
MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE

BY MALCOLM NORTHWINTER



BASED ON *SANTIAGO: A MYTH OF THE FAR FUTURE* AND *THE RETURN OF SANTIAGO* BY MIKE RESNICK

COMPATIBLE WITH 4TH EDITION DUNGEONS & DRAGONS®

MYTHS OF THE FAR★FUTURE

PLAYER'S GUIDE



Written by
Malcolm Northwinter

Art by
Carlos Diaz
Claudio Pozas
Some artwork copyright Art of War Games;
used with permission.
Some art © 2004 Ed Bourelle. Used
with permission. www.bourellearts.com
Some artwork copyright Octavirate
Entertainment, used with permission.

Cartography by
Art Lyon

Playtested by
Joseph Bradshaw
Anthony Russell

Layout by
Eric Life-Putnam

Produced by
Russell Morrissey

Based Upon *Santiago: A Myth of the Far Future*
and *The Return of Santiago*

Original Novels by Mike Resnick • <http://mikeresnick.com>
Used under license



EN PUBLISHING
7 Rutland Court, Balaclava Road
Southampton, Hampshire
England SO18 6RX

EN Publishing is an
imprint of EN World.
Please visit
<http://www.enworld.org>

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References

in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E

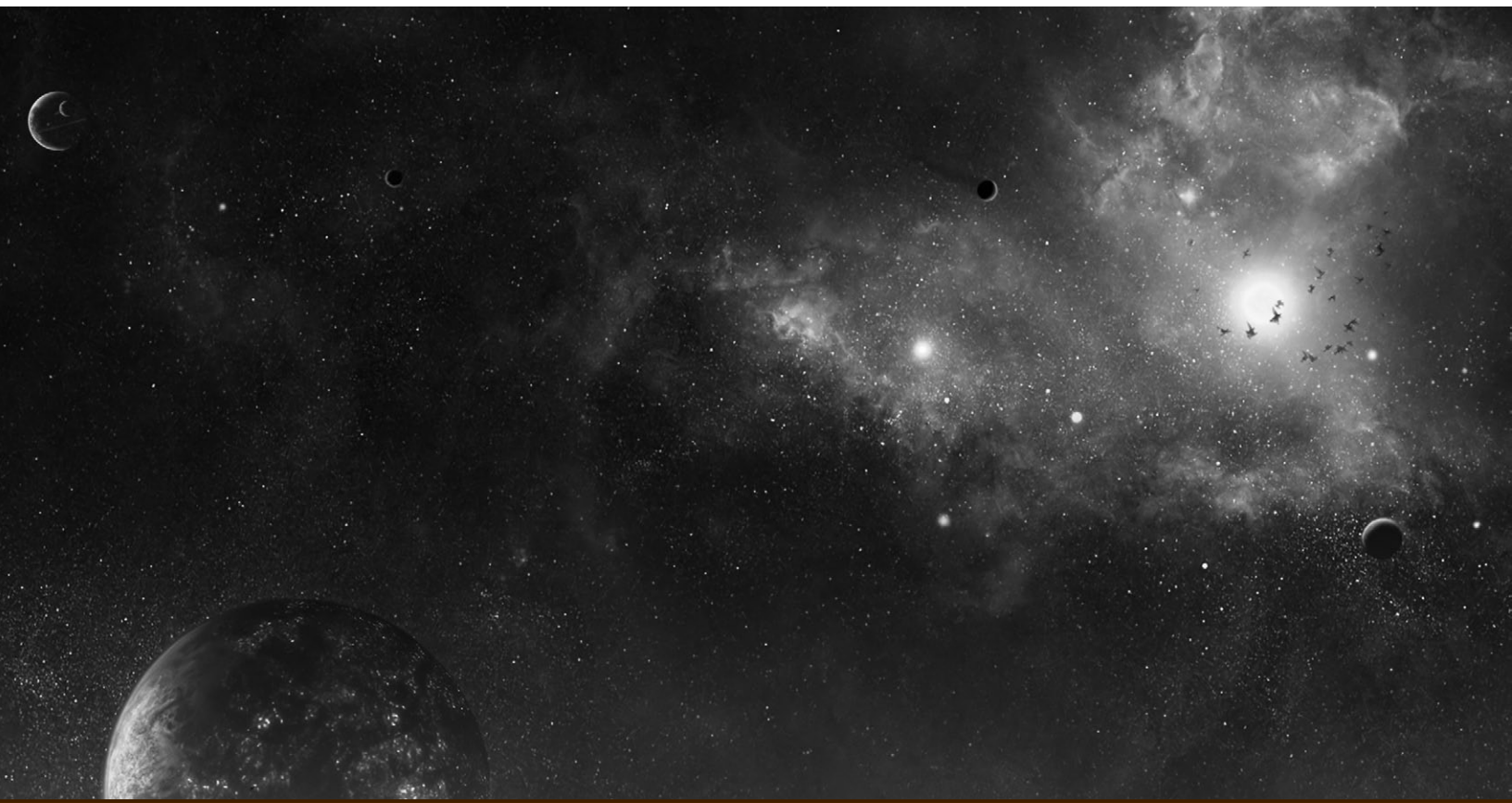
System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4TH EDITION PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; ADVENTURER'S VAULT, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



TABLE OF CONTENTS

Table of Contents	ii	A Closer Look: Virtue MacKenzie	11	Feats	39
Foreword	iii	<i>Paragon Engineer</i>	15	Multiclass Feats	39
Prologue	iv	<i>Epic Engineer</i>	16	Section Three: Gear of the Far Future	40
What is This Book?	iv	Frontiersman	17	Currency	40
Introduction	1	<i>Heroic Frontiersman</i>	17	The Complete and Unambiguous Ironclad	
About the Content	1	Class Traits	17	Rule of Cash Equivalency	40
Organization	1	A Closer Look: Giles Sans PitiE	19	Armor	40
This Is D&D 4th Edition	1	<i>Paragon Frontiersman</i>	20	Weapons	41
Join the Hunt!	1	<i>Epic Frontiersman</i>	21	Technological Enhancements	42
Section One: Worlds of the Far Future	2	Class Traits	22	Mundane Gear and Vehicles	42
The Core	2	Scion	22	Injections	42
The Inner Frontier	3	<i>Heroic Scion</i>	22	Tech Gear	42
The Democracy	4	A Closer Look: Altair of Altair	24	Technical Processes	43
The Outer Frontier	4	<i>Paragon Scion</i>	26	Technical Process Required Time and	
Section Two: Characters of the Far Future	6	<i>Epic Scion</i>	29	Interruption	43
Races	6	Scoundrel	31	Section Four: Translation Guide	48
Humans	6	<i>Heroic Scoundrel</i>	31	Races	48
Aliens	6	Class Traits	31	Keywords	48
Alien Racial Traits	6	<i>Paragon Scoundrel</i>	33	Power Sources	48
<i>Alien Racial Qualities</i>	7	<i>Epic Scoundrel</i>	34	Damage Types	49
Random Racial Qualities	8	A Closer Look: The Jolly Swagman	35	Classes	49
Languages	8	Soldier	35	Skills	49
Careers	9	<i>Heroic Soldier</i>	35	Equipment	49
Engineer	9	Class Traits	35	Monsters	49
<i>Heroic Engineer</i>	9	A Closer Look: The Angel	36	Other Myths of the Far Future	50
Engineer Career Traits	9	<i>Paragon Soldier</i>	37	Epilogue: The Ballad of Black Orpheus	60
Encounter and Daily Career Attack Powers	10	<i>Epic Soldier</i>	38		



FOREWORD

It all began back in 1984. I was writing late at night—my preferred working hours are from 10:00 PM to 5:00 AM, since no one ever phones or knocks at the door at the time—and Carol, with whom I just celebrated our 50th anniversary, was watching a film on television.

Something in that film interested her, and the next day she went out and rented a copy of it. It was a one of Sergio Leone's spaghetti Westerns, not one the Clint Eastwood blockbusters, but one called *Duck, You Sucker!* (These days it's been retitled *A Fistful of Dynamite*.) When she came home with it, she put it on the VHS player and sped ahead to something she wanted me to see.

In the film, James Coburn plays a disillusioned Irish explosives expert who has been betrayed by friends, and now finds himself fighting to overthrow the Emperor Maximilian in Mexico. And at one point he gives a little speech, it can't last 45 seconds, in which he explains that there was a time when he believed in God and Truth and Justice and Loyalty and the IRA, and now all he believes in is the dynamite.

"What did you think of it?" asked Carol when the speech was over.

"Interesting," I said.

"Good," she said. "Now write the book."

And that is the origin of *Santiago*.

I'd sold a dozen books to Signet (a New American Library imprint), and it was time to move to a larger publisher, at least in science fiction terms. I had a new agent (who is still with me 28 years later), and I wanted to give her something big to sell, so I conceived of *Santiago* as a myth of the far future, populated with bigger-than-life frontier types like the Songbird, the Virgin Queen, the Jolly Swagman, Father William, the Angel, and so on. And since it was going to flit from world to world and character to character, I needed a unifying factor, so I came up with Black Orpheus, the Bard of the Inner Frontier, who would tell the same story I was telling, and each chapter would begin with a four-line stanza from his *Ballad of Santiago*, which served to introduce each new colorful character (and the discovery of which formed the basis of the sequel, *The Return of Santiago*, 17 years later.)

The book went up for auction. Publishers had two months to bid on it, and with three days remaining no one had made an offer, and I was sure we'd given a party and no one had come. But in the final 48 hours three publishers bid on it, and Tor was the winner, paying me almost three times what I'd been getting from Signet.

The book came out in early 1986, with cover art by 12-time Hugo winner Michael Whelan, and an unbroken string of rave reviews. That wasn't too surprising; I usually got fine reviews. What was surprising was that *Santiago* climbed up to #3 on the bestseller lists. That was a shock for a guy who'd never had a bestseller before.

It did just as well worldwide. Before the dust had cleared my agent had resold it to England, Japan, Germany, France, Spain, the Czech Republic, Poland, Bulgaria, Russia and Greece. It just seemed to strike a universal chord among readers.

Three years after its initial publication *Santiago* was optioned by "Mister *Star Wars*," Gary Kurtz. He soon sold the option to Ed Elbert, who got development money from Universal, and a year later showed me the screenplay and asked for comments. I couldn't believe how bad it was. Cain, a loner, was accompanied everywhere by a cute 6-year-old nephew; Virtue MacKenzie, my 40ish over-the-hill journalist, was a 22-year-old Mexican spitfire; the Angel was a blue-skinned Samurai, and so on. So I wrote an opening scene and suggested that they might go in this direction instead.

They set up a conference call and asked me if I wanted to write the screenplay, I believe my exact words were: "No I don't, but I'll do it, because if I don't I'm afraid you'll film the one you showed me."

By the time I'd finished the screenplay the project had bounced from Universal to Largo to Capella. I did a couple of drafts for them, they had a big bash at a luxury Malibu hotel announcing the film...and then some higher-up decided to cancel it. I got the rights to the screenplay back—which is almost unheard-of in the movie business—and Ed Elbert got the book and screenplay optioned again...and again it fell through.

Why? Who knows? But if a publisher had to spend an average of \$75 million every time he

wanted to produce a book, you'd see a lot less books on the shelves.

Anyway, option and screenplay are now in the possession of Wayfarer, Inc.—and who knows? Maybe this time it'll get itself made.

In the meantime, *Santiago* was opening all kinds of doors for me. I did eleven more books for Tor. Ace bought a trilogy (*Soothsayer*, *Oracle and Prophet*) set in the same future with the same type of larger-than-life mythic characters. So did Bantam (*The Widowmaker*, *The Widowmaker Reborn*, and *The Widowmaker Unleashed*). More recently Pyr bought the 5-volume *Starship* series, also set in the same universe. So you might say that yes, I have a soft spot in my heart for *Santiago*.

I still remember the kick I got the first time a fan dressed up as a character from *Santiago* at a Worldcon masquerade, and it was equaled by the thrill I felt when I heard the first "filksong" based on the book.

But nothing has excited me like seeing Russ Morrissey turn *Santiago* into a role-playing game. I've been following it step by step, and I can't believe the care (as well as the quality) he and his team have put into it. From everything I've been able to ascertain, more people will be exposed to the game on the EN website than have purchased the book worldwide during its 26-year lifetime, and that's the kind of thing that brings joy to an author's heart (as well as a little cash to his wallet).

Now for an admission: I am a gaming virgin. Right. I've never once played a role-playing game, despite writing a couple of stories for DUNGEONS & DRAGONS (and I've never played a video game, despite writing a Lara Croft novel for del Rey Books).

But that's about to change. I am so pleased with the work that Russ and the crew have done on *Santiago*, with the care they've taken, with the perceptive questions they've asked me while working on it, that I promise I'm going to learn to play this game.

I plan to enjoy the hell out of it. I hope you do too.

— Mike Resnick

PROLOGUE

They say his father was a comet and his mother a cosmic wind, that he juggles planets as if they were feathers and wrestles with black holes just to work up an appetite. They say he never sleeps, and that his eyes burn brighter than a nova, and that his shout can level mountains.

They call him Santiago.

Far out on the Galactic Rim, at the very edge of the Outer Frontier, there is a world called Silverblue. It is a water world, with just a handful of islands dotting the placid ocean that covers its surface. If you stand on the very largest island and look into the night sky, you can see almost all of the Milky Way, a huge twinkling river of stars that seems to flow through half the universe.

And if you stand on the western shore of the island during the daytime, with your back to the water, you will see a grass-covered knoll. Atop the knoll are seventeen white crosses, each bearing the name of a good man or woman who thought to colonize this gentle world.

And beneath each name is the same legend, repeated seventeen times:

"Killed by Santiago."

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago, and there is no holograph of him.

On the colony world of Saint Joan, there is a native humanoid race known as the Swale. There are no longer any colonists; they have all departed.

Near the equator of Saint Joan, very close to where the colonists once lived, there is a blackened swath of land almost ten miles long and half a mile wide, on which

nothing will ever grow again. No colonist ever reported it—or if any of them did, the report has long since been misplaced by one of the Democracy's thirty billion bureaucrats—but if you go to Saint Joan and ask the Swale what caused the blackened patch of ground, they will cross themselves (for the colonists were a religious lot, and very evangelical) and tell you that it is the Mark of Santiago.

Even on the agricultural world of Rancho, where there has never been a crime, not even a petty robbery, his name is not unknown. He is thought to be eleven feet three inches tall, with wild, unruly orange hair and immense black fangs that have dug into his lips and now protrude through them. And when youngsters misbehave, their parents have merely to hint at the number of naughty children Santiago has eaten for breakfast, and order is immediately restored.

Wandering minstrels sing songs about him on Minotaur and Theseus, the twin worlds that circle Sigma Draconis, and always he is portrayed as being exactly 217 years old, taller than a belltower, and broader than a barn, a hard-drinking, womanizing Prince of Thieves, who differs from Robin Hood (another of their favorites) primarily in that he takes from rich and poor alike and gives only to himself. His adventures are legion, ranging from his epic hand-to-hand struggle with a chlorine-breathing Gorgon to the morning he went down to hell and spat full in Satan's burning eye, and rarely is there a day that does not witness the addition of a few new stanzas to the ever-evolving "Ballad of Santiago."

And on Deluros VIII, the huge capital world of the race of Man, the nerve center of the Democracy, there are eleven governmental departments and 1,306 men and women charged with the task of finding and terminating Santiago. They doubt that Santiago is his given name, they suspect that some of the crimes attributed to him were committed by others, they are almost certain that somewhere in their files they possess his photograph or holograph but have not yet matched it with its proper identity—and that is the sum total of their knowledge of him.

Five hundred reports come to them daily, two thousand leads are followed up each year, munificent rewards have been posted on half a million worlds, agents are sent out armed with money and everything that money can buy, and still those eleven departments exist. They have outlived the last three administrations; they will continue to survive until their function has been fulfilled.

Silverblue, Valkyrie, Saint Joan, Rancho, Minotaur, Theseus, Deluros VIII: interesting and evocative worlds all.

But an even more interesting world in the strange tapestry of Santiago's life is the outpost world of Keepsake, at the heart of the Inner Frontier; for Keepsake is the home, at least temporarily, of a group of unseasoned adventurers who are destined to play a major role in the saga of the man known only as Santiago....

WHAT IS THIS BOOK?

This book serves two purposes: first, it's the Player's Guide for our *Myths of the Far Future* setting and far-future ruleset for D&D 4th Edition; and second, it is also an introductory guide for those who intend to play the *Santiago: A Myth of the Far Future* Adventure Path.

MYTHS OF THE FAR FUTURE

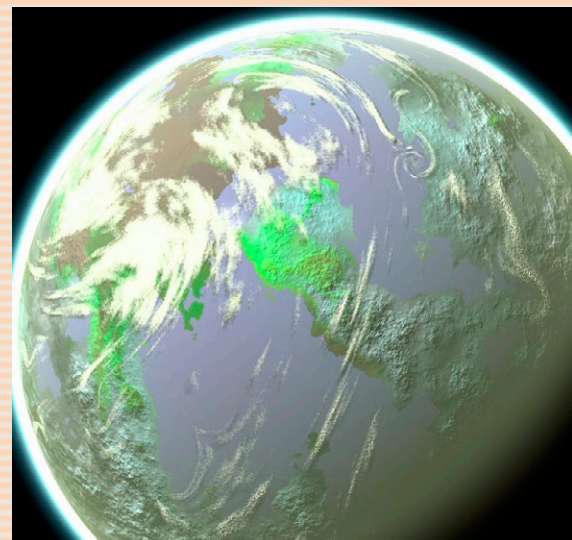
Myths of the Far Future is the overall title for our "D&D in the far future" ruleset. It includes a default setting, but is also designed to allow you to create your own "myths of the far future." Using the rules presented herein, you should find enough information to play futuristic characters in any far future setting of your own making. We've taken an approach of "reskinning" D&D 4th Edition, so everything should be familiar—although some of the names have been changed for their own protection!

Your DM has a companion book called the *Campaign Guide*. He or she will be able to use that book to create adventures in our far future setting, or to create a new and unique setting.

Our default setting has a technological feel, and does not feature magic; this is by no means an ironclad rule, however. See page 50 for ideas for other settings.

SANTIAGO

Santiago: A Myth of the Far Future is an 11-part adventure path set in our default galaxy in which the players embark on the hunt for the greatest outlaw of them all in order to collect on the enormous bounty placed on his head by the Democracy. But *Santiago* is merely one of an infinite number of possible "myths of the far future," and between the material in this book and the material your DM has access to in the *Campaign Guide*, you could find yourself playing different adventures in our default setting, or, indeed, in an entirely new setting of your DM's creation.



INTRODUCTION

They say his father was a comet and his mother a cosmic wind, that he juggles planets as if they were feathers and wrestles with black holes just to work up an appetite. They say he never sleeps, and that his eyes burn brighter than a nova, and that his shout can level mountains.

They call him Santiago.

Welcome to the *Myths of the Far Future Player's Guide*. This document is designed to help you, as a player, develop a character for use in the *Santiago: A Myth of the Far Future* Adventure Path, as well as futuristic campaigns of your own. While the *Campaign Guide* provides information and spoilers specifically for the *Santiago* Adventure Path which players would do well to ignore, you will find no such material is presented here. Bear in mind that the information in this *Player's Guide* is available only at your DM's discretion.

In the *Santiago* Adventure Path, you will take on the role of a bounty hunter out to catch those with a price on their head. Your reasons for doing so may vary wildly from those of your allies, but as with all bounty hunters, you'll probably not want to miss a chance at catching the twenty-million-credit man: maybe you'll be the one to track down and bring Santiago to justice once and for all! In your way stand several obstacles, including other bounty hunters, the Democracy, and even Santiago's agents. You'll need all the help you can get, trust, or at the very least buy.

ABOUT THE CONTENT

This player's guide presents rules and campaign information compatible with the DUNGEONS & DRAGONS® 4TH EDITION (D&D® 4E) Core Rulebooks. As a group, you will need access to the primary game references: the D&D 4E PLAYER'S HANDBOOK®, the D&D 4E DUNGEON MASTER'S GUIDE®, and the D&D 4E MONSTER MANUAL®.

Additional books, such as the D&D 4E PLAYER'S HANDBOOK® 2, the D&D 4E MONSTER MANUAL® 2, and the D&D 4E ADVENTURER'S VAULT™ provide useful additions, but these books are not required to play. However, you might find that additional material, including classes and races such as those detailed in the D&D 4E PLAYER'S HANDBOOK 2, provide a richer, more natural play experience.

ORGANIZATION

The *Player's Guide* is divided into four main sections.

- ◆ **Section One** provides a number of details about the default galaxy of *Myths of the Far Future*, such as world information everybody should know before travelling there. This information is readily available with a quick scan of the region or just by asking somebody else before you travel there. Unless otherwise noted, the worlds are generally safe for both human and alien occupancy without recourse to special survival gear or adaptation equipment. You don't have to use the default galaxy if you're creating your own futuristic adventures, but the *Santiago* Adventure Path is set in it.
- ◆ **Section Two** includes game rules information and additions usable by player characters—races, feats, and classes such as the Frontiersman, Scoundrel, and Scion.
- ◆ **Section Three** presents a selection of equipment and software routines, demonstrating the ways in which D&D 4E magic translates into technology in a far-future setting.
- ◆ **Section Four** provides more detail about the vocabulary of *Myths of the Far Future* and how it translates to D&D 4E terminology.

THIS IS D&D 4TH EDITION

You can use any D&D 4E content in conjunction with this *Player's Guide*, including races, classes, monsters, items, and more. You may find that you need to alter some terminology for reasons of verisimilitude (for example, you'd refer to nonhuman races as alien races, and treat magic as technology) but the rules themselves will work just fine! There's no reason at all why some of the thousands of alien races in the galaxy might not resemble a mythological creature such as an elf, a dragonborn, or a dwarf, and even be named as such by humans. Such a race could easily possess an innate teleportation power like the eladrin, or a breath weapon like the dragonborn—such things are hardly unusual in a galaxy the size of the Milky Way!

If you're struggling with some of the terminology here, it helps to remember a simple rule—*Myths of the Far Future* is just D&D 4E "reskinned." Using exactly the same rules you're used to (with the new classes and powers herein), you can achieve pitch-perfect sci-fi flavor just by paying attention to the vocabulary.

JOIN THE HUNT!

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores sub-space messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago; there is no holograph of him, and the price next to his name is 20 million Credits.

Here are a few examples:

- ◆ Magic Items are referred to as Technology
- ◆ The Arcane and Divine power sources are referred to as the Tech power source
- ◆ *Residuum* is referred to as Energy and is contained in battery packs
- ◆ Potions are replaced by injections and pills which have the same effect
- ◆ Rituals take the form of software routines and access to galactic databanks
- ◆ Common items such as sunrods become technological items such as plasma rods
- ◆ Some skills are renamed—Arcana is called Technology, and Dungeoneering is called Engineering

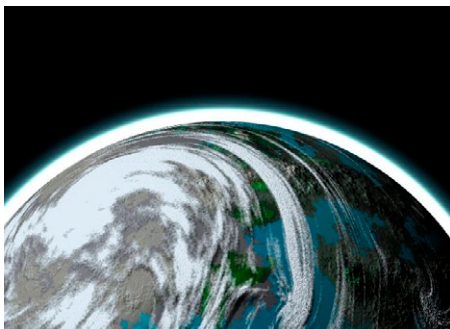
You'll quickly find that *Myths of the Far Future* is D&D 4E with sci-fi terms in place of fantasy terms. You'll get a grip on it in no time! For more detail on the vocabulary of *Myths of the Far Future* and how it translates to D&D 4E terminology, see Section Four.



SECTION ONE: WORLDS OF THE FAR FUTURE

This section details the worlds you may visit in your search for the greatest and most dangerous bandit there is. You are welcome to use this setting for your own adventures, too; or to create one of your own.

The galaxy contains hundreds upon thousands of habitable worlds, populated by hundreds upon thousands of alien races—and many, many populated by the human race as it spreads itself amongst the stars. At this time in the far future, over half of the galaxy is ruled by the Democracy, centered on the massive world of Deluros VIII. On either side of the Democracy are the frontiers—the inner and outer frontiers, where the rule of law's hold is weaker and frontiersmen and bandits thrive. We have briefly detailed only a few of the many planets, below; some of these locations will be detailed more thoroughly in specific adventures throughout the *Santiago* Adventure Path.



THE CORE

Outposts, uninhabitable worlds, and a giant space casino called the Starboat make up the Core of the Galaxy. On occasion, outlaws travel here to shake pursuit, while big-spending Democracy citizens come to find sanctuary away from the rigors of city life that don't involve being robbed at gun point.

The Starboat On Earth, humans gambled away their money in places with grand names like Las Vegas and Macau. In modern times, only the location has changed. Now, the wealthy travel to the Starboat in hopes of hitting it big. A resort dominates the ship, and many assume that if the Democracy doesn't own and operate the Starboat, they at least take a fair cut of the house earnings to help cover the expense of guards and other luxuries on the ship.

Valkyrie An outpost world, full of ramshackle Tradertowns filled with dingy bars and hotels and brothels. The largest of Valkyrie's Tradertowns also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. In this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier (except there is no holograph of Santiago). There are always twenty outlaws displayed, never more, never less, and next to each name is a price.

BLACK ORPHEUS'S BALLAD

There never was a history written about the Inner Frontier, so Black Orpheus took it upon himself to write one and set it to music. When his beloved Eurydice died, grieving Orpheus decided he would stay on the Inner Frontier, and he turned to writing an epic ballad about the traders and hunters and outlaws and misfits that he came across. Eventually, it came to be that you didn't officially stop being a tenderfoot or a tourist until the day Black Orpheus added a stanza or two about you to his song.

Anyway, you seem to have made an impression upon him, because he's added a verse or two about you. Probably you've done something unique in your travels and adventures; perhaps you have a quirk or physical quality he found interesting. Or perhaps Black Orpheus simply decided one day that you seem *just* different enough from all the other folks out there and approached you to learn more.

However Black Orpheus decided to color you in his ballad, you're there, for good or ill. Many people, at least those on the Inner Frontier, have heard of you. They watch you; they pay attention to where you turn up and what you do and how you do it. This is a critical aspect of the *Santiago* Adventure Path, because it means little of what you do will go unnoticed for long. There will always be somebody with enough information to sell about you to keep somebody on your trail.

That is, unless you happen to be Santiago.

THE INNER FRONTIER

As the starting point for most bounty hunters and criminals looking to get away from the Democracy, the Inner Frontier has gained notoriety with all space-faring races. The planets of the Frontier are as varying as the people who inhabit them, and there's never any lack of entertainment, depending on your tastes.

Altair III A barren, red world where many suspect the only things that grow there are dust and bugs. Under the innocuous planet is a labyrinth of caves and the home of the assassin, Altair of Altair.

Bella Donna An outpost world and the third planet in the Clovis system. The planet itself is nothing extraordinary, but six-thousand miles above sits a graveyard of defunct ships called Deadly Nightshade; the home of the Sargasso Rose.

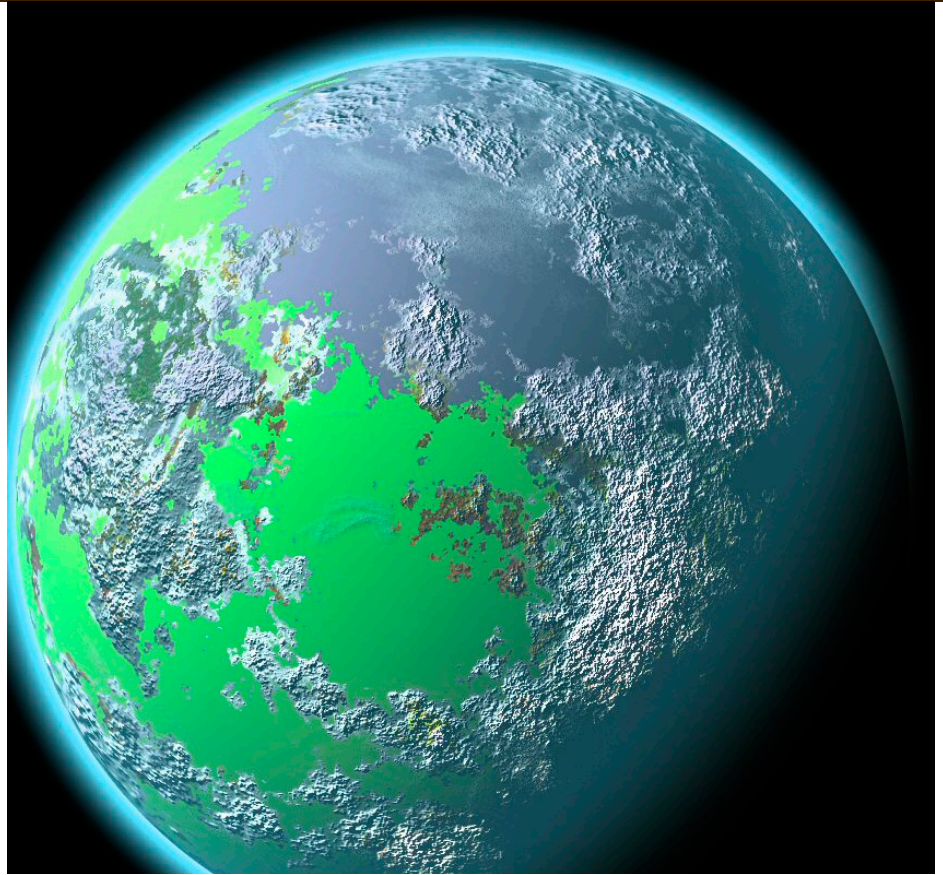
Bellum Bellum is a bland world, and its colorblind inhabitants are likewise given to droll colors and decorations. As a whole, the thumbless race is communal and believes strongly that no right-thinking individual should possess personal wealth.

Calliope Known throughout the Quinellus Cluster as a pleasure planet and, to be sure, it has more than its share of warehouses and drug dens and perverse amusements—but that is a very narrow definition of the word “pleasure,” and Calliope is, after all, not just a small section of a jaded city, but an entire planet. Other interesting sites include the Dinosaur Park, ranches, boat races, and hunting reserves.

Diamond Strike The base of operations for the Great Sioux Nation. Sitting Bull runs his band of alien thugs and thieves from a location some twenty-five miles south of Mother-Lode, the planet's sole tradertown. It is here that one could purchase contracts for anything from human contraband to human life.

Goldenrod A temperate little world, legally owned by a cartel of farming syndicates, but actually controlled by the Jolly Swagman. There is only one city, an ancient Tradertown that predates the farms and has expanded to the point where it now houses almost eight thousand inhabitants; like so many Tradertowns on the Frontier, it bears the name of the planet.

Hades Hades is populated by an alien race referred to by man as Blue Devils. The Blue Devils have resisted assimilation into the Democracy for years and as yet the Democracy has spared it the attention of its vast military power.



Keepsake An otherwise innocuous world on the inner frontier; the world of Keepsake is the home of Giles Gentry, owner of Gentry's Emporium (offering alcohol and women aplenty) in the trader town of Moritat. Given its location within the Inner Frontier, Keepsake, and in particular Moritat, has become a hub for bounty hunters resting up after a kill.

Port Étrange The seventh planet in the Bellermaine system. Originally a mining world, it has since been a glittering vacation spa, then a low-security penal colony, and finally a deserted ghost world. After Jonathan Jeremy Jacobar Stern moved in, he set up headquarters in a once luxurious hotel, and turned a small section of the human habitation into a Tradertown, while allowing the remainder to linger in a state of disrepair and decay. Despite reasonably fertile fields which sustained the native population, the citizens of the Tradertown imported all their food and drink from a pair of nearby agricultural colonies. When the men began outnumbering the women, they imported the latter, too, until Stern put a stop to it.

Roosevelt Three This disparate planet was at one time on the verge of being something, but the Democracy let it fall to ruin after moving on to other projects. Now, dilapidated buildings and ruined lives surround the towering skyscrapers of the capi-

tal city. It rains often here, as if the world weeps for its lost potential.

Safe Harbor Safe Harbor is a world with no cities and only two or three villages. Most of the people are farmers, but there is also a local chemical plant and several cattle ranches, which are otherwise rare on planets away from the original Earth.

Saint Joan Homeworld of the Swale. Near this world's equator, very close to a former human colony, there is a blackened swath of land almost ten miles long and half a mile wide, on which nothing will ever grow again. If you go to Saint Joan and ask the Swale what caused the blackened patch of ground, they will cross themselves and tell you that it is the Mark of Santiago.

Sunnybeach Sunnybeach is a desert world, with about five hundred miles of beach for every foot of seashore. The heat is oppressive, and the only variation in the weather is an occasional sandstorm. Despite this, the planet sees its fare share of tourism.

Walpurgis III A planet colonized by covens and devil-worshippers. The humans of this offbeat world can often be found in outrageous costumes that make them seem alien or even monstrous in nature. They don't take kindly to traditional human laws, as evidenced by the almost constant

bonfires and festivals common across the planet. Crimes such as kidnapping, murder, and more unspeakable acts are similarly ignored here except when they directly affect a particular sect.

THE DEMOCRACY

Humans founded the Democracy and have been working tirelessly to incorporate most useful planets and alien races into it since. With the original Earth as a starting point, humans have branched out to other inhabitable places throughout the galaxy and built several of them into conglomerate worlds from which the Democracy can run everything within its power. Eventually, the Democracy's administration outgrew Earth—it was deemed too small and out of the way, and the government was moved lock, stock, and barrel halfway across the galaxy to the giant planet Deluros VIII, where it has remained ever since.

The Democracy is the current manifestation of humanity's galaxy-spanning empire, formed from the previous Republic. We describe the Democracy period of the galaxy in this book; it will eventually become the Oligarchy, the Monarchy, and finally Anarchy, but these periods are beyond the scope of this setting.

Aristotle A relatively new colonized world, Aristotle is known as the University Planet. It is home to the Democracy's biggest and most prestigious

universities and a source of great knowledge and learning.

Caliban The location of the Department of Cartography, the "Big C" is sometimes said to be more powerful even than the Navy as it directs and plans the expansion of the Democracy.

Declan IV A frontier society that has outgrown its origins and is uncomfortably trying to fit neatly into the pattern of the worlds of the Democracy. It grew from two grubby Tradertowns into six sprawling modern cities that at first pacified and later decimated the six-legged marsupials that had once been the planet's dominant life-form. This world imports—always a decade after they're out of style—the latest fashions and entertainments from Deluros VIII, and has bribed the major retail chains to open outlets on the planet, then practically subsidized them once they arrived. It enters teams in various interplanetary sporting leagues, and is making impressive progress at polluting its atmosphere.

Deluros VIII On the huge capital world of the human race, the nerve center of the Democracy, there are eleven governmental departments and 1,306 men and women charged with the task of finding and terminating Santiago. Deluros VIII possesses an orbiting hangar and shuttle service. There are a few

billion buildings packed so close together one would think the planet was covered by a single building.

Earth The birthplace of man, Earth is too small and too far out of the mainstream of galactic commerce to remain humanity's capital world. Within a couple thousand years of the founding of the Democracy, its capital was moved to Deluros VIII. Earth still remains a major world and host to many corporate headquarters.

Pegasus A former mining world, rich in gold and fissionable materials, now a heavily populated member of the Democracy. It was named for the planet's dominant herbivore, a small horse-like animal that possesses a pair of fleshy protuberances just behind its withers. (Though these have never, in the evolutionary history of the creatures, been used for anything other than balance, they do look remarkably like vestigial wings.)

Spica II A major mining and industrial hub, vital to the Democracy, the Spica system contains naval and commercial shipyards as well as a vast manufacturing base.

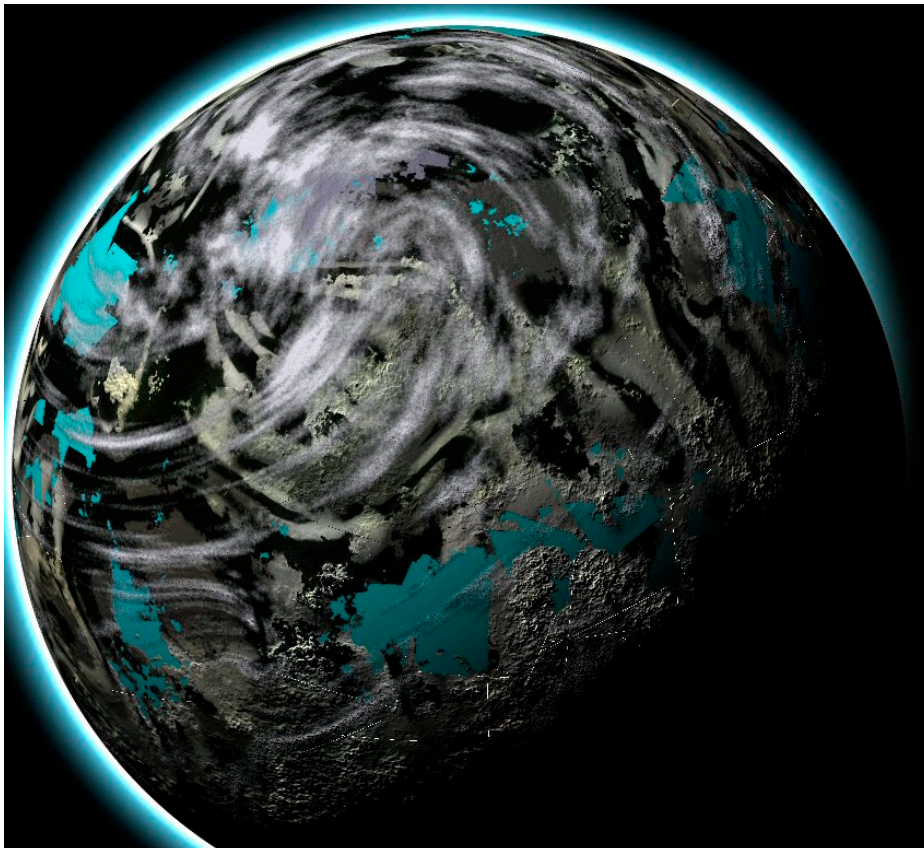
THE OUTER FRONTIER

Few travel the Outer Frontier, given its relative distance from the other inhabited areas of the galaxy. Planets here range from tame to worse than the hardest planet on the Inner Frontier. The Angel is said to have begun his work as a bounty hunter and assassin on the Outer Frontier.

Canphor VI and VII The Canphor twins have been a thorn in the side of the Democracy for the better part of ten millenia. Populated by an alien race, the Canphorites, the Democracy absorbed the Canphor twins back when it was the Republic.

Far London The fourth world of a G4 star with eleven planets, Far London's population has grown to almost three hundred thousand since it was initially colonized. Originally ruled by a hereditary monarchy, the last descendant died a few years ago and left a considerable debt. The government has since advertised for a new monarch.

Silverblue A water world, with just a handful of islands dotting the placid ocean that covers its surface. On the western shore of one island in particular during the daytime, with your back to the water, you will see a grass-covered knoll. Atop the knoll are seventeen white crosses, each bearing the name of a good man or woman who thought to colonize this gentle world. Beneath each name is the same legend, repeated seventeen times: "Killed by Santiago."





SECTION TWO: CHARACTERS OF THE FAR FUTURE

Many different types of people become bounty hunters, and these bounty hunters meet, hunt, or team up with a wide variety of people. From fiery preachers like Father William, to surgical combatants like The Angel; from seductress assassins like Altair of Altair, to desperate gamblers like Halfpenny Terwilliger, one's career on the Inner Frontier is an important decision. It affects your role in combat, your skills, your powers and abilities, and much more. Characters gain their abilities from one of the following power sources: Martial, Tech, Psionic. They also fit into one of the following roles: Defender, Striker, Controller, Leader. A well-rounded team will have each of those roles covered.

RACES

The worlds of the far future are full of unique, and often dangerous, races. There are so many different varieties of alien that to list them all would extend well beyond even the *Ballad of the Inner Frontier* written by Black Orpheus.

This *Player's Guide* offers a new, generic alien race. The alien race is customizable and can be tailored to the appearance you'd like your character to have while also gaining traits to match. When you've

completed picking your racial qualities, you should have a complete and unique character race. You can, of course, use any D&D 4E race; simply change some of the terminology to suit a far-future setting.

Humans

In a *Myths of the Far Future* campaign, humans are identical (in game terms) to D&D 4th Edition humans. Consult the D&D 4E *PLAYER'S HANDBOOK* for details about building human characters.

Aliens

There are hundreds of thousands of alien races spread across the galaxy. Many were absorbed into the Democracy long ago, but some races still remain independent—or, worse, hostile to humanity.

The number of alien variations is almost infinite—if you can imagine it, it exists somewhere in the galaxy. From Canphorites to Lodinites, from the Blue Devils of Hades to the Fireflies of Medina, there are thousands of alien races to choose from despite that many alien races are unsuitable for use as player characters.

You decide what your alien's race looks like, what it's called, how it acts, and what unusual features is

ALIEN RACIAL TRAITS

- ◆ **Average Height:** Varies
- ◆ **Average Weight:** Varies
- ◆ **Ability Scores:** Choose up to two ability scores from those defined by your Racial Qualities. You get a +2 racial bonus to each. Alternatively, you may choose a single ability score and gain a +3 racial bonus to it.
- ◆ **Default Size:** Medium
- ◆ **Default Speed:** 6 squares
- ◆ **Default Vision:** Normal
- ◆ **Racial Qualities:** As an alien, your physical makeup is vastly different from that of other aliens. Choose three racial qualities from those available below.
- ◆ **Languages:** Terran, choice of one other

possesses. You might be unique, one of a small number of members of your race, or a member of a very numerous and widespread race. It's a given that your race has developed interstellar travel and has had exposure to humans and the Democracy. Your race might even be part of the Democracy, or perhaps your race hails from a frontier world near the Rim or close to the Core, far from the Democracy's control.

Alien Racial Qualities

ADONIS

Your race is overtly beautiful or has other exceptionally attractive qualities.

Ability Score: Charisma

Benefit: You gain training in and a +2 racial bonus to Diplomacy checks.

ADRENALINE

Your race has a distinct appearance when excited that warns others away or draws them in, such as glowing veins, rippling or contracting muscles.

Ability Score: Strength, Intelligence, or Charisma

Benefit: You gain the *adrenaline rush* racial power in place of another racial power.

Adrenaline Rush

Alien Racial Power

Minor Action Encounter

Personal

Effect: Choose one of the following benefits.

- + You gain a +2 power bonus to attacks and damage until the end of your next turn.
- + You can roll your next Bluff, Diplomacy, or Intimidate check twice and choose the result.
- + You make the following attack: Melee 1 (one creature); Ability +2 vs. Reflex; You can shift up to 3 squares before or after the attack; Hit: 2d8+ Ability modifier damage. Ability +4 at 11th level and Ability +6 at 21st level.

AQUATIC

Strong swimmers with webbed feet and gills are predominate members of your race.

Ability Score: Strength

Benefit: You gain a swim speed equal to your land speed and a +2 racial bonus to Endurance checks made to hold your breath.

BIONIC

Your race believes in extreme modifications and upgrades or is robotic in nature.

Ability Score: Wisdom

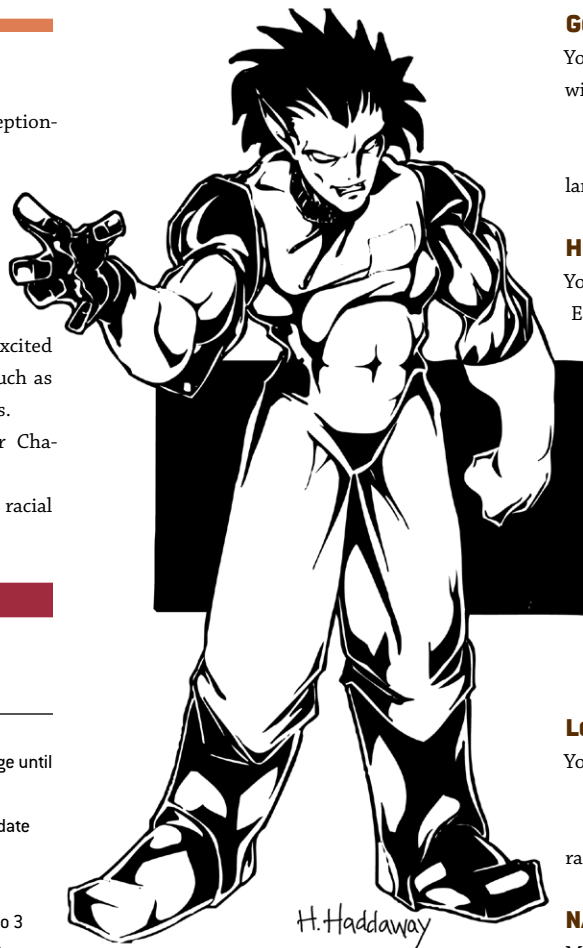
Benefit: You gain training in and a +2 racial bonus to Engineering checks. You also have the appearance of any other racial quality of your choice, but not its benefit or ability score. That quality is entirely mechanical in nature.

CHAMELEON

Your skin changes color to blend in with your background.

Ability Score: Charisma

Benefit: You gain a +2 racial bonus to Stealth checks.



GORILLA

You're bigger than big and stronger than strong, with inhumanly large muscles.

Ability Score: Strength

Benefit: You gain a climb speed equal to your land speed and a +2 racial bonus to Athletics.

HOOVES

Your race is descended from a creature similar to Earth's horse.

Ability Score: Dexterity

Benefit: Your speed becomes 7.

LARGE

You come from an unusually large race of aliens or you are exceptionally large even for your race.

Ability Score: Strength

Benefit: You deal +1 extra damage with melee weapon damage rolls, and while you are not small, you have reach 2.

LONG LIVED

Your race lives for much longer than most.

Ability Score: Wisdom

Benefit: You gain 1 extra healing surge and a +2 racial bonus to History checks.

NATURAL DEFENSE

Members of your race are harder than most others, with a unique metabolism and nervous system.

Ability Score: Dexterity, Constitution, or Wisdom

Benefit: You gain the *defense mechanism* racial power in place of another racial power.

Defense Mechanism

Alien Racial Power

Minor Action Encounter

Personal

Effect: Choose one of the following benefits.

- + You gain a +2 power bonus to all defenses until the end of your next turn.
- + Make a saving throw against one effect a save can end.
- + **Attack:** Melee 1 (one creature); Ability +2 vs. Reflex; Hit: 2d8+ Ability modifier damage and slide the target up to 3 squares. Ability +4 at 11th level and Ability +6 at 21st level.

PSYCHIC

Your race has a minor latent psionic ability.

Ability Score: Intelligence

Benefit: You gain one 1st-level at-will Scion power that you can use as an encounter power instead of another racial power.

CRYSTALLINE

Most races are carbon-based, but your biology is crystalline, making you much tougher, though you can still be shattered.

Ability Score: Constitution

Benefit: You gain Resist 2 all (except thunder).

EYESTALKS

Having your eyes on the end of stalks may look unusual, but it greatly enhances your all-round vision.

Ability Score: Wisdom

Benefit: You gain lowlight vision and a +2 racial bonus to Perception checks.

FEARSOME

You have tusks, spikes, or other dangerous looking features.

Ability Score: Charisma

Benefit: You gain a +2 racial bonus to Intimidate checks.

FUR

Your thick fur protects you against the cold.

Ability Score: Constitution

Benefit: You gain Resist Cold 5 + one-half your level.

REPTILIAN

Your scaly skin gives away your reptilian heritage.

Ability Score: Constitution

Benefit: You gain Resist fire 5 + half your level.

SCAVENGER

Your scavenging ancestors, belied by your ragged, sharp teeth, gave you a cast-iron stomach.

Ability Score: Constitution

Benefit: You gain a +5 racial bonus to saving throws against poison.

SMALL

You come from an unusually small race of aliens or you are exceptionally small even for your race.

Ability Score: Dexterity

Benefit: Your size becomes Small. You gain a +2 racial bonus to AC against opportunity attacks and a +2 racial bonus to Acrobatics checks.

RANDOM RACIAL QUALITIES

If you want to play a truly unique individual, consider rolling to randomly determine the racial qualities of your alien race. Roll 1d100, then consult the table below. You receive three racial qualities; you can roll all three or only one or two if you like.

Roll	Trait
1-5	Adonis
6-10	Adrenaline Rush
11-14	Aquatic
15-19	Bionic
20-23	Chameleon
24-27	Crystalline
28-31	Eye Stalks
32-36	Fearsome
37-41	Fur
42-45	Gorilla
46-49	Hooves
50-54	Large
55-58	Long Lived
59-63	Natural Defense
64-68	Psychic
69-73	Reptilian
74-77	Scavenger
78-82	Small
83-87	Tail
88-91	Third Arm
92-95	Two Heads
96-100	Vestigial Wings

TAIL

You have a tail which you can use to your advantage, providing you with extra balance.

Ability Score: Dexterity

Benefit: When you would normally fall prone, you can make an immediate saving throw to avoid doing so.

THIRD ARM

You have one more arm than most races, allowing you to perform more actions.

Ability Score: Dexterity

Benefit: Once per round, you can draw or stow an item as a free action.

TWO HEADS

You have a second head somewhere on your body. Its usefulness varies.

Ability Score: Intelligence

Benefit: You get a +2 racial bonus to saving throws against being dazed, dominated, or stunned. You can also choose either a +2 racial bonus to Insight or Perception checks.

LANGUAGES

In a *Myths of the Far Future* campaign, everyone should share at least one common language. In the *Santiago* Adventure Path, this language is Terran. Humans grow up knowing two tongues: that of their native world and Terran (and more often than not, the tongue of a human's native world *is* Terran). Out on the Frontier, where humans change worlds the way their brothers back on Earth and Deluros VIII change shirts, Terran is all anybody speaks; it has been carefully devised over a period of decades to be the kind of language any creature capable of speech can pick up with ease, a language that is well-nigh impossible to speak with an accent.

VESTIGIAL WINGS

Your race is descended from a flying creature. While no longer able to fly, the vestigial wings make jumping and falling easier.

Ability Score: Dexterity

Benefit: You can reduce the effective distance you fall by 10 feet. If you take no damage, you do not fall prone when you land.



CAREERS

In *Myths of the Far Future*, character classes are known as **careers**. They represent your outlook on the worlds to which you travel as well as how the natives of those worlds react and interact with you.

In this section, we present five career options—builds based on existing classes. You shouldn't need information beyond that presented herein regarding your career, unless you'd like to pull additional options for your character from your associated class. The associated classes (see the table at right) are located in the D&D 4E **PLAYER'S HANDBOOK**.

Engineer

In *Myths of the Far Future*, Engineers are master artisans able to create elaborate mechanical or chemical devices. How you go about your trade as an Engineer is entirely up to you. Your allies rely on your eye for details and the modifications you can make to their equipment to help keep everybody going.

Engineers are out to master their trade. This will lead them to adventuring with others if it means they'll learn a new formula or gain a better understanding of how things operate.

Tech Controller (Leader) A master of electronics and software, the Engineer can make a big difference to a party. Their gadgets and tactics vary wildly, and can be offensive, defensive, and many things in between.

Key Abilities Wisdom, Intelligence

Why This Is the Class for You You like playing a character who completes the task at hand through the use of gadgets and exceptional knowledge.

ENGINEER CAREER TRAITS

- ◆ **Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.
- ◆ **Bonuses to Defenses:** +1 Fortitude, +1 Will
- ◆ **Healing Surges per Day:** 7 + your Constitution modifier
- ◆ **Armor Proficiencies:** Synthetic Weave, Combat Vest, Mylar Armor, Navy Kevlar, Light and Heavy Forcefields
- ◆ **Weapon Proficiencies:** Simple melee, simple ranged
- ◆ **Trained Skills:** Engineering. From the class skills list below, choose 3 more trained skills at 1st level.
- ◆ **Class Skills:** Technology (Int), Diplomacy (Cha), Engineering (Wis), Heal (Wis), History (Int), Insight (Wis), Perception (Wis), Thievery (Dex)
- ◆ **Cleric Build:** You count as a cleric when meeting prerequisites.

Career	Source and Role (Secondary Role)	Associated Class
Engineer	Technological Controller (Leader)	Cleric
Frontiersman	Martial Defender	Ranger
Scion	Psionic Controller	Wizard
Scoundrel	Martial Striker	Rogue
Soldier	Martial Striker (Defender)	Fighter

Schussler the Cyborg is an example of an engineer with nothing to lose. His body ravaged beyond repair, he was built into a living ship and programmed to be an unwilling engineer and to keep himself alive until the debt he owes his saviors is paid.

He aches for the touch of flesh upon flesh,
 He wonders why Fate had to end his beguine,
 He longs for a woman, all virginal fresh:
 Schussler the Cyborg, unhappy machine.

Heroic Engineer

Heroic Engineers are little more than tinkers. As an engineer in the heroic tier, you may or may not have your own verse in the ballad of the galactic bard, but those with whom you associate at least know and depend upon your talent.

ENGINEER HEROIC TIER

Level	Class Features and Powers
1	Vocation, Energy Transmission, Med-Tech Kit, Technical Artisan, At-Will Powers, Daily Power, Encounter Power
2	Utility Power
3	Encounter Power
4	Two Software Programs
5	Daily Power
6	Utility Power; Improved Med-Tech Kit
7	Encounter Power
8	
9	Daily Power, Two Software Programs
10	Utility Power

LEVEL 1: VOCATION

Some things come naturally to you: The chemical compound to turn angry customers away, or to lure them into making a mistake, for example. On the other hand, you may prefer to hack software and instead focus on tinkering with equipment, be it your own, an ally's, or an enemy's.

Benefit: Choose one of the following vocations. Your choice grants you one of the features below and affects some powers specific to that vocation.

- ◆ **Chemical Engineer:** As a chemist, you deal with the composition and properties of substances and various elementary forms of matter.

Benefit: Your Med-Tech Kit includes a

highly adhesive substance that you toss out to slow down approaching enemies while you focus on healing your ally. When you use your Med-Tech Kit, one enemy in the burst is slowed until the end of your next turn.

- ◆ **Computer Engineer:** As a computer engineer, you enhance your party's equipment to perform better. This is often done during off-hours so that you're prepared for the next day. Sometimes, you're also able to hack into others' gear and deactivate it or plant dangerous viruses that prevent action.

Benefit: Your Med-Tech Kit includes a data retrieval program that allows you to study your foe while recovering. When you use your Med-Tech Kit, the target also gains combat advantage against one enemy in the burst until the end of your next turn.

- ◆ **Mechanical Engineer:** As a mechanic, you build highly specialized robots and utilize nano-technology to aid yourself and your allies in combat.

Benefit: Your Med-Tech Kit includes spring-loaded covers that you place on your target to help them stay out of trouble. When you use your Med-Tech Kit, the target also gains +2 speed and can shift 2 squares as a move action until the end of your next turn.

- ◆ **Medical Engineer:** As a medical engineer, you understand more about human and alien biology than other engineers. You use a special combination of each vocation to heal your party. With your skills, you are even able to pull the recently deceased back to the world of the living.

Benefit: Because of your knowledge of medicine and its application, you and each ally within 5 squares of you gain a +2 bonus to death saving throws. In addition, when you use your Med-Tech Kit, you or an ally in burst 5 also regains 2 hit points. The hit points regained increase to 4 at 11th level and 6 at 21st level.

LEVEL 1: ENERGY TRANSMISSION

A vital part of your basic education before becoming an engineer was to learn about energy transmission and how it applies to your vocation. You are now able to apply that knowledge well.

Benefit: You gain the *kinetic energy feedback* power and your choice of one other Energy Transmission power: *harness potential energy* or *recover wasted energy*.

Kinetic Energy Feedback

Using basic physics, you position yourself or an ally for the best possible outcome.

Engineer Feature ♦ Energy Transmission, Tech
 Minor Action Encounter

Close Burst 2

Special: You can use only one Energy Transmission power per encounter.

Target: You or one ally in the burst

Effect: The target deals +4 extra damage with its next successful attack.

Level 11: +6 extra damage.

Level 21: +8 extra damage.

Harness Potential Energy

You counter incoming matter with a sudden expenditure of power.

Engineer Feature ♦ Energy Transmission, Tech
 Minor Action Encounter

Close Burst 2

Special: You can use only one Energy Transmission power per encounter.

Effect: You or one ally in the burst gains resist 5 to all damage until the end of your next turn.

Level 11: Resist 10.

Level 21: Resist 15.

ENCOUNTER AND DAILY CAREER ATTACK POWERS

The encounter and daily powers of some careers in the *Myths of the Far Future* rules improve over time. When you improve such a power by gaining the indicated level, the power becomes that level as well.

For example, the Engineer power *proximity mine* is a Ranged attack that targets one creature as a 1st-level encounter attack and one or two creatures as a 13th level encounter attack; it's an Area attack (Burst 1 within 10 squares) as a 27th-level encounter attack.

This distinction only applies to the careers presented here, and only to encounter and daily attack powers. It also means you can have the same power at multiple levels. Using the example above, you could train *proximity mine* and use that power up to three times per encounter (or four with the Mastersmith paragon path); once as your level 27 encounter attack, once (or twice) as a 13th level encounter attack, and once as a 1st level attack. You'll still have to designate and track each use.

Recover Wasted Energy

Rest and recovery are but one way to restore energy.

Engineer Feature ♦ Energy Transmission, Tech
 Minor Action Encounter

Close Burst 2

Special: You can use only one energy transmission power per encounter.

Effect: You or one ally in the burst makes a saving throw with a +2 power bonus.

LEVEL 1: MED-TECH KIT

Regardless of your chosen vocation, you've had at least rudimentary education in medical protocol.

Benefit: You gain the *med-tech kit* power.

Med-Tech Kit

A medical pack slapped on the arm should be enough to heal most wounds.

Engineer Feature ♦ Healing, Tech
 Minor Action Encounter

Close Burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

Effect: The target can spend a healing surge and regain 1d6 extra hit points.

6th Level: 2d6 extra hit points

11th Level: 3d6 extra hit points

16th Level: 4d6 extra hit points

21st Level: 5d6 extra hit points

26th Level: 6d6 extra hit points

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

LEVEL 1: TECHNICAL ARTISAN

You work well with technology, which shows in your understanding of software. Regardless of your vocation, you've learned at least some very basic programming.

Benefit: You gain the Technical Artisan feat and a personal communicator. You also start with access to two 1st-level technical processes of your choice. At 4th level and every five levels thereafter (9th, 14th, etc), you gain free access two more technical processes of that level or lower.

LEVEL 1: AT-WILL POWERS

Your talents vary from others in your field, as defined by your choice of vocation and the powers you associate with it. You may specialize in a field of study, or decide to broaden your focus.

Benefit: You gain two of the following powers of your choice.

Blast Cap

A tiny device fits over the end of your weapon and breaks on impact, dealing significant damage.

Engineer Attack 1 ♦ Tech, Weapon
 Standard Action At-Will

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: Until the end of your next turn, you or one ally within 5 squares of you gains +2 power bonus to his or her next damage roll against the target.

Mechanical Engineer: The power bonus equals your Intelligence modifier instead.



Defensive Modification

You've tweaked your party's armor to sometimes trigger a small forcefield on impact.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action At-Will

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: You or one ally within 5 squares of you gains resist 2 to all damage until the end of your next turn.

Computer Engineer: The resistance is equal to your Intelligence modifier instead.

Nano-Recovery

Tiny nanobots under your control trigger when you give the appropriate signal.

Engineer Attack 1 ♦ Radiant, Tech, Weapon

Standard Action At-Will

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier radiant damage.

Level 21: 2[W] + Wisdom modifier radiant damage.

Effect: You or one ally within 5 squares of you can make a saving throw.

Medical Engineer: The effect's target gets a +2 bonus to the save.

Protective Admixture

You coat yourself or an ally in a solution that quickly dissipates but deflects attacks while active.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action At-Will

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: Until the end of your next turn, you or one ally within 5 squares of you gains a +2 power bonus to AC.

Chemical Engineer: The power bonus equals your Intelligence modifier instead.

A CLOSER LOOK: VIRTUE MACKENZIE

VIRTUE: "Don't be an ass, Cain. There's an easier way to do this."

CAIN: "I'm open to suggestions."

VIRTUE: "We'll shoot a couple of cc's of niathol into him and he'll tell us anything we want to know."

CAIN: "Niathol isn't something that bounty hunters tend to carry around,"

VIRTUE (*unfastening her satchel*): "Then isn't it lucky for you that I came prepared?"

Reactive Compound

You apply a chemical agent to your enemy that forces him to itch or burn and prevents him from reacting to your allies' attacks.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action At-Will

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and push the target 1 square.

Level 21: 2[W] + Wisdom modifier damage.

Effect: The next attack made against the target gets a +1 power bonus to the attack roll.

LEVEL 1: ENCOUNTER POWER

With some focus and just a few minutes of time, you can throw together a temporary invention that will serve your needs in the right situation.

Benefit: You gain one of the following powers of your choice.

System Research

Reviewing historical records of combat tactics, you come across some very useful information.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Computer Engineer: You can roll the attack twice and choose the result.

Hit: 2[W] + Wisdom modifier damage

Level 13: 4[W] + Wisdom modifier damage.

Level 27: 6[W] + Wisdom modifier damage.

Effect: The target grants combat advantage until the end of your next turn.

Luminescence

This simple coating adheres to skin and causes it to glow.

Engineer Attack 1 ♦ Radiant, Tech, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier radiant damage, and the target grants combat advantage, cannot hide, and sheds light in a burst 1 area until the end of your next turn.

Level 13: 2[W] + Wisdom modifier radiant damage

Level 27: 4[W] + Wisdom modifier radiant damage

Proximity Mine

You place a specially prepared bomb and wait for the enemy to trigger it.

Engineer Attack 1 ♦ Fire, Tech, Weapon

Standard Action Encounter

Area Burst 1 within 10 squares

Target: One creature in the burst

Level 13: One or Two creatures in the burst

Level 27: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage

Effect: A creature that enters or starts its turn in the area takes 2 fire damage and is knocked prone.

Level 13: 3 fire damage

Level 27: 5 fire damage

Mechanical Engineer: You deal additional fire damage equal to your Intelligence modifier.

Sustain Minor: The effect persists.

Unstable Alloy

What protects you from harm can be dangerous to your foe.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage. The target and each other enemy in a burst 1 centered on the target suffer damage equal to your Intelligence modifier.

Level 13: 2[W] + Wisdom modifier damage

Level 27: 4[W] + Wisdom modifier damage

Effect: You and each ally within 3 squares of you gain a +2 power bonus to AC and Fortitude until the end of your next turn.

Chemical Engineer: The power bonus equals your Intelligence modifier instead.



LEVEL 1: DAILY POWER

Careful preparation and planning goes into some inventions. As you grow in your understanding of your career, you learn how to partially complete some inventions and finish them quickly when they're needed.

Benefit: You gain one of the following powers of your choice.

Steroid Infusion

You apply a specially prepared steroid patch to yourself that allows you to react to incoming attacks with surprising speed and accuracy.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action Daily

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier damage.

Level 15: 2[W] + Wisdom modifier damage

Level 29: 4[W] + Wisdom modifier damage

Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that attacks you takes damage equal to your Intelligence modifier.

Level 15: +2 power bonus

Level 29: 20 temporary hit points and a +3 power bonus

Fire and Forget Scope

This attachment fits over a weapon and guides attacks to their destination.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action Daily

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Level 15: 3[W] + Wisdom modifier damage

Miss: Half damage.

Effect: Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Level 29: Until the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Tactics System Query

A successful query of available databases gives you enough information about your opposition to understand their tactics and prepare your allies.

Engineer Attack 1 ♦ Radiant, Tech, Weapon

Standard Action Daily

Close Burst 1 or Area Burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier radiant damage.

Level 15: 2[W] + Wisdom modifier radiant damage

Level 29: 4[W] + Wisdom modifier radiant damage

Effect: Until the end of the encounter, each ally within 2 squares of you gains a power bonus to all defenses equal to your Intelligence modifier.

LEVEL 2: UTILITY POWER

Your technological prowess is a means of protection for you and your allies. You are able to utilize your training as an engineer to modify armor or inspire courage.

Benefit: You gain one of the following powers of your choice.

Light Refraction Goggles

You've discovered a way to detect basic holograms and stealth technology.

Engineer Utility 2 ♦ Tech

Minor Action Encounter

Personal

Effect: You make a Perception check with a +5 power bonus to detect secret doors, hidden objects, and hidden creatures within 10 squares.

Offense Protocol Override

You fine-tune the targeting systems of your party's weapons.

Engineer Utility 2 ♦ Tech

Minor Action Daily

Close Burst 20

Effect: You and each ally in the burst gains a +1 power bonus to attack rolls until the end of the encounter.

Recovery Stimulant

You quickly mix several ingredients that should heal your ally.

Engineer Utility 2 ♦ Healing, Tech

Standard Action Daily

Melee Touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

Lock Decoding Unit

Plugging this into a console allows you to hack into the local system and open a way in.

Engineer Utility 2 ♦ Tech

Minor Action Encounter

Melee 1

Effect: You get a bonus to your next Thievery check this encounter equal to your Intelligence modifier.

LEVEL 3: ENCOUNTER POWER

You've mastered another trick, hack, or modification that you deploy with expert timing.

Benefit: You gain one 3rd-level or lower encounter attack power of your choice.

Electromagnetic Flux

You loose a small EMP that bowls over your foe while your companions quickly reposition.

Engineer Attack 3 ♦ Tech, Thunder, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One enemy

Attack: Wisdom vs. Reflex

Hit: 2[W] + Wisdom modifier thunder damage, and you can push the target up to 2 squares and knock it prone.

Computer Engineer: You can push the target a number of squares up to 2 + your Intelligence modifier and knock it prone.

Level 17: 4[W] + Wisdom modifier thunder damage

Effect: You slide each ally within 3 squares of you up to 2 squares.

Chemical Coagulant

You fire a cover shot at the enemy, then take or toss your ally a med-pack.

Engineer Attack 3 ♦ Healing, Tech, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Level 17: One or two creatures

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Chemical Engineer: You deal extra damage equal to your Intelligence modifier.

Effect: You or one ally within 5 squares of you can spend a healing surge.

Medical Engineer: The effect's target regains extra hit points equal to your Intelligence modifier.

Nano-Restoration

Overloading your nanobots momentarily, you force most of them to trigger in a flash of light.

Engineer Attack 3 ♦ Radiant, Tech, Weapon

Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier radiant damage.

Mechanical Engineer: You deal extra damage equal to your Intelligence modifier.

Level 17: 3[W] + Wisdom modifier radiant damage.

Effect: You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Level 17: 10 temporary hit points

LEVEL 5: DAILY POWER

Some programs take time to build up or master. Once you've done so, you're apt to use them more frequently.

Benefit: You gain one 5th-level or lower daily attack power of your choice.

Energy Sap

You apply a patch to your enemy that slows its reaction speed.

Engineer Attack 5 ♦ Tech, Weapon

Standard Action Daily

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Level 19: 3[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, all of the target's attacks provoke opportunity attacks from you and your allies.

Programmed Tactics

You've written a program that activates on your attack to let your allies quickly reposition and strike.

Engineer Attack 5 ♦ Tech, Radiant, Weapon

Standard Action Daily

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: Each of your allies can shift up to 2 squares and make a basic attack against the target as a free action.

Level 19: The attacks deal 7 extra radiant damage on a hit.

Nano-Tech Weapon Upgrade

You release nanobots onto a weapon that are preprogrammed to enhance its attacks.

Engineer Attack 5 ♦ Tech

Minor Action Daily

Melee Touch

Target: One creature

Effect: Until the end of the encounter, the target gains the following benefit when it hits with an attack.

Secondary Target: One creature hit by the primary target.

Effect: The secondary target takes 1d6 extra radiant damage and a –2 penalty to AC until the end of the primary target's next turn.

Level 19: 2d6 extra radiant damage

Mine Field Preparation Kit

You throw out a box containing several mines that spread out in a burst and arm themselves upon landing.

Engineer Attack 5 ♦ Fire, Tech, Zone

Standard Action Daily

Area Burst 2 within 10 squares

Effect: Until the end of the encounter, any creature that enters or starts its turn in the zone takes 2d10 + your Wisdom modifier fire damage and is knocked prone.

Level 19: 3d10 + your Wisdom modifier fire damage.

LEVEL 6: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 6th-level or lower utility power of your choice.

Recovery Impetus

You quickly mix several potent ingredients that should heal your ally.

Engineer Utility 6 ♦ Tech, Healing

Standard Action Daily

Melee Touch

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges.

Philosopher's Stone

This small capsule aids in rapid recovery from most ailments. Because of their complex makeup, such pills only last a handful of hours before they expire.

Engineer Utility 6 ♦ Tech

Minor Action Daily

Close Burst 5

Target: You or one ally in the burst

Effect: The target can do any or all of the following as a free action:

- ♦ Make a saving throw with a +5 power bonus against each effect that a save can end.
- ♦ Spend a healing surge to improve any disease from which the target suffers by 2 stages, instead of regaining hit points.
- ♦ Spend all remaining healing surges to remove all paralyzing effects.

Glaring Incandescence

With a burst and a puff of neon, the area begins to heat up with intense light, causing the unprepared to suffer.

Engineer Utility 6 ♦ Radiant, Tech, Zone

Minor Action Daily

Close Burst 1

Effect: You gain the following two benefits until the end of your next turn:

- ♦ You and each ally in the burst gains a +5 power bonus to Insight checks and Perception checks.
- ♦ The burst creates a zone of bright light. Enemies in the zone take 5 radiant damage whenever they attack.

Sustain Minor: The zone persists until the end of your next turn.

Scour Sand

This soil collected from a distant planet is known for its unique properties.

Engineer Utility 6 ♦ Tech

Minor Action Daily

Ranged 10

Target: One effect with the conjuration, summoning, or zone keyword.

Effect: The target is destroyed and disappears immediately.

Tracking System Upgrade

You hit your foe with a glowing beacon that draws incoming attacks right to it.

Engineer Utility 6 ♦ Tech

Minor Action Daily

Close Burst 5

Target: One enemy in the burst

Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to attacks and damage against the target.

LEVEL 7: ENCOUNTER POWER

You've mastered another trick, hack, or modification that you deploy with expert timing.

Benefit: You gain one 7th-level or lower encounter attack power of your choice.

Adherent Compound

A sticky glue bursts over your enemies and holds them in place temporarily.

Engineer Attack 7 ♦ Tech, Weapon
Standard Action Encounter

Area Burst 1 within 10 squares

Target: Each creature in the burst

Attack: Wisdom vs. Reflex

Hit: 2[W] + Wisdom modifier damage, and the target is immobilized until the end of your next turn.
Level 23: 4[W] + Wisdom modifier damage.

Camera Powder

You ignite quick burning sand and launch it at your enemy.

Engineer Attack 7 ♦ Radiant, Tech, Weapon
Standard Action Encounter

Melee or Ranged weapon

Target: One creature

Level 23: Each enemy in Close Burst 1 or Area Burst 1 within 10.

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.
Level 23: 2[W] + Wisdom modifier damage.

Micro Transporter

You toss out a small device that, when activated, blasts the surrounding area and places you next to your foe.

Engineer Attack 7 ♦ Lightning, Tech, Teleportation, Thunder, Weapon
Standard Action Encounter

Ranged 5

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier lightning and thunder damage.
Level 23: 3[W] + Wisdom modifier lightning and thunder damage.

Effect: You can teleport yourself or an ally within 5 squares of you to an unoccupied square adjacent to the target.
Level 23: You can teleport yourself and any number of allies within 5 squares of you to unoccupied squares adjacent to the target.

LEVEL 9: DAILY POWER

Some programs take time to build up or master. Once you've done so, you're apt to use them more frequently.

Benefit: You gain one 9th-level or lower daily attack power of your choice.

Combat Power Suit

With a large burst of energy, you activate a personalized suit of armor that covers over you and greatly enhances your capabilities.

Engineer Attack 9
Daily * Tech, Weapon

Standard Action

Close Burst 10

Effect: Until the end of the encounter, you gain a power bonus to damage, to Strength checks, and to Athletics checks equal to your Intelligence modifier.

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Level 25: 4[W] + Wisdom modifier damage

Niathol Serum

You completely overpower your foe's will and force it to attack its allies for a time.

Engineer Attack 9 ♦ Tech, Weapon
Standard Action Daily

Melee or Ranged weapon

Target: One enemy

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier damage.

Level 25: 4[W] + Wisdom modifier damage.

Effect: The target is dominated by you (save ends). While dominated, the target deals extra damage equal to your Intelligence modifier.

Sanguine Contaminant

Different chemical compounds in your allies' bloodstreams coningle and ignite when you strike.

Engineer Attack 9 ♦ Tech, Weapon
Standard Action Daily

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, plus 5 damage per bloodied ally within 10 squares of the target.

Miss: Half damage.

Level 25: 10 damage per bloodied ally within 10 squares of the target.

LEVEL 10: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 10th-level or lower utility power of your choice.

Advanced Nanotech Recovery System

A portable surgery station with which you can quickly operate and restore life.

Engineer Utility 10 ♦ Tech, Healing
Standard Action Daily

Melee 1

Requirement: You can only use this power at the end of a short rest.

Target: One creature that died no more than 5 minutes ago.

Effect: The target is restored to life at 1 hit point and no healing surges. The target takes a –1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

Impact Jelly

You concoct a slick substance capable of absorbing damage for a short period of time.

Engineer Utility 10 ♦ Tech
Immediate Interrupt Daily

Close Burst 5

Trigger: You or an ally in the burst takes damage.

Effect: The damage is reduced to 0. Any other effects still apply.

Portable Defensive Barrier

With the press of a button, you unfold a 20 by 40 foot wall of blast plating.

Engineer Utility 10 ♦ Conjuraton, Tech
Standard Action Daily

Area Wall 8 within 10 squares

Effect: You conjure a wall that lasts until the end of your next turn. The wall can be up to 4 squares high. You and your allies gain a +2 power bonus to AC while adjacent to or inside the wall. Enemies that enter the wall are immobilized until the start of their next turn.

Sustain Minor: The wall persists until the end of your next turn.

Critical Restoration System

You've built a system into your party's equipment that prolongs the effects of adrenaline.

Engineer Utility 10 ♦ Tech
Immediate Reaction At-Will

Close Burst 5

Trigger: You or an ally within the burst scores a critical hit with an attack.

Effect: The triggering creature regains 1 healing surge.

Paragon Engineer

The paragon tier finds you a leader in your craft. You're an expert craftsman, able to create works of art on the fly that protect you and those around you from harm.

ENGINEER PARAGON TIER

Level	Class Features and Powers
11	[Mastersmith Paragon Path] Advanced Engineering, Engineering Breakthrough, Mastersmith's Specialty
12	[Mastersmith Paragon Path] Utility Power
13	Improved Encounter Power
14	
15	Improved Daily Power
16	Utility Power, [Mastersmith Paragon Path] Med-Tech Kit Upgrade
17	Improved Encounter Power
18	
19	Improved Daily Power
20	[Mastersmith Paragon Path] Daily Power

PARAGON PATH

At 11th level, you take on the Mastersmith paragon path.

Prerequisites: Only an Engineer can take this paragon path.

LEVEL 11: ADVANCED ENGINEERING

You've mastered everything there is about the basics of your career, and now you work to pioneer more powerful inventions.

Benefit: You gain a universal translator, or T-Pack, that you can use to speak and understand any language. You can also choose one of the following options. This decision cannot be changed later.

- ◆ When you use Protective Admixture, you and one ally each gain the effect in addition to a +2 power bonus to Fortitude.
- ◆ Your Automated Attack Matrix also pushes the target up to 2 squares on a hit.
- ◆ The nanobots that provide your Nano-Recovery grant a +2 bonus to the saving throw they trigger.

LEVEL 11: ENGINEERING BREAKTHROUGH

Benefit: After you take a short or extended rest, choose one Engineer encounter attack power of 20th level or lower that you know. You can use that power twice during your next encounter. The second time you use that power during an encounter, you and one ally within 5 squares of you also regain your second wind.

LEVEL 11: MASTERSMITH'S SPECIALTY

You're a superior mechanic, programmer, or chemist.

Benefit: Choose one of the following options. You cannot change this decision later.

- ◆ **Gravity Trap**—When you spend an action point to gain an extra action, choose one enemy within 5 squares of you. That enemy falls prone.
- ◆ **System Overload**—When you spend an action point to take an extra action, the next creature you hit with a divine attack power before the end of your next turn is dazed. The condition lasts until the end of the creature's next turn.
- ◆ **Regenerative Serum**—When you spend an action point to take an extra action, you (if you are bloodied) and each bloodied ally within 5 squares of you regain hit points equal to 5 + your Wisdom modifier.

LEVEL 12: MASTERSMITH UTILITY POWER

As a mastersmith, you have access to a few tricks other Engineers may not yet grasp or understand.

Benefit: You gain one of the following utility powers of your choice.

Instant Capsule Bulwark

The contents of this small device rapidly expand when exposed to air.

Mastersmith Utility 12 ◆ Conjuraton, Tech

Standard Action Daily

Area Wall 8 within 10 squares

Effect: You conjure a wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You and your allies gain a +2 power bonus to all defenses while adjacent to or on the wall. Each square of the wall has 100 hit points and becomes difficult terrain when destroyed. At the end of the encounter, the wall crumbles and becomes difficult terrain.

Rejuvenation Pack

You power this personalized Med-Tech Kit when using lesser inventions.

Mastersmith Utility 12 ◆ Tech

Free Action At-Will

Personal

Trigger: You use a tech encounter attack power

Effect: You gain temporary hit points equal to 2 + your Intelligence modifier.

Portable Zero-G Unit

You toss this small box out before you which removes the gravity from the surrounding area and throws off the attacks of the unprepared.

Mastersmith Utility 12 ◆ Tech

Minor Action Daily

Close Blast 5

Target: You and each ally in the blast

Effect: You slide each target a number of squares up to 3 + your Wisdom modifier in any direction, even into the air. A target falls if it ends this movement in the air.

In addition, the next attack to hit the target before the end of the encounter deals half damage.

LEVEL 13: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level encounter attack power improves. See the power's description for more details.

LEVEL 15: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level daily attack power improves. See the power's description for more details.

LEVEL 16: MED-TECH KIT UPGRADE

You've upgraded your med-tech kit with better agents, more powerful programming, or new tools.

Benefit: You gain one of the following options. You cannot change this decision later.

- ◆ Whenever you activate the *med-tech kit* power, you (if you're not the target) and each ally in the burst other than the target gains resist all damage equal to your Intelligence modifier until the end of your next turn.
- ◆ Whenever you activate the *med-tech kit* power, the target gains temporary hit points equal to 5 + your Intelligence modifier.
- ◆ Whenever you activate the *med-tech kit* power, you can slide yourself or one ally in the power's burst a number of squares up to your Intelligence modifier.

LEVEL 16: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 16th-level or lower utility power of your choice.



Personal Gravity Destabilizer

You have attached a nondescript box onto your equipment that modifies the gravity around you while you continue to generate power with it.

Engineer Utility 16 ♦ Tech
 Minor Action Encounter

Personal

Effect: Until the end of your next turn, you have a fly speed of 6 [hover]

Sustain Minor: The effect persists.

Cellular Recovery

An injection of highly regenerative microbes rapidly restores energy.

Engineer Utility 16 ♦ Healing, Tech
 Minor Action Daily

Melee 1

Target: You or One ally

Effect: The target gains regeneration 5 until the end of the encounter.

Swiss Army Corrective Kit

This tiny device contains everything you could want for preventing dangerous situations.

Engineer Utility 16 ♦ Tech
 Minor Action Daily

Melee 1

Target: One ally

Effect: Until the end of the encounter, whenever the target is hit by an effect that a save can end, the target can make a saving throw against that effect.

Recovery Catalyst

You quickly mix several powerful ingredients that should heal your ally.

Engineer Utility 16 ♦ Tech, Healing
 Standard Action Daily

Melee Touch

Target: You or one creature

Effect: The target regains hit points as if it had spent three healing surges.

Armor Overdrive Operative

You've reprogrammed the defense systems of your armor and can now push them past their expected capabilities.

Engineer Utility 16 ♦ Tech
 Standard Action Daily

Close Burst 3

Targets: You and each ally in the burst

Effect: All targets gain both a +2 power bonus to AC and resist 5 to all damage until the end of the encounter.

LEVEL 17: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 3rd-level encounter attack power improves. See the power's description for more details.

LEVEL 19: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 5th-level daily attack power improves. See the power's description for more details.

LEVEL 20: MASTERSMITH DAILY POWER

You have completed one of your greatest inventions as a mastersmith.

Benefit: You gain one of the following powers of your choice.

Complete System Stasis

You spray a fast-acting agent onto the enemy that immediately begins to shut down its bodily functions.

Mastersmith Attack 20 ♦ Tech
 Standard Action Daily

Ranged 5

Target: One bloodied creature

Effect: The target is immobilized [save ends].

First Failed Saving Throw: The target is immobilized and dazed [save ends both].

Second Failed Saving Throw: The target is petrified [save ends].

Lightning Conductors

You activate and maintain a cage of energy that surrounds you and can fire on distant enemies.

Mastersmith Attack 20 ♦ Lightning, Tech
 Standard Action Daily

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to attack rolls and damage rolls. As a minor action on your turn, you can make the following attack.

Area Burst 1 within 10 squares

Effect: Each enemy in the burst takes 10 lightning damage.

Computer System Malfunction

You overload your enemies' equipment, sending sparks flying while your companions guard their eyes.

Mastersmith Attack 20 ♦ Radiant, Tech, Weapon
 Standard Action Daily

Area Burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier radiant damage, and the target is blinded [save ends].

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

Epic Engineer

Your talent is top notch. Few can best you at your own game, and your understanding of the workings of gadgets and of people knows no bounds.

ENGINEER EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Utility Power
23	Improved Encounter Power
24	
25	Improved Daily Power
26	
27	Improved Encounter Power
28	
29	Improved Daily Power
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to include several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK and D&D 4E PLAYER'S HANDBOOK 2 for more details regarding epic destinies.

LEVEL 22: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 22nd-level or lower utility power of your choice.

Fountain of Youth

This specially crafted med-tech kit was nicknamed for its rejuvenating properties.

Engineer Utility 22 ♦ Healing, Tech

Standard Action Daily

Melee Touch

Effect: You or one ally you touch regains all of his or her hit points.

Panacea

You give your party a universal cure that can fight off any ailment.

Engineer Utility 22 ♦ Tech

Minor Action Daily

Close Burst 5

Effect: You and each ally in the burst ends all effects that a save can end.

LEVEL 23: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 7th-level encounter attack power improves. See the power's description for more details.

LEVEL 25: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 9th-level daily attack power improves. See the power's description for more details.

LEVEL 27: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level encounter attack power improves. See the power's description for more details.

LEVEL 29: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level daily attack power improves. See the power's description for more details.

Frontiersman

Frontiersmen scour their regions in search of their targets, whether as bounty hunters or just exceptional marksmen out for bigger and more prestigious game. More than any other career, and whether he tries to build it or not, a frontiersman's reputation eventually outgrows him and takes on a life of its own.

Rangers of all kinds exist on the worlds of *Santiago*. Most are satisfied with continuing a long tradition that started on Old Earth and hunt rare game on planets in the outer frontier. Some work with the Democracy to aid the progress of man on less civilized worlds. Then there are those who take up the calling to hunt more than just unintelligent animals on obscure worlds. These rangers hunt a more intelligent and deadly prey; these rangers hunt men.

Regardless of what the ranger hunts, he has the option of taking up the mantle of a frontiersman. As a frontiersman, the ranger builds his reputation with the Democracy, the Inner Frontier, or the Outer Frontier. Eventually, the frontiersman may become so well respected in his native region that others have heard of him and may even request his aid; for good pay, of course.

Martial Defender Frontiersman are rugged, capable individuals, at home in a seedy tavern or run-down spaceport, moving from planet to planet. Adept with pistols and rifles, the Frontiersman is the career of choice for many bounty hunters.

Key Abilities Dexterity, Wisdom

Why This Is the Class for You You like playing a character who fights well at range and is able to protect himself along with others.

The Songbird, Sebastian Nightingale Cain, is an example of a Frontiersman who has built a reputation, with reluctant thanks to Black Orpheus, on the Inner Frontier and, to a lesser extent, within the Democracy. He has contacts in both regions and can hunt almost wherever he likes, which includes tracking a man to Praetep Four under the nose of another well known Frontiersman, Giles Sans Pitié.

The Songbird stalks, the Songbird kills,

The Songbird works to pay his bills.

So, friend, beware the Songbird's glance:

If you're his prey, you'll have no chance.

Heroic Frontiersman

A Frontiersman in the heroic tier has only just made a name for himself, or likely received a christening from the galactic bard, Black Orpheus. As you

CLASS TRAITS

- ♦ **Hit Points:** You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.
- ♦ **Bonuses to Defenses:** +1 to Fortitude, +1 to Reflex
- ♦ **Healing Surges per Day:** 9 + your Constitution modifier
- ♦ **Armor Proficiencies:** Synthetic Weave, Combat Vest, Mylar Armor
- ♦ **Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged
- ♦ **Trained Skills:** Engineering or Nature, plus four more from the list of class skills
- ♦ **Class Skills:** Acrobatics [Dex], Athletics [Str], Engineering [Wis], Endurance [Con], Heal [Wis], Insight [Wis], Nature [Wis], Perception [Wis], Stealth [Dex]
- ♦ **Ranger Build:** You count as a Ranger when meeting prerequisites.

progress through this tier, you set the stage for your eventual recognition and fame or infamy.

FRONTIERSMAN HEROIC TIER

Level	Class Features and Powers
1	Aura of Defense, Dangerous Reputation, Back It Up, Defender's Style, Protecting Shot, Weapon Talent, Tactical Maneuvers
2	Utility Power
3	Extra Back It Up
4	Tactical Maneuver
5	Draw Them Away, Weapon Mastery
6	Utility Power
7	Aura of Defense, Extra Back It Up
8	Tactical Maneuver
9	Close Combat Shot
10	Utility Power

LEVEL 1: AURA OF DEFENSE

As a defender, your role is to protect your party from harm. You watch out for them and warn of incoming attacks in time for your allies to react.

Benefit: You gain the Aura of Defense Power.

Aura of Defense

By watching the surrounding area, you keep allies out of harm's way while remaining focused on the enemy.

Frontiersman Utility ♦ Aura

Minor Action At-Will

Personal

Effect: You activate an Aura 2 that lasts until you end it as a minor action or until you fall unconscious. While an ally is in the aura, unmarked enemies take a –2 penalty to attack the ally unless you are also a target of the attack.
Level 7: The aura becomes Aura 3.
Level 17: The aura becomes Aura 5.

LEVEL 1: DANGEROUS REPUTATION

Your reputation as a frontiersman precedes you, whether because you're just better than most, or because you happen to be a wanted man. This gives others an inclination to attack you over your allies in combat.

Benefit: When you attack a creature, you can mark that creature until the end of your next turn as a free action. While the creature is marked, within line of sight, and within range of your weapon, you can make opportunity attacks against the creature as if you were adjacent to it when it triggers the action.

Level 11: You can mark the creature you attack and up to one other creature within range of your weapon.

Level 21: You can mark the creature you attack and up to two other creatures within range of your weapon.

LEVEL 1: BACK IT UP

You may or may not enjoy your reputation as a frontiersman, but you still manage to live up to it.

Benefit: Choose the Democracy, the Inner Frontier, or the Outer Frontier. You get a +2 power bonus to Diplomacy and Intimidate checks within that region's worlds of influence. You also gain the *back it up* power.

Level 11: Your heroic bonus becomes +3 and you can choose another region to gain a +2 power bonus in.

Level 21: Your heroic bonus becomes +5, your paragon bonus becomes +3, and you gain a +2 power bonus in the last region.

Back It Up

In keeping with your reputation, your enemies have come to find reason for worry when your hand goes for your weapon.

Frontiersman Attack ♦ Martial, Weapon

Free Action Encounter

Personal

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes damage equal to 2 + your Wisdom modifier. If the triggering attack hits, the target is also dazed until the end of your next turn.

Level 7: 4 + Wisdom modifier damage.

Level 17: 7 + Wisdom modifier damage.

Level 27: 10 + Wisdom modifier damage.

LEVEL 1: DEFENDER'S STYLE

While their abilities work equally well with melee or ranged weapons, Frontiersmen gain the most by being ranged combatants. Giles Sans Pitié is the rare exception, as he prefers to use his metal fist over his pistol. The spinning wheel of a man, as Black Or-

pheus puts it, prefers a challenge, and so only falls back to using his gun when he must. As a Frontiersman, your choice of ranged weapon defines the style with which you defend others.

Benefit: You gain one of the following features.

♦ **Gunslinger:** You focus your training on the use of pistols and other one-handed ranged weapons. Such weapons afford you better control and accuracy. You gain the Pistol Expertise Feat.

♦ **Hunter:** Two-handed rifles are more powerful and, for you at least, they present more of a threat to your enemies. You gain the Rifle Expertise Feat.

LEVEL 1: PROTECTING SHOT

More than a killer, you are a defender of the innocent. That role defines many of your actions, but especially those you take in combat.

Benefit: You gain the *protecting shot* power.

Protecting Shot

To you, the defense of innocents is paramount. You will always rise to such occasion.

Frontiersman Attack ♦ Martial, Weapon

Immediate Interrupt At-Will

Close Burst within weapon range

Trigger: A creature marked by you makes an attack that doesn't include you as a target.

Target: The triggering creature

Effect: 3 + Dexterity modifier damage

Level 11: 6 + Dexterity Modifier

Level 21: 9 + Dexterity Modifier

LEVEL 1: WEAPON TALENT

Your training with weapons grants you superior accuracy.

Benefit: You gain a +1 bonus to the attack rolls of weapon attacks.

LEVEL 1: TACTICAL MANEUVERS

How you maintain yourself outside of combat is important. It makes a difference for how others react to you and how best you can react to them. Your Tactical Maneuvers are a large part of what keeps you alive when lesser men would fall. After all, there are only good bounty hunters and dead bounty hunters.

Benefit: You gain two of the following powers of your choice.

♦ **Alien Empathy**—The many worlds to which you travel are full of strange and exotic races; many of which almost nobody can understand. You have devoted your time, and in some cases money, to learning how to work with such beings.

Benefit: You gain a +2 bonus to Bluff,



Diplomacy, and Intimidate checks against aliens. You can communicate simple concepts and commands to such creatures, though they are under no compulsion to obey you. A successful Insight Check allows you to at least understand an alien's basic gestures and attempts to communicate with you.

♦ **Expert Tracker**—You are an expert at finding patterns in the movements of your prey. You may seek out a money trail, track stolen property or follow a stream of dead bodies that are tied to the one for whom you search. Even Santiago can't hide forever.

Benefit: During a short rest, you can make a Perception, Streetwise, or Tech check to look up information on an individual you are tracking (vs. the target's Bluff or Tech check or a DC set by the DM). Your search can be as detailed as the last known whereabouts of the individual. If your check succeeds, you determine the most common information gathered within the last 24 hours or older. You can also find out if the individual has left the location under the same identity and whether or not they have indicated to where they were headed. Locating this information may cost you.

♦ **One Eye Open**—You have learned not to rely on an alarm or security to wake you up when so many others can probably sneak by or kill them before going after you.

Benefit: When taking an extended rest, you and your allies do not suffer a -5 penalty to Perception checks for sleeping.

♦ **Special Ops**—You worked for a branch of military or as a revolutionary for a time and know how to not only keep yourself hidden, but how to also hide those with you.

Benefit: Allies within 10 squares of you gain a +2 bonus to Stealth checks when you make a Stealth check in the same round.

♦ **Zero Gravity Guide**—With most humans so used to the gravity of their ecodomes, you have an advantage born from work in zero gravity situations. You extend your knowledge of zero-g travel to your companions.

Benefit: Allies who watch you climb get a +2 bonus to their own Athletics checks on the same climb for one encounter or up to 5 minutes.

LEVEL 2: UTILITY POWER

Your skills, like your combat talents, are of great importance to you. They may not seem immediately helpful in a combat situation, but depending on your past, they may say a lot about who you are on or off the field of battle.

Benefit: You gain one of the following powers of your choice.

Agile Frontiersman Nimble on your feet, you can outpace and tumble past enemies with little effort on your part.

Agile Frontiersman

You maneuver yourself into a position where you're able to keep up with enemies or get away quickly as the situation dictates.

Frontiersman Utility 2 ♦ Martial
 Minor Action Encounter

Personal

Prerequisite: Trained in Acrobatics

Effect: Until the end of your next turn, you get a +2 power bonus to your speed. When you shift, you can shift 1 extra square.

Sustain Minor: The effect persists.

Combat Captain You are not just a lone gunman, out hunting dangerous criminals throughout the galaxy. You are also a vital member of a group of individuals who rely on you to get them out of harm's way time and again.

Combat Captain

As an experienced leader, you recognize an immediate threat to your allies and call for them to get to safety.

Frontiersman Utility 2 ♦ Martial
 Move Action Encounter

Close Burst 2

Prerequisite: Trained in Diplomacy

Effect: Each ally in the burst can shift up to 1 square as a free action.

False Bravado Faced with impossible odds, you have learned to take everything in stride. Even as you become wounded or grow tired, you still have some measure of reserves with which to continue on.

False Bravado

Even when the chips are down, you can stand up straight and look your foe in the eye.

Frontiersman Utility 2 ♦ Martial
 Minor Action Encounter

Close Burst 2

Prerequisite: Trained in Bluff

Effect: You spend a healing surge, but regain no hit points.

Instead, you gain 10 temporary hit points.

Level 12: 25 temporary hit points.

Level 22: 40 temporary hit points.

Fearsome Scowl The right demeanor is all it takes to rile your enemies into a frenzy so they forget your allies and focus their assault on you instead.

Fearsome Scowl

One look from you convinces your enemies that you are the predominate threat to them.

Frontiersman Utility 2 ♦ Martial
 Minor Action Encounter

Close Burst 2

Prerequisite: Trained in Intimidate

Effect: Each enemy in the burst takes a –5 penalty to attack creatures other than you until the end of your next turn.

LEVEL 3: EXTRA BACK IT UP

When facing down a gang of criminals, you have prepared yourself to stand by your reputation and use it as an advantage against them.

Benefit: You gain one additional use of your *back it up* power during each encounter.

LEVEL 4: TACTICAL MANEUVER

As your reputation grows, so too does your experience as a frontiersman. In your travels, you have expanded your knowledge of useful talents.

Benefit: You gain one additional Tactical Maneuver, as outlined above.

LEVEL 5: DRAW THEM AWAY

Being able to single out an opponent helps you and your allies to wear down your enemies more efficiently.

Benefit: When you hit a creature with a basic attack, you can slide that creature a number of squares up to your Wisdom modifier.

LEVEL 5: WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: You gain a +1 bonus to the damage rolls of weapon attacks.

LEVEL 6: UTILITY POWER

Your training continues, even as you trek from world to world in search of criminals. Recently, you're beginning to tailor this training toward either stopping the enemy before they can do more harm or reacting to them in defense of your allies.

Benefit: You gain one of the following powers of your choice.

On the Hunt You have studied great hunters throughout the cosmos and tailored their trades to your own.

On the Hunt

You follow your enemy's movement with rapt attention.

When the time is right, you take your shot.

Frontiersman Utility 6 ♦ Stance
 Minor Action At-Will

Personal

Effect: Until the stance ends, you gain the following benefits.

- ♦ You ignore long range penalties when attacking with a ranged weapon.
- ♦ You gain a +2 power bonus to damage rolls against creatures you have marked.
- ♦ You gain a +2 power bonus to Perception.

Protective Dedication Your ability to keep yourself alive adds to your reputation and the ire of your enemies.

Protective Dedication

You've become well known for your survivability.

Frontiersman Utility 6 ♦ Stance
 Minor Action At-Will

Personal

Effect: Until the stance ends, you gain the following benefits.

- ♦ You can use your second wind as a minor action.
- ♦ You gain a +2 power bonus to all defenses while bloodied.
- ♦ You gain a +2 power bonus to Diplomacy.

A CLOSER LOOK: GILES SANS PITIE

GENTRY (*pointing toward Giles Sans Pitie's steel fist*):

"You shoot 'em, or did you use that?"

GILES: "Yes."

GENTRY: "Yes what?"

GILES (*holding up his metal hand*): "Yes, I shot them or I used this."

LEVEL 7: AURA OF DEFENSE

Your influence in battle extends beyond your immediate vicinity and enemies are less likely to attack nearby allies while you still stand.

Benefit: Your *aura of defense* becomes an Aura 3.

LEVEL 7: EXTRA BACK IT UP

When facing down a gang of criminals, you have prepared yourself to stand by your reputation and use it as an advantage against them.

Benefit: You gain one additional use of your *back it up* power during each encounter.

LEVEL 8: TACTICAL MANEUVER

As your reputation grows, so too does your experience as a frontiersman. In your travels, you have expanded your knowledge of useful talents.

Benefit: You gain one additional tactical maneuver, as outlined above.

LEVEL 9: CLOSE COMBAT SHOT

There are times when you can't avoid getting into a tight situation with your mark. In such cases, you've learned how to shoot before you get attacked.

Benefit: You no longer draw opportunity attacks when using ranged or area attacks.

LEVEL 10: UTILITY POWER

At the height of your heroic career, you garner more respect from your allies, who with your careful leadership or fierce loyalty have survived alongside you to this point.

Benefit: You gain one of the following powers of your choice.

Careful Leadership A round of encouragement from you is enough to keep a man up and fighting, even if the going gets rough.

Careful Leadership

Taking a deep breath, you build up your own or your ally's morale with a few carefully chosen words.

Frontiersman Utility 10 ♦ Martial, Healing

Minor Action Daily

Close Burst 5

Effect: You or one ally in the burst can spend a healing surge.

Fierce Loyalty Although your allegiance may change when a better payout becomes available, you display unflinching loyalty in the meantime.

Fierce Loyalty

Your dedication to your cause encourages others to fight harder.

Frontiersman Utility 10 ♦ Martial

Minor Action Daily

Close Burst 5

Effect: You and each ally in the burst gain a +2 bonus to damage rolls until the end of the encounter.

Paragon Frontiersman

You have brought many villains to justice, but the worlds of your calling need you now more than ever. Through dedication to your cause, your reputation continues to expound upon itself.

FRONTIERSMAN PARAGON TIER

Level	Class Features and Powers
11	[Gunslinger Paragon Path] Live the Reputation, Gunslinger's Action, Tricky Shot
12	[Gunslinger Paragon Path] Make a Name for Yourself
13	Extra Back It Up
14	
15	Paragon Weapon Mastery
16	Utility Power, [Gunslinger Paragon Path] Trouble at High Noon
17	Aura of Defense, Extra Back It Up
18	
19	Redoubt
20	[Gunslinger Paragon Path] The Fastest Draw in the Galaxy

PARAGON PATH: GUNSLINGER

At 11th level, you take on the Gunslinger paragon path. Gunslingers are the men and women who've mastered the use of ranged weapons in such a way as to make others believe they're well beyond your average frontiersman. In some ways, they are. Sometimes with years of experience, gunslingers have dedicated more than just a career to being a frontiersman; they've dedicated their life.

On Deluros VIII, The Rim, or any of the countless worlds out there, none are more feared than the gunslinger. Whether that title is worn by a bandit or a marshal, the fact remains: If one comes into town, you don't want to be in their way.

Prerequisites: Only a Frontiersman can take this paragon path.

LEVEL 11: LIVE THE REPUTATION

Gunslinger Paragon Path Feature

You know how to react to the subtle shift that tells you the enemy is ready to fight.

Benefit: You gain Quick Draw as a bonus feat. If you already have it, you gain another feat of your choice.

LEVEL 11: GUNSLINGER'S ACTION

Gunslinger Paragon Path Feature

You're an accurate shooter, and even when it seems you've missed, you haven't.

Benefit: When you spend an action point to make a ranged attack, roll the first attack twice and keep either result.

LEVEL 11: TRICKY SHOT

Gunslinger Paragon Path Feature

At a distance, you are still a better shot than most. Up close, you can be truly deadly.

Benefit: You gain the *tricky shot* power.

Tricky Shot

Gunslingers could shoot the hat off a fly if they could wear one.

Gunslinger Attack 11 ♦ Martial, Weapon

Standard Action Encounter

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Special: If you're within 10 squares of the target, you get a +1 bonus to the attack. If you're within 5 squares, you get a +2.

Hit: 2[W] + Dexterity modifier damage. If you're within 10 squares of the target, you get a +2 bonus to the damage, and if you're within 5 squares of the target, you get a +4 bonus instead.

LEVEL 12: ANNOUNCE YOURSELF

Gunslinger Paragon Path Feature

You've earned your reputation through hard work and dedication. This helps when you need to get the attention of your adversaries quickly.

Benefit: You gain the *announce yourself* power.

Announce Yourself

I heard you were looking for trouble. Well, here I am.

Gunslinger Utility 12 ♦ Fear

No Action Daily

Close Burst 5 (10 at 22nd level)

Trigger: You roll initiative

Effect: Each enemy in the burst is marked by you (save ends).

LEVEL 13: EXTRA BACK IT UP

When facing down a gang of criminals, you have prepared yourself to stand by your reputation and use it as an advantage against them.

Benefit: You gain one additional use of your *back it up* power during each encounter.

LEVEL 15: PARAGON WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: Your bonus to damage rolls from weapon mastery increases to +2.

LEVEL 16: TROUBLE AT HIGH NOON

Gunslinger Paragon Path Feature

No matter how you go about your business you're bound to intimidate somebody. You've learned how to pass along subtle threats well in casual conversation.

Benefit: You gain a +2 bonus to Intimidate checks, and you can treat Intimidate as Diplomacy during skill challenges.

LEVEL 16: UTILITY POWER

As a paragon among frontiersmen, you have developed your senses so that you don't have to rely on technology in order to react to unusual situations.

Benefit: You gain one of the following powers of your choice.

Uncanny Recollection You focus on an aspect of reality that helps you to keep your head when dealing with some aliens and psions.

Uncanny Recollection

By training your mind, you can defend yourself against mental onslaught.

Frontiersman Utility 16

Free Action Encounter

Personal

Trigger: You fail to save against an effect that dazes, dominates, or stuns.

Effect: Roll the save again with a +2 bonus.

Against the Stream When others try to move your around against your will, you stand ready to duck, weave, and dodge out of the way.

Against the Stream

Instead of allowing yourself to be pushed around, you dictate to where you go.

Frontiersman Utility 16

Immediate Interrupt Encounter

Personal

Trigger: You are pushed, pulled, or slid

Effect: You ignore the forced movement and shift up to 3 squares instead.

LEVEL 17: AURA OF DEFENSE

Your influence in battle extends beyond your nearby allies and enemies would do well not to attack anything but you while you still stand.

Benefit: Your Aura of Defense enlarges, becoming an Aura 5.

LEVEL 17: EXTRA BACK IT UP

When facing down a gang of criminals, you have prepared yourself to stand by your reputation and use it as an advantage against them.

Benefit: You gain one additional use of your *back it up* power during each encounter.

LEVEL 19: REDOUBT

As a direct result of your reputation, enemies find it difficult to react to you as they would others. They may think they shot you, when really their bullet flew wide or high.

Benefit: When wearing Synthetic Weave, a Combat Vest, or Mylar armor, you gain a +3 bonus to AC.

LEVEL 20: THE FASTEST GUN IN THE GALAXY

Gunslinger Paragon Path Feature

Quick as a snake, like a bolt of lightning you can put a hole through a man's head before he can draw a knife across his victim's throat.

Benefit: You gain the *fastest gun in the galaxy* power.

The Fastest Draw in the Galaxy

You've gained a reputation for outshooting your adversaries every time.

Gunslinger Attack 20 ♦ Weapon, Stance

Minor Action Daily

Personal

Requirement: You must be wielding a ranged weapon.

Effect: Until the stance ends, you can make the following attack.

Immediate Interrupt At-Will

Ranged weapon

Trigger: An enemy within range attacks you

Target: The triggering enemy

Attack: Ability vs. Reflex

Hit: 5[W] + Dexterity modifier damage

Epic Frontiersman

You have brought many villains to justice, but the worlds of your calling need you now more than ever. Through dedication to your cause, your reputation continues to expound upon itself.

FRONTIERSMAN EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Utility Power
23	Perfect Distinction
24	
25	Epic Weapon Mastery
26	
27	Epic Recoup
28	
29	Epic Precision
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to include several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK and D&D 4E PLAYER'S HANDBOOK 2 for more details regarding epic destinies.

LEVEL 22: UTILITY POWER

As an epic Frontiersman, you have developed a few tricks that others may find impossible to duplicate.

Benefit: You gain one of the following powers of your choice.

Keep Pace

No matter where your enemy may think they can go, you're always there.

Frontiersman Utility 22 ♦ Martial

Minor Action Daily

Personal

Effect: Until the end of the encounter, when a creature marked by you moves, you can also move up to your speed as an immediate reaction.

Blend into the Crowd

You have become the quintessential hunter, able to catch even the most wary by surprise.

Frontiersman Utility 22 ♦ Martial

Minor Action Daily

Personal

Effect: Use this power when you roll initiative. You are invisible and deal 3d8 extra damage with your first attack during this encounter. This effect lasts until the end of your first turn, or until you attack a creature.

LEVEL 23: PERFECT DISTINCTION

Being able to recognize a target is very helpful, especially when that target may have significantly altered their appearance from the last known holograph.

Benefit: When you roll a Perception check, you can roll twice and take either result.

LEVEL 25: EPIC WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: Your bonus to damage rolls from weapon mastery increases to +3.

LEVEL 27: EPIC RECOUP

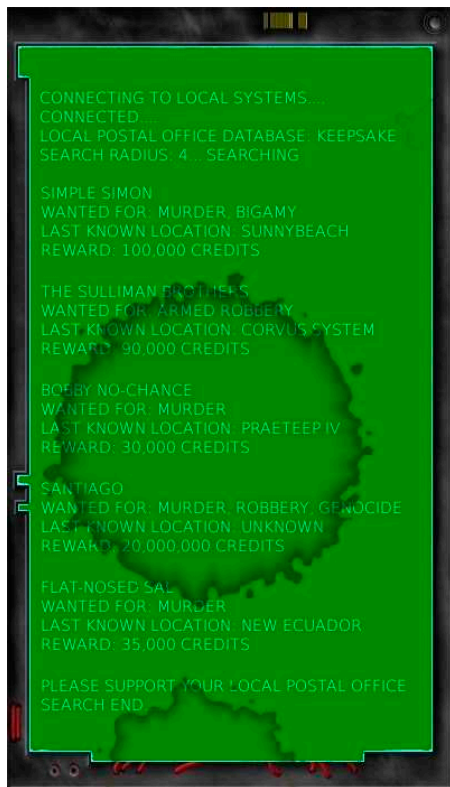
You regain your senses quickly after being hurt.

Benefit: You can use your Second Wind as a free action when you become bloodied.

LEVEL 29: EPIC PRECISION

You have proven yourself as one of the greatest frontiersmen there is.

Benefit: Increase both the normal and long range of your ranged weapon attacks by 10.



Scion

Scions control the thoughts and feelings of others, making them experience fiery passion, cold indifference, vertigo, or spine tingling fear. They can force the body to react as if from electrocution or make their enemy see things that aren't really there.

Even while employed by another, Scions tend to work on their own terms and in their own ways. They follow their instincts and work hard to make everything go their way, even when doing so may sometimes prove very dangerous.

Key Abilities Intelligence, Charisma, Constitution, Wisdom

Psionic Controller Not many can truthfully say they have met a Scion. Masters of the mind, Scions use their mental powers to devastating effect.

Why This Is the Class for You You enjoy being unique in a galaxy of unique individuals. Your gift comes to you either naturally or through specialized training. You may relish your talents and mind altering tricks, or you may rue your inability to always control yourself around others.

Scions in *Myths of the Far Future* often become specialized killers, hired assassins, or military agents working for the Democracy. On Deluros VIII, for example, known Scions are monitored closely to ensure the safety of the general public. Those who work for the government are given some freedom from this.

The seductive assassin Altair of Altair is a Scion.

Come if you dare, come but beware,

Come to the lair of Altair of Altair.

Offer a prayer for the men foul and fair,

Trapped in the snare of Altair of Altair.

CLASS TRAITS

- ◆ **Hit Points:** You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.
- ◆ **Bonuses to Defenses:** +2 Will
- ◆ **Healing Surges per Day:** 6 + your Constitution modifier
- ◆ **Armor Proficiencies:** Synthetic Weave
- ◆ **Weapon Proficiencies:** Simple melee, simple ranged
- ◆ **Implements:** Crystal Focus, Alien Device, Probe
- ◆ **Trained Skills:** Insight. From the class skills list below, choose 4 more trained skills at 1st level.
- ◆ **Class Skills:** Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Technology (Int), Perception (Wis), Religion (Wis), Streetwise (Cha)
- ◆ **Wizard Build:** You count as a Wizard when meeting prerequisites.

Heroic Scion

Heroic Scions are talented but uncontrolled. They learn the core of their abilities and begin to understand themselves on a basic level.

SCION HEROIC TIER

Level	Class Features and Powers
1	Gifted, Mind Blast, Power Surge, At-Will Powers, Daily Powers
2	Utility Power
3	At-Will Power, Extra Power Surge
4	
5	Daily Power
6	Utility Power
7	Extra Power Surge
8	
9	The True Power of a Scion
10	Utility Power

LEVEL 1: GIFTED

Choose a Specialized Gift from the choices below. You gain the benefit associated with that gift. In addition, some Scion powers gain additional benefit from your choice.

- ◆ **Extra Sensory Perception (ESP):** Oracle, Prophet, Soothsayer. Many races have many different names for you. Your ability to see events in the past, present, and future gives you untold knowledge and understanding of the situations in which you find yourself. When you target only one creature with a Scion attack, you gain a +1 bonus to that attack roll. The bonus increases to +2 at 11th level and +3 at 21st level. You also gain a +1 bonus to untrained Skill checks.
- ◆ **Pyrokinesis:** You have a knack for manipulating heat in many things. You can expunge it, increase it, or even ignite it from seemingly thin air. Similarly, you can control the temperature of creatures, causing fatigue, pain, or combustion. Your attacks ignore fire resistance and you gain a bonus to damage rolls with Scion attacks equal to your Constitution modifier. You also gain the following minor talent.

Illuminate

Like a red hot sword, you can create light through heat.

The light persists until you direct it elsewhere.

Scion Talent ◆ Psionic

Minor Action At-Will

Ranged 5

Target: One object or unoccupied square

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

- ◆ **Telekinesis:** Your abilities allow you to move objects and creatures with the power of your mind. As you grow stronger, you may learn to move mountains or throw off the gravity of planets. Increase the distance you push, pull, or slide creatures with your Scion powers by up to your Wisdom modifier. You also gain the following minor talent.

Minor Telekinesis

With an almost unnoticeable gesture, you relocate an object from one place to another.

Scion Talent ◆ Psionic

Minor Action At-Will

Ranged 5

Target: One object weighing no more than 20 lbs. held by you or unattended within range.

Effect: You can draw or stow the target, pick it up, drop or manipulate it. You can also take the following actions until the end of your next turn.

Move Action: Move the target up to 5 squares within range.

Standard Action: Hurl the object at one creature within range, destroying the object if it's fragile, and dealing 1d6 + Intelligence modifier damage on a hit. The damage can be modified by various means such as lighting the object on fire or filling it with acid. At level 21, you can deal 2d6 + Intelligence modifier damage instead.

- ◆ **Telepathy:** Subtle suggestions, probing, and mind altering visual effects are your keys to power. As a telepath, you learn to augment others' realities on dangerous levels. When you hit a target with a Scion power, the target takes a penalty to the next attack roll it makes against you before the end of your next turn equal to your Charisma modifier. You can also speak telepathically with creatures up to 10 squares away from you. You must still share a language with those creatures.

LEVEL 1: MIND BLAST

Your talents are potent, and you can assault others with relative ease when you need to.

Benefit: You gain the *mind blast* power.

Mind Blast

With a burst of psychic power, you can bombard your target and cause them great pain.

Scion Attack ◆ Implement, Psionic

Standard Action At-Will

Ranged 10

Target: One enemy

Effect: The target takes damage equal to 2 + your Intelligence modifier.

Special: You can use this power as a basic attack. Add the enhancement bonus from an implement you wield to the damage dealt by this attack.

LEVEL 1: POWER SURGE

People gravitate toward you because of your personality, your talents, or your sources. This makes you valuable enough that your word is taken more seriously than others, even if it probably shouldn't be.

Benefit: You gain the *power surge* power.

Power Surge

You call upon the reserves of your power and tap them to enhance your mental abilities.

Scion Utility ◆ Psionic

Free Action Encounter (Special)

Personal

Special: Use this power when you use a power with the Power Surge keyword. When you would gain an encounter attack power, you can choose to gain another use of this power per encounter instead.

Effect: The power gains the listed Power Surge effect.

LEVEL 1: AT-WILL POWERS

The basics of any figure such as yourself are easy enough to grasp. You just need the right motivation to do so.

Benefit: You gain two of the following powers of your choice.

Prophecy

You grant your allies a precise understanding of your enemy's weaknesses.

Scion Attack 1 ◆ Power Surge, Psionic

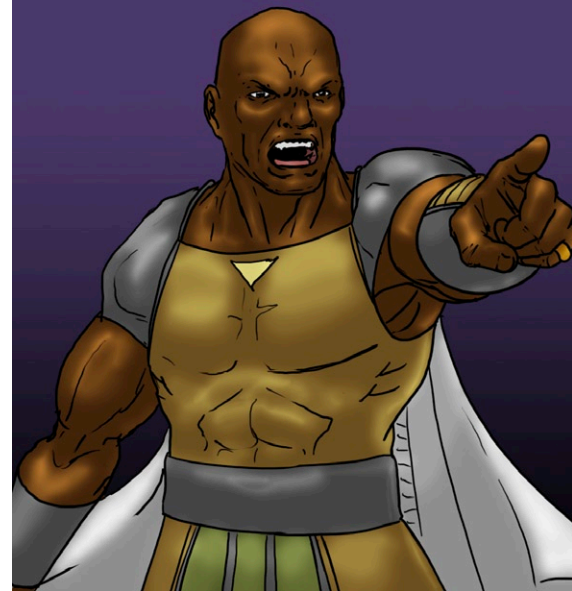
Standard Action At-Will

Ranged 5

Target: One enemy

Effect: The target grants combat advantage until the end of your next turn.

Power Surge: Your allies gain a power bonus to damage rolls against the target equal to your Intelligence modifier until the end of your next turn. The next ally who misses the target before the end of your next turn can reroll the attack.



Twisting Tune

Your mind reaches deep into that of your target to twist its allegiances.

Scion Attack 1 ◆ Charm, Implement, Power Surge, Psionic

Standard Action At-Will

Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to its speed or the target makes a basic attack against a creature of your choice as a free action. The attack deals extra damage equal to your Intelligence modifier.

Power Surge: On a hit, the target suffers both effects and is dazed until the end of your next turn.

Makeshift Flamethrower

You channel your gift into a single point at the end of a gun, stick, or other object and let forth a stream of flame.

Scion Attack 1 ◆ Fire, Implement, Power Surge, Psionic

Standard Action At-Will

Close Blast 5

Target: One creature in the blast

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Power Surge: 2d6 + Intelligence modifier fire damage.

The attack targets each creature in the blast and deals half damage on a miss.

Halting Momentum

You push your foes back, holding them from moving against you.

Scion Attack 1 ♦ Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: The target is dazed and unable to charge until the end of your next turn.

Power Surge: The attack targets each creature in area burst 1 within 10 squares and if you miss, the target is still unable to charge until the end of your next turn.

LEVEL 1: SCION DAILY POWERS

You gain one of the following powers of your choice.

Mind Tremors

You whisper incessantly within your enemy's head, distracting it.

Scion Attack 1 ♦ Psionic, Implement, Psychic, Telepathy
 Standard Action Daily

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target is dazed (save ends).

Miss: Half damage, and the target grants combat advantage (save ends).

Telepathy: The target also takes ongoing 10 psychic damage (save ends both).

Overheat

You cause the ambient temperature of an area to heat up to dangerous levels.

Scion Attack 1 ♦ Psionic, Fire, Implement, Zone
 Standard Action Daily

Area Burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier fire damage.

Miss: Half damage.

Pyrokinesis: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

A CLOSER LOOK: ALTAIR OF ALTAIR

ALTAIR: "How will you kill me? A bullet to the head? That is your trademark, isn't it?"

CAIN: "I don't have a trademark."

ALTAIR: "All good killers have trademarks."

CAIN: "And what is your trademark?"

ALTAIR *(speaking softly)*: "You shall see."

Pin Down

You force your enemies to the ground and hold them there momentarily.

Scion Attack 1 ♦ Psionic, Implement
 Daily

Standard Action

Area Burst 1 within 10 squares

Target: Each enemy in the burst

Telekinesis: Until the end of the encounter, you can use the below attack at-will against a single creature as a standard action.

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier psychic damage, and the target falls prone. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target falls prone.

Remembering the Past

As you dredge up your enemies' past and force them to face down their regrets, you also remind allies of better times.

Scion Attack 1 ♦ Healing, Implement, Psionic
 Standard Action Daily

Close Burst 3

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target is weakened until the end of its next turn.

ESP: You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever an ally within 5 squares of you regains hit points, it regains 5 additional hit points.

LEVEL 2: UTILITY POWER

You are able to utilize your training as a Scion to issue commands and inspire courage.

Benefit: You gain one of the following powers of your choice.

Clean Slate

You wipe away the thoughts of your enemy.

Scion Utility 2 ♦ Psionic
 Minor Action Daily

Ranged 2

Requirements: You must not be in combat.

Target: One creature whose level does not exceed your own.

Telepathy: The target's level can exceed yours by an amount up to one-half your Charisma modifier.

Effect: The target forgets everything that happened in the past 5 minutes and for the next 1 minute.

Inner Fire

You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.

Scion Utility 2 ♦ Fire, Psionic
 Minor Action Encounter

Personal

Effect: You gain resist 10 cold and resist 10 fire until the end of your next turn. Whenever a creature makes a melee attack roll against you while this effect continues, it takes 2d6 + your Intelligence modifier fire damage. No creature can take this damage more than once per turn.
Pyrokinesis: You can sustain the effect with a minor action.

Glimpse the Future

You convulse with a vision of what is to come. The foreknowledge bolsters your allies, but you are drained from the endeavor.

Scion Utility 2 ♦ Healing, Psionic
 Standard Action Daily

Close Burst 5

Target: Each bloodied ally in the burst

Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

ESP: You can use this power once per encounter.

Telekinetic Field

You stir up the particles in the area surrounding you to protect you from harm.

Scion Utility 2 ♦ Psionic

Immediate Interrupt Encounter

Personal

Trigger: You are hit by an attack.

Effect: You gain a +2 power bonus to AC and Reflex until the end of your next turn.

Telekinesis: The bonus equals 2 + your Wisdom modifier instead.

LEVEL 3: EXTRA POWER SURGE

Your mind expands and you can more freely use your power.

Benefit: You gain another use of your power surge power.

LEVEL 3: AT-WILL POWER

You pick up another talent or unlock another recess within your mind.

Benefit: You gain one of the following powers of your choice.

Draw Away the Heat

You suck away all heat around your enemy, slowing them down and making it difficult to do more than shiver.

Scion Attack 3 ♦ Cold, Implement, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier cold damage and the target can't shift until the end of its next turn.

Power Surge: As above, but 2d8 + Intelligence modifier cold damage and the target is also slowed until the end of its next turn.

Psychic Feedback

Your rapid cascade of thoughts is too much for some to handle.

Scion Attack 3 ♦ Implement, Psionic, Psychic

Standard Action At-Will

Close Blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage.

Power Surge: 2d8 + Intelligence modifier psychic damage. Until the end of your next turn, you have partial concealment and when an enemy hits you with an attack, it takes 5 psychic damage.

Timely Prediction

By directing your allies' attacks, you can trip up your enemies.

Scion Attack 3 ♦ Implement, Psionic

Standard Action At-Will

Close Blast 5

Target: One enemy in the blast

Attack: Wisdom vs. Fortitude

Hit: The target takes a –2 penalty to all defenses until the end of your next turn. When any ally hits the target before the end of your next turn, the target is knocked prone.

Power Surge: You can instead target each enemy in the blast and each ally in the blast can choose either to gain 5 temporary hit points or to make a saving throw.

Torrent of Motion

You force an enemy to whip around dangerously.

Scion Attack 3 ♦ Implement, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage and one creature within 3 squares of the target takes damage equal to your Intelligence modifier.

Power Surge: 2d8 + Intelligence modifier damage, and each enemy within 3 squares of the target takes damage equal to your Intelligence modifier.

LEVEL 5: DAILY POWER

Choose one of the following powers.

Dangerous Backlash

Enemies who approach you quickly find themselves in trouble.

Scion Attack 5 ♦ Psionic, Implement, Thunder

Immediate Interrupt Daily

Melee 2

Trigger: An enemy moves to within 2 squares of you.

Target: The triggering enemy

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier, and the target is dazed until the end of your next turn.

Telekinesis: 2d6 + Intelligence modifier damage, and you push the target 5 squares, and the target is dazed and deafened until the end of your next turn.

Miss: Half damage

Telekinesis: Half damage, and you push the target 5 squares, and the target is deafened until the end of your next turn.

Locate Vulnerability

Every creature has some weakness you can exploit.

Scion Attack 5 ♦ Implement, Psionic

Standard Action Daily

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier damage

Miss: Half damage.

Effect: None

ESP: The target gains vulnerable 5 to all damage (save ends).

Sulfurous Burst

Igniting the oxygen surrounding your foes, you leave only lethal gases behind.

Scion Attack 5 ♦ Psionic, Poison

Standard Action Daily

Area Burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage and until the end of your next turn, creatures that enter the area or start their turns there take 1d10 + Intelligence modifier poison damage.

Miss: Half damage.

Pyrokinesis: Until the end of your next turn, creatures that enter the area or start their turns there take 1d10 + Intelligence modifier poison damage.

Sustain Minor: The effect persists.

LEVEL 6: UTILITY POWER

You are able to utilize your training as a Scion to issue commands and inspire courage.

Benefit: Choose one of the following powers.

Condensation

The water in the air vaporizes at your beck and call, making it difficult to see.

Scion Utility 6 ♦ Conjuraton, Psionic

Standard Action Daily

Area 8 squares within 10

Effect: You conjure a heavy fog that lasts until the end of your next turn. The fog can fill up to 8 squares, each adjacent to another, and rise up to 4 squares high. The squares become heavily obscured, blocking line of sight.

Pyrokinesis: You can sustain the effect with a minor action on your turn.

Defy Gravity

You can lift yourself into the air with only minor difficulty.

Scion Utility 6 ♦ Psionic

Move Action Daily

Personal

Effect: Until the end of your next turn, you take a –2 penalty to AC and Reflex, but can lift yourself up to 4 squares and hover there. If you are adjacent to a wall or similar surface, you can move yourself up to 2 squares from where you hover as a move action. When the effect ends, you land safely on the ground.

Telekinesis: For up to 5 minutes, you can sustain the power with a move action on your turn.

Distracting Chatter

Every time an enemy looks to where you don't want them, you give them a mental nudge that draws their attention elsewhere.

Scion Utility 6 ♦ Psionic

Standard Action Daily

Close Burst 5

Target: You or one creature in the burst

Effect: The target is invisible until it makes an attack or the end of your next turn.

Telepathy: If the target is within 5 squares of you, you can sustain the invisibility until the end of your next turn as a standard action.

Unstoppable

By keeping your senses extended into the immediate future, you can avoid potential hazards.

Scion Utility 6 ♦ Psionic

Minor Action Encounter

Personal or Ranged 10

Target: You or one ally

Effect: Until the end of your next turn, the target cannot be slowed, immobilized, or restrained.

ESP: You can spend a minor action on your turn to regain this power.

LEVEL 7: EXTRA POWER SURGE

Your mind expands, and you can more freely use your power.

Benefit: You gain another use of your *power surge* power.

LEVEL 9: THE TRUE POWER OF A SCION

You know all too well that others fear what you are. Your kind is rare, and to have the power you do is a frightening thought to most.

Benefit: You gain the following power.

The Power of a Scion

By fire, force, or fear, you turn your enemies into no more than panicked children.

Scion Attack 9 ♦ Fear, Implement, Psionic

Standard Action Daily

Area Burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: The target is immobilized (save ends).

First Failed Saving Throw: The target is helpless (save ends).

Aftereffect: The target is slowed (save ends).

Miss: The target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

LEVEL 10 UTILITY POWER

You are able to utilize your training as a Scion to issue commands and inspire courage.

Benefit: You gain one of the following powers of your choice.

Cauterize

Quickly, you burn a wound closed before it can do more harm.

Scion Utility 10 ♦ Psionic

Minor Action Encounter

Melee 1

Target: You or One creature

Effect: The target can choose to spend a healing surge or make a saving throw.

Solipsism

You center yourself on the belief that only you exist and nothing more.

Scion Utility 10 ♦ Psionic

Minor Action Encounter

Personal

Effect: Until the end of your next turn, creatures cannot gain combat advantage against you and attacks that hit you deal half damage.

Paragon Scion

Already considered a paragon by many, you build on your talents and expand your mind to become more.

SCION PARAGON TIER

Level	Class Features and Powers
11	[True Scion Paragon Path] Exceptionally Gifted, Improved Mind Blast, At-Will Power Swap, Extra Power Surge
12	[True Scion Paragon Path] Psionic Mastery
13	At-Will Power Swap
14	
15	Daily Power
16	Utility Power, [True Scion Paragon Path] Mind over Matter
17	At-Will Power Swap
18	
19	Daily Power
20	[True Scion Paragon Path] Empathic Vigor

PARAGON PATH: TRUE SCION

At 11th level, you take the True Scion paragon path. Something within you clicks and you gain a masterful control of your talents that is hard to parallel.

Prerequisites: Only a Scion can take this paragon path.

LEVEL 11: EXCEPTIONALLY GIFTED

True Scion Paragon Path Feature

You gain enhanced understanding of your own abilities. You gain the following benefit associated with your Gifted class feature.

- ♦ **Extra Sensory Perception:** It becomes increasingly hard to catch you by surprise. You and your allies within 10 squares who can hear you gain a +2 power bonus to Initiative. You can act during a Surprise round even if you failed your Perception or Insight check.
- ♦ **Telekinesis:** You learn how to maneuver yourself more accurately, allowing you to travel as free as a bird. You gain a fly speed equal to 3 + your Wisdom modifier. At the end of each round, you fall if you are still flying.
- ♦ **Pyrokinesis:** You gain a deeper understanding of how heat affects all things, and use that newfound insight to guard yourself. You gain resistance to fire and thunder equal to 5 + your Constitution modifier.
- ♦ **Telepathy:** You can freely enter others' minds now. You're able to communicate directly and react through emotion and thought. The range of your Telepathy is increased by your Charisma modifier and you gain a +1 bonus to AC, Fortitude, Reflex, and Will.

LEVEL 11: IMPROVED MIND BLAST

Benefit: You gain the *improved mind blast* power.

Improved Mind Blast

With a burst of psychic power, you can bombard your target and cause them great pain.

Scion Attack ♦ Implement, Power Surge, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Power Surge: You can target one creature or two creatures adjacent to each other.

Power Surge [Level 23]: You can target one creature, or two or three creatures that are adjacent to at least one other target.

Effect: The target takes damage equal to 5 + your Intelligence modifier.

Special: You can use this power as a basic attack. Add the enhancement bonus from an implement you wield to the damage dealt by this attack.

LEVEL 11: AT-WILL POWER SWAP

As your understanding of your powers grows, you find easier ways to achieve some goals while also toying with new and more dangerous talents.

Benefit: You can trade one of your At-Will Scion attack powers for one of the following.

Forceful Tackle

From a distance, you shove your enemy over.

Scion Attack 11 ♦ Implement, Force, Power Surge, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier force damage, and you knock the target prone.

Power Surge: 2d10 + Intelligence modifier force damage and, hit or miss, you push the target up to 3 squares and knock it prone.

Lightning Strike

Electricity and heat exist in harmony. To control one is to understand the other.

Scion Attack 11 ♦ Implement, Lightning, Power Surge,

Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Power Surge: You can target up to 3 creatures in range.

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Power Surge: You deal half damage on a miss.

Mind Control

You wrestle your enemy for control of his mind, forcing him to lash out violently.

Scion Attack 11 ♦ Charm, Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

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

Power Surge: Slide the target up to 3 squares. Until the end of your next turn, when an enemy starts its turn within 3 squares of the target, the target makes a basic attack against that enemy as a free action. The target gains a power bonus to the attack roll and the damage roll equal to your implement's enhancement bonus.

Zeal

You speak to your opponent of their coming failure, drawing off their lowered morale to build up an ally's confidence.

Scion Attack 11 ♦ Healing, Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage.

Power Surge: The first time any ally hits the target before the end of your next turn, that ally can spend a healing surge.

LEVEL 11: EXTRA POWER SURGE

True Scion Paragon Path Feature

Your mind expands and you can more freely use your power.

Benefit: You gain another use of your power surge power.

LEVEL 12: PSIONIC MASTERY

True Scion Paragon Path Feature

The power of your mind knows no bounds. Limitless, you defeat your foes with greater ease.

Benefit: When you use *power surge* to improve an attack power, you can score a critical hit with that attack on a natural 19 or 20.

LEVEL 13: AT-WILL POWER SWAP

As your understanding of your powers grows, you find easier ways to achieve some goals while also toying with new and more dangerous talents.

Benefit: You can trade one of your at-will Scion attack powers for one of the following.

Chill Flame

You alternate the temperature in the area between such extremes that your foes suffer dearly.

Scion Attack 13 ♦ Cold, Fire, Implement, Power Surge, Psionic
 Standard Action At-Will

Area Burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold and fire damage.

Power Surge: This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 10 + your Constitution modifier cold and fire damage. You can dismiss the effect as a minor action.

Energy Shell

A field of violent movement surrounds you and shoves enemies away.

Scion Attack 13 ♦ Implement, Power Surge, Psionic
 Standard Action At-Will

Close Burst 3

Attack: Intelligence vs. Reflex

Target: One enemy in the burst

Power Surge: You can target each enemy in the burst instead.

Hit: 2d4 + Intelligence modifier damage, and you push the target to a space outside the burst.

Mesmerize

With a mental command, you force your enemy to stand still.

Scion Attack 13 ♦ Charm, Implement, Power Surge, Psionic, Psychic
 Standard Action At-Will

Ranged 10

Target: One creature

Power Surge: You can target up to 3 creatures, and if you target only one creature with this power, you gain a +4 power bonus to the attack roll.

Attack: Intelligence vs. Will, one attack per target

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

Twist Fate

You begin to understand that destiny is not set in stone even as you direct an ally's aim.

Scion Attack 13 ♦ Implement, Power Surge, Psionic
 Standard Action At-Will

Close Burst 3

Target: One enemy in the burst

Effect: The next attack made against the target before the end of your next turn deals 1d8 extra damage whether it hits or misses, even if the attack normally deals no damage on a miss. The extra damage cannot benefit from bonuses to damage rolls.

Power Surge: 3d8 extra damage.

LEVEL 15: DAILY POWER

Choose one of the following powers.

Shrouded in Flame

You become a creature of pure flame, harming those who come too close.

Scion Attack 15 ♦ Fire, Implement, Reliable, Psionic
 Standard Action Daily

Close Burst 3

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage.

Pyrokinesis: Until the end of the encounter, each creature that starts its turn within 3 squares of you takes fire damage equal to 5 + your Constitution modifier. You can end this effect as a free action.

Unbridled Passion

In a fit of emotion, you lash out at foes, while recovering some of your own mental fortitude.

Scion Attack 15 ♦ Healing, Implement, Psionic
 Immediate Interrupt Daily

Close Burst 2

Trigger: You become bloodied or brought to 0 or fewer hit points

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier damage.

Miss: Half damage.

Telepathy: You can spend a healing surge and regain 1d6 extra hit points for each enemy bloodied or reduced to 0 hit points by this attack.

Wrathful Retort

You turn your enemy's attacks against him.

Scion Attack 15 ♦ Implement, Psionic
 Immediate Interrupt Daily

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

Close Burst 5

Target: The triggering enemy within the burst

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier damage.

Miss: Half damage.

Effect: None.

Telekinesis: The ally who was hit gains resistance to all damage equal to your Wisdom modifier until the end of your next turn.

Sustain Minor: The effect persists.

Precognition

You've seen this battle in your visions. Enemies find it hard to stand against your advanced knowledge.

Scion Attack 15 ♦ Implement, Psionic

Standard Action Daily

Close Burst 3

ESP: Until the end of the encounter, any vulnerability you cause your enemies is increased by your Wisdom modifier.

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target gains vulnerable 5 to all damage until the end of the encounter.

LEVEL 16 MIND OVER MATTER

True Scion Paragon Path Feature

Whether through a fiery outlook or absolute control over yourself, you are tougher than most.

Benefit: You gain two additional healing surges.

LEVEL 16 UTILITY POWER

You are able to utilize your training as a Scion to issue commands and inspire courage.

Benefit: You gain one of the following powers of your choice.

Heat Waves

You radiate heat, obscuring vision in your direction. Enemies have trouble finding you even as you pass by them.

Scion Utility 16 ♦ Psionic

Minor Action Encounter

Personal

Effect: You become insubstantial and gain phasing until the end of your next turn.

Heightened Awareness

Power guides you to defend yourself, guarding you even from attacks you can't see coming.

Scion Utility 16 ♦ Psionic

Free Action Encounter

Personal

Effect: Until the end of your next turn, you do not grant combat advantage to any of your enemies.

Telepathy or ESP: You can sustain this effect with a minor action on your turn.

Sheer Off

Incoming projectiles and other attacks mean little to you.

Scion Utility 16 ♦ Psionic

Immediate Interrupt Encounter

Personal

Trigger: An attack damages you.

Effect: You only take half that damage.

Telekinesis: You take no damage.

LEVEL 17: AT-WILL POWER SWAP

As your understanding of your powers grows, you find easier ways to achieve some goals while also toying with new and more dangerous talents.

Benefit: You can trade one of your at-will Scion attack powers for one of the following.

Awakening

You gain a deeper understanding of battle that improves on your allies' performance.

Scion Attack 17 ♦ Implement, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Wisdom modifier damage.

Power Surge: You and each ally within 5 squares of you gain 10 temporary hit points and can make a saving throw.

Flame Siphon

You draw moisture from your opponents, causing painful cracking of skin and parched cries of pain.

Scion Attack 17 ♦ Implement, Fire, Power Surge, Psionic

Standard Action At-Will

Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage.

Power Surge: Each enemy within 5 squares of the target takes fire damage equal to your Constitution modifier.

Special: You can use this as a basic attack.

Hypnotism

With a simple suggestion, you force your enemy to contemplate their situation rather than strike.

Scion Attack 17 ♦ Implement, Psychic, Power Surge,

Psionic

Standard Action At-Will

Close Burst 5

Target: One creature in the burst

Attack: Intelligence vs. Will

Hit: Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

Power Surge: Intelligence modifier + Charisma modifier psychic damage, and the target is stunned until the end of your next turn.

Total Physical Control

With a gesture here and there, you casually relocate several of your foes.

Scion Attack 17 ♦ Implement, Power Surge, Psionic

Standard Action At-Will

Close Burst 5

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier damage, and slide the target 2 squares.

Power Surge: You can slide the target a number of squares up to 2 + your Wisdom modifier. You can also slide each of your allies in the burst up to 2 squares.

LEVEL 19: DAILY POWER

Choose one of the following powers.

Mind Tap

You transfer your consciousness to the target for a time, battling within his mind.

Scion Attack 19 ♦ Implement, Psionic

Standard Daily

Ranged 10

Target: One creature

Effect: The target is dazed (save ends). While it remains dazed, you are also dazed.

Telepathy: You and the target are stunned instead.



Puppet Master

You extend your control out over several enemies, forcing their muscles to act under your will and not their own.

Scion Attack 19 ♦ Charm, Psychic, Psionic

Standard Action Daily

Area Burst 2 within 20 squares

Target: Each enemy in the burst

Effect: You slide each target up to 3 squares, and then each target makes a melee basic attack against a creature of your choice as a free action.

Telekinesis: If the target's attack misses, the target of this power takes 15 psychic damage.

Vaporize

You concentrate flame into a thin, superheated line of plasma that flies at the target, burning it away to nothingness.

Scion Attack 19 ♦ Fire, Implement, Psionic

Standard Action Daily

Ranged 10

Target: One creature or object

Attack: Intelligence vs. Reflex. You automatically hit an unattended object with this power.

Hit: 4d10 + Intelligence modifier fire damage

Pyrokinesis: The target takes ongoing 10 fire damage (save ends). When it saves, it takes ongoing 5 damage (save ends) as an aftereffect.

Miss: 2d10 + Intelligence modifier fire damage

Pyrokinesis: The target takes ongoing 10 fire damage (save ends). When it saves, it takes ongoing 5 damage (save ends) as an aftereffect.

Prescience

You focus on one enemy, reading it and preempting its every move.

Scion Attack 19 ♦ Implement, Psionic

Standard Action Daily

Close Blast 5

Target: One enemy in the blast

ESP: You can target each enemy in the blast instead.

Attack: Intelligence vs. Will

Hit: The target's attacks deal no damage (save ends).

Miss: The target's attacks deal no damage until the end of your next turn.

LEVEL 20: EMPATHIC VIGOR

True Scion Paragon Path Feature

Like a living battery, when your energy gets low you kick your mind into overdrive, allowing you to function at optimal power for a brief period of time.

Benefit: You gain the *empathic vigor* power.

Empathic Vigor

In a fit of emotion, you lash out at foes, while recovering some of your own mental fortitude.

Scion Attack 20 ♦ Implement, Reliable, Psionic

Standard Action Daily

Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier damage, and you regain one use of *power surge*.

Epic Scion

The Cosmos hold vast secrets that you have learned to tap. True power over your mind expands into reality and affects others.

SCION EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Utility Power
23	At-Will Power Swap
24	
25	Psionic Mastery
26	
27	At-Will Power Swap
28	
29	Psionic Apotheosis
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to involve several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK and D&D 4E PLAYER'S HANDBOOK 2 for more details regarding epic destinies.

LEVEL 22: UTILITY POWER

You are able to utilize your training as a Scion to issue commands and inspire courage.

Benefit: You gain one of the following powers of your choice.

Branded

You can use the mark you've left on your enemy as a conduit for your talents.

Scion Utility 22 ♦ Psionic

Free Action Daily

Close Burst 10

Targets: One creature you've hit with an attack this turn.

Effect: Until the end of the encounter, you can make Scion attacks from the target's square. Determine all effects, such as line of sight, as if you occupy that square.

Pyrokinesis: When you do, the target takes fire damage equal to your Constitution modifier first.

Eidetic Memory

You can recall just about any useful talent when the need is there.

Scion Utility 22 ♦ Psionic

Minor Action Daily

Personal

Effect: You regain the use of one of your expended Scion utility powers of level 16 or lower.

Telepathy: Using this power is a free action instead.

Telekinetic Sphere

You exert your will upon the allies around you. As one, you are all lifted into the air.

Scion Utility 22 ♦ Psionic

Standard Action Daily

Close Burst 5

Targets: You and each ally in the burst

Effect: Each target gains a fly speed of 8 until the end of your next turn. When the fly speed ends, each target floats to the ground without taking falling damage.

Telekinesis: You can sustain the effect as a minor action until the end of your next turn.

LEVEL 23: AT-WILL POWER SWAP

As your understanding of your powers grows, you find easier ways to achieve some goals while also toying with new and more dangerous talents.

Benefit: You can trade one of your At-Will Scion attack powers for one of the following.

Crushing Insecurity

You turn an enemy's missed attack into a morale-destroying failure.

Scion Attack 23 ♦ Implement, Power Surge, Psionic

Immediate Reaction At-Will

Ranged 20

Trigger: An enemy misses you with an attack

Target: The triggering enemy

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage.

Power Surge: 4d8 + Intelligence modifier damage and the target is stunned until the end of your next turn.

Energy Gale

You create a vortex of energy around several enemies, keeping them in place momentarily.

Scion Attack 23 ♦ Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 20

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Power Surge: As above, but 3d6 + Intelligence modifier damage and you can reroll any missed attack with this power.

Fervor

Confident of your success, you guide the hand of your ally.

Scion Attack 23 ♦ Healing, Psionic
 Standard Action At-Will

Ranged 10

Effect: One ally within range makes the following attack if it has a ranged weapon.

Target: One creature

Attack: Ability modifier vs. Reflex; the ally chooses which ability modifier to use.

Hit: 2[W] + Ability modifier + your Intelligence modifier damage.

Power Surge: Increase the damage to 3[W] and you and that ally can each spend a healing surge.

Heat Exhaustion

You cause your opponent to become fatigued.

Scion Attack 23 ♦ Implement, Psionic
 Standard Action At-Will

Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier damage, and the target is weakened until the end of your next turn.

Power Surge: 3d6 + Intelligence modifier damage and the target is dazed and weakened until the end of your next turn. If you miss you deal half damage and the target is weakened until the end of your next turn.

LEVEL 25: PSIONIC MASTERY

When you use a Scion attack power, you also gain one of the following benefits depending on your Gifted class feature.

- ♦ **Extra Sensory Perception:** If you miss with the attack and there is no effect on a miss, one ally within 10 squares of you gets a +3 bonus to their next attack made before the end of your next turn.
- ♦ **Pyrokinesis:** You gain Resist Fire 15 until the end of your next turn.
- ♦ **Telekinesis:** You can shift up to 2 squares as a free action.

- ♦ **Telepathy:** Creatures you hit with the attack take a –2 penalty to attacks until the end of your next turn.

LEVEL 27: AT-WILL POWER SWAP

As your understanding of your powers grows, you find easier ways to achieve some goals while also toying with new and more dangerous talents.

Benefit: You can trade one of your At-Will Scion attack powers for one of the following.

Defenestration

You pick up your foe and hurl them like a ragdoll into another enemy.

Scion Attack 27 ♦ Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 20

Target: One enemy

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier damage and the target is knocked prone.

Power Surge: Hit or miss, slide the target a number of squares up to your Wisdom modifier. If the creature ends this move adjacent to another of your enemies, the creature makes a basic attack against that enemy as a free action.

Domination

You completely take over your opponent's mind temporarily.

Scion Attack 27 ♦ Charm, Implement, Power Surge, Psionic
 Standard Action At-Will

Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target makes a basic attack against a creature of your choice.

Power Surge: The target is dominated until the end of your next turn instead. While dominated, the target gains a bonus to its attack rolls and damage rolls equal to your Charisma modifier.

Incineration

You sear flesh from bone, causing excruciating pain in the process.

Scion Attack 27 ♦ Fire, Implement, Necrotic, Power Surge, Psionic
 Standard Action At-Will

Close Blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire and necrotic damage.

Power Surge: 4d6 + Intelligence modifier fire and necrotic damage and if you miss, you deal half damage.

Revelation

A flash of inspiration hits you. Shouting so that others can hear, you draw the undivided attention of your enemies as an ally gains a brief respite.

Scion Attack 27 ♦ Healing, Implement, Power Surge, Psionic
 Standard Action At-Will

Close Burst 1

Target: Each enemy in the burst

Attack: Intelligence vs. Will

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

Power Surge: The target is stunned instead. Hit or miss, one ally in the burst can spend a healing surge and regain additional hit points equal to 3d6 + your Intelligence modifier.

LEVEL 29: PSIONIC APOTHEOSIS

You gain the following daily power, depending upon your Gifted class feature.

Extra Sensory Perception You gain the gift of sight power.

Gift of Sight

You imprint some of your talent onto an opponent. Unable to comprehend the complexities of your gift, the enemy falls to the pressure.

Scion Attack 29 ♦ Implement, Psionic
 No Action Daily

Ranged 10

Requirement: Use this power at the beginning of combat when you roll initiative.

Target: One enemy

Effect: Until the end of the encounter, when you or any ally makes an attack against the target, roll twice and choose the result.

Pyrokinesis You gain the *afterburn* power.

Afterburn

The long term damage done by your control of fire can be dangerous to all.

Scion Attack 29 ♦ Fire, Psionic, Zone
 No Action Daily

Personal

Requirement: Use this power at the beginning of combat when you roll initiative.

Effect: Until the end of the encounter, when you hit a creature with a Scion attack, that creature's space becomes part of a zone of burning flame. Squares within the zone deal damage equal to your Constitution modifier whenever a creature enters one or starts its turn within one.

Telekinesis You gain the *overdrive* power.

Overdrive

Such is your power that you can move even the most stalwart of opponents with a glance.

Scion Attack 29 ♦ Psionic

No Action Daily

Personal

Requirement: Use this power at the beginning of combat when you roll initiative.

Effect: You gain a +5 power bonus to initiative and a bonus to damage rolls with Scion attacks equal to your Wisdom modifier. Until the end of the encounter, once per turn, when you or any creature would move, you can increase or decrease that movement by up to 2 squares.

Telepathy You gain the *daunting presence* power.

Daunting Presence

The existence of your mind in the thoughts of others makes them fear you more than most.

Scion Attack 29 ♦ Fear, Psionic

No Action Daily

Personal

Requirement: Use this power at the beginning of combat when you roll initiative.

Effect: Until the end of the encounter, Creatures that make an attack as a result of one of your powers get a bonus to the attack roll equal to your Charisma modifier. If no creature has gained this bonus since the end of your last turn, you gain the bonus to your next attack this turn instead.



Scoundrel

Throughout the galaxy, there are men and women who seek only to better their own status. If a blood-thirsty killer breaks out of a Democratic Prison, only to be found and turned in for the reward soon after it peaks, then it's likely a scoundrel was probably pulling the strings all along. The trick is to not get caught yourself.

Most scoundrels probably are, or would be, outlaws themselves if not for something keeping their hologram from showing up in the local post office. This may amount to favors, cash expenditures, or threats; all of which would have to be manipulated with the proper people. As a scoundrel, you know just how to do all of that.

Martial Striker Some are unsavory, and others are charming, but all Scoundrels are cunning; they cover the range from assassins to cat-burglars to hackers to con-men. With a wide variety of skills, a talent for stealth, hacking, and bluffing, Scoundrels have a trick for every situation.

Key Abilities Dexterity, Intelligence, Charisma

Why This Is the Class for You At your heart, you are a cheat. You may play dirty, lie, or steal; or you might do all of those and more. As long as there's a payout, you do what you can to capitalize on it. In combat, you play it safe. You don't master a lot of fancy techniques or exploits. Instead, you are always hedging your bets, and allies sometimes can't tell whose side you're on until the dust settles and you stand beside them. Through means others may find unsavory, you can be fairly certain you'll come out on top, even if doing so involves stepping on and over others.

The gambler Halfpenny Terwilliger is a Scoundrel.

Halfpenny Terwilliger, the boldest gambler yet;
 Halfpenny Terwilliger will cover any bet;
 Halfpenny Terwilliger, a rowdy martinet;
 Halfpenny Terwilliger is now one soul in debt.

Heroic Scoundrel

Heroic Scoundrels focus on the perfect set up; waiting for that perfect moment when they can step in and get the biggest bang for their buck.

SCOUNDREL HEROIC TIER

Level	Class Features and Powers
1	Scoundrel's Calling, Dirty Tricks, Gain the Advantage, Take the Advantage
2	Utility Power
3	Scoundrel's Calling
4	Extra Dirty Tricks
5	Tricks of the Trade
6	Utility Power
7	Extra Dirty Tricks
8	
9	Ever Prepared
10	Utility Power

LEVEL 1: SCOUNDREL'S CALLING

As a Scoundrel, you answer to a personal calling. Whether that be a life of thievery, manipulation, or killing shapes what exploits you learn.

Benefit: You can use the higher of your Dexterity or Charisma modifier instead of any other ability modifier when determining the attack and damage of your basic attacks. Choose one of the following callings.

Con Artist As a Con Artist, you find ways to manipulate your surroundings and take little advantages when they present themselves. When you make a successful check during a Skill Challenge, you can choose to remove a failure instead of gaining a success. Once per day, if your party would fail a skill challenge, you can make a Diplomacy check against a DC set by your GM as a free action to remove one failure and continue. You also gain the *capitalize* power.

CLASS TRAITS

- ♦ **Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.
- ♦ **Bonuses to Defenses:** +2 Reflex
- ♦ **Healing Surges per Day:** 6 + your Constitution modifier
- ♦ **Armor Proficiencies:** Synthetic Weave, Combat Vest
- ♦ **Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged
- ♦ **Class Skills:** Acrobatics (Dex), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Engineering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)
- ♦ **Trained Skills:** Stealth and Thievery, plus four more from the list of class skills
- ♦ **Rogue Build:** You count as a rogue when meeting prerequisites.

Capitalize

You capitalize on any situation, demoralizing your foe and chastising them for their lack of ability.

Scoundrel Attack 1 ♦ Martial, Weapon

Immediate Interrupt At-Will

Ranged 10

Trigger: An enemy within range misses with an attack.

Target: The triggering enemy

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier damage.

Level 21: 2d6 + Charisma modifier damage.

Gambler Not as direct as the Con Artist, you prefer to work from the sidelines when possible. You often take risks that may or may not payoff in the end. Halfpenny Terwilliger is a Gambler. You gain Luck of the Draw and A Roll of the Die.

- ♦ **Luck of the Draw:** You gain a bonus to the damage rolls of your powers equal to your Intelligence modifier. The bonus increases to your Intelligence modifier + 2 at 11th level and your Intelligence modifier + 4 at 21st level.
- ♦ **A Roll of the Die:** When you roll an even number on your first attack during a round, you gain a +1 bonus to AC until the start of your next turn. If you roll an odd number instead, you make a saving throw.

LEVEL 1: DIRTY TRICKS

You gain two of the following powers of your choice.

Show Your Hand

You can lure your enemies into a false sense of security by seemingly leaving yourself wide open.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Effect: Until the end of your turn, enemies within 5 squares of you grant you Combat Advantage as long as they do not have one of their allies adjacent to them. You can also move up to your speed.

Skilled Cat Burglar

You adapt to your surroundings faster than others and use them to your benefit.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Effect: Move up to your speed –2. You gain a climb speed during this movement and a +2 power bonus to your next damage roll with a basic attack during this turn.

Level 11: +4 power bonus.

Level 21: +6 power bonus.

Keep Out of Trouble

You take a few steps away from where you stood and prepare to do so again when nobody is the wiser.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Effect: You can shift up to 2 squares now, and again at the end of your turn, as a free action.

Liar's Game

You're up front about your motives; at least, until your foe has his back turned.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Requirement: You cannot have combat advantage against the target of the attack described below.

Effect: You move up to your speed and gain a power bonus equal to your Intelligence modifier to the next damage roll you make this turn with a basic attack.

Skulk About

You would rather avoid a bad situation when given the choice.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Effect: You move up to your speed –2. Afterward, you can make a Stealth check to hide if you have any cover or concealment.

Keep Your Friends Close

With somebody else around to keep you out of trouble, it's easy to watch for an opening.

Scoundrel Utility ♦ Martial

Move Action At-Will

Personal

Effect: You move up to your speed without provoking opportunity attacks by leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

LEVEL 1: GAIN THE ADVANTAGE

During each encounter, you have combat advantage against any creatures that have not yet acted in that encounter. This benefit is lost against a creature after you've attacked it at least once.

LEVEL 1: TAKE THE ADVANTAGE

Once per turn, you can deal extra damage to a creature you hit that grants you combat advantage.

Level	Extra Damage
1–10	2d6
11–20	3d6
21–30	5d6

LEVEL 2: SCOUNDREL UTILITY POWER

You gain one of the following powers of your choice.

Get Out of the Way

You try to keep away from approaching enemies whenever possible.

Scoundrel Utility 2 ♦ Martial

Immediate Reaction Encounter

Personal

Trigger: An enemy ends its turn adjacent to you.

Effect: You shift up to 3 squares.

Impose

You threaten your enemy to stay back, then follow up with a backhand should they fail to heed you.

Scoundrel Utility 2 ♦ Martial, Fear

Minor Action Encounter

Personal

Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and any creature that hits you with a melee attack takes 5 damage.

Hedge Your Bets

You must have been in the right place at the right time.

Scoundrel Utility 2 ♦ Martial, Reliable

Free Action Daily

Personal

Trigger: You miss a target with an attack.

Effect: Reroll the triggering attack roll. If you still miss the target even after the reroll, you take damage equal to your Intelligence modifier.

LEVEL 3: SCOUNDREL'S CALLING

Your path in life continues to teach you new ways to lie, cheat, and steal.

Con Artist You gain the *gauging reactions* power.

Gauging Reactions

As your allies fire at the enemy, you watch closely before making your move.

Scoundrel Attack 3 ♦ Martial, Weapon

Immediate Reaction Encounter

Melee or Ranged weapon

Trigger: One of your allies hits an enemy with their attack.

Target: The enemy that was hit.

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage.

Level 21: 2d8 + Charisma modifier damage.

Effect: The next creature to hit the target before the end of your next turn gains a power bonus to the damage roll equal to your Intelligence modifier.

Gambler You gain the *stack the deck* power.

Stack the Deck

You fire into a crowd, preferably forcing those in the area to move where you want them.

Scoundrel Attack 3 ♦ Martial, Weapon
 Standard Action Encounter

Area Burst 1 within 10 squares

Target: Each creature in the burst

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage, and you push the target 1 square. If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Intelligence modifier instead of pushing it.
 Level 21: 2[W] + Dexterity modifier damage.

LEVEL 4: EXTRA DIRTY TRICKS

You gain one additional Dirty Trick power.

[[[Sidebar—End]]]

LEVEL 5: TRICKS OF THE TRADE

Scoundrels come in a variety of shapes and sizes. Despite their variety, some of the things they all do can be studied and recognized.

- ♦ **Con Artist:** Every good Con Artist knows the value of convincing others of who they think you are. Once per encounter as a move action, you can switch places with one willing ally within 10 squares of you as a move action on your turn.
- ♦ **Gambler:** As a Gambler, you need to know when to fold your hand. Once per encounter, as an immediate interrupt, you can gain a +4 bonus to all defenses against one creature's attack. At the end of that creature's turn, you can shift up to 3 squares as a free action.

LEVEL 6: SCOUNDREL UTILITY POWER

You gain one of the following powers of your choice.

Flinch Away

Your unexpected movement saves you this time.

Scoundrel Utility 6 ♦ Martial
 Immediate Interrupt Encounter

Personal

Trigger: You are hit by an attack against your AC or Reflex.

Effect: You take only half damage from the triggering attack.

Reposition Yourself

You're familiar enough with the surrounding area to move quickly and stay out of trouble.

Scoundrel Utility 6 ♦ Martial
 Move Action Encounter

Personal

Effect: You shift your speed. You ignore difficult terrain during the shift.

Loaded Dice

You never risk everything.

Scoundrel Utility 6 ♦ Martial
 Free Action Daily

Personal

Trigger: You make a roll you dislike

Effect: Reroll and take the higher of the two results.

LEVEL 7: EXTRA DIRTY TRICKS

You gain one additional Dirty Trick power.

LEVEL 9: EVER PREPARED

You gain a +2 bonus to Initiative.

LEVEL 10: SCOUNDREL UTILITY POWER

You gain one of the following powers of your choice.

Getting Past Security

Your quick timing allows you to hide or remove something from another even while somebody watches.

Scoundrel Utility 10 ♦ Martial
 Minor Action Encounter

Melee 1

Requirements: You must be trained in Thievery and the target must grant you combat advantage.

Target: One creature

Effect: You stow a single item on the target, retrieve a single item the target has stowed, or draw one weapon that is sheathed or worn (but not held) by the target without the target's knowledge. A successful Thievery check vs. watching creatures' Perception avoids detection by those creatures as well.

Consider the Odds

You take the time to reassess your situation as your allies recover.

Scoundrel Utility 10 ♦ Martial, Healing
 Immediate Reaction Daily

Personal

Trigger: An ally within 10 squares of you spends a healing surge

Effect: You regain hit points equal to the amount the triggering ally regains.

Matching Your Opponent

You get a good idea of what your enemy is capable of, and what you can do to them.

Scoundrel Utility 10 ♦ Martial, Stance
 Free Reaction Daily

Personal

Target: One creature

Effect: Until the stance ends, you and the target grant each other combat advantage. The target is aware of this, and you can end the stance as a free action at any time.

Paragon Scoundrel

As a paragon Scoundrel, you are a master of deceit. Whether others see you as a coward or a genius doesn't matter. In the end, they will all bend to you anyway.

SCOUNDREL PARAGON TIER

Level	Class Features and Powers
11	[Expert Scoundrel] Scoundrel's Expertise
12	[Expert Scoundrel] Unprecedented Talent
13	Scoundrel's Calling
14	
15	Paragon Tricks of the Trade
16	[Expert Scoundrel] The Odds Are Always Favorable
17	Extra Dirty Tricks
18	
19	Improved Scoundrel's Calling
20	[Expert Scoundrel] Catch Me If You Can

PARAGON PATH: EXPERT SCOUNDREL

At 11th level, you take on the Expert Scoundrel paragon path.

Prerequisites: Only a Scoundrel can take this paragon path.

LEVEL 11: SCOUNDREL'S EXPERTISE

Expert Scoundrel Paragon Path Feature

It's time to up the ante. You realize that some of your usual tricks are becoming too predictable. Time to change things up a bit.

You gain one of the following benefits, depending on your calling.

Con Artist: You gain a bonus to your AC and each Defense against opportunity attacks equal to your Intelligence modifier.

Gambler: When you spend a healing surge, you regain extra hit points equal to your Intelligence modifier.



LEVEL 12: UNPRECEDENTED TALENT

Expert Scoundrel Paragon Path Feature

You gain the *unprecedented talent* power.

Unprecedented Talent

No matter the situation, you have a solution.

Expert Scoundrel Utility 12 ♦ Martial

Free Action Encounter

Personal

Effect: You gain a +5 power bonus to your next two skill checks make this encounter.

LEVEL 13: SCOUNDREL'S CALLING

Your path in life continues to teach you new ways to lie, cheat, and steal.

Con Artist You gain the *one against all* power.

One Against All

Why should your enemies share in your defeat when one in particular should have all the glory?

Scoundrel Attack 13 ♦ Martial

Standard Action Encounter

Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier damage, and the target is dazed until the end of your next turn. Each enemy within 3 squares of the target takes damage equal to your Charisma modifier plus your damage from Take the Advantage.

Gambler You gain the *keep your distance* power.

Keep Your Distance

You blast the target with enough force to hold them back momentarily.

Scoundrel Attack 13 ♦ Martial, Weapon

Standard Action Encounter

Ranged weapon

Target: One creature

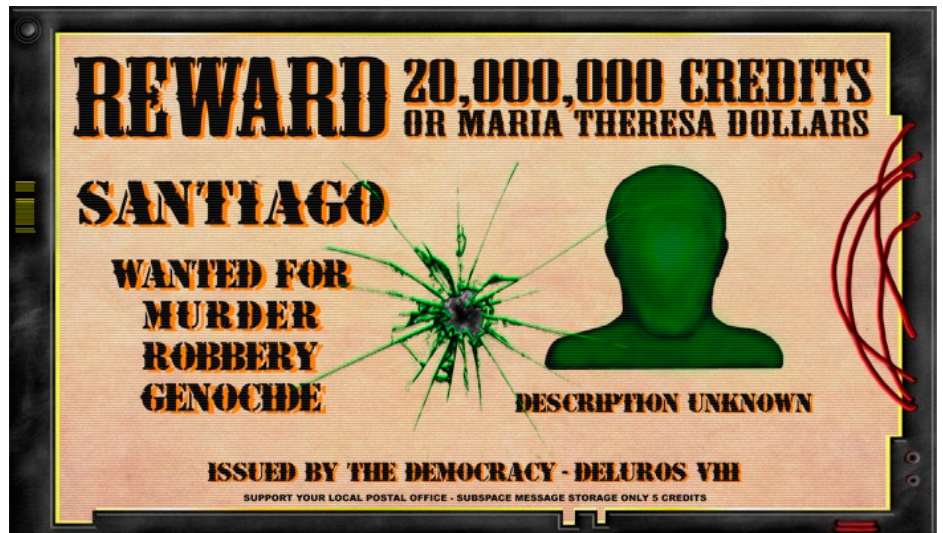
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, you push the target 1 square, and the target is slowed until the end of your next turn.

LEVEL 15: PARAGON TRICKS OF THE TRADE

Scoundrels come in a variety of shapes and sizes. Despite their variety, some of the things they all do can be studied and recognized.

- ♦ **Con Artist:** You've made some good contacts and know exactly when to call in a favor. Once per day, you can gain information relevant to your current situation or mission. The information you gain may not be immediately clear, but it should prove useful. Your DM has final say on what information you gain.



- ♦ **Gambler:** You take out loans with enough frequency that most just assume you owe them something. Once per day, when you earn a reward parcel, you can request a second parcel. Whether there are any remaining parcels for you to find or earn at the time of your request is up to your GM.

LEVEL 16: THE ODDS ARE ALWAYS FAVORABLE

Expert Scoundrel Paragon Path Feature

Sometimes, to get your way, you have to know how to give too. You gain a Scoundrel utility power of your level or lower. You can choose a power you already have.

In addition, you can apply the benefit of personal Scoundrel powers and Expert Scoundrel powers to an ally within 5 squares of you instead. Powers that last until the end of your current turn last until the end of that ally's next turn instead.

LEVEL 17: EXTRA DIRTY TRICKS

You gain one additional Dirty Trick power.

LEVEL 19: IMPROVED SCOUNDREL'S CALLING

You have honed your talents to razor's edge. You are ready to face most challenges as they present themselves.

- ♦ **Con Artist:** Once per round, when an enemy within 5 squares of you is reduced to 0 hit points, you can spend a healing surge or use Capitalize as a free action.
- ♦ **Gambler:** Once per round, when an enemy rolls an even number on an attack against you, you can shift 1 square as a free action. If the enemy would hit you but you are no longer in range of the attack, you take half damage.

LEVEL 20: CATCH ME IF YOU CAN

Expert Scoundrel Paragon Path Feature

You gain the *catch me if you can* power.

Catch Me if You Can

Whether looking for a mark or trying to get yourself to safety, you are expeditious in your travel.

Scoundrel Utility 20 ♦ Martial

Free Reaction Daily

Personal

Effect: Until the end of the encounter, you gain a +2 bonus to your speed and you suffer no negative effects from running. When slowed while under this effect, your speed is reduced to 4 instead.

Epic Scoundrel

You are now a master Con Artist or a renowned Gambler across several worlds.

SCOUNDREL EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Epic Scoundrel
23	Encounter Power
24	
25	Epic Tricks of the Trade
26	
27	Extra Dirty Tricks
28	
29	Cut Your Losses
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to include several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK and D&D 4E PLAYER'S HANDBOOK 2 for more details regarding epic destinies.

LEVEL 22: EPIC SCOUNDREL

You gain the *epic scoundrel* power.

Epic Scoundrel

You've called in a favor ahead of time and it arrives exactly when you planned it.

Scoundrel Utility 22 ♦ Martial

Minor Action Daily

Personal

Effect: Choose one of the following benefits which lasts until expended or the end of the encounter:

- ♦ The next attack that would hit you misses;
- ♦ The next attack you make that would miss hits; or
- ♦ The next attack you hit with becomes a critical hit.

LEVEL 25: EPIC TRICKS OF THE TRADE

Scoundrels come in a variety of shapes and sizes. Despite their variety, some of the things they all do can be studied and recognized.

- ♦ **Con Artist:** Others often instinctively listen to you, even when they may get the short end of the deal. You can take 10 on Diplomacy checks.
- ♦ **Gambler:** Nobody knows if you have some trick up your sleeve or another way to weasel out of trouble. You can take 10 on Bluff Checks.

LEVEL 27: EXTRA DIRTY TRICKS

You gain one additional Dirty Trick power.

LEVEL 29: CUT YOUR LOSSES

Sometimes, you just have to know when things aren't working out. Once per day on your turn, you can attempt to remove yourself from combat as a free action. This may take the form of a ship that appears unexpectedly and transports you away, a parachute from a cliff, or some other clever escape you've planned that involves only you. Getting back to your allies after combat has resolved itself may prove difficult or somewhat impossible, depending on the circumstances surrounding your departure. Your DM has final say on how everything plays out, as long as you remain unharmed.

A CLOSER LOOK: THE JOLLY SWAGMAN

VIRTUE: "If I stay with you, you're going to protect me?"

SWAGMAN: "Indirectly. Most people don't like to offend me."

VIRTUE: "At least Cain has had a little experience killing people."

SWAGMAN (*smiling*): "I hire people like Cain, my dear."

Soldier

On the frontier, a man without a gun is one of three things; a soldier, a coward, or dead. Since the latter two don't pose much threat to a band of outlaws, most try to play it safe and assume there may be a soldier somewhere nearby at any given time.

Soldiers are expert combatants who concentrate on getting into combat quickly so they can take down a potential enemy before it threatens them or their allies. Most wear at least some armor, while some go as far as to protect themselves with something heavier like a navy battle suit. Soldiers prefer to understand the field of battle and use it to their benefit.

Martial Striker (Defender) A well-trained individual with a solid knowledge of tactics and strategies, many Soldiers on the Inner Frontier are ex-navy—although the term "Soldier" does not necessarily imply military service. Well-equipped and well-armored in the latest that modern small arms protection can provide, the Soldier is able to withstand punishment and hold off a small army.

Key Abilities Strength, Dexterity

Why This Is the Class for You You want to be either the hero who prefers melee combat over ranged or a gun-toting powerhouse looking for something else to kill. You refuse to shy away from a good fight, and you strive to be faster and more cunning than your enemies.

The bounty hunter known as the Angel is a Soldier. Above all else, the Angel is a cold-blooded, highly skilled killer, hired by the Democracy to track down the infamous Santiago. On his mission to recover the greatest bandit there ever was, the Angel takes no prisoners and asks for no help, preferring to rely on his melee training and the weapons he carries to get his job done.

They call him the Angel, the Angel of Death,
 If ever you've seen him, you've drawn your last breath.
 He's got cold lifeless eyes, he's got brains, he's got skill,
 He's got weapons galore, and a yearning to kill.

Heroic Soldier

Heroic Soldiers have a basic knowledge of their combat prowess. They are a significant threat to those within melee range, and pick up several tools with which to quickly close a gap.

CLASS TRAITS

- ♦ **Hit Points:** You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.
- ♦ **Bonuses to Defenses:** +1 Fortitude, +1 Reflex
- ♦ **Healing Surges per Day:** 8 + your Constitution modifier
- ♦ **Armor Proficiencies:** Synthetic Weave, Combat Vest, Mylar Armor, Navy Kevlar, Riot Gear, Navy Battle Suit, Light Forcefield, Heavy Forcefield
- ♦ **Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged
- ♦ **Class Skills:** Athletics [Str], Endurance [Con], Heal [Wis], Intimidate [Cha], Streetwise [Cha]
- ♦ **Trained Skills:** Three from the list of class skills
- ♦ **Fighter Build:** You count as a fighter when meeting prerequisites.

SOLDIER HEROIC TIER

Level	Class Features and Powers
1	Threatening Demeanor, Intra-Strike, Tactical Prowess, Combat Focus
2	Utility Power
3	Encounter Power
4	
5	Tactical Prowess, Weapon Mastery
6	Utility Power
7	Encounter Power, Threatening Demeanor
8	
9	Tactical Prowess
10	Without a Trace

LEVEL 1: THREATENING Demeanor

When you must come to the defense of another, you have the tools and the knowledge to do so.

Benefit: You gain the *threatening demeanor* power.

Threatening Demeanor

When you want it to, your mere presence draws attention from your allies.

Soldier Feature ♦ Aura

Minor Action At-Will

Close Burst 10 [15 at 7th level, 20 at 17th level]

Effect: Unmarked enemies in the aura take a -2 penalty to attacks that don't include you as a target. This effect ends if you fall unconscious, or you can end it with a minor action.

LEVEL 1: INTRA-STRIKE

You have great insight into combat techniques and use it to gain an advantage when you go into battle.

Benefit: Once per turn, when you hit with an attack, you can make a basic attack as a free action.

LEVEL 1: TACTICAL PROWESS

Training as a soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain two of the following options of your choice.

- ◆ **Deadly Reaction:** When an enemy bloodies you or one of your allies within your line of sight, that enemy takes damage equal to your Dexterity or Wisdom modifier.
- ◆ **Merciless Stalker:** Once per turn, when an enemy marked by you moves or shifts, you can shift 1 square as a free action.
- ◆ **Prey on the Weak:** When you bloody an enemy, that enemy takes extra damage equal to your Dexterity or Wisdom modifier.
- ◆ **Rapid Advance:** When you roll initiative, you can also shift a number of squares equal to your Dexterity or Wisdom modifier.
- ◆ **Steady on Your Feet:** You ignore difficult terrain when moving.
- ◆ **Steadfast Protection:** When you or an ally within your line of sight is pushed, pulled, or slid, you can choose to reduce the forced movement by 1 square.
- ◆ **Surprising Attentiveness:** When you are surprised, you can still take a minor action during the surprise round.
- ◆ **Uncanny Perception:** When a creature becomes invisible, you can still see it until the end of the current turn.

LEVEL 1: COMBAT FOCUS

Benefit: You gain one of the following powers of your choice.

Melee Imposition The Solder is trained in guerrilla warfare, preferring melee combat over less reliable

weapons like pistols and rifles. To this end, he learns a unique fighting style.

Melee Imposition

You quickly strike at vital organs with your weapon and watch for an opening to do so again.

Soldier Feature ◆ Martial, Reliable, Weapon

Minor Action Encounter

Melee weapon

Target: One creature

Effect: You mark the target until you use this power again or until the end of the encounter. In addition, when the target is reduced to 0 hit points or makes an attack that does not include you as a target, you regain this power.

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage

Level 21: 2[W] + Strength modifier damage

Blast Shot The Solder is a munitions expert, always ready with more powerful ammo and looking to either blow something up or destroy it.

Blast Shot

Given your background and access to heavy arms, it should come as no surprise that you carry the most deadly of ammo.

Soldier Feature ◆ Martial, Weapon

Free Action Encounter

Ranged weapon

Trigger: You hit a creature with a ranged weapon attack

Effect: The triggering creature takes 1[W] extra damage.

Special: You can only use this power once per attack.

LEVEL 2: UTILITY POWER

You utilize a combination of training and natural cunning to aid yourself and others during combat.

Benefit: You gain one of the following powers of your choice.

Defensive Stance

You concentrate on protecting your vital areas.

Soldier Utility 2 ◆ Martial, Stance

Minor Action Daily

Personal

Effect: Until the stance ends, you gain a +2 power bonus to AC and Fortitude.

16th Level: Increase the bonus to +3.

Come to Their Defense

You guard your allies closely.

Soldier Utility 2 ◆ Martial

Immediate Interrupt Encounter

Close Burst 3

Trigger: An ally within the burst is hit by an attack

Effect: You are hit by the attack instead.

Keen Senses

Your bearing allows you to sense what most cannot guess.

Soldier Utility 2 ◆ Martial

Minor Action At-Will

Personal

Requirement: You must be trained in Perception

Effect: Until the start of your next turn, you do not grant combat advantage to creatures unless they flank you.

LEVEL 3: ENCOUNTER POWER

Benefit: Choose one of the following options.

Bounding Assault You are able to move with the flow of battle and strike when others are preoccupied.

Bounding Assault

You slash out unexpectedly while an ally creates a distraction.

Soldier Attack 3 ◆ Martial, Weapon

Immediate Reaction Encounter

Melee weapon

Target: One creature you can see

Trigger: An ally hits the target with an attack

Effect: You can shift up to your speed and make a melee basic attack against the target if you are adjacent to it.

Extra Blast Shot You gain the *blast shot* power or an extra use of your *blast shot* power each encounter.

LEVEL 5: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.

LEVEL 5: WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: You gain a +1 bonus to the damage rolls of weapon attacks.

A CLOSER LOOK: THE ANGEL

VIRTUE: "Would you really have killed him if he hadn't told you what you wanted to know?"

THE ANGEL: "Of course."

VIRTUE: "I thought you only killed fugitives."

THE ANGEL: "And fools. Eventually one comes to the realization that everyone is one or the other."



LEVEL 6: UTILITY POWER

You utilize a combination of training and natural cunning to aid yourself and others during combat.

Benefit: You gain one of the following powers of your choice.

Ready to Pounce

You tense every muscle in your body as you ready to react.

Soldier Utility 6 ♦ Martial

Minor Action Encounter

Personal

Effect: Until the start of your next turn, you have 2 immediate reactions or interrupts. You cannot interrupt or react to the same action more than once.

Expend Minor: You can give up a minor action on your turn to regain this power.

Strength of Body

Your Strength provides your body with added resilience.

Soldier Utility 6 ♦ Healing, Martial

Free Action Encounter

Personal

Trigger: You are healed by a power or effect.

Effect: You regain extra hit points up to your Strength modifier.

LEVEL 7: ENCOUNTER POWER

Benefit: Choose one of the following options.

Deadly Tactics When you have the advantage of being close to your enemy, you are a much more dangerous foe.

Deadly Tactics

You leave yourself open for a better chance at striking the target harder.

Soldier Attack 7 ♦ Martial, Weapon

Standard Action Encounter

Melee weapon

Target: One or two creatures

Attack: Strength vs. AC, two attacks

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

Special: You can take a –2 penalty to AC until the end of your next turn. If you do, you deal 2 extra damage when you hit.

23rd Level: The extra damage increased to 5.

Extra Blast Shot You gain the *blast shot* power or an extra use of your *blast shot* power each encounter.

LEVEL 7: THREATENING Demeanor

Your influence in battle extends beyond your immediate vicinity and enemies are less likely to attack nearby allies while you are around.

Benefit: Your Threatening Demeanor becomes an Aura 15.

LEVEL 9: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.

LEVEL 10: WITHOUT A TRACE

As your heroic training comes to a close, you gain a more fluid understanding of tactical combat.

Benefit: You gain the *without a trace* power.

Without a Trace

Like an earth panther stalking its prey, you move with undeniable grace.

Soldier Utility 10 ♦ Martial

Minor Action Encounter

Personal

Effect: Until the start of your next turn, you are invisible and your next successful attack deals extra damage equal to your Dexterity or Wisdom modifier. This effect also ends when you hit a creature with an attack.

Paragon Soldier

As a paragon Soldier, you have taken the next step in your training. You take on more dangerous enemies, and your fighting style improves as you learn more powerful attacks.

SOLDIER PARAGON TIER

Level	Class Features and Powers
11	[Dauntless Soldier] Lupine Movement, Improved Intra-Strike
12	[Dauntless Soldier] Unparalleled Haste
13	Encounter Power
14	
15	Paragon Weapon Mastery, Tactical Prowess
16	Utility Power, [Dauntless Soldier] Insurmountable Insight
17	Vicious Champion, Predatory Threat
18	
19	Tactical Prowess
20	[Dauntless Soldier] Serpentine Movement

PARAGON PATH: DAUNTLESS SOLDIER

At 11th level, you take on the Dauntless Soldier paragon path. Your combat skill becomes an even deadlier asset that others do well to fear, especially if you are out for their bounty.

Prerequisites: Only a Soldier can take this paragon path.

LEVEL 11: LUPINE MOVEMENT

Dauntless Soldier Paragon Path Feature

Surprising speed and agility aid you as you move about.

Benefit: You gain a +1 bonus to speed and when you spend an action point to take an extra action, you can shift up to your speed before or after that action.

LEVEL 11: IMPROVED INTRA-STRIKE

Dauntless Soldier Paragon Path Feature

You not only attack quickly, but with more accuracy and deadlier force.

Benefit: When you hit with the attack granted by your Intra-Strike class feature, you deal extra damage equal to your Dexterity or Wisdom modifier.

LEVEL 12: UNPARALLELED HASTE

Dauntless Soldier Paragon Path Feature

To help you cover ground quickly and safely, you've learned how to act while on the move.

Benefit: You gain the *unparalleled haste* power.

Unparalleled Haste

Ducking and weaving through combat, you end up where you need to be without being put in harm's way.

Dauntless Soldier Utility 12

Move Action Daily

Personal

Effect: Shift up to twice your speed. You can use other actions while shifting in this way.

LEVEL 13: ENCOUNTER POWER

Benefit: Choose one of the following options.

Hindering Assault In addition to getting to your targets quickly, you also know how to keep them within arm's reach.

Hindering Assault

Your repeated attacks make it difficult for the target to get away from you.

Soldier Attack 13 ♦ Martial, Weapon

Immediate Interrupt Encounter

Melee weapon

Trigger: An adjacent enemy moves away from you

Target: The triggering enemy

Attack: Strength vs. AC

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

Extra Blast Shot You gain the *blast shot* power or an extra use of your *blast shot* power each encounter.

LEVEL 15: PARAGON WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: Your bonus to damage rolls from weapon mastery increases to +2.

LEVEL 15: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.

LEVEL 16: INSURMOUNTABLE INSIGHT

Dauntless Soldier Paragon Path Feature

Others find it nearly impossible to lie to you.

Benefit: When you make an active Insight check, you can roll twice and choose either result.

LEVEL 16: UTILITY POWER

You utilize a combination of training and natural cunning to aid yourself and others during combat.

Benefit: You gain one of the following powers of your choice.

Hunter's Attentiveness

You are impossible to hide from.

Soldier Utility 16 ♦ Martial, Stance

Minor Action Daily

Personal

Effect: Until the stance ends, you gain a +2 power bonus to attack creatures marked by you.

Expend Daily: You can give up a daily utility power as a free action on your turn to regain this power.

Camouflaging Feint

You move unpredictably, making it progressively more difficult to attack you.

Soldier Utility 16 ♦ Martial

Minor Action Encounter

Personal

Effect: Until the end of your next turn, each time an enemy attacks you, you get a cumulative +1 bonus to all defenses.

Expend Utility: You can give up an encounter utility power as a free action on your turn to regain this power.

LEVEL 17: THREATENING Demeanor

Your influence in battle extends beyond your nearby allies and enemies suffer for attacking anybody without also attacking you.

Benefit: Your Threatening Demeanor becomes an Aura 20.

LEVEL 17: VICIOUS CHAMPION

Your relentless strikes wear down your enemy's effectiveness over time.

Benefit: When you hit a creature with at least 2 attacks on your turn, that creature takes a penalty to damage rolls equal to your Dexterity or Wisdom modifier until the end of your next turn.

LEVEL 19: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.

LEVEL 20: SERPENTINE MOVEMENT

Dauntless Soldier Paragon Path Feature

Unpredictability has many advantages.

Benefit: You gain a +2 bonus to your Initiative and when you shift, you gain combat advantage against the next creature you attack before the start of your next turn.

Epic Soldier

More than any common soldier, you are a force to be feared. Your expertise is widely recognized, and most understand well the penalty for crossing your path when you set your mind to something.

SOLDIER EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Utility Power
23	Encounter Power
24	
25	Epic Weapon Mastery, Tactical Prowess
26	
27	Epic Recoup
28	
29	Deadly Flurry, Tactical Prowess
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to include several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK and D&D 4E PLAYER'S HANDBOOK 2 for more details regarding epic destinies.

LEVEL 22: SUPERIOR AGILITY

By focusing your combat training to such a fine degree, you have learned to manipulate the flow of battle with ease. To observers, you appear to have unmatched flexibility.

Benefit: You can stand up from prone as a minor action and you take no penalties for crawling or squeezing.

LEVEL 23: ENCOUNTER POWER

Benefit: Choose one of the following options.

Master at Arms Like a great predatory animal, you flail into your enemies and strike as hard as you can to get their attention.

Master at Arms

You strike at your enemies and warn them away from your allies.

Soldier Attack 23 ♦ Martial, Weapon

Standard Action Encounter

Melee weapon

Target: One or two creatures

Attack: Strength vs. AC, roll two attacks per target and choose either result.

Hit: 2[W] + Strength modifier damage and you can choose to either mark the target until the end of your next turn or deal extra damage equal to your Dexterity or Wisdom modifier.

Extra Blast Shot You gain the *blast shot* power or an extra use of your *blast shot* power each encounter.

LEVEL 25: EPIC WEAPON MASTERY

Your uncanny precision is a hallmark of your career.

Benefit: Your bonus to damage rolls from weapon mastery increases to +3.

LEVEL 25: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.

LEVEL 27: EPIC RECOUP

You can regain your senses quickly after being hurt in battle.

Benefit: You can use your Second Wind as a free action when you become bloodied.

LEVEL 29: DEADLY FLURRY

As your adrenaline takes over, your attacks become faster.

Benefit: When you score a critical hit with a weapon attack, you gain the following benefits:

- ◆ Until the end of your next turn, you can score a critical hit with weapon attacks on an 18–20.
- ◆ You can make another attack with the same weapon as a free action.

LEVEL 29: TACTICAL PROWESS

Training as a Soldier not only prepares you to combat your enemies, it also teaches you how to quickly adjust to new situations.

Benefit: You gain one additional Tactical Prowess option, as outlined above.



FEATS

The following feats relate to the alien races and classes presented herein.

ALIEN STEREOTYPE [ALIEN RACE]

Humans have given your race a specific nickname because of your general appearance or traits.

Benefit: Choose one race other than your own. You can take feats having the chosen race as a keyword, and you can replace a racial power you have with a racial power belonging to the race you chose.

MEMBER OF THE GREAT SIOUX NATION [ALIEN RACE]

You have joined Sitting Bull and his ranks. Though you disdain humans and their progress, you work with them at times if it means you'll eventually undermine humanity.

Benefit: You gain a +2 feat bonus to skill checks related to humans and a +1 bonus to attacks and damage when your target is a human.

MORE ALIEN THAN ALIEN [ALIEN RACE]

You are the weirdest of the weird when it comes to alien races.

Benefit: You gain 2 alien racial qualities.

MORE ALIEN THAN HUMAN

You are a half-breed or were raised by aliens.

Prerequisites: Any non-alien race

Benefit: You gain a +2 feat bonus to skill checks related to aliens or alien technology and one alien racial quality.

PISTOL EXPERTISE

You are exceptionally talented with a pistol.

Benefit: You get a +1 bonus to attacks made with any pistol. This bonus becomes +2 at 11th level and +3 at 21st level.

In addition, if you take a –2 penalty to your attack, you deal +2 damage with that attack. The damage bonus increases to +3 at 11th level and +4 at 21st level.

RIFLE EXPERTISE

You are an expert with your rifle, able to put a little extra energy behind your shot.

Benefit: Rifles you wield gain the high crit property. You also get a +1 bonus to attacks with rifles. The bonus increases to +2 at 11th level and +3 at 21st level.

TECHNICAL ARTISAN

You have studied in some formal manner and are able to understand complex processes of Engineering devices, software programs, and medical procedures.

Benefit: You can learn technical processes. To record a process after paying its hardware or software cost, you must have a Personal Communicator. You can then access that process at any time by paying its Access Fee.

UNORTHODOX TRAINING

You learned your career in a unique environment or studied a different method of applying your talents.

Benefit: Choose two key abilities of your career. When a class feature or power refers to one ability use the other and vice versa.

Multiclass Feats

Looking to branch out into a new career? Look no further.

A LIFE OF CRIME [MULTICLASS SCOUNDREL]

Prerequisite: Dexterity 13 or Charisma 13

Benefit: You gain the Scoundrel's Calling feature. If you choose Con Artist as your calling, you can use *capitalize* once per encounter; if you choose Gambler as your calling, you gain either Luck of the Draw or A Roll of the Die (your choice).

COMBAT STUDENT [MULTICLASS SOLDIER]

Prerequisite: Strength 13 or Dexterity 13

Benefit: You gain the Intra-Strike feature and can use it once per encounter.

IN DEFENSE OF OTHERS [MULTICLASS FRONTIERSMAN]

Prerequisite: Dexterity 13 or Wisdom 13

Benefit: You gain *aura of defense* and *protecting shot* as encounter powers.

VOCATIONAL STUDENT [MULTICLASS ENGINEER]

Prerequisite: Intelligence 13 or Wisdom 13

Benefit: You can use *med-tech kit* once per encounter.

PSIONIC GIFT [MULTICLASS SCION]

Prerequisite: Intelligence 13 or Charisma 13

Benefit: Choose one at-will Scion attack power of your level or lower. You can use that power once per encounter.



SECTION THREE: GEAR OF THE FAR FUTURE

If you know how to play D&D 4E, you already know how equipment and items work in *Myths of the Far Future*. Standard gear is fairly cheap, while tech-enhanced gear comes at a higher price.

CURRENCY

The Democracy's standard currency is the Credit (abbreviated CR), but on the Inner and Outer Frontiers other currencies may be accepted, including Maria Theresa dollars, Bonaparte francs (still being used in the Binder system), New Stalin rubles, and more.

Energy is a tech resource that results from using the Drain Battery software package on a tech item, and can also be used as a generic component for software usage. In some exotic planetary systems, energy is even traded as currency, carried in small, specially engineered battery packs, and can be a convenient way to transport large sums of wealth; a battery able to store 1,000 Credits worth of energy weighs as much as a single credit chip, so a 1-lb. battery is worth half a million Credits and fits in a large pocket.

Starting currency is the same as in the D&D 4E PLAYER'S HANDBOOK: as a 1st-level character, you receive 100 credits (CR) with which to buy equipment.

THE COMPLETE AND UNAMBIGUOUS IRONCLAD RULE OF CASH EQUIVALENCY

1 gp = 1 CR.

ARMOR

There are, of course, various armor types ranging from lightweight synthetic alloy weaves to expensive force-field based protective gear. You can even select old-fashioned armor from the D&D 4E PLAYER'S HANDBOOK or other sources, although remember that any magical qualities will perform become technological qualities with the same effect.

Synthetic Weave: A light, flexible armor that often resembles a plain gray shirt or suit. This equipment doesn't provide any direct protection on its own, but, unlike normal clothing, it can be upgraded with tech enhancements.

Combat Vest: Standard body armor used for millennia by humans, a combat vest provides basic protection against firearms and other dangerous weapons.

Mylar Armor: Invented as a more durable alternative to the Combat Vest, Mylar Armor usually comes in a suit thin enough to fit under regular clothing without being too conspicuous. Out on the Frontier, one can expect most high profile targets probably wear something like this.

Navy Kevlar: Popularized on Deluros VIII by Democracy Police, this protective armor is standard issue for officers. With the right connections, one can usually find a set of used Kevlar on the black market.

Riot Gear: This bulky armor covers the users' entire person and in most cases cannot be easily hidden. Originally intended to be police issue only on Democracy controlled planets, several arms dealers have recently begun to produce facsimiles of Riot Gear for bounty hunters willing to pay the higher price.

Armor and Shields	Bonus	Check	Speed	Price	Weight
Synthetic Weave	+0	—	—	1 CR	4 lb.
Combat Vest	+2	—	—	25 CR	15 lb.
Mylar Armor	+3	-1	—	30 CR	25 lb.
Navy Kevlar	+6	-1	-1	40 CR	40 lb.
Riot Gear*	+7	-1	-1	45 CR	45 lb.
Navy Battlesuit*	+8	-2	-1	50 CR	50 lb.
Light Forcefield	+1	—	—	5 CR	6 lb.
Heavy Forcefield*	+2	-2	—	10 CR	15 lb.
Personal Shield Generator	+2	-1	—	12 CR	6 lb.

* This item requires proper documentation to use or procure in Democracy controlled areas.

Navy Battlesuit: Ordinarily exclusive to Democracy military, this surprisingly form-fitting armor serves not only to protect better than any other readily obtainable material, but also conceals nicely under loose clothing and coats. Within the Democracy, possession of this armor without proper paperwork is considered a criminal offense.

Light and Heavy Forcefields: On the frontier, having a hand free is usually ideal. Still, some prefer more protection in the form of portable shield generating devices. Although uncommon, these hand-held machines can prove useful in a pinch.

Personal Shield Generator: This portable device fits easily into a pocket or on a belt buckle. It can be used as a Light Forcefield, but because of the generator's more complex technology it requires proficiency with Heavy Forcefields to do so. When activated, it still requires a free hand or the generator deactivates until you spend a minor action to reactivate it.

WEAPONS

In the far future, a wide variety of weaponry is available. While ranged weapons are far more common than melee weapons, it is not unknown to see someone wielding a knife or a sword on the frontier. Ranged weapons come in several types, the most common being projectile (slug-throwing) and laser weapons, followed by sonic, explosive, and electric weapons. The quality of a weapon, and its tech-enhancements, will greatly influence its price and effectiveness. See the D&D 4E *PLAYER'S HANDBOOK* for rules on melee weapons and descriptions of properties.

Arm Blade: An extra sharp weapon that is easy to store or conceal on one's person without easy detection. The blades are made of a material not readily traceable by standard metal detectors.

Battering Ram: Deployed to police and military units within the Democracy, these weighted clubs are perfectly balanced for maximum force even when swung with little effort. Heavier than most of the common weapons readily found in the far future, even the heaviest battering ram is a mere twelve pounds but has the capacity to disable even some thick metal doors and ship hatches.

Energy Bow: Modern bows are made from advanced materials more effective than the wood and plastic of old. The classic appeal of these weapons remains despite the replacement of arrows with energy cartridges that can be fired in rapid succession.

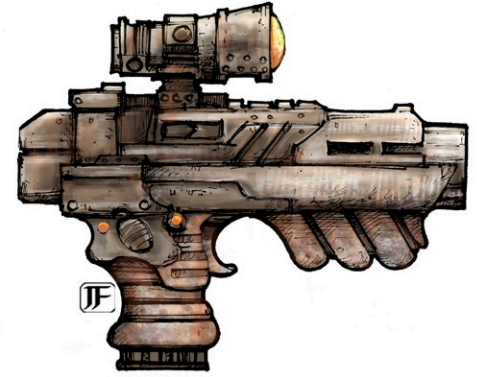
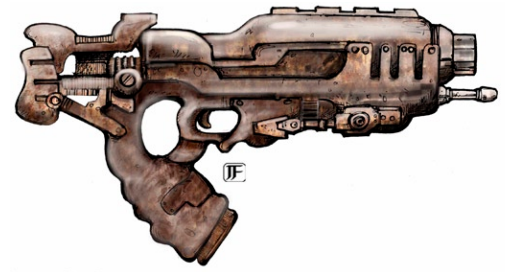
Energy Sword: The eccentric on the frontier sometimes prefer seemingly mundane or basic weapons. In the case of energy swords, these weapons are a convenience to carry while the energy blade generated when they are activated can cut through two inches of steel or a foot of concrete. Needless to say, these weapons are illegal within the Democracy without a military permit.

Great Sioux Pike: An unexpectedly well-made spear said to be crafted from the bones of the enemies of the Great Sioux Nation. In actuality, the wood is harvested from an undisclosed location by some of Sitting Bull's finest followers, then sharpened and balanced to fly unerringly even in low gravity.

Pistol: The choice weapon of most Bounty Hunters, pistols come in a variety of options, including laser and sonic. These hand-held weapons are even permitted on most Democratic planets.

Police Baton: Standard issue and readily purchasable within or outside of the Democracy, these basic nightsticks are weighted in a similar fashion to the battering ram, but are easier to handle and stow away when the wielder needs a free hand.

Rifle: Not as elegant as the pistol, but more powerful overall, rifles require a special permit to be carried and used in the Democracy. Out on the frontier, rifles are more common, even encouraged, especially when tracking down dangerous targets.



SIMPLE MELEE WEAPONS

New One-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Police Baton	+3	1d6	—	10 CR	2 lb.	Mace	Off-Hand
Great Sioux Pike	+2	1d8	10/20	5 CR	2 lb.	Spear	Heavy Thrown

MILITARY MELEE WEAPONS

New One-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Energy Sword	+3	1d10 (force)	—	30 CR	6 lb.	Heavy Blade	Versatile
Arm Blade	+3	1d8	—	25 CR	2 lb.	Light Blade	—

New Two-Handed Weapon

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Battering Ram	+2	1d12	—	30 CR	12 lb.	Hammer	High Crit

SIMPLE RANGED WEAPONS

New One-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Pistol	+3	1d6	10/20	15 CR	1 lb.	Firearm	Sidearm [†] , Versatile
Pistol, Laser	+2	1d8 (fire)	15/30	20 CR	1 lb.	Firearm	Sidearm [†] , Small, Versatile

New Two-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Rifle	+3	1d10	15/30	20 CR	4 lb.	Firearm	—
Rifle, Laser	+2	1d12 (fire)	20/40	30 CR	4 lb.	Firearm	Small

MILITARY RANGED WEAPONS

New One-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Pistol, Sonic	+2	1d10 (thunder)	10/20	30 CR	1 lb.	Firearm	Sidearm [†] , Load Minor, Brutal 1*

New Two-Handed Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Rifle, Sonic	+2	2d6 (thunder)	15/30	40 CR	4 lb.	Firearm	Load Minor, Brutal 2*
Bow, Energy	+3	1d12 (force)	20/40	45 CR	2 lb.	Bow	Load Free

* **Brutal:** See the D&D 4E *ADVENTURER'S VAULT* for an explanation of the Brutal keyword.

† **Sidearm:** You do not provoke an opportunity attack for attacking with this weapon while adjacent to an enemy.

Technological Enhancements

Over time, you may choose to upgrade your equipment, or trade it out for more potent weapons and armor to help you in your endeavors. In addition to the options presented in various official D&D 4E sources, you can choose the following enhancements for your weapons in *Myths of the Far Future*.

Explosive Weapon Level 3+

You can unleash a thunderous clap of energy when this weapon hits, carrying your foe away on a wave of deadly energy.

Lvl 3	+1	680 CR	Lvl 18	+4	85,000 CR
Lvl 8	+2	3,400 CR	Lvl 23	+5	425,000 CR
Lvl 13	+3	17,000 CR	Lvl 28	+6	2,125,000 CR

Weapon: Any Ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily) ♦ Thunder: Free Action. Use this power when you hit with the weapon. Deal an extra 1d8 thunder damage and push the target up to 2 squares.

Level 13 or 18: 2d8 extra thunder damage

Level 23 or 28: 3d8 extra thunder damage

Electric Weapon Level 4+

Your weapon is able to launch blasts, bolts, or waves of lightning at enemies.

Lvl 4	+1	840 CR	Lvl 19	+4	105,000 CR
Lvl 9	+2	4,200 CR	Lvl 24	+5	525,000 CR
Lvl 14	+3	21,000 CR	Lvl 29	+6	2,625,000 CR

Weapon: Any Ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d8 lightning damage per plus

Power (At-Will): Free Action, you can change the damage dealt by this weapon to lightning damage. Another free action changes it back.

Power (Daily) ♦ Lightning: Free Action. Use this power when you hit with the weapon. Deal an extra 1d8 lightning damage and the target is dazed (save ends).

Level 14 or 19: 2d8 extra lightning damage

Level 24 or 29: 3d8 extra lightning damage



MUNDANE GEAR AND VEHICLES

Gear comes in a variety of forms, including basic gear, armor, weapons, tech items, injections, and software. Here's a small sample of mundane gear:

Alien Device (5 CR): A sometimes unwieldy object, such as a staff made from an unidentified material, alien devices provide a calm center for the chaotic energy of those with the gift of psionic talents.

Crystal Focus (15 CR): This simple, round implement draws the wielder's attention to the swirling vortex in its center. Concentrating on the orb brings clarity to the user's thoughts and allows better channeling of psionic power.

Galactic Convoy (10,000 CR): Typically controlled by the Democracy, these ships can transport as many travellers as any sailing ship found back on Earth.

Electronic Lockpicks (20 CR): Really a simple hacking kit, these grant you a +2 bonus to Thievery checks to hack a lock or deactivate a security device.

Interstellar Ship (680 CR per occupant): A basic transport that allows you to get from planet to planet without trouble. Usually includes an option to upgrade for more passengers and a connector port for docking. This ship can typically hold up to 250 lbs. of cargo for each occupant it can carry. The given price is per occupant, so an interstellar ship big enough for 5 characters costs 3,400 Credits.

Military Permit/Weapons License (5 CR): A requirement if one wishes to openly wield weapons in the Democracy, these convenient items remain, much to the military's chagrin, easily forged by a skilled Engineer. Still, the illusion they hold over the general public is enough to warrant their perpetual use.

Planet Hopper (75 CR per occupant): Utilized as taxis to nearby planets, these typical ships are often remotely controlled and only travel to certain locations surrounding their current planet. The ship can typically hold up to 100 lbs. of cargo for each occupant. The given price is per occupant, so a planet hopper large enough to transport 5 characters costs 375 Credits.

Plasma Rod (2 CR): This minor tech item sheds bright light to a radius of 20 squares for 4 hours before burning out.

Personal Communicator (50 CR): Software users use a personal communicator to store and access the software they have acquired.

Probe (7 CR): A long, thin device some believe were once used to experiment on humans in the distant past. The balanced nature of this wand keeps one's thoughts razor sharp and more manageable when using psionic abilities.

INJECTIONS

Healing can be accomplished in a variety of ways; medics can trigger healing surges with various procedures, and simple injections can be used to recover from injury or fatigue.

Med-Roid Injection Level 5+

A med-roid injection is a simple and easy-to-administer method of healing small wounds.

Level 5	50 CR	Level 25	25,000 CR
Level 15	1,000 CR	Level 30	125,000 CR

Injection

Power (Consumable) ♦ Healing: Minor Action. Inject this medical formula and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Level 15: You regain 25 hit points and can make a saving throw against one effect instead.

Level 25: You regain 50 hit points and can make a saving throw against each effect instead.

Level 30: As Level 25, but can also restore a creature who died since the end of your last turn to 50 hit points.

TECH GEAR

In addition, those with money to burn can purchase tech gear which can accomplish a bewildering variety of tasks, as well as technological enhancements to their own bodies, from artificial limbs to enhanced eyes.

Quick Release Weapon Sheath Level 2+

This convenient strap-on weapon sheath can be used to stow a weapon for easy access with a flick of the wrist.

Level 2	520 CR	Level 22	325,000 CR
Level 12	13,000 CR		

Item Slot: Arms

Property: You can store up to two one-handed weapons within the sheath and draw them as a free action. Reloading the weapons is a standard action.

Power (Encounter) ♦ Weapon: Minor Action; One creature within weapon range; Strength or Dexterity vs. AC; 1[W] + Strength or Dexterity modifier.

Level 12: 2[W] + Strength or Dexterity modifier

Level 22: 3[W] + Strength or Dexterity modifier

Steel Fist Level 5

A steel fist can replace a missing hand, increasing your strength and can be activated to increase your damage. The bounty hunter Giles Sans Pitié is known for his steel fist.

Item Slot: Hands 1,000 CR

Property: Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

TECHNICAL PROCESSES

Another category of gear includes technical processes. To gain access to Technical Processes, you must have the Technical Artisan feat detailed in this companion. Once you have that training, you can purchase procedures for which you have the Key Skill trained. Presented here are three types of technical processes; Software Programs, Engineering Devices, and Medical Procedures.

♦ **Software Programs:** You can access the commercial galactic networks, which include NAVCOM and the Galactic Databank, or you can hack into private, governmental, or military systems. You can purchase software for the Purchase Price indicated, and may thereafter use it by paying the Access Fee for each use. Some software requires a skill check—frequently this will be Tech, but some medical software may also require Heal, and some software designed for the avid outdoorsman may need Nature. Software can do all sorts of things—it can be used to communicate, hack electronic locks, access information both public and private, scan and locate items, and much, much more.

♦ **Engineering Devices:** Once you've purchased an Engineering Device, it is yours to keep. Although these are generally physical objects, they don't count against you for the purpose of weight or carrying. You are assumed to have access to them in such a way that they are not an inconvenience to you, such as keeping them on your ship until you need one or having one readily available to you in exchange for simply paying the Access Fee to cover the cost of materials, such as power to run the device.

TECHNICAL PROCESS REQUIRED TIME AND INTERRUPTION

In most cases, using a Technical Process takes little to no time at all, although concentration is nearly always a requirement, especially for those processes which can take multiple actions to complete. Using a Technical Process while in combat draws opportunity attacks in the same manner as using a Med-Roid Injection. A process with a required time of one round or more yields no results until the beginning of the round after the process is complete. If you are hit with an attack while using a process, you must reroll the last skill check you made for the process with a -5 penalty. If you didn't have a previous check, the DC is equal to 5 + the level of the process. Failure means you have to start the process over, but you don't lose anything other than the time.

♦ **Medical Procedures:** Commonly learned in universities or through apprenticeships, medical procedures can be expensive both to purchase and to access. These processes include everything from treating common ailments to performing an operation in a desert with a ball point pen and a sharpened, sterilized rock. There are even medical procedures for returning the recently deceased (or those in stasis) to life.

Technical Processes come in a variety of categories. Those detailed in this guide include Conveyance, Medicine, Projection, Research, and Security.

ADVANCED SEARCH ENGINE

Utilizing resources beyond those of common men, you learn information related to a specific query.

Level: 10

Access Fee: 400 CR

Purchase Price: 1,000 CR

Category: Research

Key Skill: Tech

Required Time: Standard Action (see text)

Duration: 10 minutes

You ask a single question and make a Technology check with a +10 bonus check to uncover a clue, remember a bit of lore, or otherwise gain information about the world around you.

Your search results garner a single piece of information which can take the form of a word, a name, a phrase, or even a brief story, depending on what exactly you're looking for. Some more difficult searches can take up to 30 minutes to yield results.

The program can't uncover information beyond the scope of modern research. It's of no use if you're trying to crack a military code, for example, since only top military personnel would know the proper code. Nor can the program tell you definitively where Santiago is, though it could lead you to a planet where the legendary bandit has been known to traffic stolen art or other goods.

ANTIBIOTIC MEDICAL KIT

You can treat human and alien ailments with ease.

Level: 6

Access Fee: 150 CR

Purchase Price: 360 CR

Category: Medicine

Key Skill: Heal

Required Time: Standard Action

Duration: Instantaneous

With proper treatment, you can wipe away a single disease afflicting the subject, whether the disease is active or incubating. The subject is completely cured and loses all negative side effects and symptoms.

The cure can be physically taxing to the recipient; if used on an injured character, it can even kill him

or her. Once you've administered the cure, make a Heal check, using the level of the disease as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Check **Effect on Target**

0 or lower Death

1–9 Damage equal to the target's maximum hp

10–19 Damage equal to ½ the target's maximum hp

20–29 Damage equal to ¼ the target's maximum hp

30+ No damage

If you know your subject is suffering from multiple diseases, you must choose which to cure. Otherwise, you can only treat the single disease you know about. You learn the disease's level when you begin preparations, and at that point you can choose not to continue, without expending any resources.

CRAFT TECHNOLOGICAL ENHANCEMENT

You utilize your expert knowledge of chemistry, physics, or mechanics to create and modify useful devices.

Level: 1

Access Fee: Special

Purchase Price: 100 CR

Category: Research

Key Skill: Engineering, Medicine, or Tech (no check)

Required Time: 1 round per level of the crafted item.

Duration: Instantaneous

When the process is complete, you can choose to create a common or uncommon tech enhancement item of your level or lower or move a tech enhancement onto a different basic item (like moving the *explosive weapon* enhancement from a pistol to a laser rifle). The Access Fee for doing this is equal to the completed item's cost.

DATA ENCRYPTION

You code your programs in a specific manner to prevent easy replication or access by others.

Level: 1

Access Fee: 10 CR

Purchase Price: 50 CR

Category: Security

Key Skill: Tech

Required Time: Minor Action

Duration: Permanent

This process codes up to 2,500 words of data you may want to send or store so that others cannot readily detect it. Alternatively, you can create a false set of information prior to using this process and hide your own data within it.

Make a Tech check with a +5 bonus. The result is the DC for a Tech check to access the data. A creature trained in Tech can detect the presence of encryption if its Passive Perception exceeds your Skill check. It must still actively seek to access the data afterward.

DECONSTRUCT TECHNOLOGICAL ENHANCEMENT

You utilize your expert knowledge of chemistry, physics, or mechanics to remove enhancements from basic items.

- Level:** 1
- Access Fee:** none
- Purchase Price:** 100 CR
- Category:** Research
- Key Skill:** Engineering, Medicine, or Tech (no check)
- Required Time:** 1 round per level of the crafted item
- Duration:** Instantaneous

Upon completion of this process, the tech enhanced item is destroyed, leaving you with salvageable parts equal to 20% of the item's value. If the item to be deconstructed is Uncommon, you receive 50% of its value instead, and if it is Rare, you receive 100% of its value in salvageable parts.

DEHYDRATED FOOD CAPSULES

With a few drops of water, you can create enough food to last you an entire day.

- Level:** 4
- Access Fee:** 35 CR
- Purchase Price:** 175 CR
- Category:** Medicine
- Key Skill:** Heal or Nature (no check)
- Required Time:** 1 round
- Duration:** 24 hours

This process feeds up to five Medium or Small creatures or two Large creatures for 24 hours. You always have appropriate food to sustain the creature, regardless of race.

DEMOCRACY MAINFRAME

The Democracy keeps the most important information out of the public eye. With military permission or a talent for hacking, you are able to access the mainframe and perform a functional search.

- Level:** 16
- Access Fee:** 3.600 CR
- Purchase Price:** 9.000 CR
- Category:** Research
- Key Skill:** Tech
- Required Time:** 1 round
- Duration:** 10 minutes

You gain access to an unparalleled source of information with the potential to store almost everything, even information otherwise known to only one creature.

Check	Number of Questions
9 or lower	One
10–19	Two
20–29	Three
30–39	Four
40+	Five

Make a Tech check to determine how many questions you can ask before the mainframe locks you out.

Each question is answered immediately, so you know the answer to one question before asking the next. You must phrase your question so that the system can answer it with a single word or a brief phrase. For the mainframe to know the answer to a question, the answer must be known to at least one creature, even if that creature is no longer alive.

The mainframe has no foreknowledge and can make limited judgment calls. It can tell you the pass code into a general's lockbox, but it can't tell you how well you'll fair against the soldiers guarding the general's room.

As a security measure, ten minutes after you access the system, the mainframe resets and locks again; it will do this even if you have unasked questions remaining.

DIGITAL LOCK

You attach a small encoder to a door or hatch which seals it against intrusion.

- Level:** 4
- Access Fee:** 25 CR
- Purchase Price:** 150 CR
- Category:** Security
- Key Skill:** Engineering
- Required Time:** Standard Action
- Duration:** Permanent

Make an Engineering check, with a +5 bonus, to set the DC for Thievery checks or Strength checks made to destroy the lock. You can program the lock to allow for certain other creatures or types of creatures to bypass it normally. You can choose any or all (or none) of the following options:

Password: You can set a verbal password. If uttered within 5 squares of the portal, the lock deactivates for one minute.

Individuals: You can designate up to ten other specific individuals who can bypass the lock at all times with a handprint or other physical proof of their identity.

Descriptions: You can describe one or more categories of creatures who can bypass the lock once it scans them, using specific, observable characteristics such as race, type, size, or equipment carried or worn.

The Lock remains until deactivated, or until the lock or the door is destroyed, such as by an Electronic Decoder software program or a successful Strength or Thievery check. Thanks to the built in advanced warning system, wherever you are, you instantly know if your Digital lock is defeated by one of these methods.

DIGITAL TRANSLATOR

A simple program that aids in easy communication with alien races.

- Level:** 1
- Access Fee:** 10 CR
- Purchase Price:** 50 CR
- Category:** Research
- Key Skill:** Engineering
- Required Time:** Minor Action
- Duration:** 24 hours

Choose a language you have heard or a piece of writing you have seen within the past 24 hours. The translator can provide better understanding of spoken languages for the next 24 hours and, if your Tech check result is 35 or higher, allow you to translate your own speech into the alien language fluently for the duration. The same is true for reading and writing a language, respectively, when you can provide a sample. You can translate both speech and writing at once if able.

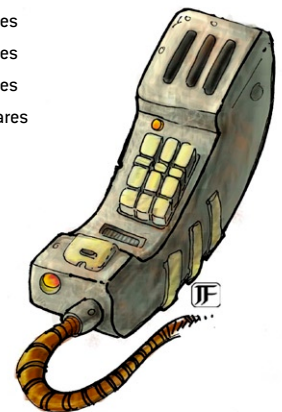
DIVINING ROD

Named for the Y-shaped pieces of wood used to find water back on earth, this device can guide you to a specific source.

- Level:** 10
- Access Fee:** 400 CR
- Purchase Price:** 1.000 CR
- Category:** Research
- Key Skill:** Engineering
- Required Time:** 1 round
- Duration:** 5 minutes

Name an object when you activate this device. You can detect the direction and distance to the nearest example of that object, as long as one is within the range defined by your Engineering check result. When attempting to locate a specific object, apply the modifiers below.

Specific Object Is...	Modifier
Very familiar to you	0
Seen once by you	-5
Described to you	-10
Check	Range
9 or lower	5 squares
10–19	10 squares
20–29	30 squares
30–39	60 squares
40+	100 squares



ELECTRONIC DECODER

Crafted specifically to hack into digital locks, the decoder also functions as a powerful magnet and a manual for picking basic locks by hand.

Level: 4

Access Fee: 35 CR, plus 1 healing surge

Purchase Price: 175 CR

Category: Security

Key Skill: Engineering or Tech

Required Time: Standard Action

Duration: Instantaneous

The Electronic Decoder allows you to open a single locked door or other object. It even works against Digital Locks or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Engineering or Tech check per lock, bar, Digital Lock, or similar closure. The object you unlock does not open

automatically; you still must open it yourself after the Decoder unlocks it.

Make an Engineering or Tech check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description in the D&D 4E PLAYER'S HANDBOOK for example DCs.) To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 skill check.

If you use this decoder successfully against a portal protected by a Digital Lock, you destroy the lock and its Advanced Warning System activates.

ENERGY BARRIER

You throw out a small device that activates on impact and creates a barrier surrounding an enemy.

Level: 5

Access Fee: 100 CR

Purchase Price: 250 CR

Category: Security

Key Skill: Engineering

Required Time: Special [see text]

Duration: Until destroyed

When you use this process, designate one or all creature origins (see the D&D 4E MONSTER MANUAL for more information on creature origins). Choosing all creature types applies a -5 penalty to your skill check.

Creating the barrier requires at least one minor action on your turn. After that, you or one of your allies can extend the barrier by spending one or more minor actions each turn. The barrier exists in 1 square for each minor action spent in this way, and each square must be adjacent to at least one other square.

An affected creature whose level is lower than your Skill Check result minus 10 cannot pass

through the barrier, affect creatures through the barrier's boundary, or affect the boundary in any way. Other creatures of an affected origin take force damage equal to your skill check result when passing through the boundary, but doing so destroys the barrier. Unaffected creatures can destroy the barrier as a standard action with no penalty or damage.

ENVIRONMENTAL READING

With a quick review of the galactic database, you can locate the inhabitable areas of a given planet, what is safe to consume, or even directions to a specific locale.

Level: 6

Access Fee: 140 CR

Purchase Price: 360 CR

Category: Research

Key Skill: Tech

Required Time: Minor Action

Duration: 10 minutes

Make a Technology check and consult the table below. You can ask a number of questions up to the total indicated by your roll.

Check	Number of Questions
9 or lower	One
10–19	Two
20–29	Three
30–39	Four
40+	Five

You can research anything pertaining to the terrain features, plants, minerals, bodies of water, creatures, and other aspects of your surroundings. The results of your query are accurate, but, because you're using a public resource, can sometimes be vague. Most questions are answered with a "yes or a no. Rarely are there any notes on the topic, and when there are, they can be highly subjective.

HOLOGRAM, SENSORY

You can call up an interactive hologram with realistic sensory output such as smell and sound.

Level: 12

Access Fee: 500 CR

Purchase Price: 2,600 CR

Category: Projection

Key Skill: Engineering or Tech

Required Time: Standard Action

Duration: Up to 24 hours

An image of a single creature, of any size from Small to Large, appears at the designated location. It looks and smells like the creature in question.

If the creature can speak or emit sounds, the image can do so as well, but on a limited basis (subject to the DM's judgment)—it's not possible, for instance, for the image to engage in an extended conversation.

You can give the image simple instructions, such as having it wander a set area, appear to chew on local plants, and the like. Your Skill check determines the number of actions you can instruct the image to take.

Check	Actions
19 or lower	1 minor, 1 move
20–29	1 minor, 1 move, 1 standard
30–39	2 minor, 2 move, 1 standard
40+	2 minor, 2 move, 2 standard

The image can perform these actions in a specific sequence, such as moving, taking a standard action, and then moving again, either in an endless loop or starting in response to a specific trigger, such as a door opening. You can also match each action to a specific trigger. An image might move when a creature moves next to it or cower and scream when it is attacked.

Creatures that view or interact with the image are entitled to Insight checks to detect the fact that it is false. This check's DC equals your Skill check result. A creature is allowed a check the first time it sees the image and each time it interacts with it. A creature that touches an image automatically determines that the image is a fake.

The image cannot travel more than 20 squares from the spot where it first appeared. You can create the image anywhere you can see, but creating the image while viewing the area through another means such as with a security camera incurs a -5 penalty to your check since it becomes more difficult for you to create a believable image.

HOLOGRAM, STATIONARY

You can call up a hologram of a basic object or device.

Level: 5

Access Fee: 25 CR

Purchase Price: 250 CR

Category: Projection

Key Skill: Engineering or Tech

Required Time: Minor Action

Duration: Up to 24 hours

This process functions in all ways as a Sensory Hologram, except you can only create an unmoving object or device. Your Skill check result determines the image's maximum size. Once you create the image, you cannot move it.

Check	Maximum Size
19 or lower	Small
20–29	Medium
30–39	Large
40+	Huge

HOVER TRUCK

This mobile container can carry weight for you and follows within the area of your controller.

Level: 1

Access Fee: 10 CR

Purchase Price: 50 CR

Category: Conveyance

Key Skill: Engineering

Required Time: Standard Action

Duration: 24 hours

You activate a device which carries weight for you; you control it with a small remote control. The device remains stationary unless you move the remote more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of the remote. You can use the remote to command the device to move up to your speed as a move action. If the remote remains more than 5 squares from the device for 2 consecutive rounds, it deactivates.

Your Skill Check result determines the maximum load the device can carry.

Check	Maximum Load
9 or lower	250 pounds
10–24	500 pounds
25–39	1,000 pounds
40+	2,000 pounds

JURY RIG

You make hasty repairs to an object or device to get it working until you can spend more time on it.

Level: 1

Access Fee: Special

Purchase Price: 50 CR

Category: Research

Key Skill: Engineering (no check)

Required Time: 1 round

Duration: Special

A single object that can fit in a 10-foot cube is completely repaired for a number of minutes equal to twice your level. The Access Fee is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

NIATHOL

The Truth Serum, widely used on the black market, and more discreetly by the Democracy.

Level: 6

Access Fee: 140 CR

Purchase Price: 360 CR

Category: Medicine/Research

Key Skill: Heal or Engineering

Required Time: Standard Action

Duration: 5 minutes

Make a Heal or an Engineering check to administer the drug to a single restrained, dazed, stunned, helpless, or willing creature. Use the result as a bonus to your Insight checks to discern any untruths spoken by the creature during the duration.

PERSONAL ARCHITECT

This moderate program can scan an area and provide detailed information which may include the location of hidden exits or compartments.

Level: 3

Access Fee: 25 CR

Purchase Price: 125 CR

Category: Research

Key Skill: Tech

Required Time: 1 round

Duration: Instantaneous

Make a Tech check and add the result as a bonus a Perception check you must make immediately after. The result of your modified Perception check determines whether you find any secret or hidden doors in your line of sight. If anyone aided you with activating this program, they can't help you make the resulting Perception check.

PERSONAL ITEM TRANSPORTER

You punch in your coordinates to a specially crafted container which is beamed to you after a short time.

Level: 6

Access Fee: 140 CR

Purchase Price: 360 CR, plus a container worth at least 200 CR

Category: Conveyance

Key Skill: Engineering (no check)

Required Time: 2 rounds

Duration: Until dismissed

When the process completes, the container you procured appears in an unoccupied space adjacent to you. You can remove or add objects to the chest (subject to its natural size limitations) when it is present.

Any time after calling it, you can dismiss it back to its previous location as a free action and it returns at the start of your next turn.

The container's means of transport are unsafe for living creatures of any kind. As a failsafe to the process, a container will not leave its present location while a living creature is within its confines. The process will inform you immediately if this happens.

PERSONAL SECURITY CENTER

You set up a warning system with a small alarm and a security camera. A proximity trigger sets the system off to get your attention.

Level: 2

Access Fee: 25 CR

Purchase Price: 100 CR

Category: Security

Key Skill: Engineering

Required Time: Standard Action

Duration: 24 hours (special)

You can place cameras in any square within 10 squares of where you plan to stay.

Each camera is located in a particular square. Interacting with a camera sets off the alarm. The cameras are nearly invisible and have a Stealth check result of 20 + your level to avoid detection. At level 14, the cameras can also automatically detect the presence of spying equipment within 10 squares such as a tap on a communicator or other cameras not designated as safe by you.

Your Engineering check determines how many cameras you can set up and what they can detect.

Check	Created Vision or Ability
9 or lower	One with normal vision
10–24	Up to three with darkvision
25–39	Up to five with darkvision and tremorsense 12

The cameras pick up no audio and each uses your Perception modifier with a +5 bonus to spot intruders. When a camera sees an intruder, it emits a loud warning sound defined by you during installation. This sound could be anything from a stentorian "Enemies approach!" to an owl's screech to a blaring ship's horn. The Perception DC to hear the camera's sound is 0 (modified by distance as normal).

The cameras never consider you an intruder. In addition, you can designate anybody else as nonintruders. When you install the cameras, you can also designate one or more categories of creatures that they will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as Altairi), or obvious equipment (such as a creature carrying a Democracy Badge).

Without an External Recording Source, the cameras can record for up to 24 hours or until you disable them.

External Recording Source: For 1,000 credits (CR), you can set the cameras to record to a nigh infinite storage source. The source must remain within 20 squares to pick up the recorded signal, but you can conceal it however you wish. If you remove the source, you can still play back the recordings later, but you'll be unable to reconnect it until you reinstall the cameras. At level 14, the cost for this source becomes 16,000 credits (CR) if you want it to also detect spying equipment.

PHARMACOLOGY KIT

You keep a handful of useful medicines and reagents available in case of emergency.

Level: 5

Access Fee: Special

Purchase Price: 75 CR

Category: Medicine

Key Skill: Heal or Engineering (no check)

Required Time: 1 round

Duration: Permanent until consumed

You create a Med-Roid Injection of your level or lower. The Access Fee is equal to the price of the injection you create.

PROGRAMMED INTERCOM

You can set up a speaker to play a recorded message for you.

Level: 1

Access Fee: 10 CR

Purchase Price: 50 CR

Category: Projection

Key Skill: Engineering or Tech (no check)

Required Time: 1 round for initial setup, minor action to reset

Duration: Until discharged

As part of the process, designate any triggers you wish to set off the recorded message. When the trigger you set is met, the speaker plays its message.

RESUSCITATE

You return the recently deceased to life.

Level: 8

Access Fee: 500 CR

Purchase Price: 680 CR

Category: Medicine

Key Skill: Heal (no check)

Required Time: 2 rounds

Duration: Instantaneous

You can only use this procedure on the corpse of a creature that died no more than 4 minutes prior to when you begin the process (unless the creature was placed into stasis). The subject returns to life as if he or she had taken an extended rest. The subject is freed of any temporary conditions suffered at death, but permanent conditions remain.

The subject returns with a death penalty as detailed in the D&D 4E PLAYER'S HANDBOOK. You can't restore life to a creature that has been petrified or to a creature that died of old age.

Characters of higher level tend to suffer more heinous deaths or can take more punishment before their body gives up. As such, paragon and epic heroes require more attention; the Access Fee is 50,000 CR for paragon tier characters and 500,000 CR for epic tier characters.

STASIS

You place a grievously injured creature into a state of complete pause until you can treat it properly.

Level: 1

Access Fee: 10 CR

Purchase Price: 50 CR

Category: Medicine

Key Skill: Heal (no check)

Required Time: 1 round

Duration: Special

You place a recently deceased creature into stasis, effectively preserving it for five times the duration a corpse can usually remain dead and still be affected by Resuscitation or a similar procedure. Stasis also protects the corpse from being returned to a state of unlife for 150 days.

SOUND DAMPENERS

You secure an area against others trying to listen in on your conversation.

Level: 1

Access Fee: 30 CR

Purchase Price: 75 CR

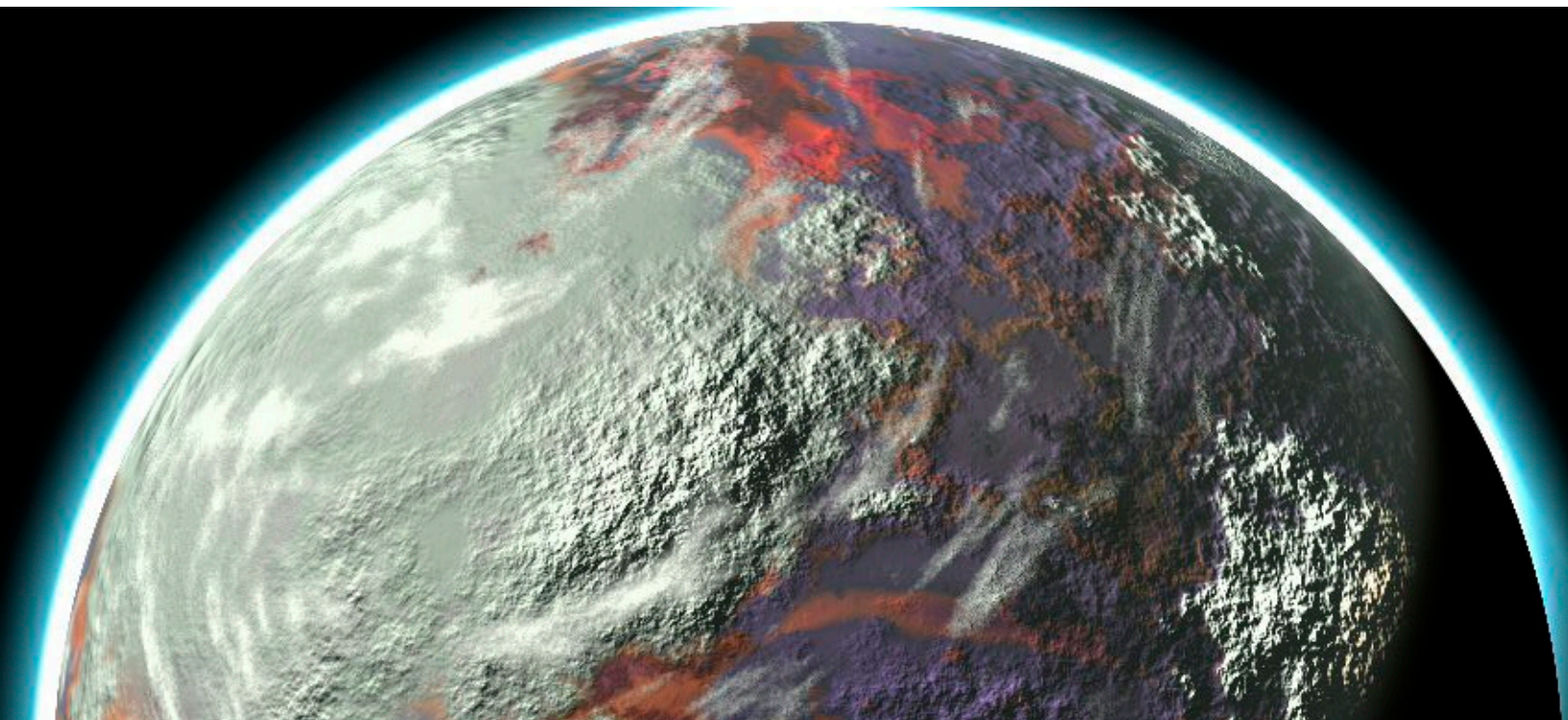
Category: Security

Key Skill: Engineering

Required Time: Standard Action

Duration: 24 hours

You set up a device which draws sound away from those around when they speak. The device can affect a single room or a burst 4 area against eavesdropping. Anybody attempting to listen to something within the area from outside takes a -10 penalty to its Perception check.





SECTION FOUR: TRANSLATION GUIDE

“**Conversion Guide**” would be something of a misnomer, for to use existing 4E elements you don’t actually *convert* anything—you merely change some terminology. This section shows you how to do that. The important thing to remember is that the only changes *Myths of the Far Future* makes is to the names of things—the rules still interact with each other in exactly the same way. It’s simply an issue of using terminology as a tool for immersion. Here’s what we did with the core game elements in the D&D 4E PLAYER’S HANDBOOK.

RACES

All of the D&D 4E races can exist quite happily in a galaxy populated by thousands of alien species; in *Myths of the Far Future*, the names in the D&D 4E PLAYER’S HANDBOOK become simply human nicknames for the species in question—often based on their resemblance to mythological or legendary creatures from Earth’s past. They can be used exactly as presented in the core rules, with some campaign-specific background.

- ◆ **Dragonborn:** Several varieties of these lizard-like aliens exist on various worlds; noted for their ability to spew fire, acid, or other elements from their mouths, they quickly became connected in human minds with mythical dragons.

- ◆ **Dwarf:** Some planets with higher gravity than normal give rise to these stout humanoids.
- ◆ **Eladrin:** A race of aliens with the unusual biological ability to teleport short distances and an affinity for technology. Almost angelic in appearance, eladrin are viewed by some humans with reverence.
- ◆ **Elf:** Humans quickly named these slender, pointy-eared aliens “elves” in reference to many myths and stories of such creatures.
- ◆ **Gnomes and Halflings:** Some species are just smaller than others. While they might not be fond of names such as “gnome” and “halfling,” they’re largely stuck with them. These races use their size to their advantage.
- ◆ **Half-Elf:** Sometimes a human mates with an alien and they produce an attractive offspring. These children are often referred to by humans as “half-elves.”
- ◆ **Tiefling:** Tieflings are usually seen as the opposite of eladrin, appearing demonic as opposed to the angelic eladrin. They’d probably be referred to as devils if the Blue Devils of Hades hadn’t been discovered first. They are seen as one of the more dangerous races in the galaxy. Still, some are able to forego this stigma and make a steady income.

KEYWORDS

Power Sources

- ◆ **Arcane and Divine** power sources are rolled into Tech. Magic doesn’t really exist; technology takes its place. As human and alien understanding of the supernatural turned to study and eventually knowledge, formerly “magical” concepts became science. Since then, all have relied on science to invent new and fantastic things from vehicles to weapons to specialized armor. Any power or item which relies on the Tech power sources produces “magical” effects through technology.
- ◆ **Martial** retains its status and name as a power source. The ability to fight is all too necessary in this dangerous future.
- ◆ **Primal** abilities often appear almost supernatural to others. Many believe that the idea of changing yourself into a more powerful creature is one of three things: a form of evolution, a part of your species, or a parlor trick using technology.
- ◆ **Psionic** powers exist, but they are generally rare. Researchers who’ve had the pleasure of working directly with Scions and other gifted individuals believe they are the next step in the evolution of the mind.

- ◆ **Shadow** powers remain a mystery to even the scholars on Aristotle. Most dismiss it as superstition and science that has yet to be proven; perhaps it is related to the science of other dimensions.

Damage Types

Damage keywords associated with powers are unchanged. They may sound a little old-fashioned (thunder instead of sonic, lightning instead of electricity, and so on), but they work just fine. We've kept them as-is in *Myths of the Far Future*.

CLASSES

You can use any D&D 4E class with little adjustment other than changing magic to technology and making commensurate changes in terminology.

- ◆ **Cleric**—Priests such as Father William travel the galaxy, preaching the holy word of their religion in one way or another. Characters who become clerics learn to use technology in such a way as to appear gifted by their faith. In truth, the "holy" mark left on an infidel is often nothing more than a serious burn caused by one chemical or another, and the healing miracles are the judicious use of medical technology. As mentioned above, the Divine power source is called Tech.
- ◆ **Druid**—Followers of nature who devote themselves to studying technology's effect on it. Since the Democracy requires they register before congregating, most groups of druids have taken to travelling the Inner Frontier and protecting what they can of the natural environments there.
- ◆ **Fighter**—Basic combat proficiency is useful in any age, whether the mythical past or the far future.
- ◆ **Paladin**—A slang term used to describe crusading soldiers or those who hide their slaughtering of enemies behind the veil of religious belief. In some circles, the Angel is called a paladin, although nobody would dare call him that to his face.
- ◆ **Ranger**—A ranger is a combatant trained extensively for skirmishes. He could be a special operative when the Democracy has to take a planet by force or an elite gunman and covert soldier focused on mobility.
- ◆ **Rogue**—Another breed of Scoundrel, rogues tend to focus themselves on combat over the subtleties of wordplay. Some Soldiers who have gone AWOL and become outlaws or bounty hunters are called "rogues" in a derogatory sense.
- ◆ **Sorcerers and Warlocks**—Strange and inexplicable phenomena sometimes occur that eccentrics believe are rewards for the worship of heathen gods. More often than not, when such parlor tricks are brought to light within the Democracy, they are nothing more than exceptional gunplay and technology tailored to scare the feeble-minded.
- ◆ **Warlord**—Generals of Democracy armies are sometimes referred to as warlords when dealing with aliens. Military strategists and even some scoundrels, like the Jolly Swagman, could also be seen as warlords in their own right.
- ◆ **Wizard**—Magic is technology. A wizard is simply someone who uses technology, and is viewed as a scientist by the Democracy. Any reference to the Arcane power source is simply referred to as the Tech power source.

SKILLS

As mentioned earlier, all skills remain unchanged with the exception of two name changes: Arcana is called Technology (sometimes shortened to Tech), and Dungeoneering is called Engineering. Religion checks remain in use when related to the worship of gods or the understanding of terms used by men the likes of Father William. Powers with the Religion keyword can be recognized with a Tech check as well, since they are most often technology based.

EQUIPMENT

You can use any equipment and magic items from D&D 4E as written as long as you remember to replace by technology—so, for example, a *portable hole* becomes a high-tech device that relies on trans-dimensional science rather than enchanted fabric that relies on planar magic. (A complete list of magic items from the D&D 4E PLAYER'S HANDBOOK starts on page 50.)

ARMOR

The rules for armor are unchanged, although the various armor types are referred to by different names here. When considering armor for a character such as a rogue, you can look here if the options presented are unclear to you. Alternatively, if you want your character to have that retro look, feel free to use old-fashioned armor exactly as presented.

- ◆ Cloth *becomes* Synthetic Weave
- ◆ Leather *becomes* Combat Vest
- ◆ Hide *becomes* Mylar Armor
- ◆ Chainmail *becomes* Navy Kevlar
- ◆ Scale Armor *becomes* Riot Gear
- ◆ Plate Armor *becomes* Navy Battlesuit
- ◆ Shield *becomes* Forcefield

WEAPONS

In the far future, melee weapons are not seen as often as are pistols and rifles (although they're certainly still used, especially by those who like a little flair). The cost of any weapon is its gp value in the D&D 4E PLAYER'S HANDBOOK, represented in Credits.

For those who want to use it, archaic weaponry is fairly easy to find, especially on the Frontier, though technologically derived improvements in construction, including grip, weight, balance, and other characteristics, make the weapons easier to wield effectively. Consequently, weapons from the D&D 4E rulebooks categorized as military weapons are treated as simple weapons; superior weapons are treated as military weapons.

MAGIC ITEMS AND RITUALS

Technological devices have taken the place of magic items, but they retain the same functions from a game rules perspective. So, for example, an orb is called a *crystal focus*, a staff is an *alien device*, and a wand becomes a *probe*.

Enchantments on equipment are typically called Tech Enhancements when related to upgrading weapons or armor. Other items, including those that occupy magic item slots on the body, are collectively referred to as Tech Gear, with holy symbols and totems specifically labeled as Trinkets. Tech Gear can be upgraded by changing the tech enhancement that comes standard with it.

Potions take the form of Injections. Other forms of consumables are given genre-appropriate names depending on what seems best.

Finally, rituals are known as Technical Processes and include software programs, engineering devices, and medical procedures. A spellbook in *Myths of the Far Future* is actually a personal information storage and retrieval device in which you can store reference information, procedures, contact lists, and other things you need for your processes.

MONSTERS

This isn't really in the D&D 4E PLAYER'S HANDBOOK, but for completeness's sake we'll note here that D&D 4E monsters work just fine as written. Perhaps somewhere in the galaxy, there's a planet known for indigenous lifeforms straight out of human myth: winged, fire-breathing lizards that humans can only refer to as dragons. Elsewhere in the galaxy, perhaps there is a planet overrun by short, ugly, vicious humanoids that humans derisively call goblins.

The galaxy of the far future is a big place, after all, there's plenty of room for everything.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Chainmail	Navy Kevlar	Armor	1	40 CR	Basic	Popularized on Deluros VIII by the Democratic Police, this protective armor is standard issue for officers. With the right connections, one can usually find a set of used Kevlar on the black market.
Cloth Armor (Basic Clothing)	Synthetic Weave	Armor	1	1 CR	Basic	A light, flexible armor that often resembles a plain, gray shirt or suit. This equipment doesn't provide any direct protection on its own, but, unlike normal clothing, it can be upgraded with tech enhancements.
Darkhide Armor	Altairi Mylar	Armor	1		Basic	A pliable, unidentifiable material similar to Mylar and found on the planet of Altair.
Elderhide Armor	Star-Burned Mylar	Armor	1		Basic	This armor was treated near the center of a burnt out star. The process leaves the armor scarred, but makes it stronger than any mylar while maintaining its flexibility.
Elderscale Armor	Meta-Gear	Armor	1		Basic	Meta-Gear fashions itself around the user and becomes like a second skin. Instead of allowing for blood loss, the armor applies pressure to the affected area to staunch the bleeding.
Feyleather Armor	Pioneer Vest	Armor	1		Basic	The standard issue protective armor of the Pioneer Corp, these vests are sometimes worn under heavier armor in the event that the pioneer requires extra mobility.
Feyweave Armor	Domarian Weave	Armor	1		Basic	The Democracy has tried and failed at several attempts to replicate this protective synthetic weave woven by the powerful telekinetic ESPers of Domar.
Forgemail	Canphorite Kevlar	Armor	1		Basic	One of the heaviest armors in use by the canphorite government, shipments of this armor are occasionally stolen and sold on black market worlds.
Godplate Armor	Nanotech Battlesuit	Armor	1		Basic	The most advanced technology available to the navy, Nanotech Battlesuits provide several layers of protection without the bulk of a Gigatech Battlesuit
Heavy Shield	Heavy Forcefield	Armor	1	10 CR	Basic	The Heavy Forcefield offers more protection than the light, but prevents you from using your hand for other activities such as climbing.
Hide Armor	Mylar Armor	Armor	1	30 CR	Basic	Invented as a more durable alternative to the combat vest, mylar armor usually comes in a suit thin enough to fit under regular clothing without being too conspicuous. Out on the Frontier, one can expect most high profile targets probably wear something like this.

OTHER MYTHS OF THE FAR FUTURE

Here are a few ideas for how you and your DM might use this material to create your own myths of the far future. Not that we're trying to discourage you from playing through the Santiago Adventure Path, of course (we think it's really rather good), but we want to encourage you to think of *Myths of the Far Future* as "D&D 4E: Future."

- ◆ A galaxy ruled by dragon overlords, where magic and science mix and where wizards adventure alongside engineers. Players in this setting have access to all available classes, both from this book and from the core D&D rules. The galaxy is populated by spacefaring elves, dwarves, and more, and the heroes battle orc marines on distant planets.
- ◆ A campaign which features no aliens or races other than human, where the players play a band of misfits and ne'er-do-wells struggling to exist in an oppressive, corporate-led galaxy.

- ◆ A campaign set in our default universe, but not following the *Santiago* Adventure Path (perhaps you've already played it!) In this campaign, the players may be explorers, bandits, government agents from Deluros VIII, rebels trying to overthrow the Democracy, or adventurers uncovering cult activities on Walpurgis III. You could even base a campaign on some of Mike Resnick's other novels set in the same universe.
- ◆ Futuristic soldiers who somehow find themselves in a fantasy world. They encounter magic, monsters, and more for the first time while trying to work out how to return home. Or, indeed, vice versa—fantasy characters who find themselves in a futuristic galaxy, thrown into a world of firearms and spaceships. Or you could have your fantasy world invaded by beings from outer space.

- ◆ Or anything else you can imagine! You can use any material presented for D&D and all the new material presented here—it's all at your disposal, and all of it is 100% compatible.

If you're planning on a campaign set in your own universe, you (well, you and your DM) need to make a couple of decisions. The biggest one is about magic and access to classes found in the D&D core rules. While our default universe grants you access to any material in any D&D rulebook, it changes the "fluff text" to make magic sound like technology. However, you are welcome to allow magic in your own setting; it has no impact on the rules, only on the "look and feel" of your setting.

So, in summary, look upon this book as your gateway into D&D far future gaming! And if you want to play through our Adventure Path too, welcome aboard, and we hope you enjoy the ride.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Leather Armor	Combat Vest	Armor	1	25 CR	Basic	Standard body armor used for millennia by the race of Man, a combat vest provides basic protection against firearms and other dangerous weapons.
Light Shield	Light Forcefield	Armor	1	5 CR	Basic	On the frontier, having a hand free is ideal in most cases. Still, some prefer more archaic protection in the form of portable, shield generating devices. Although uncommon, these hand-held machines can prove useful in a pinch.
Magic Armor	Tech-Enhanced Armor	Armor	1	360+ CR	Common	This armor has been specially programmed to provide cheap, added protection.
Plate Armor	Navy Battlesuit	Armor	1	50 CR	Basic	Ordinarily exclusive to Democratic military, this surprisingly form-fitting armor serves not only to protect better than any other readily obtainable material, but also conceals nicely under loose clothing and coats. Within the Democracy, possession of this armor without proper paperwork is considered a criminal offense.
Scale Armor	Riot Gear	Armor	1	45 CR	Basic	This bulky armor covers the users' entire person and in most cases cannot be easily hidden. Originally intended to be police issue only on Democracy controlled planets, several arms dealers have recently begun to produce facsimiles of Riot Gear for Bounty Hunters willing to pay the higher price.
Spiritmail	Star-Burned Kevlar	Armor	1		Basic	At one time, humans believed Kevlar to be entirely heat resistant. After a couple of eras in the greater galaxy, this was disproven. Now, the relatively light material is occasionally reforged at the center of a star into something considerably stronger.
Starleather Armor	Meta-Vest	Armor	1		Basic	Like Meta-Gear, this vest smooths itself over the user's torso and maintains pressure when needed to prevent the user from bleeding out.
Starweave Armor	Nanoweave	Armor	1		Basic	Commonly worn under Nanotech Battlesuits, this armor patches directly into the user's central nervous system and reacts directly to stimulus from the brain to provide protection.
Warplate Armor	Gigatech Battlesuit	Armor	1		Basic	Thicker and more powerful than a standard issue Navy Battlesuit, Gigatech Armor uses modern programming and science to protect the user from harm.
Wyrmscale Armor	Graal Riot Gear	Armor	1		Basic	The Democracy periodically commissions ships to be created by the Graal through a third party, but never uses the ships for their intended purpose. Instead, they strip down each ship and use the metal from the hull to create this gear while the rest goes to research and development.
Dwarven Armor	Sustaining Armor	Armor	2	520+ CR	Uncommon	With this enhancement, the user can withstand the blistering heat of a star and the biting cold of space.
Razor Armor	Auto-Defense Armor	Armor	2	520+ CR	Uncommon	Using the same concept as a tuning fork, this armor reverberates back against direct attacks.
Curseforged Armor	Reactive Armor	Armor	3	680+ CR	Uncommon	When struck in combat, this armor records the information to be used in defending against further attacks from the same enemy.
Delver's Armor	Stimulant Armor	Armor	3	680+ CR	Uncommon	This enhancement offers a variety of options in protecting the user against recurring pain or suffering.
Eladrin Armor	ESPer-Tech Armor	Armor	3	680+ CR	Uncommon	Teleporters can use this armor to enhance their capabilities. This unique program also compensates for the encumbrance of Kevlar.
Fireburst Armor	Heat Storage Armor	Armor	3	680+ CR	Uncommon	Heat Storage armor takes dissipated heat and uses it to prevent or cause burns.

MYTHS OF THE FAR FUTURE PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Sylvan Armor	Olympian Armor	Armor	3	680+ CR	Common	Named for the once proud cult of Olympians, this armor enhances the physical output of the user.
Black Iron Armor	Chem-Tech Armor	Armor	4	840+ CR	Common	Prevents damage to the flesh from fire and hazardous material.
Bloodcut Armor	Advanced Meta-Tech Armor	Armor	4	840+ CR	Uncommon	Not only does this enhancement prevent blood loss, but it also comes with a built in energy absorption unit.
Darkleaf Armor	Armor of the Avant-Garde	Armor	4	840+ CR	Uncommon	Pioneers are known to commission this enhancement when they are sent to handle one of their own.
Barkskin Armor	Shield-Tech Armor	Armor	5	1,000+ CR	Uncommon	The enhancement programmed into this armor uses the same technology as the shields of a spaceship.
Battleforged Armor	Med-Roid Armor	Armor	5	1,000+ CR	Uncommon	A variant of a typical injection is built into the armor to provide stimulation when needed.
Bloodthread Armor	High Impact Armor	Armor	5	1,000+ CR	Uncommon	This special weave becomes tougher than any combat vest on impact.
Deathcut Armor	Bio-Tech Armor	Armor	5	1,000+ CR	Uncommon	When struck in combat, this armor can release a hazardous gas upon the attacker.
Exalted Armor	Med-Tech Armor	Armor	5	1,000+ CR	Uncommon	Medical Engineers who frequent the field of battle often rely on this enhancement to aid their companions.
Sunleaf Armor	Flash-Tech Armor	Armor	7	2,600+ CR	Uncommon	The enhancement in this armor is programmed to convert kinetic energy into light and reflect it back on the attacker.
Elven Battle Armor	Reverse Gravity Armor	Armor	8	3,400+ CR	Uncommon	By altering the gravity centered on the user, this enhancement makes it easier for the wearer to move.
Mountain Armor	Personal Gravity Armor	Armor	8	3,400+ CR	Uncommon	By altering the gravity centered on the user, this enhancement makes it more difficult to move the wearer.
Ghostphase Armor	Meta-Vibration Armor	Armor	9	4,200+ CR	Uncommon	By vibrating molecules rapidly, the enhancement affords the user protection against bacteria while also giving limited movement through objects.
Hydra Armor	Regenerative Armor	Armor	13	17,000+ CR	Uncommon	This enhancement maps the body's cellular structure and repairs damages quickly.
Shadowflow Armor	Stealth-Tech Armor	Armor	13	17,000+ CR	Uncommon	Tiny cameras built into the armor display their images on the opposite side of the user, giving the illusion of invisibility.
Flamedrinker Armor	Laser-Tech Armor	Armor	14	21,000+ CR	Uncommon	Specially crafted within the Democracy, this armor refracts heat and dissipates it across the body, causing little to no harm.
Tombforged Armor	Sync-Tech Armor	Armor	14	21,000+ CR	Uncommon	This enhancement patches into nearby allies' armor and allows you to help them recover from injury even at a distance.
Trollskin Armor	Metabolic Stimulus Armor	Armor	15	25,000+ CR	Uncommon	This enhancement modifies the adrenaline pumped into the user's body with a fragile chemical compound.
Angelsteel Armor	Nano-Reactive Armor	Armor	19	105,000+ CR	Uncommon	Similar to Reactive Armor, this enhancement records incoming data and uses it to prevent similar attacks.
Soulforged Armor	G-Unit Armor	Armor	19	105,000+ CR	Uncommon	This enhancement is preprogrammed to take over for a nonfunctional user in combat situations.
Mantle of the Seventh Wind	Zero Gravity Armor	Armor	23	425,000+ CR	Rare	For short bursts, this enhancement allows the user to ignore gravity altogether.
Bracers of Mighty Striking	Skullcracker Arm Guards	Arms	2	520+ CR	Common	Made popular by Skullcracker Murchison, these arm guards strengthen the muscles and provide better leverage with swings.
Shield of Deflection	Deflector Field	Arms	2	520+ CR	Common	A forcefield with the ability to deflect projectiles.
Bracers of the Perfect Shot	Deadeye Arm Guards	Arms	3	680+ CR	Uncommon	These arm guards provide more flex and support when using firearms or other ranged weapons.
Shield of Protection	Temporary Forcefield Generator	Arms	3	680+ CR	Uncommon	This forcefield has been modified so that you can occasionally share its benefit with an ally.
Bashing Shield	Repulsor Field	Arms	5	1,000+ CR	Uncommon	A repulsor field activates when you strike an enemy to push them away from you.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Bracers of Defense	Arm Guards of Absorption	Arms	7	2,600+ CR	Uncommon	These special arm guards can reduce the harm you suffer from the occasional incoming attack.
Shield of Defiance	Med-Tech Forcefield	Arms	8	3,400+ CR	Uncommon	A special med-roid injection is built into this forcefield for emergency use.
Guardian Shield	Personal Gravity Well Generator	Arms	10	5,000+ CR	Uncommon	An interesting forcefield first crafted on Caliban for pioneers who visit hostile planets alongside cartographers.
Shield of Warding	Nullifier Forcefield	Arms	14	21,000+ CR	Uncommon	A variant of the personal gravity well generator, this forcefield doesn't harm the user.
Dragondaunt Shield	Blast Radius Forcefield	Arms	16	45,000+ CR	Uncommon	Blast radius forcefields are made to withstand attacks that affect large areas of space.
Potion of Healing	Med-Roid Injection	Consumable	5	50 CR	Common	A med-roid injection is a simple and easy-to-administer method of healing small wounds.
Potion of Vitality	Med-Roid Injection	Consumable	15	1,000 CR	Common	A med-roid injection is a simple and easy-to-administer method of healing small wounds.
Potion of Recovery	Med-Roid Injection	Consumable	25	25,000 CR	Common	A med-roid injection is a simple and easy-to-administer method of healing small wounds.
Potion of Life	Med-Roid Injection	Consumable	30	125,000 CR	Common	A med-roid injection is a simple and easy-to-administer method of healing small wounds.
Alchemical Reagents (Arcana)	Programming Templates	Equipment	1	1 CR	Basic	Programming Templates can be used to supplement the access fee of a software program (Tech).
Arrows	Arrow Clip	Equipment	1	1 CR	Basic	Stored in a small clip, one charge of this is expended when fired from an energy bow. Each fresh clip contains 30 charges.
Cart or Wagon	Trailer	Equipment	1	20 CR	Basic	This attachment for any spaceship provides additional room for carrying heavy loads or extra passengers.
Crossbow Bolts	Pistol Clip/Rifle Clip	Equipment	1	1 CR	Basic	Pistol and rifle clips come in three common varieties; bludger clips for a standard pistol or rifle, burner clips for laser weapons, and screecher clips for sonic firearms. Specialized clips can sometimes be commissioned or purchased through varying means. Each clip is good for 20 shots fired.
Everburning Torch	Energy-Saver Flashlight	Equipment	1	50 CR	Basic	The energy-saver flashlight functions exactly as a normal flashlight, but its battery life is high infinite.
Flint and Steel	Common Lighter	Equipment	1	1 CR	Basic	A fire-lighting tool small enough to fit into a pocket.
Hemp Rope (50 ft.)	Common Rope	Equipment	1	1 CR	Basic	Ages have come and gone, man has at last traversed the stars, and still a simple hemp rope is one of the most common tools used for exactly the same purpose it was eons ago.
Holy Symbol	Common Trinket	Equipment	1	10 CR	Basic	A simple fetish used to display one's religious beliefs.
Journeybread	Fresh Pack	Equipment	1	50 CR	Basic	A fresh pack is food specially prepared to be eaten while traveling. It takes up very little space.
Mystic Salves (Heal)	Medical Supplies	Equipment	1	1 CR	Basic	Medical supplies can be used to supplement the access fee of a medical procedure (Heal).
Orb Implement	Crystal Focus	Equipment	1	15 CR	Basic	This simple, round implement draws the wielder's attention to the swirling vortex in its center. Concentrating on the orb brings clarity to the user's thoughts and allows better channeling of psionic power.
Quiver	Quiver	Equipment	1	3 CR	Basic	A more powerful clip compared to a typical arrow clip, the fashionable artisans of Deluros VIII sew these into special packs made to resemble the leather quivers of yore. Each contains up to 100 charges for an energy bow.
Rare Herbs (Nature)	Natural Remedies	Equipment	1	1 CR	Basic	In a pinch, natural remedies can help with medical procedures (Heal). They can also be used for technical processes commonly used outdoors (Nature).

MYTHS OF THE FAR FUTURE PLAYER'S GUIDE ▾ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Residium (Any)	Energy	Equipment	1	1 CR	Basic	Energy is a tech resource that results from using the Drain Battery software package on a tech item, and can also be used as a generic component for technical processes. In some exotic planetary systems, energy is even traded as currency, carried in small, specially engineered battery packs or cells, and can be a convenient way to transport large sums of wealth; a battery able to store 10,000 credits worth of energy weighs as much as a single credit chip, so a 1lb energy cell is worth half-a-million credits and fits in a large pocket.
Riding Horse	Planet Hopper	Equipment	1	75 CR	Basic	Utilized as taxis to nearby planets, these typical ships are often remotely controlled and only travel to certain locations surrounding their current planet.
Ritual Book or Spellbook	Personal Communicator	Equipment	1	50 CR	Basic	Software users use a personal communicator to store and access the software they have acquired.
Rod Implement	Common Rod	Equipment	1	12 CR	Basic	A short piece of cylindrical metal or other material of little use to any beside some ESPers.
Rowboat	Supply Ship	Equipment	1	50 CR	Basic	These simple ships are best suited for one person and up to 600 lbs. of supplies.
Sailing Ship	Galactic Convoy	Equipment	1	10,000 CR	Basic	Typically controlled by the Democracy, these ships can transport as many travellers as any sailing ship found back on Earth.
Sanctified Incense (Religion)	Basic Parts	Equipment	1	1 CR	Basic	Basic parts can be used to supplement the access fee of engineering devices (Engineering).
Silk Rope (50 ft.)	Synthetic Rope	Equipment	1	10 CR	Basic	These ropes have come into common use on planets where hemp becomes brittle or can burn or freeze easily.
Sling Bullets	Pistol Clip/Rifle Clip	Equipment	1	1 CR	Basic	See Crossbow Bolts.
Staff Implement	Alien Device	Equipment	1	5 CR	Basic	A sometimes unwieldy object, such as a staff made from an unidentified material, alien devices provide a calm center for the chaotic energy of those with the gift of psionic talents.
Sunrod	Plasma Rod	Equipment	1	4 CR	Basic	This minor tech item sheds bright light to a radius of 20 squares for 4 hours before burning out.
Thieves' Tools	Electronic Lockpicks	Equipment	1	20 CR	Basic	Really a simple hacking kit, these grant you a +2 bonus to Thievery checks to hack a lock or deactivate a security device.
Torch	Flashlight	Equipment	1	1 CR	Basic	A simple flashlight with enough battery power for up to 30 hours of continuous use.
Trail Rations	Common Rations	Equipment	1	5 CR	Basic	Typical food meant to provide basic sustenance in a hurry.
Wand Implement	Probe	Equipment	1	7 CR	Basic	A long, thin device some believe were once used to experiment on humans in the distant past. The balanced nature of this wand keeps one's thoughts razor sharp and more manageable when using psionic abilities.
Acrobat Boots	Acroboots, Inferior	Feet	2	520 CR	Uncommon	Good for walking along thin ledges.
Catstep Boots	Hooch Dancers	Feet	3	680 CR	Uncommon	A popular set of boots among heavy drinkers who fall over quite often, they're actually good in several other situations as well.
Wavestrider Boots	Hover Feet, Inferior	Feet	4	840 CR	Uncommon	A failed design to create boots able to travel across the surface of water planets, they're still good for keeping your feet dry.
Boots of Spider Climbing	Mountaineers	Feet	5	1,000 CR	Uncommon	Used by pioneers to cover more ground without having to always go around mountains.
Dwarven Greaves	Gravity Boots	Feet	7	2,600 CR	Uncommon	These useful boots are a must when faced with heavy winds or large, angry locals.
Boots of Striding	Thrusters, Inferior	Feet	9	4,200 CR	Common	Thrusters help you move more quickly when unencumbered.
Elven Boots	Prowler's Boots	Feet	11	9,000 CR	Uncommon	For use in skulking around.

MYTHS OF THE FAR FUTURE PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Battlestrider Greaves	Power Thrusters	Feet	12	13,000 CR	Common	These are commonly attached to battlesuits to help overcome some of the weight.
Winged Boots	Jetters	Feet	13	17,000 CR	Rare	Somebody, somewhere thought it would be a good idea if man could fly without the use of ships or bulky rocket packs. These aren't much better, but they come in a variety of colors.
Boots of Striding and Springing	Thrusters	Feet	14	21,000 CR	Uncommon	Thrusters help you move more quickly when unencumbered.
Eladrin Boots	ESPer Greaves	Feet	16	45,000 CR	Uncommon	Invented by the Deluros military to combat short-range teleporters, these useful boots have since found their way onto a wider market.
Boots of Balance	Acroboots, Superior	Feet	22	325,000 CR	Uncommon	Great for walking along thin ledges.
Boots of the Infinite Stride	ESPer Greaves, Superior	Feet	28	2,125,000 CR	Uncommon	These far more powerful boots were created by true teleporters when they learned of man's attempt to emulate them.
Burglar's Gloves	Bandit Grips	Hands	1	360 CR	Common	So named for their common use among outlaws, these gloves prevent the hands from sweating or cramping up at an inopportune moment.
Gloves of Piercing	Shield Breakers	Hands	3	680 CR	Uncommon	These handy gloves match the frequency of lesser forcefields, negating their effectiveness.
Gauntlets of Ogre Power	Steel Fist	Hands	5	1,000 CR	Rare	A steel fist can replace a missing hand, increasing your strength and can be activated to increase your damage. The bounty hunter Giles Sans Pitie is known for his steel fist.
Shadowfell Gloves	Bio-Tech Enhancers	Hands	6	1,800+ CR	Uncommon	Adds a touch of chemical death to any engineered device.
Gauntlets of the Ram	Hammerfist	Hands	8	3,400 CR	Uncommon	Similar in design to a steel fist, a hammerfist works like a piston when shoving around enemies.
Rogue's Gloves	Gambler's Hands	Hands	12	13,000 CR	Uncommon	These fingerless gloves can be seen most often in the possession of popular card players.
Gauntlets of Destruction	Brutesteel Fist	Hands	18	85,000 CR	Uncommon	An alien alloy coats this otherwise typical steel fist. The alloy reacts in interesting ways to the use of close-combat weapons.
Guildmaster's Gloves	Gambler's Hands, Superior	Hands	23	425,000 CR	Uncommon	These fingerless gloves can be seen most often in the possession of famous card players.
Horned Helm	Hands' Free Battering Ram	Head	6	1,800+ CR	Uncommon	The counter-weight in this helmet keeps the user balanced while delivering a powerful force against the target.
Circlet of Authority	King's Ransom, Inferior	Head	7	2,600 CR	Common	A cost-efficient version of the King's Ransom.
Diadem of Acuity	Perceptors	Head	8	3,400 CR	Common	These stylish, inconspicuous glasses read changes in local temperature associated with the presence of carbon beings.
Helm of Battle	Fight Starters	Head	9	4,200+ CR	Common	A pair of glasses used to detect potential enemies and allow for faster reaction.
Helm of Heroes	General's Lead	Head	10	5,000+ CR	Uncommon	One of the many alien races to challenge man's government wore these to stay competitive.
Helm of the Eagle	Far-Sighters	Head	12	13,000 CR	Uncommon	A magnifying glass is built into the lenses of these goggles.
Goggles of Night	Nightvision Goggles	Head	14	21,000 CR	Common	Of all the things man hasn't developed through natural evolution, the ability to see in the dark still hampers him to this day.
Crown of Command	King's Ransom	Head	17	65,000 CR	Uncommon	So-named because of its use as the crown of an alien monarch who thought to pull one over on the Deluros government.
Basilisk Helm	Squad Commander's Helmet	Head	18	85,000 CR	Uncommon	Human military personnel use this helmet to combat fast-moving enemies.
Helm of Ghostly Defense	Meta-Vibration Helm	Head	22	325,000 CR	Uncommon	The signal sent to your nerves vibrates your body such that you feel only a tingle while those around lose sight of you momentarily.
Phoenix Helm	Laser-Tech Goggles	Head	23	425,000 CR	Uncommon	A small, red beam directs your aim and burns a path into the target.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Halo of Fallen Stars	Halo of Fallen Stars	Head	25	625,000 CR	Uncommon	Religious men and women crafted this helmet in case the word they spread isn't accepted without a little goading.
Iron of Spite	Bio-Tech Headgear	Head	27	1,625,000 CR	Uncommon	Engineers use this headgear as a protective and thought inducing device.
loun Stone of True Sight	Aeon Stone	Head	28	2,125,000 CR	Rare	This little moon rock seems to hold its own gravity anywhere. It clears the mind and grants unerring vision into another dimension for a limited time.
Magic Holy Symbol	Tech-Enhanced Trinket	Implement	1	360+ CR	Common	Some trinkets are programmed with useful information or tactical data for practical use in combat.
Magic Orb	Tech-Enhanced Crystal Focus	Implement	1	360+ CR	Common	A crystal focus designed to provide more acuity in combat.
Magic Rod	Tech-Enhanced Rod	Implement	1	360+ CR	Common	A rod designed to provide better throughput in combat.
Magic Staff	Tech-Enhanced Alien Device	Implement	1	360+ CR	Common	An alien device desigend to provide more attentiveness in combat.
Magic Wand	Tech-Enhanced Probe	Implement	1	360+ CR	Common	A probe designed to provide better accuracy in combat.
Rod of Dark Reward	Force Rod	Implement	2	520+ CR	Common	This rod has a minor forcefield enhancement built in.
Staff of Fiery Might	Alien Calibration Device	Implement	2	520+ CR	Uncommon	This alien device increases the power of pyrokinesis.
Symbol of Life	Med-Tech Trinket	Implement	2	520+ CR	Uncommon	Provides a quick reprieve from pain.
Orb of Inevitable Continuance	Energy Sustaining Crystal Focus	Implement	3	680+ CR	Uncommon	This focus works like a battery that can maintain the flow of energy.
Rod of Corruption	Corrupter's Rod	Implement	3	680+ CR	Uncommon	Nanobots can be released from this small rod to spread through enemy ranks.
Staff of the War Mage	Blast Radius Alien Device	Implement	3	680+ CR	Uncommon	Channelling energy through this alien device increases its potential.
Symbol of Hope	Swift-Aid Trinket	Implement	3	680+ CR	Uncommon	Provides a quick reprieve from suffering.
Wand of Ray of Enfeeblement	Bio-Tech Probe	Implement	3	680+ CR	Uncommon	A chemically altered probe for use in biological warfare.
Wand of Witchfire	Thought Searing Probe	Implement	3	680+ CR	Uncommon	A bit of pyrokinesis directed through this probe functions as well as any burner.
Staff of Winter	Alien Stasis Device	Implement	4	840+ CR	Uncommon	With the power of her mind, the user can hold enemies in place.
Orb of Sanguinary Repercussions	Blood-Letter Crystal Focus	Implement	5	1,000+ CR	Uncommon	Telekinetics use these to draw blood from open wounds.
Rod of Reaving	Reaver's Rod	Implement	5	1,000+ CR	Uncommon	The Reavers are a band of space pirates who use nano-technology to enhance their devices and their latent psionic talents.
Staff of Storms	Electric Alien Device	Implement	5	1,000+ CR	Uncommon	Pyrokinetics can channel power through this device to change fire into lightning.
Symbol of Battle	Energy Trinket	Implement	5	1,000+ CR	Uncommon	This trinket is used to give more power to any technological device.
Orb of Indisputable Gravity	False Gravity Focus	Implement	7	2,600+ CR	Uncommon	Telepaths and telekinetics alike can use this device to coax flying enemies from the sky.
Symbol of Power	Chem-Tech Trinket	Implement	7	2,600+ CR	Uncommon	By altering the energy put through this trinket, the user makes it harder to overcome.
Rod of First Blood	Life Seeker Rod	Implement	8	3,400+ CR	Uncommon	This rod forcibly draws liquid away from the body.
Thunderwave Staff	Sonic Pulse Alien Device	Implement	8	3,400+ CR	Uncommon	When used by a telekinetic, this alien device can slam enemies to the ground.
Wand of Eldritch Rain	Twinstriker Probe	Implement	8	3,400+ CR	Uncommon	This probe resembles a human tuning fork. It channels the powers of the ESPer to affect several targets.
Wand of Fiery Bolt	Spreading Fire Probe	Implement	8	3,400+ CR	Uncommon	Burning energy passes through this probe to set swaths of area aflame.
Wand of Icy Rays	Lesser Stasis Probe	Implement	8	3,400+ CR	Uncommon	This probe is similar to an alien stasis device, but is smaller and more manageable.
Wand of Shield	Force Probe	Implement	8	3,400+ CR	Uncommon	Telekinetic energy created through this probe shields the user from harm.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▼ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Orb of Reversed Polarities	Polarity Shifting Crystal Focus	Implement	9	4,200+ CR	Uncommon	With careful use of telepathy, the user of this probe can make the target think it is being harmed by something it normally ignores.
Symbol of Victory	Swiftech Trinket	Implement	9	4,200+ CR	Uncommon	Steroids stored in this trinket can be injected into the subject to give it swifter actions.
Rod of the Pyre	Laser-Tech Rod	Implement	10	5,000+ CR	Uncommon	At first glance, this rod appears to be a device used by ESPers. It actually is a well-crafted burner that also channels energy.
Orb of Drastic Resolutions	Fear-Inducing Crystal Focus	Implement	13	17,000+ CR	Uncommon	Scions of all types channel their power through this focus to scare enemies into submission.
Wand of Fire Burst	Fire Burst Probe	Implement	13	17,000+ CR	Uncommon	Most pyrokinetics use this probe to increase the power of their fiery assaults.
Rod of Harvest	Energy-Storing Rod	Implement	14	21,000+ CR	Uncommon	This rod stores excess power for later use at a more convenient time.
Wand of Soul Flaying	Bio-Tech Probe, Superior	Implement	18	85,000+ CR	Uncommon	A chemically altered probe for use in biological warfare.
Staff of Power	Powerstaff Alien Device	Implement	19	105,000+ CR	Uncommon	A scion's thoughts are clearest when channeled through this alien device. It keeps memories crisp and the mind strong.
Orb of Invasive Fortune	Thought-Stealing Crystal Focus	Implement	20	125,000+ CR	Uncommon	As a creature's power returns, you steal it to energize yourself.
Rod of Death's Grasp	Bio-Tech Rod	Implement	23	425,000+ CR	Uncommon	A chemically altered rod for use in biological warfare.
Symbol of Radiance	Flash-Tech Trinket	Implement	23	425,000+ CR	Uncommon	Through careful use of light rays, you stimulate the body's natural recovery cycle.
Amulet of Protection	Tech Brooch	Neck	1	360+ CR	Common	A small device worn around the neck that heightens the senses and increases reaction speed.
Cloak of Resistance	Force Cape	Neck	2	520+ CR	Uncommon	With the popularity of cloaks returning on Deluros VIII and spreading to the frontiers, crafty engineers have taken to weaving shield generators into these.
Amulet of Health	Chem-Tech Necklace	Neck	3	680+ CR	Common	The sensors in this special ring detect poison and prevent it from causing much harm.
Safewing Amulet	Bat Cape	Neck	3	680+ CR	Common	These capes are fashioned to resemble one worn by an ancient human hero. They are both functional and stylish.
Elven Cloak	Invisibility Cloak, Inferior	Neck	7	2,600+ CR	Common	This cape is used by cutpurses to get away without detection.
Amulet of False Life	Med-Tech Amulet	Neck	9	4,200+ CR	Uncommon	This small device uses a temporary stimulant to keep thoughts of pain at bay.
Cloak of Survival	Environmental Protection Cloak	Neck	9	4,200+ CR	Uncommon	For use when visiting a drastically alien climate.
Periapt of Wisdom	ESPer Brooch	Neck	13	17,000+ CR	Uncommon	These devices were first used by the military to aid in quelling an ESPer resistance.
Stormwalker's Cloak	Energy Cloak	Neck	15	25,000+ CR	Uncommon	A variety of energies are channeled through this cloak to harm attackers.
Cloak of Feywild Escape	Dimension-Altering Cape	Neck	20	125,000+ CR	Uncommon	By using technology to enter a space between worlds, you can quickly travel to an ally's location.
Guardian's Cape	Teleportation Cloak	Neck	20	125,000+ CR	Uncommon	With technology stolen from the Domarians, man was able to create this cloak which has proven very useful in rescue missions.
Cloak of Invisibility	Invisibility Cloak	Neck	23	425,000+ CR	Rare	This cape is used by assassins to get away without detection.
Scarab of Invulnerability	Absolute Forcefield Generator	Neck	30	3,125,000 CR	Uncommon	Instead of simply protecting you from attacks, this forcefield turns your entire body into a crystal-like substance without giving you any of the associated weaknesses.
Iron Ring of the Dwarf Lords	Personal Gravity Creator	Ring	14	21,000 CR	Uncommon	This hands-free device fits over a finger and allows you to manipulate your own center of gravity.
Ring of Freedom of Movement	Slug Ring	Ring	15	25,000 CR	Rare	A chemical coating covers the wearer and makes it more difficult to be held in place.
Ring of Protection	Deflector Ring	Ring	17	65,000 CR	Rare	A useful tool in avoiding harm.
Ring of Invisibility	Invisibility Ring	Ring	18	85,000 CR	Rare	This ring is used by assassins to get away without detection.

MYTHS OF THE FAR FUTURE

PLAYER'S GUIDE ▾ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Ring of True Seeing	Infrared Visionpiece	Ring	19	105,000 CR	Uncommon	The impulse sent by this tech gear translates to the user's eyes, allowing the user to see several different spectrums of color.
Ring of Flight	Jet-Coil Ring	Ring	20	125,000 CR	Uncommon	A similar, but more efficient design than jetters, a military scientist was able to extract the flight component and use it to better ends.
Ring of Wizardry	Energy- Restoring Ring	Ring	21	225,000 CR	Uncommon	Recharges a device best used in combat.
Ring of Regeneration	Med-Tech Ring	Ring	24	525,000 CR	Rare	An advanced regenerative is pulsed into the bloodstream.
Star Opal Ring	Teleportation Ring	Ring	26	1,125,000 CR	Uncommon	Used in a similar fashion to the teleportation cloak, this gear is useful in dealing with ESPers who can likewise teleport.
Belt of Vigor	Vigor Pack	Waist	2	520+ CR	Common	This tech pack attaches to a belt and improves recovery.
Ironskin Belt	Force Pack	Waist	5	1,000+ CR	Uncommon	A tech pack that can plug into a belt and protect from weapons.
Belt of Sacrifice	Advanced Med-Tech Expansion Pack	Waist	7	2,600+ CR	Uncommon	Engineers sometimes use these belt packs to help others.
Dynamic Belt	Carnie Pack	Waist	9	4,200+ CR	Uncommon	In grand carnivals, the performers keep these tech packs handy for death-defying stunts.
Belt of Giant Strength	Olympian Tech Pack	Waist	15	25,000 CR	Uncommon	For purists who believe in keeping the body whole as opposed to replacing limbs with mechanical devices.
Belt of Titan Strength	Seraphim Tech Pack	Waist	25	625,000 CR	Uncommon	For purists who believe in keeping the body whole as opposed to replacing limbs with mechanical devices.
Magic Weapon	Tech-Enhanced Weapon	Weapon	1	360+ CR	Common	A weapon programmed to correct minor flaws in the user's strategy.
Resounding Weapon	Sonic Pulse Weapon	Weapon	2	520+ CR	Uncommon	Effectively dazes an enemy with a sonic pulse. Can be applied to firearms.
Vicious Weapon	Tech-Enhanced Weapon, Superior	Weapon	2	520+ CR	Common	This weapon not only corrects flaws, but also improves output.
Duelist's Weapon	Scope-Enhanced Weapon	Weapon	3	680+ CR	Uncommon	Allows for better aim. Can be applied to firearms.
Flameburst Weapon	Laser-Enhanced Weapon	Weapon	3	680+ CR	Uncommon	Adds a laser component to any ranged weapon.
Frost Weapon	Cryo Weapon	Weapon	3	680+ CR	Uncommon	Alters the weapon to remove heat instead of generating it. Can be applied to firearms.
Pact Blade	Reaver's Weapon	Weapon	3	680+ CR	Uncommon	An enhancement commonly used by reavers to apply nano-technology to weaponry.
Thundering Weapon	Recalibrated Screecher	Weapon	3	680+ CR	Uncommon	Improves on the basic technology of a screecher.
Terror Weapon	Fire and Forget Weapon	Weapon	4	840+ CR	Uncommon	After you've hit your target once, the weapon records the target's defenses and exploits them.
Thunderburst Weapon	Sonic-Enhanced Weapon	Weapon	4	840+ CR	Uncommon	Adds a sonic component to any ranged weapon.
Flaming Weapon	Recalibrated Burner	Weapon	5	1,000+ CR	Uncommon	Improves on the basic technology of a burner.
Lifedrinker Weapon	Bio-Tech Weapon	Weapon	5	1,000+ CR	Uncommon	Adds a biological component to any melee weapon or firearm.
Lightning Weapon	Electric Weapon, Inferior	Weapon	5	1,000+ CR	Uncommon	This weapon was created using older and more expensive technology than common electric weapons.
Dragonslayer Weapon	Dragonslayer	Weapon	9	4,200+ CR	Uncommon	A highly specialized weapon best used on alien creatures that resemble the dragons of ancient and distant earth myth.
Berserker Weapon	Olympian Weapon	Weapon	10	5,000+ CR	Uncommon	The grip of this weapon contains a small steroid that makes the user stronger and ignorant of damage.
Phasing Weapon	Phaser	Weapon	14	21,000+ CR	Uncommon	An upgraded version of the fire and forget weapon.
Dancing Weapon	Automatic Weapon	Weapon	20	125,000+ CR	Uncommon	This weapon can be switched on to fight for itself. Can be applied to firearms.
Holy Avenger	Holy Avenger	Weapon	25	625,000+ CR	Rare	A devoutly religious scientist has set out to and succeeded at creating the greatest device capable of utilizing divine cleansing fire.
Perfect Hunter's Weapon	Weapon of the Avant-Garde	Weapon	30	3,125,000 CR	Uncommon	This weapon can be fired with such efficiency that any creature within 50 ft. should worry for its safety.
Vorpal Weapon	Top Secret Weapon Tech	Weapon	30	3,125,000 CR	Rare	A prototype weapon guarded closely by humans and used only in the most dire of situations involving planet take-over. Can be applied to firearms.

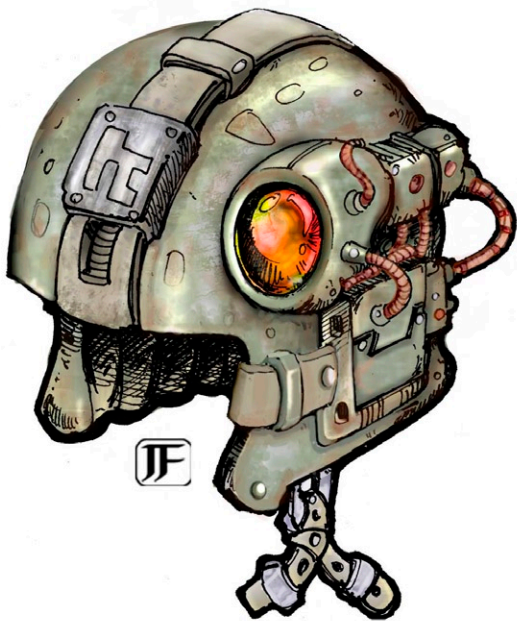
MYTHS OF THE FAR FUTURE PLAYER'S GUIDE ▾ TRANSLATION GUIDE

Fantasy Item	Far Future Item	Type	Min. Level	Cost	Rarity	Description
Everlasting Provisions	Food Generator	Wondrous	4	840 CR	Uncommon	This tech gear pulls molecules from the air to create synthetic foods periodically.
Bag of Holding	Transdimensional Container, Inferior	Wondrous	5	1,000 CR	Uncommon	A lesser version of the standard container, this gear holds less before it is full.
Handy Haversack	Transdimensional Container	Wondrous	10	5,000 CR	Uncommon	The failure that was the concept of hyperspace did yield some positive results; one of which was the discovery of zerospace. Using zerospace, engineers can create containers that hold far more than their apparent size would let on.
Rope of Climbing	Tech-Enhanced Rope	Wondrous	10	5,000 CR	Uncommon	Nano-technology woven into this 100 ft. rope allows it to hold more weight and interact with skilled users for efficient climbing.
Ritual Candle	Tech Prep Kit	Wondrous	11	9,000 CR	Uncommon	This kit aids in the use of technical processes.
Sending Stones (pair)	Personal Frequency Communicators	Wondrous	11	9,000 CR	Uncommon	A pair of special communicators with a hard to crack coded frequency.
Keoghtom's Ointment	Chem-Tech Ointment	Wondrous	12	13,000 CR	Uncommon	This salve can be rubbed into the skin and draws away poison and disease.
Dust of Appearance	Assassin's Bane	Wondrous	13	17,000 CR	Uncommon	Bought by the pound by monarchs and government officials after they've recently dealt with hostile negotiations.
Feather Boat	Portable Flotation Device	Wondrous	14	21,000 CR	Uncommon	For use on planets comprised mostly of water.
Dimensional Shackles	ESPer Shackles	Wondrous	17	65,000 CR	Uncommon	Created to contain teleporters when they're captured.
Portable Hole	Transdimensional Container, Superior	Wondrous	19	105,000 CR	Uncommon	An improved version of the standard container, this gear holds much more before it is full.
Flying Carpet	Personal Aircraft	Wondrous	20	125,000 CR	Rare	A special ship used for flight within the atmosphere.
Revenant Ankh	Puppet Strings	Wondrous	20	125,000 CR	Uncommon	A scientist with illusions of grandeur created these to get more use from his experiments.



EPILOGUE: THE BALLAD OF BLACK ORPHEUS

Black Orpheus has immortalized many colorful individuals by writing them into his epic ballad. Most on the Inner Frontier are familiar with at least a few verses; inclusion in the ballad—for good or ill—makes your reputation across thousands of worlds. Here are a few of the famous or infamous characters you may run into while you adventure throughout the galaxy.



ALTAIR OF ALTAIR

Come if you dare, come but beware,
Come to the lair of Altair of Altair.
Offer a prayer for the men foul and fair,
Trapped in the snare of Altair of Altair.

A lot of people tell a lot of stories about Altair of Altair out on the Frontier.

In his quest to tell the best story, Black Orpheus went directly to the source, as always. It took him almost a month to track her down after he'd reached the Altair system, and then he had to wait another week before she would agree to see him. When they finally met face to face, he took one look at her and decided that she was the most beautiful woman he had seen since the death of his beloved Eurydice.

By the time he left some twenty minutes later, he wasn't even sure that she was a woman—but he knew that she was the most formidable killer he had ever encountered.

THE ANGEL

They call him the Angel, the Angel of Death,
If ever you've seen him, you've drawn your last breath.
He's got cold lifeless eyes, he's got brains, he's got skill,
He's got weapons galore, and a yearning to kill.

Assassin. Bounty Hunter. Some call him the most dangerous man alive. Orpheus met The Angel only once, out by Barbizon, the gateway to the Inner Frontier. They spoke for only ten minutes, which was more than enough for Orpheus. His audience had expected him to give the Angel no less than a dozen verses—after all, he had given three to Cain and nine to Giles Sans Pitié—but with the insight that had established him as the Bard of the Inner Frontier, Orpheus wrote only a single stanza. When asked for an explanation, he simply smiled and replied that those four lines said everything there was to say about the Angel.

FATHER WILLIAM

His name is Father William,
His aim is hard to ken:
His game is saving sinners;
His fame is killing men.

The first time Orpheus ever saw him was in the Corvus system, preaching hellfire and damnation from a pulpit, and daring anyone in his audience—which included some pretty notorious characters—not to make a donation to his personalized, monogrammed poorbox. It had been love at first sight. Not a physical or personal love, but the kind of love a landscape artist feels toward a beautiful sunset. Black Orpheus painted his word pictures on a very broad canvas, and even so, Father William was almost too big to fit.

Whenever people would sit around talking with Black Orpheus, sooner or later the question would come up: Who did he think was the most memorable character he had met during his wanderings? He'd lean back, sipping his wine and staring off into the distance, enjoying the moment and the memories, and then, just when his listeners began to think that they weren't going to get an answer, he'd smile and say that he'd seen a lot of men and women on the Inner Frontier, but not a one of them held a candle to Father William.

GILES SANS PITIÉ

Giles Sans Pitié is a spinning wheel,
With the eye of a hawk and a fist made of steel.
He'll drink a whole gallon while holding his breath,
And wherever he goes his companion is Death.

Giles Sans Pitié made quite an impression on Black Orpheus, because he appears in nine different verses, which is an awful lot when you're being the Homer for five hundred worlds. Probably it was the steel hand that did it. No one knew how he'd lost his real one, but he showed up on the Frontier one day with a polished steel fist at the end of his left arm, announced that he was the best bounty hunter ever born, foaled, whelped, or hatched, and proceeded to prove that he wasn't too far from wrong. Like most bounty hunters, he only touches down on outpost worlds when he isn't working, and like most bounty hunters, he has a pretty regular route that he follows.

THE GREAT SIOUX NATION

Along the road to Mother Lode
Dwells the Great Sioux Nation,
Which justifies its crimes and lies
As predestination.

While Orpheus wasn't especially interested in aliens, he had nothing against putting them in his poem if they were really unique—not in physical terms, since all species are physically unique; but unique in their relationship to Man. And in that regard, the Great Sioux Nation was a little more unique than most.

It wasn't really a nation at all. It possessed only eighty-four members, and only twice since its inception had all of them been on the same planet at the same time. They were outlaws and thieves, cutthroats and smugglers, playing Man's game on Man's turf—the Inner Frontier. But unlike their less enlightened brothers, they went directly to the source for their indoctrination. Each of them had served time as a member of some human band of desperadoes, and each had realized that if one was to play in Man's ballpark, he/she/it had better learn Man's ground rules.

HALFPENNY TERWILLIGER

Halfpenny Terwilliger, the boldest gambler yet;
Halfpenny Terwilliger will cover any bet;
Halfpenny Terwilliger, a rowdy martinet;
Halfpenny Terwilliger is now one soul in debt.

Black Orpheus decided to write up Terwilliger after playing several hands of poker with him. He almost cleaned the cunning young man out before losing everything he'd brought to the table that day. When the last hand had been played, Orpheus sat back and complimented Halfpenny on his skill, then got up and walked away before the card player could ask his name. The next week, when Terwilliger's table was packed with players, all of which told him they'd come to beat the boldest gambler yet, he realized exactly what he'd won that day, as well as what he'd lost.

JOLLY SWAGMAN

Up pops the Swagman, out pops his gun,
Down comes the money, away he does run;
There goes the posse, seeking his den—
Then up pops the Swagman, at it again!

When Black Orpheus hunted up the Swagman and sat down to talk with him, the conversation wasn't half a minute old before Orpheus knew that he'd been raised by aliens.

The Swagman never denied it, but he wouldn't be coaxed into giving out any of the details. He liked the creatures who'd brought him up too much to want them to be studied and exploited by the creatures of his own race, and he knew that that was exactly what would happen if Black Orpheus incorporated them into his song.

Regardless, Orpheus stayed on Goldenrod for a week or two, and some people say that the Swagman even took the bard on a raid with him, just to show him what it was like. They became friends, because in spite of his penchant for lawbreaking, the Swagman was a pretty friendly person. He saw Black Orpheus a few years later and didn't even mention that Orpheus had hurt his feelings by giving him only a single verse; and Black Orpheus was so impressed that he was still on the loose that, without the Swagman's requesting it, he sat right down and added another couple of stanzas, including one about the bandit's fortress (which he insisted on calling a schloss in order to create a rhyme).

JONATHAN JEREMY JACOBAR STERN

He's Jonathan Jeremy Jacobar Stern,
He's got lust in his heart, and money to burn;
He's too old to change, and too wild to learn,
Is Jonathan Jeremy Jacobar Stern.

They say that Black Orpheus caught Stern on an off day. That, in point of fact, Stern never stopped changing and learning, until he'd changed so much that nobody knew him any longer. He began life as the son of a miner and a whore, and before he was done he'd set himself up as king of the Bellermaine system. In between, he learned how to gamble and did a pretty fair job of it; he learned how to steal and became more than proficient; he learned how to kill and did a bit of bounty hunting on the side; and somewhere along the way he learned the most important lesson of all, which was that a king with no heirs had better never turn his back on anybody.

MANMOUNTAIN BATES

He's bigger than big, he's taller than tall,
He's meaner than mean, and that isn't all—
He drinks straight from morning right through to the night,
He's ManMountain Bates, and he's anxious to fight.

He was close to thirty years old the first time that Black Orpheus saw him. He was sitting in a poker game in the back room of a bar on Binder X, surrounded by five rugged miners. He'd been losing pretty heavily, and he was none too happy about it. Finally he glared around the table and announced in a loud, belligerent voice that his luck had just changed and he intended to win the next few hands.

The pot reached six thousand credits on the ensuing hand when Bates finally slammed his cards down on the table. He had a pair of sixes. Two of his opponents had flushes and one had a full house; all tossed their cards into the middle of the table, face down, and opined that they had nothing that could beat him. In a manner of speaking, they were right.

MOONRIPPLE

Moonripple, Moonripple, touring the stars,
Has polished the wax on a thousand bars,
Has trod on the soil of a hundred worlds,
Has found only pebbles while searching for pearls.

She fascinated Black Orpheus, this waif with a future that seemed no more promising than her past. Where did she come from? How many worlds had she been to? What was she searching for? Had she no higher aspiration than to be a barmaid to the galaxy? She tried to help him, but she truly didn't know any of the answers.

She was nineteen years old, and she had already met Black Orpheus four times. He even began joking that he'd wander into the least likely bar on the least likely planet he could think of, and there would be Moonripple, scrubbing floors, cleaning tables, or washing dishes. The highlight of her brief life was the single verse he created about her one evening on Voorhite XIV, when he was playing his lute and singing his ballad to keep his mind off the storm that was raging through the chlorine atmosphere just beyond the human colony's domed enclosure.

ONE-TIME CHARLIE

One-Time Charlie makes mistakes,
But never makes them twice.
His heart is black as anthracite,
His blood is cold as ice.

Orpheus wasn't concerned with the origin of One-Time Charlie's name, but only with the fascinating images it evoked; and since he caught him on a bad day, when he had been drinking pretty heavily and wasn't in one of his friendlier moods, the verse came out the way it did.

The verse is a recent addition to the canon, and as a result very few people have heard it—which was probably all for the best, since sooner or later someone who had heard the song and the stories would start asking him about Flat-Nosed Sal, and as often as not he and his questioner would both wake up in the local jail or the local hospital.

POOR YORICK

Alas, Poor Yorick, I knew him well:
He can't climb down from the carousel.
He began with dreams, with hope and trust;
Alas, Poor Yorick, they turned to dust.

It took Black Orpheus almost a year to find Poor Yorick, who was living in a ramshackle hotel on Hildegarde, spending every credit he made to feed his addiction to Alphanella seeds. Orpheus tried to convince him to travel the spaceways with him and illustrate his saga, but Yorick cared more for his next connection than for posterity, and finally the Bard of the Inner Frontier admitted defeat, bought the remainder of Yorick's paintings, commissioned a painting of his Eurydice which would never be finished, and went away forever.

SANTIAGO

A riddle inside an enigma,
Wrapped up in a puzzle or two.
What man fits these specifications?
The King of the Outlaws—that's who!

An even forty verses: that's what Black Orpheus gave him. Nobody else ever got more than a dozen—but then, nobody else was Santiago.

Orpheus was faced with a moral and artistic dilemma when he finally confronted the subject of Santiago, for all of his verbal portraits were based on firsthand knowledge, and he had never seen the notorious outlaw. (In point of fact, he had seen him on five separate occasions over the years, and spoken to him twice, but he didn't know it, then or ever.)

On the other hand, he knew that any ballad that aspired to describe the men and events that had shaped the Inner Frontier would be laughably incomplete if it didn't include a major section on Santiago.

So he compromised. He gave him forty verses, but he never once referred to him by name. It was his way of saying that the Santiago stanzas were somehow incomplete.

SARGASSO ROSE

She lives in a graveyard of shattered ships.
She floats through the void with her broken dreams;
But though she may long for a lover's lips,
The Sargasso Rose isn't what she seems.

Black Orpheus took one look at the Sargasso Rose and knew there was more to her than met the eye.

How he found her in the first place is a mystery, since he wasn't likely to have had any business up there, six thousand miles above Bella Donna. Probably it was the ships that attracted him, strung out in space like glittering fish on a line, some dying and some already dead.

He spent a couple of days up there, talking to the Sargasso Rose, jotting down her story the way he did with everyone he met. She took the trouble to show Deadly Nightshade off to him and some people say he even slept with her, but they were wrong; Black Orpheus never slept with anyone after his Eurydice died. Besides, the Sargasso Rose wasn't the type of woman who'd jump into bed with just anybody.

SCHUSSLER THE CYBORG

He aches for the touch of flesh upon flesh,
He wonders why Fate had to end his beguine,
He longs for a woman, all virginal fresh:
Schussler the Cyborg, unhappy machine.

Black Orpheus met many unique characters during his wanderings on the Inner Frontier, but not one of them measured up to Schussler the Cyborg, whose tragedy was that he didn't want to be unique at all.

They met only once, on Altair III. Orpheus stayed with him for a day and a night, while Schussler poured out his strange, unhappy story. They parted the next morning, Orpheus to continue his journey among the stars, Schussler to serve his mistress and wait, without hope, for the release of death.

SEBASTIAN NIGHTINGALE CAIN

The Songbird stalks, the Songbird kills,
The Songbird works to pay his bills.
So, friend, beware the Songbird's glance:
If you're his prey, you'll have no chance.

When Sebastian met Black Orpheus, he didn't think much of him. He knew that everybody deified the man because of his *Ballad*, but he just didn't see the splendor. In any case, Orpheus appreciated that Sebastian was honest in his assessment of him. It spoke volumes to his character.

They talked for a while—mostly about Sebastian's middle name and how he'd rather the bard not use it in his song, until Cain saw somebody pass by the window of the bar they were in and excused himself without so much as a warning. Orpheus nodded and turned to watch as the bounty hunter walked outside and around the corner. A few seconds later, a gunshot could be heard from behind the building. While everybody was still wondering what happened, Cain returned through the back door and explained that he would need to cut their conversation short, then left to claim his reward for the outlaw he'd just killed.

SIMPLE SIMON

Simple Simon met a pieman going to the fair;
Simple Simon killed the pieman on the thoroughfare.
Simple Simon likes the taste of his new outlaw life:
It's not for pies that Simon needs his shining steel knife.

When Simon left a career as a professor in the Democracy to become a professional killer, his new profession forced a certain degree of modesty upon him, so much so that he took on the protective coloration of the scientific illiterate. Orpheus saw right through him, of course—seeing through façades was one of the things he did best—and named him Simple Simon as a private joke. The name stuck, and before long Simple Simon's holograph was gracing the walls of the Inner Frontier's postal stations.

SILENT ANNIE

Silent Annie never speaks,
Never murmurs, never shrieks,
Doesn't whisper, doesn't call—
But someday, someday, she'll tell all.

Orpheus had a feeling about her.

There was an indefinable something—a look, an attitude, a way of carrying herself—that made him think she carried some enormous secret within her. All anyone knew about her was that something pretty bad had happened when she was eleven or twelve and living on Raxar II. She spent two years in the hospital, and when she emerged she was physically recovered—but she never spoke again. She was capable of speech, her doctors said; but the experience she had undergone had traumatized her, possibly forever.

SOCRATES

Socrates is hard to please:
He lives in the shade of the gallows-trees;
He prays for life on bended knees—
But he's bound for hell, is Socrates.

There weren't a lot of people on the Inner Frontier that Black Orpheus didn't like, but Socrates was one of them. You'd think that cutthroats and bandits and gamblers would have bothered him more, but for the most part they were pretty honest and aboveboard about what they did, and if there was one thing Black Orpheus couldn't abide, it was a hypocrite. Still, his job, as he saw it, was to write up the folks that he met and leave it to others to judge them.

VIRTUE MACKENZIE

She can drink, she can swear, can the Virgin Queen,
And she isn't a stranger to sin.
She knows what she wants, doesn't care where she's been,
And she'll do what she has to to win.

The name was Black Orpheus' idea of a joke, because while Virtue MacKenzie was a lot of things good and bad, virginal wasn't one of them.

He met her just once, out by the Delphini system—which was as close to the worlds of the Democracy as he ever tended to go—and she made quite an impression on him. She was drinking and playing cards at the time, and she wasn't even aware of his presence; but when she accused a fellow journalist of cheating and backed it up with a couple of swift kicks to his groin and a whiskey bottle slammed down on top of his head, she guaranteed herself a couple of verses in his ongoing epic.

MYTHS OF THE FAR FUTURE PLAYER'S GUIDE

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago; there is no holograph of him, and the price next to his name is 20 million Credits.

JOIN THE HUNT!

Myths of the Far Future is the overall title for EN Publishing's "sci-fi D&D" ruleset. It includes a default setting, but is also designed to allow you to create your own "myths of the far future." Using the rules presented herein, you should find enough information to play futuristic characters in any far future setting of your own making.

This document is designed to help you, as a player, develop a character for use in the *Santiago: A Myth of the Far Future* Adventure Path, as well as futuristic campaigns of your own.

Myths of the Far Future is D&D 4E "reskinned"—using exactly the same rules you're used to (with the new classes and powers herein), you can achieve pitch-perfect sci-fi flavor just by paying attention to the vocabulary. You can use any D&D 4E content in conjunction with *Myths of the Far Future*, including races, classes, monsters, items, and more.

Join the hunt for Santiago in Mike Resnick's far future galaxy, or start a futuristic campaign of your own with this book and the companion *Campaign Guide*—the far future needs heroes, and the future is up to you!

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault core rulebooks, available from Wizards of the Coast, LLC

