -1 [dexterity]

Giant

- +2 to bio overcharge
- Armor / heavy load do not slow you down
- Giant critical (level 2 or 6): 1d10 extra daage, and push target 3 squares
- Giant utility (level 3 or 7): Focused Strength
- Giant expert (level 5 or 9): Hurt Foe

Yeti

- +2 to bio overcharge
- Resist 10 cold
- Yeti critical (level 2 or 6): 1d10 extra damage, target takes -5 penalty on attacks vs any creature other than you until end of next turn
- Yeti utility (level 3 or 7): Yeti Rage
- Yeti expert (level 5 or 9): Yeti Mauling

Choose your uber-power on reaching 10th level.

Precious's Equipment:

- Explorer's kit
- Backpack
- Bedroll
- Canteen -- half gallon of water, 1 lb empty
- Flint and steel
- Rations, trail (10 days)
- Rope (100 ft)
- Canoe -- capacity 600 lb, speed 3 mph
- Horse, draft
- Lantern -- illuminates 10 square radius
- Lamp oil (8 hr for lantern)
- Radar detector
- Saxophone

Sue Samson

Plant Human (engineered)		
Strength	15 (+2)	Level: 1 (one alpha mutation)
Dexterity	7 (-2)	Height:
Constitution	18 (+4)	Weight:
Intelligence	16 (+3)	Eyes:
Wisdom	13 (+1)	Hair:
Charisma	11 (+0)	Skin:
Total Hit Points:	30 = 7 + (5 x level) + constitution	
Bloodied Value /	15 = total hit points / 2 (round down)	
Second Wind:		
Fortitude Defense:	19 = 10 + 1 [level] + 4 [constitution] + 2 [plant hardened bark] + 2 [human engineered resilience]	
Reflex Defense:	16 = 10 + 1 [level] + 3 [intelligence] + 2 [human engineered resilience]	
Will Defense:	14 = 10 + 1 [level] + 1 [wisdom] + 2 [human engineered resilience]	
Armor Class:	14 = 10 + 1 [level] + 3 [intelligence]	
Speed:	6 = 6 [base]	
Initiative modifier:	-1 = 1 [total levels] + 2 [dexterity modifier]	
<u>Unarmed Attacks:</u>		<u>Damage [W]:</u>
Quick attack:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4
Powerful attack:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d8
<u>Light Melee Weapons:</u>		<u>Damage [W]:</u>
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12
<u>Heavy Melee Weapons:</u>		<u>Damage [W]:</u>
One-handed weapon:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10
Two-handed weapon:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8
<u>Light Ranged Weapons:</u>		<u>Damage [W]: Range:</u>
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8 5 squares
One-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8 10 squares
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12 10 squares
Two-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12 20 squares
<u>Heavy Ranged Weapons:</u>		<u>Damage [W]: Range:</u>
One-handed weapon:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10 5 squares
One-handed gun:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d6 10 squares
need ammo		
Two-handed weapon:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8 10 squares
Two-handed gun:	d20 +7 = 4 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d10 20 squares
need ammo		
<u>Novice Powers</u>		<u>Attack:</u>
Lashing Creepers	d20 +5	Hit
Encounter, bio, physical		1d6 + con mod + level physical damage, target slowed to end of your next turn
Standard action		

Close burst 2

Each enemy in burst

Bold Attack

At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20-1 = 1 [level] + -2 [dexterity]

Athletics d20+3 = 1 [level] + 2 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+2 = 1 [level] + 1 [wisdom]

Interaction d20+5 = 1 [level] + 0 [charisma] + 4 [engineered human]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+6 = 1 [level] + 1 [wisdom] + 4 [plant]

Perception d20+2 = 1 [level] + 1 [wisdom]

Science d20+12 = 1 [level] + 3 [intelligence] + 4 [engineered human] + 4 [bonus skill]

Stealth d20-1 = 1 [level] + -2 [dexterity]

Plant

- +2 to bio overcharge
- Take 5 extra from any fire damage
- Plant critical (level 2 or 6): 1d10 extra damage and target immobilized to start of your next turn
- Plant utility (level 3 or 7): Instant Grove
- Plant expert (level 5 or 9): Insidious Pollen

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Sue Samson's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Binoculars -- +5 to perception checks to observe distant details

Horse, draft

Night vision goggles -- darkvision 10, -5 on perception checks

Wagon -- capacity 1 ton

Usher Cramitz		
Mind-Breaker Human (engineered)		Usher Cramitz
Strength	4 (-3)	Level: 1 (one alpha mutation)
Dexterity	12 (+1)	Height:
Constitution	8 (-1)	Weight:
Intelligence	16 (+3)	Eyes:
Wisdom	11 (+0)	Hair:
Charisma	18 (+4)	Skin:
Total Hit Points:	20 = 7 + (5 x level) + constitution	
Bloodied Value /	10 = total hit points / 2 (round down)	
Second Wind:		
Fortitude Defense:	12 = 10 + 1 [level] + -1 [constitution] + 2 [human engineered resilience]	
Reflex Defense:	16 = 10 + 1 [level] + 3 [intelligence] + 2 [human engineered resilience]	
Will Defense:	19 = 10 + 1 [level] + 4 [charisma] + 2 [mind-breaker unbreakable mind] + 2 [human engineered resilience]	
Armor Class:	14 = 10 + 1 [level] + 3 [intelligence]	
Speed:	6 = 6 [base]	
Initiative modifier:	2 = 1 [total levels] + 1 [dexterity modifier]	
Unarmed Attacks:		<u>Damage [W]:</u>
Quick attack:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d4
Powerful attack:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d8
Light Melee Weapons:		<u>Damage [W]:</u>
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12
Heavy Melee Weapons:		<u>Damage [W]:</u>
One-handed weapon:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10
Two-handed weapon:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8
Light Ranged Weapons:		<u>Damage [W]: Range:</u>
One-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d8 5 squares
One-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d8 10 squares
Two-handed weapon:	d20 +7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy]	1d12 10 squares
Two-handed gun:	d20 +8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy]	1d12 20 squares
Heavy Ranged Weapons:		<u>Damage [W]: Range:</u>
One-handed weapon:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	1d10 5 squares
One-handed gun:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d6 10 squares
Two-handed weapon:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d8 10 squares
Two-handed gun:	d20 +2 = -1 [constitution] + 1 [total levels] + 2 [weapon accuracy]	2d10 20 squares
Novice Powers	Attack:	Hit
Psychic Assault	d20 +5	1d10 + cha mod + 2 x level psychic damage
At-will, psi, psychic		
Standard action	Charisma attack + level vs. will	

Ranged 20  
1 creature

Bold Attack  
At-will, physical, weapon  
Standard action  
Melee or Ranged Weapon  
1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+6 = 1 [level] + 1 [dexterity] + 4 [bonus skill]

Athletics d20-2 = 1 [level] + -3 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+1 = 1 [level] + 0 [wisdom]

Interaction d20+13 = 1 [level] + 4 [charisma] + 4 [engineered human] + 4 [mind breaker]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+1 = 1 [level] + 0 [wisdom]

Perception d20+1 = 1 [level] + 0 [wisdom]

Science d20+12 = 1 [level] + 3 [intelligence] + 4 [mindbreaker] + 4 [engineered human]

Stealth d20+2 = 1 [level] + 1 [dexterity]

Mindbreaker

- +2 to psi overcharge
- If you are conscious, all allies within 10 feet can communicate by telepathy
- Mind breaker critical (level 2 or 6): 1d10 extra damage, and ongoing 5 psychic damage, save ends
- Mind breaker utility (level 3 or 7): Psychic Shield
- Mind breaker expert (level 5 or 9): Mind Break

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

Usher Cramitz's Equipment

Explorer's kit  
Backpack  
Bedroll  
Canteen -- half gallon of water, 1 lb empty  
Flint and steel  
Rations, trail (10 days)  
Rope (100 ft)  
Fuel, 5 gallon(s)  
Horse, riding  
Night vision goggles -- darkvision 10, -5 on perception checks  
Water purifier -- 1/2 gallon in ten minutes  
Baby car seat  
Nail clippers



Ranged 10  
1 creature

Bold Attack  
At-will, physical, weapon

Standard action

Melee or Ranged Weapon

1 creature

d20+5 + weapon accuracy  
level + 4 + weapon accuracy vs. AC

1[M] + level physical damage, and an ally within 5 squares makes a basic attack as a free action

Skill checks:

Acrobatics d20+2 = 1 [level] + 1 [dexterity]

Athletics d20+3 = 1 [level] + 2 [strength]

Conspiracy d20+4 = 1 [level] + 3 [intelligence]

Insight d20+3 = 1 [level] + 2 [wisdom]

Interaction d20+13 = 1 [level] + 4 [charisma] + 4 [engineered human] + 4 [mind coerced]

Mechanics d20+4 = 1 [level] + 3 [intelligence]

Nature d20+7 = 1 [level] + 2 [wisdom] + 4 [bonus skill]

Perception d20+3 = 1 [level] + 2 [wisdom]

Science d20+8 = 1 [level] + 3 [intelligence] + 4 [engineered human]

Stealth d20+2 = 1 [level] + 1 [dexterity]

Mind coerced

- +2 to psi overcharge
- If you are conscious, all allies within 10 feet can communicate by telepathy
- Mind coerced critical (level 2 or 6): 1d10 extra damage and slide target 3 squares
- Mind coerced utility (level 3 or 7): Nothing to See Here
- Mind coerced expert (level 5 or 9): Your Thoughts are My Thoughts

Engineered Human

- +2 to all forms of overcharge
- +2 to checks to see if your omega tech burns out
- Engineered Human critical (level 2 or 6): 1d10 extra damage and target grants combat advantage to end of next turn
- Engineered Human utility (level 3 or 7): Tough as Nails
- Engineered Human expert (level 5 or 9): Tactical Assault

Choose your uber-power on reaching 10th level.

W11 Elm's Equipment:

Explorer's kit

Backpack

Bedroll

Canteen -- half gallon of water, 1 lb empty

Flint and steel

Rations, trail (10 days)

Rope (100 ft)

Climber's kit

Grappling Hook -- can throw 1/2 strength number of squares

Hammer

Pitons (10)

Rappelling Harness

Rope (100 ft)

Binoculars -- +5 to perception checks to observe distant details



Empath Android		Level: 1 (one alpha mutation)	
Strength	4 (-3)	Height:	
Dexterity	5 (-3)	Weight:	
Constitution	17 (+3)	Eyes:	
Intelligence	16 (+3)	Hair:	
Wisdom	11 (+0)	Skin:	
Charisma	18 (+4)		
Total Hit Points: 29 = 7 + (5 x level) + constitution			
Bloodied Value / 14 = total hit points / 2 (round down)			
Second Wind:			
Fortitude Defense: 16 = 10 + 1 [level] + 3 [constitution] + 2 [android built to last]			
Reflex Defense: 16 = 10 + 1 [level] + 3 [intelligence] + 2 [gravity controller it fell sideways]			
Will Defense: 15 = 10 + 1 [level] + 4 [charisma]			
Armor Class: 14 = 10 + 1 [level] + 3 [intelligence]			
Speed: 6 = 6 [base]			
Initiative modifier: -2 = 1 [total levels] + 3 [dexterity modifier]			
<u>Unarmed Attacks:</u>		<u>Damage [W]:</u>	
Quick attack:		d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d4	
Powerful attack:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 1d8	
<u>Light Melee Weapons:</u>		<u>Damage [W]:</u>	
One-handed weapon:		d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8	
Two-handed weapon:		d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12	
<u>Heavy Melee Weapons:</u>		<u>Damage [W]:</u>	
One-handed weapon:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 1d10	
Two-handed weapon:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d8	
<u>Light Ranged Weapons:</u>		<u>Damage [W]: Range:</u>	
One-handed weapon:		d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d8 5 squares	
One-handed gun:		d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d8 10 squares	
Two-handed weapon:		d20+7 = 3 [intelligence] + 1 [total levels] + 3 [weapon accuracy] 1d12 10 squares	
Two-handed gun:		d20+8 = 3 [intelligence] + 1 [total levels] + 4 [weapon accuracy] 1d12 20 squares	
need ammo			
<u>Heavy Ranged Weapons:</u>		<u>Damage [W]: Range:</u>	
One-handed weapon:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 1d10 5 squares	
One-handed gun:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d6 10 squares	
need ammo			
Two-handed weapon:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d8 10 squares	
Two-handed gun:		d20+6 = 3 [constitution] + 1 [total levels] + 2 [weapon accuracy] 2d10 20 squares	
need ammo			
<u>Novice Powers</u>		<u>Hit</u>	
Machine Grip		Attack: d20+4	
At-will, dark, physical		Intelligence attack + level vs. reflex	
Standard action		1d10 + int mod + 2 x level & immobilized to start of your next turn while you remain adjacent	

Melee 1  
1 creature

Vitality Transfer  
Encounter, psi  
Standard action  
Ranged 3  
1 creature

d20+5

Charisma attack + level vs. fortitude

Target weakened until end of next turn. You or an ally within 5 squares gets temporary hp = cha mod.

Skill checks:

Acrobatics d20-2 = 1 [level] + -3 [dexterity]  
Athletics d20-2 = 1 [level] + -3 [strength]  
Conspiracy d20+4 = 1 [level] + 3 [intelligence]  
Insight d20+5 = 1 [level] + 0 [wisdom] + 4 [empath]  
Interaction d20+9 = 1 [level] + 4 [charisma] + 4 [bonus skill]  
Mechanics d20+4 = 1 [level] + 3 [intelligence]  
Nature d20+1 = 1 [level] + 0 [wisdom]  
Perception d20+1 = 1 [level] + 0 [wisdom]  
Science d20+8 = 1 [level] + 3 [intelligence] + 4 [android]  
Stealth d20-2 = 1 [level] + -3 [dexterity]

Android

- +2 to dark overcharge
- No need to eat or drink
- Android critical (level 2 or 6): 1d10 extra damage, and target grants combat advantage to you for the rest of the encounter
- Android utility (level 3 or 7): Be My Battery
- Android expert (level 5 or 9): Dark Energy Meltdown

Empath

- +2 to psi overcharge
- You and all adjacent allies never grant combat advantage. Allies adjacent to you get +5 on death saving throws.
- Empath critical (level 2 or 6): One ally within 5 squares of the target regains hp = twice our level
- Empath utility (level 3 or 7): Share Strength
- Empath expert (level 5 or 9): Zone of Pacification

Choose your uber-power on reaching 10th level.

Willow Broomshoots Equipment:

Explorer's kit  
Backpack  
Bedroll  
Canteen -- half gallon of water, 1 lb empty  
Flint and steel  
Rations, trail (10 days)  
Rope (100 ft)  
Climber's kit  
Grappling Hook -- can throw 1/2 strength number of squares  
Hammer  
Pitons (10)  
Rappelling Harness  
Rope (100 ft)  
Fuel, 5 gallon(s)