

# AMETHYST

2.0

## ERRATA

The 2.0 errata is not only addressing balance issues (most reprinted from the previous errata) but also updates the rules to follow current revisions made to 4<sup>th</sup> Edition DUNGEONS & DRAGONS.

**PAGE 15:** Replace the chaparran racial traits with the following revision.

### CHAPARRANS

#### RACIAL TRAITS

**Average Height:** 5'8" – 6'3"

**Average Weight:** 80-120 lbs.

**Average Starting Age:** 100 years

**Estimated Life Expectancy:** 3,000 years

**Ability Scores:** +2 Wisdom, +2 Constitution or Strength

**Size:** Medium

**Speed:** 6

**Vision:** Low-Light

**Languages:** Chaparra, one human language

**Skill Bonuses:** +2 Stealth, +2 Nature

**Branchiate:** You have a climb speed equal to your normal speed when climbing trees. You gain a +5 bonus to Acrobatics and Athletics skill checks when moving through difficult forest terrain. You can move through difficult forest terrain without a reduction in speed.

**Chaparran Weapon Proficiency:** You receive weapon proficiencies for longbows, shortbows, and one versatile weapon of your choice.

**Listen to the Wind:** You can use Wisdom as your primary attack/damage attribute instead of Dexterity when employing a shortbow or longbow.

**Long shot:** You ignore the penalty for long range attacks with the short or longbow.

**Natural Habitat:** You are one with the forest. If an encounter takes place in a wooded area, you cannot be surprised and cannot grant combat advantage through balancing, climbing, running, or if flanked. When outside of a forest, you suffer a -1 to initiative.

**Surprisingly Resilient:** If you refrain from wearing heavy armor as well as a shield, you gain a +1 bonus to AC and Reflex Defense.

**Weald Walk:** You gain Weald Walk as an encounter power.

### WEALD WALK Chaparran Racial Power

*You vanish into the forest and reappear elsewhere to assault your opponent.*

#### Encounter \* Teleportation

**Minor Action Personal**

**Effect:** Shift 1 square in an adjacent square that has a tree and teleport up to 10 squares to another tree within range. You emerge in any adjacent square around said tree. The trees must be rooted in the Earth.

**PAGE 16:** Replace the damaskan racial traits with the following revision.

### DAMASKANS

#### RACIAL TRAITS

**Average Height:** 4'8" – 5'7"

**Average Weight:** 70-100 lbs.

**Average Starting Age:** 100 years

**Estimated Life Expectancy:** 1,500 years

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

**Size:** Medium

**Speed:** 7

**Vision:** Normal

**Languages:** Damasan, English

**Skill Bonuses:** +2 Acrobatics, +2 History

**Ambidexterity:** You can wield any one-handed weapon as if it had the off-hand property.

**Encyclopedic Knowledge:** You can take 10 on all Knowledge skill rolls you are trained in (in any situation). Further, the DC for paragon and epic knowledge checks decreases by 5.

**Fearless:** You gain a +2 defense to any attacks with the fear keyword.

**Gravity Focus:** You receive Gravity Focus as an encounter power.

**Polyglot:** If you take the linguist feat, you can pick four languages instead of three.

**Tactless:** Damaskans are honest and speak often without thinking. You suffer a -2 to all Diplomacy rolls.

**Think Before Acting:** You can use Intelligence instead of Wisdom for all ranged-based non-martial powers.

**GRAVITY FOCUS** Damaskan Racial Power

*You enter a state of heightened awareness. Your heart beats faster. Your muscles twitch and quiver. You are able to surge your body and mind to spectacular speeds.*

**Encounter****Free Action**      **Personal**

**Effect:** Increase your speed by +2. Gain a +2 bonus to Acrobat rolls. Gain a +5 bonus to Athletics rolls when climbing or jumping. You do not grant combat advantage. You gain a +2 bonus to AC and Reflex Defense. These effects last until the end of your next turn.

**PAGE 19:** Replace the gimfen racial traits with the following revision.

**GIMFEN****RACIAL TRAITS****Average Height:** 3'3" – 4'3"**Average Weight:** 40-60 lbs.**Average Starting Age:** 30 years**Estimated Life Expectancy:** 500 years**Ability Scores:** +2 Dexterity, +2 Charisma or Wisdom**Size:** Small**Speed:** 6**Vision:** Normal**Languages:** Damaskan, one human language**Skill Bonuses:** +2 Bluff, +2 Thievery**Builder:** You gain Engineer or Thievery as a trained skill.**Disruption Reduction:** Gimfen do not disrupt technology if held like other echan races. They do not increase the penalties to EDF in an encounter.**Scurry:** Your movement is not reduced if you crawl or squeeze. You can drop prone as a free action.**Tiny frame:** You cannot bull rush targets bigger than you.**Jump Charge:** If you charge with the intent of a basic attack, you only need to shift 1 square to initiate the charge. If you only move 1 square in the charge, you do not provoke an opportunity attack.**Lithe and Irritable:** You can use Dexterity as your primary attack/damage attribute instead of Strength for all melee-based martial powers.

**PAGE 22:** Replace the laudenian racial traits with the following revision.

**LAUDENIANS****RACIAL TRAITS****Average Height:** 5'10" – 6'7"**Average Weight:** 40-55 lbs.**Average Starting Age:** 150 years**Estimated Life Expectancy:** 10,000 years?**Ability Scores:** +2 Wisdom, +2 Intelligence or Dexterity**Size:** Medium**Speed:** 7**Vision:** Normal**Languages:** Laudanian, one human language, one other fae language**Skill Bonuses:** +2 Arcana, +2 Religion**Adept Caster:** You count as current level +1 for the acquisition and casting of rituals (you must have the Ritual Caster feat).**Emergence:** You can use Wisdom as your primary attack/damage attribute instead of Strength when employing weapons with the versatile property.**Equilibrium:** Even if you fail a balance roll by 5 or more, you only fail by 4 or less. You do not grant combat advantage if balancing.**Light body:** You reduce 10 feet from any fall distance. You are also assumed to have moved at least 2 squares (thus initiating a running start) without actually moving when initiating a jump. If bull rushed, you are pushed 2 squares and become dazed until the end of your next turn.**Slide Waltz:** You gain Slide Waltz as an encounter power.**SLIDE WALTZ**

## Laudanian Racial Power

*Your body moves like water, swaying around an opponent with ease.*

**Encounter****Minor Action**      **Personal**

**Effect:** If you are in an adjacent square with a medium or smaller sized enemy, you can shift to any other unoccupied adjacent square with that enemy. At 11th level, you can use Slide Waltz against large targets. At 21st level, you can use Slide Waltz against huge targets. This ability does not work on gargantuan targets.

**PAGE 25:** Replace the narros racial traits with the following revision.

## NARROS

### RACIAL TRAITS

**Average Height:** 4' – 4'9"

**Average Weight:** 195-395 lbs.

**Average Starting Age:** 75 years

**Estimated Life Expectancy:** 1,000 years

**Ability Scores:** +2 Constitution, +2 Charisma or Wisdom

**Size:** Medium

**Speed:** 5

**Vision:** Darkvision

**Languages:** Narroni, one human language

**Skill Bonuses:** +2 Intimidate, +2 Endurance

**Final Word:** You gain Final Word as a narros racial power.

**Iron Roots:** You have a +4 bonus to Fortitude defense when resisting a bull rush.

**Militaristic:** All narros serve the military at some point in their lives. You are proficient in any two melee weapons of your choice.

**Purposeful Step:** You can move at your full speed while wearing heavy armor or when carrying a heavy load.

**Stone Blood:** Narros are indomitable. When bloodied, you gain a +3 to Fortitude defense but suffer a -1 to Reflex defense.

**Tireless:** Despite your reduced combat speed, you can maintain a healthy jog longer than most others. Your overland speed per day is 35 miles.

### FINAL WORD      Narros Racial Power

*You will not fall without one last strike.*

#### Encounter

**Immediate Reaction      Personal**

**Trigger:** You are reduced to 0 or less hit points.

**Effect:** You do not fall unconscious. You can only activate a melee or ranged basic attack or a charge with this action. If you target the opponent that triggered Final Word, you automatically hit with the attack. In addition, before falling, you may “say a few final words.”

## TILEN

### RACIAL TRAITS

**Average Height:** 5'8" – 6'4"

**Average Weight:** 45-70 lbs.

**Average Starting Age:** 30 years

**Estimated Life Expectancy:** 600 years

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

**Size:** Medium

**Speed:** 6

**Vision:** Darkvision

**Languages:** Two human languages, one fae language

**Skill Bonuses:** +2 Heal, +2 Insight

**Blessed Body:** You receive a +2 to all defenses against necrotic attacks.

**Blood Surge:** You gain Blood Surge as a racial encounter power.

**Blood Vengeance:** You receive a +2 racial bonus to attacks and damage rolls against all undead. You also receive an additional +1 bonus to attack and damage against ghulath (vampires).

**Deceptive Strength:** You can use Dexterity as your primary attack/damage attribute instead of Strength for all melee-based martial powers.

**Reduced Healing:** Hit point recovery from healing spells, powers, healing surges, rituals, potions, and any other healing effects are halved. You can offset this with Blood Surge. Keep your unmodified healing surge amount recorded.

**Vampiric Remnants:** Under direct sunlight, your vision is reduced to 10 squares and you lose all racial skill bonuses. Additionally, when you get emotional in any way (like in a combat encounter, when angered, or in passion), old vampiric traits emerge. Your eyes glow yellow or white or red (depending on the specifics of the character), and your incisors extend. When in this state, you gain a +2 bonus to intimidation but a -4 penalty to diplomacy.

**PAGE 27:** Replace the tilen racial traits with the following revision.

**BLOOD SURGE** Tilen Racial Power

*Out of necessity, but still filled with trepidation, you drain the blood of a target to heal your wounds.*

**2/Encounter \* Healing, Reliable**

**Standard/Special Melee touch**

**Target:** Any living creature

**Attack:** Strength +2 vs. Fortitude or Dexterity +2 vs. Reflex. Increase bonus to attack to +4 at 11th level and +6 at 21st level.

**Hit:** The target is grabbed. Spend a healing surge (recovering no hit points) and the target takes damage equal to your full healing surge value. At the beginning of your next turn, if you sustain the grab, inflict an additional 1d6 + Constitution modifier damage. You are healed the same amount of damage inflicted (which is not lessened by Reduced Healing). Additional damage caused by the power also heals. You do not need to spend a healing surge on subsequent turns if you sustain the grab.

**Special:** When you create your character, choose Dexterity or Strength for the key ability for Blood Surge. This choice remains through your character's life. If the target is offering itself willingly, you can control the amount of damage inflicted and the amount healed increases by +1d6 (increasing to +2d6 at 11th level and +3d6 at 21st level). Subjects killed via Blood Surge do not become ghulath (vampires). If you already have a target in a grab, this power is reduced to a move action.

**PAGE 36:** In the **half-fae racial traits**, make the following revisions.

*Gimfen:* Remove Techan Option.

*Chaparran:* Change Nature's Step to Natural Habitat.

**PAGE 45:** In the **Doppelshido** entry, replace **Double Form** with the following text.

**Double Form:** Choose one "versatile" weapon you are proficient in at 1st level. Your chosen weapon is counted as two weapons for the purposes of rules, powers, class features, and feats that require two weapons.

**PAGE 49:** In the **Herbalist** lifepath, replace the **Ethnobotany** entry with the following text.

**Ethnobotany:** You gain Heal as a trained skill. You also gain a +1 bonus to Nature.

**PAGE 49:** In the **Incarnate** lifepath replace the fire entry with the following text.

**Fire:** Once per day, if struck by a fire attack (from an enemy, an ally, or yourself), you can spend a healing surge as an immediate reaction (and recover hit points). You suffer no fire damage from the attack.

**PAGE 49:** Because of recent revisions to the core rules, replace the following Kavalier entries with the following:

**Grace and Lithe:** If you select the Mounted Combat feat, you can also mount or dismount your steed as a minor action. You also gain a +1 power bonus to attack rolls against medium targets while on your mount.

**Equestrian Evasion:** You may choose the Equestrian Evasion as an alternative utility power.

**EQUESTRIAN EVASION**

## Kannos Kavalier Utility Power

*You and your horse dance around incoming fire as you trample down your foes.*

**Encounter \* Martial, Mounted**

**Move Action Personal**

**Effect:** While on your mount, you make a move action. You may walk or run. If you remain out of combat by the end of your turn, both you and your mount have a +4 power bonus to AC and Reflex defense until the beginning of your next turn.

**PAGE 61:** In the **Area Denial** class feature, add the **Auto** keyword. Replace the **Effect** entry with the following text.

**Effect:** You may perform a ranged basic attack (not an at-will power selected as a basic attack) against one target that enters or passes through the zone as an immediate interrupt. If you perform the attack, until the beginning of your next turn, all enemies treat the zone as difficult terrain. Although a zone, this power cannot be dispelled.

**PAGE 62:** In the **Attack of Necessity** at-will power, replace the **Hit** entry and add the following **Special** entry.

**Hit:** 1[W] damage and the target is pushed to the nearest empty square out of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier. Increase to 2[W] damage at 21st level.

**Special:** If using a heavy auto, increase to Close Blast 4.

**PAGE 62:** For the **Double Tap** at-will power, add the following **Special** entry.

**Special:** You cannot select this at-will as your basic attack.

**PAGE 62:** In the **Rapid Fire** at-will power, replace the **Target** entry with the following text.

**Target:** All creatures in wall.

**PAGE 62:** In the grounder's **Braced Shot** encounter power, add the following **Sustain Standard** entry.

**Sustain Standard:** You may sustain this power until you move from the square or until an enemy enters an adjacent square.

**PAGE 63:** In the **From the Knee** encounter power, replace **Sustain Move and Standard** with **Sustain Standard**.

**PAGE 63:** In the **Got Their Back** daily power, add the following **Miss** entry:

**Miss:** Half damage.

**PAGE 63:** In the **Strafe** daily power, add the following **Miss** entry:

**Miss:** Half damage.

**PAGE 64:** In the **Shoot and Scoot** encounter power, replace the **Hit** entry with the following text.

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

**PAGE 64:** In the **Always Have a Backup** daily power, replace **Immediate Interrupt** with **No Action**. Replace **Trigger** and **Requirement** entries with the following single **Trigger** entry.

**Trigger:** An enemy in an adjacent square attempts to make an opportunity attack against you and you are wielding a ranged weapon that grants an opportunity attack if fired.

**PAGE 65:** In the **Kinetic Potential** daily power, add the following **Miss** entry.

**Miss:** Half damage and no additional effect.

**PAGE 65:** In the **Target Opening** encounter power replace the **Hit** entry with the following.

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

**Effect:** Select one ally in an adjacent square. Targeted ally gains a +1 power bonus to attack the same target until the beginning of your next turn.

**PAGE 65:** In the **Combat Ineffective** encounter power, replace **Move Action** with **Minor Action**.

**PAGE 65:** In the **Standing Barrage** daily power, replace the **Sustain Standard** entry with the following.

**Sustain Standard:** The barrage remains and you can attack targets inside again. You cannot move the area.

**PAGE 66:** In the **Bloody Mess** daily power, add the following **Miss** entry.

**Miss:** Half damage and no ongoing damage.

**PAGE 66:** In the **Jump in Front** utility power, replace the **Effect** entry with the following.

**Effect:** You are targeted by a number of attacks equal to half the effect's target squares (round up). Your allies are pushed out of the target area. If they cannot leave the target area, they suffer additional effects (if any) but no damage.

**PAGE 68:** In the **Rifle Stock in the Face** encounter power, replace **Immediate Interrupt** with **No Action**. Replace **Trigger** with **Requirement**.

**Requirement:** An enemy in an adjacent square attempts to make an opportunity attack against you.

**PAGE 68:** In the **Techans And Their Weapons** daily power, add the **Reliable** keyword.

**PAGE 68:** In the **Mindless Mayhem** daily power, add the following **Miss** entry.

**Miss:** Half damage and no additional effect.

**PAGE 69:** In the **Quick Change** utility power, replace **Daily** with **Encounter** and **Free Action** with **No Action**.

**PAGE 69:** In the **Slicing Sweep** daily power, add the following **Miss** entry.

**Miss:** Half damage.

**PAGE 69:** In the **Feeling Lucky** daily power, replace the **Hit** entry with the following.

**Effect:** Gain two basic attacks at +1[W] damage (to one hit), ignoring ammunition usage for this attack. After this attack, you are out of ammunition.

**PAGE 70:** In the **Lockdown Advance** encounter power replace the **Hit** entry with the following

**Hit:** 2[W] + Dexterity modifier damage and if the target attempts to move or attack on its next turn, it takes an additional 3 [W] damage.

**PAGE 72:** In the **Double Tap** at-will power, add the following **Special** entry.

**Special:** You cannot select this at-will as your basic attack.

#### **PAGE 72: NEW CLASS FEATURE**

All marshals gain the following class feature, As One.

#### **AS ONE**

At 11th level, when you grant yourself or an ally a basic attack (via power, feature, or feat), gain a +1[W] bonus to one hit. This can only apply to hits that inflict at least 1[W] damage.

**PAGE 73:** In the **Mark of the Puppeteer** at-will power, replace the **Hit** entry with the following text.

**Hit:** 1[W] + Dexterity modifier damage and you can slide the target two squares. Increase damage to 2[W] + Dexterity modifier damage at 21st level.

**PAGE 73:** In the **Tactical Alteration** at-will power, replace the **Hit** entry with the following.

**Hit:** No damage. The target is marked by an ally within 10 squares of you until the beginning of your next turn. You can also select to be the attention of the mark.

**Special:** If the marked target moves towards any target other than the ally (or you, if selected) or makes an attack that does not include the ally (or you, if selected), the ally can make a basic attack as an immediate interrupt.

**PAGE 73:** In the **No Time To Bleed** daily power, add the following **Miss** entry.

**Miss:** Half damage and you or the ally can still spend the healing surge.

**PAGE 74:** In the **Targeting Lock** encounter power, add the following **Sustain Move** entry.

**Sustain Move:** Sustain to continue the attack bonus.

**PAGE 74:** In the **Around the Corner** encounter power, add the following **Sustain Standard** entry.

**Sustain Standard:** You can sustain this power until you move from your square or an enemy enters an adjacent square.

**PAGE 74:** In the **Encouraging Fire** encounter power, replace the **Attack** entry with the following text.

**Attack:** Dexterity +2 vs. Reflex OR Intelligence +2 vs. Reflex. Increase attack bonus to +4 at 11th level and to +6 at 21st level.

**PAGE 75:** In the **Reading Body Language** utility power, add the following **Special** entry.

**Special:** If you fail the skill roll, you do not expend this power.

**PAGE 77:** In the **Plan of Attack** utility power, replace **Standard Action** with **Minor Action**.

**PAGE 78:** In the **Lead the Shot** daily power, replace **Standard Action** with **Move Action**.

**PAGE 78:** In the **Face Slap** utility power, the affected target can now also spend a healing surge.

**Effect:** You remove the unconscious effect. If the ally was unconscious from being reduced to fewer than 0 hit points, they are healed to 1 hit point. Ally can also spend a healing surge and recover hit points.

**PAGE 79:** In the **Squad Pinpoint Objective** daily power, replace the **Hit** entry with the following text.

**Hit:** 3[W] damage + Dexterity modifier damage and 10 ongoing damage (save ends).

**PAGE 80:** In the **Shock and Awe** daily power, replace the **Special** entry with the following text.

**Special:** All damage rolls gain a +1[W] bonus.

**PAGE 80:** In the **Brilliant Opportunity** encounter power, replace the **Hit** entry with the following text.

**Hit:** 4[W] + Dexterity modifier damage and an ally in an adjacent square gains a standard action she may use immediately or on her next turn.

**PAGE 82:** All operators gain the following class feature, Midas Touch.

### **MIDAS TOUCH (Select one)**

- All powers that grant hit point recovery gain a bonus of +5 hit points at 1st level, +10 at 11th level and +15 at 21st level.
- Any firearm you wield has its damage scaled one level higher (1d4-1d6-1d8-1d10-1d12-2d6-2d8-2d10). This stacks with feats, features, and powers that do the same.

**PAGE 83:** In the **Double Tap** at-will power, add the following **Special** entry.

**Special:** You cannot select this at-will as your basic attack.

**PAGE 84:** In the **Flash of Genius** at-will power, replace the **Hit** entry with the following text.

**Hit:** 1[W] + Dexterity modifier damage + Intelligence modifier damage OR 1[W] + Dexterity modifier damage + Wisdom modifier damage. Increase to 2[W] + Dexterity modifier damage + Intelligence modifier damage OR 2[W] + Dexterity modifier damage + Wisdom modifier damage at 21st level.

**PAGE 87:** In the **Dim Mak Shot** encounter power, replace the **Hit** entry with the following text.

**Hit:** 2[W] + Dexterity modifier damage and target suffers additional damage equal to your Wisdom modifier every time the target leaves a square (save ends).

**PAGE 87:** In the **Aggravate the Wound** daily power, replace the **Hit** entry with the following text.

**Hit:** 3[W] + Dexterity modifier damage and the target either fails its next saving throw or you extend a condition the target currently suffers from until the beginning of your next turn (your choice).

**PAGE 90:** In the **Rifle Stock In The Face** encounter power, replace **Immediate Interrupt** with **No Action**. Also replace **Trigger** with **Requirement**.

**Requirement:** An enemy in an adjacent square attempts to make an opportunity attack against you.

**PAGE 91:** In the **Gum Trick** utility power, replace the **Effect** entry with the following text.

**Effect:** If the item is broken, it is repaired for the remainder of the encounter. If not broken and you select a weapon, add a +4 bonus to all damage rolls for the remainder of the encounter. If not broken and you select powered armor, the armor gains a +2 bonus to AC for the remainder of the encounter.

**PAGE 93:** In the **Stalker Role** entry, change “Defender/Striker” to “Controller/Striker”

**PAGE 94:** In the **Marksman Talent** entry, replace the last paragraph with the following text (there is no longer a limit on the use of Marksman Talent during an encounter).

Once you use Marksman Talent, you cannot use it again until the beginning of your next turn.

**PAGE 95:** In the **Combat Theatrics** at-will power, add the following **Special** entry.

**Special:** You cannot score a critical hit with this power. You still automatically hit with a natural 20.

**PAGE 95:** In the **Sharpshooter** at-will power, replace the **Hit** entry with the following text.

**Hit:** 1[W] + Wisdom Modifier damage and add +1 to the attack for the purposes of Marksman Talent. Increase to 2[W] + Wisdom Modifier damage at 21st level.

**PAGE 95:** In **Boundary Threshold** at-will power, replace the **Hit** entry with the following.

**Hit:** 1[W] damage and the target is pushed back 1 square and is knocked prone.

**PAGE 95:** In the **Passing Kill** at-will power, add the following **Special** entry.

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

**PAGE 96:** In the **Perfect Camouflage** utility power, add the **Stance** keyword. In addition, replace the **Effect** entry with the following text.

**Effect:** Gain a +5 bonus to Stealth checks. Penalties to stealth checks from moving or running are reduced by 5.

**PAGE 96:** In the **Fake Echo** utility power, add the following **Requirement** entry and replace the **Effect** entry with the following text.

**Requirement:** You make a ranged attack while stealthed.

**Effect:** You are not noticed and remained stealthed.

**PAGE 97:** In the **One Shot** daily power, add the **Reliable** keyword.

**PAGE 97:** In the **Desperate Measures** daily power, replace the **Hit and Attack** entries with the following text and add the following **Miss** entry.

**Attack:** Strength +2 vs. AC or Dexterity +2 vs. AC. Increase attack bonus to +4 at 11th level and to +6 at 21st level.

**Hit:** 2d6 + Strength modifier OR 2d6 + Dexterity modifier and the targets are dazed until the beginning of your next turn. At 21st level, increase damage to 4d6 + Strength modifier OR 4d6 + Dexterity modifier.

**Miss:** Half damage and no additional effects.

**PAGE 97:** In the **Step Aside** daily power, replace **Immediate Reaction** with **Immediate Interrupt**.

**PAGE 98:** In the **That's One, That's Two, That's Three** daily power, add the following **Miss** entry.

**Miss:** Half damage and no additional effect.

**PAGE 98:** In the **Way of the Gun** daily power, add the following **Miss** entry.

**Miss:** Half damage and no additional effects.

**PAGE 100:** In the **Use the Mil Dot** utility power, replace **Move Action** to **Minor Action**.

**PAGE 100:** In the **Slip and Shoot** daily power, add the following **Miss** entry.

**Miss:** Half damage and no additional effect.

**PAGE 101:** In the **Go For The Kill** daily power, add the **Reliable** keyword.

**PAGE 101:** In the **Magic Bullet** daily power, increase the damage of both hits to 3[W]. Also add the following **Special** entry.

**Hit:** 3[W] + Dexterity modifier damage and select one enemy in an adjacent square to also take 3[W] + Dexterity modifier damage. The second hit uses no additional ammunition.

**Special:** Use an action point after this power is activated in the same round to inflict an additional 2[W] damage to another enemy in another adjacent square. It can be the first hit target. This hit uses no additional ammunition.

**PAGE 101:** In the **Adjusting Wind and Parallax** utility power, in the **Effect** entry, the +4 bonus to "hit" is actually a bonus to "attack".

**PAGE 102:** In the **Assassin's Bullet** daily power, add the following **Special** entry.

**Special:** Unless you bloody the target with the initial attack, you do not expend the use of this power.

**PAGE 102:** In the **To the Temple** daily power, replace the **Hit** entry with the following text.

**Hit:** 5[W] + Dexterity modifier + Strength modifier damage.

**PAGE 103:** In the **Big Damn Hero** daily power, replace the first **Attack** entry with the following text.

**Attack:** Strength + Wisdom vs. AC OR Dexterity + Wisdom vs. AC.

**PAGE 108:** In the Knight of Abraham paragon path, under **Strike Down the Infidel**, replace 16th level with 11th level. In addition, under **Devout Aura of Courage**, replace 20th level with 16th level.

**PAGE 116:** Under **Angel Sniper Path Features**, replace the entries for **Automatic Reflexes** and **Waste of Skill** with the following text.

**Automatic Reflexes (11th level):** If you spend an action point, you can gain a standard action or two ranged basic attack/s (not a class chosen basic attack). You may elect to replace this ranged basic attack with the stalker's Sharpshooter at-will power.

**Waste of Skill (11th level):** If you roll a critical hit, you may choose to do normal damage and gain a ranged basic attack/s (not a class chosen basic attack). You may elect to replace this ranged basic attack with the stalker's Sharpshooter at-will power.



**PAGE 117:** In the **Onslaught** daily power, replace both **Hit** entries with the following text.

**Hit:** 2[W] + Dexterity modifier damage and the target is knocked prone.

**PAGE 117:** In the **Splintering Shrapnel** utility power, replace the **Effect** entry with the following text.

**Effect:** Every target in a close burst 2 takes 1 point of damage and is dazed until the beginning of your next turn.

**PAGE 118:** In the **Insurance Round** encounter power replace the entire entry with the following text.

**Encounter • Martial, Weapon**  
**Immediate Interrupt**      **Ranged** weapon  
**Trigger:** Your weapon is targeted for disruption  
**Effect:** Your weapon instantly recovers and you gain a basic attack.

**PAGE 118:** In the **Army of Two** encounter power, replace the **Effect** entry with the following text.

**Effect:** You and one Brother of Blood both perform a single basic attack at +1[W] damage (to one hit).

**PAGE 118:** In the **Team Effort** daily power, replace the **Effect** entry with the following text.

**Effect:** You and two other Brothers of Blood in line of sight may make a basic attack at +1[W] damage (to one hit). You all must attack the same target.

**PAGE 120:** In the **Eyes all Around** encounter power, replace the **Effect** entry with the following text.

**Effect:** Up to two allies in range perform a basic attack at +1[W] damage (to one hit). You choose the targets.

**PAGE 120:** In the **Reevaluate Strategy** daily power, replace **Standard Action** with **Move Action**.

**PAGE 123:** Replace the **York Gun Dancer's Earning the Nickname** class feature with the following text.

**Earning the Nickname (16th level):** The penalty to attack rolls with one-handed small-arms while running is reduced to -2. If you have the class feature *Anywhere, Anytime*, your penalty is reduced to 0.

**PAGE 127:** The Vehicle Operation Skill has been enhanced with more complicated set of rules. The new feats and vehicles offered in *Amethyst Evolution* reflect these new rules.

## VEHICLE OPERATION (Dexterity)

You know how to drive or pilot both ground vehicles and aircraft. You can eventually learn how to control anything regardless of the complexity of the controls. Routine tasks such as ordinary driving don't require a skill check. You only make a check when experiencing unusual circumstance (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

**Vehicle Action:** Operating a vehicle can be part of a move or standard action. You can only perform one action involving a vehicle per turn but you can employ several stunts during that action. This includes the same stunt multiple times or different stunts. You roll for each stunt separately. If your vehicle has carryover speed from the previous turn, you must use at least a move action this turn (you can coast at the current speed and perform no stunts). If you don't/can't use a move action, then you are not paying attention to what the vehicle is doing and it immediately goes into a crash.

Stunts necessitating a standard action instead of a move action require that all stunts with your vehicle for this turn (not just the one requiring the standard action) be part of a standard action instead of a move action.

The vehicle operates only on your turn, and you cannot perform a vehicle move action outside of your turn. Even if you're forced to make a control roll outside of your turn, the effects of that roll do not go into effect until the beginning of your next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on your turn.

**DC:** Various

**Success:** You perform the stunt/s.

**Failure—Control Roll, Sliding, or Crashing:** You fail the stunt and suffer consequences. This can be a control roll (a second chance to recover), a slide, or a crash. Some stunts are easy, and they neither require a skill roll nor have consequences. If you're still crashing, sliding, or are otherwise out of control at the beginning of your turn, you still must use a move action to continue any carryover movement (unless you want to abandon all hope of regaining control).  
**Control Roll:** A control roll occurs when you fail a Vehicle Operation skill roll. You gain a chance to recover by rolling the same DC again. If you succeed, you do not crash and you may attempt the stunt again (if you can—some stunts can only be attempted once per

turn). If you fail the control roll, you go into a crash. Control rolls can also occur for a variety of other actions not listed here. Control rolls take no action and occur as a reaction of another action (an attack from an opponent, a failed skilled roll, etc).

**Crash:** If you are crashing, you lose control of your vehicle and cannot perform any stunts involving your vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

If crashing, at the beginning of your turn, you decelerate at your speed rating and continue to do so every turn until your movement is 0 or until you hit an obstruction or difficult terrain. When your speed reaches 0, you can regain control and use your vehicle again (if functional). If you have movement remaining when you hit an obstruction or difficult terrain, your vehicle (and you) take damage (see Rules Involving Vehicles).

If you fail a control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes, taking 2d6 damage at the beginning of every turn it spends rolling.

**Slide:** Sliding can be either a consequence or a stunt. If you fail certain stunts, you go into a slide. In an uncontrolled slide, you move your remaining speed in the same direction before you attempted the stunt.

You can attempt no other stunts until you regain control of the vehicle. At the beginning of your next turn, you must perform a move action and decelerate at your speed rating (if you don't, you crash) and you must make a control roll (DC dependent on your sliding movement) or continue the slide. If you hit an obstruction or difficult terrain before being able to recover, the slide becomes a crash.

**Action Point:** If trained in Vehicle Operation, you can spend an action point. You don't gain an action. Instead, you substitute a failed control roll check you just made this turn with a success. This takes no action.

**Note:** Certain vehicles are large enough to ignore terrain conditions and/or the effects of a crash (see Rules Involving Vehicles).

Generic Stunt	Vehicle Operation DC
Easy Stunt	15
Heroic stunt	20
Paragon/crazy stunt	30
Epic/insane stunt	35

Stunt or Condition	Consequences	DC
Acceleration	None	
Normal	None	--
Aggressive	None	10
Floor it	None	20
Driver's attack	Control Roll	15
Deceleration		
Normal	None	--
Aggressive	Slide	10
Hard Braking	Slide	15
Evasive driving		
+1 to AC & Reflex defense	Control Roll	15
+2 to AC & Reflex defense	Control Roll	20
+3 to AC & Reflex defense	Control Roll	25
+4 to AC & Reflex defense	Control Roll	30
+5 to AC & Reflex defense	Control Roll	35
Flight conditions		
Strong wind		+5
Raging storm		+10
Tornado / Hurricane		+15
Jump	Crash	Special
Lane change		
Normal	None	--
Weaving	Control Roll	20
Road conditions		
Gravel		+5
Rain / Snow		+10
Slide		
Speed < 10	Control Roll	10
Speed 10 – 20	Control Roll	15
Speed 21 – 30	Control Roll	20
Speed 31 – 40	Control Roll	25
Speed 41 – 50	Control Roll	30
Speed 51 – up	Control Roll	35
Tight Fit		
< / = Vehicle's speed rating	Crash	20
> Vehicle's speed rating	Crash	25
> x2 Vehicle's speed rating	Crash	30
Turning		
Any degree (normal speed)	None	--
45 Degree turn (up to x2)	None	--
90 Degree turn (up to x2)	Slide	10
45 Degree turn (more than x2)	Slide	10
90 Degree turn (more than x2)	Slide	15
Handbrake	Control Roll	20
Drift		+10
Velocity		
Fast	Control Roll	10/+2
Stupid fast (+1 AC/Reflex)	Control Roll	15/+5
Absurdly fast (+2 AC/Reflex)	Control Roll	20/+8

**Acceleration:** You increase your speed this turn.

*Normal:* You increase your vehicle's speed up to your vehicle's speed rating. This action is safe and does not involve a skill roll.

*Aggressive:* You gain a +1 bonus to your speed rating and can accelerate up to your vehicle's new speed rating. This bonus only lasts the length of the action.

*Floor It:* You add a bonus to your speed rating equal to half your unmodified speed rating (round down).

You can accelerate up to your vehicle's new speed rating. This bonus only lasts the length of the action.

*Action:* Acceleration is part of a move action but you can only perform one per turn. Failure results in no acceleration this turn. You can do this at the end of your action to increase your carryover speed while not affecting your movement this turn.

**Deceleration:** You decelerate your speed or stop altogether.

*Normal:* You decrease your vehicle's speed up to twice your vehicle's speed rating. This action is safe and does not involve a skill roll.

*Aggressive:* You decrease your vehicle's speed up to three times your vehicle's speed rating. You can decelerate up to your vehicle's new speed rating. This bonus only lasts the length of the action.

*Hard Braking:* You decrease your vehicle's speed up to four times your vehicle's speed rating. You can decelerate up to your vehicle's new speed rating. This bonus only lasts the length of the action.

*Action:* Deceleration is part of a move action but you can only perform one per turn. You can do this at the end of your action to reduce your carryover speed while not affecting your movement this turn.

**Driver's Attack:** If you want to make a non vehicle-based attack (like shooting from the window or fighting someone in the car, for example) while controlling a vehicle, you must make a Vehicle Operation skill check. Regardless if you succeed or not, you still gain the action, though you may lose control afterwards. There are still penalties while making certain attacks. Attempting melee or ranged attacks while driving suffer a -4 penalty to attack rolls. If you are controlling a weapon on a turret remotely, that penalty reduces to -2 (feats can decrease this).

*Action:* This is not a vehicle action, so it's not part of the vehicle's movement. As a result, you can do no other stunts with this action. Its action is dependent on the power being used. You must have one hand on the steering wheel or you instantly fail the skill roll associated with the attack (even if using feats).

**Evasive Driving:** You can swerve and weave to avoid enemy fire. By performing this stunt successfully, you gain a bonus to both AC and Reflex defense. You must move at least 3 squares this turn in order to gain any bonus. When using evasive driving, select one DC and roll against it. If you fail, you must make a control

roll; you don't get to match your roll against one of the lower DCs. If you succeed at the control roll, you recover but you cannot attempt evasive driving for the remainder of this turn. You gain the bonus to AC and Reflex defense until the end of your next turn.

*Action:* This is part of a standard action (all your stunts and movement for this turn which involve your vehicle must be part of a standard action instead of a move action). You can only initiate one evasive driving during this action. You cannot use evasive driving in the same action while initiating a jump.

**Flight Conditions:** These are modifiers to your Vehicle Operation DC in regards to weather patterns. All ground vehicles reduce this modifier by 5. Huge vehicles (ground or air) reduce this modifier by 5 while gargantuan vehicles and larger (ground or air) reduce this modifier by 10 (instead of 5). Add these modifiers for all stunt DCs in these conditions.

**Jump:** A heroic DC jump distance is the vehicle's [modified] speed before the jump divided by 10. A paragon DC jump is the vehicle's [modified] speed before the jump divided by 5. An epic DC jump is equal to your vehicle's [modified] speed before the jump divided by 2. After landing (successful or not), your speed is reduced by half.

*Action:* This is part of a standard action (all your stunts and movement for this turn which involve your vehicle must be part of a standard action instead of a move action). You can perform as many jumps as part of a standard action involving a vehicle, provided you have enough movement.

*Failure:* If you fail by 5 or less, you make the jump, but lose control and are in a slide. If you fail by 5 or more, your vehicle rolls and crashes. If you fail by 10 or more, you drive into the ground or fall short as part of a crash, suffering damage.

**Lane Change:** You can attempt to slide a square left or right as part of your action without having to change direction. This is a fast maneuver requiring your vehicle to have a speed of at least 5.

*Normal:* Initiating a lane change while moving up to twice your speed rating does not require a skill roll.

*Weaving:* If travelling faster than three times your speed rating, a control roll is required.

*Action:* This is part of a move action and you can perform as many of these as part of a move action involving a vehicle as you need.

**Road Conditions:** These are modifiers to your Vehicle Operation DC in regards to terrain. All flying vehicles ignore this modifier. Huge ground vehicles reduce this modifier by 5 while gargantuan ground vehicles and larger reduce this modifier by 10 (instead of 5). Add these modifiers for all stunt DCs in these conditions. This is not difficult terrain—terrain designated as difficult is too hazardous for most vehicles and usually results in a crash (gargantuan

vehicles can ignore difficult terrain).

**Slide:** If you intentionally create a slide and succeed, you have full control over the slide, can adjust the angle of the vehicle, and regain control at any time. If you are still sliding at the beginning of your next turn, then you must roll the control roll again to maintain control. If you fail the control roll, you continue the slide but now it becomes uncontrolled. Even though you are pointed in a different direction, you do not move in that direction unless you attempt a turn (perhaps combined with a drift).

**Tight Fit:** These are maneuvers where you try to squeeze your vehicle over a narrow bridge or through dense forest. This is not an actual squeeze action as vehicles cannot do that, but a situation where the GM determines there is a small margin of error in a narrow path. The DCs listed are if you are attempting the maneuver while moving up to your speed rating, faster than your speed rating, or if attempting the maneuver faster than double your speed rating. Increase the DC accordingly as the vehicle travels faster.

*Action:* This is part of a move action and you can perform as many of these as part of a move action involving a vehicle as you need. If the narrow area is continuous (like a bridge), you only need to use this action once per turn. You cannot perform a tight fit in the same action as evasive maneuvers.

**Turning:** The faster you go when you turn, the higher the DC. After you make a turn, you must move at least  $\frac{1}{4}$  your current speed before turning again. Otherwise, it instantly turns into a slide. This is regardless if you turn 45 degree or a full 90.

*Normal Speed:* If moving your speed rating or slower, you can turn at any angle without requiring a roll.

*45 Degree Turn:* Your speed can be up to twice your speed rating and still not require a skill check when initiating a turn up to 45 degrees. If you attempt a turn any faster, you have to make a skill check. If you perform a 45 degree turn while your speed is equal to or greater than twice your speed rating, you lose 1 square off your current speed after the turn (1 off your carryover speed and 1 off any remaining movement you have this turn).

*90 Degree Turn:* If you attempt a turn moving faster than your normal speed, you have to make a skill check. If you perform a 90 degree turn while the vehicle's speed is greater than its speed rating, you lose  $\frac{1}{2}$  off your current speed after the turn (half your carryover speed and half off any remaining movement you have this turn).

*Faster/Tighter:* Adjust the DC depending on the speed and the sharpness of the turn, adding +5 for sharper turns and/or +5 for speeds in excess of the ones listed. Trying to turn at a right angle while your speed rating is five times your vehicle's rating should be difficult.

*Hand Brake:* Pulling the handbrake can allow you to

spin the vehicle around, turning to any direction you wish, without losing too much speed. You can only attempt a hand brake turn if your speed is between 4 and 20. Any slower and you cannot make the turn. Any faster and you instantly fail the skill roll. If successful, you face the new direction but your speed is reduced by half.

You can also use the handbrake to spin around 180 degrees. If you succeed, your vehicle rotates around but its speed is still moving the vehicle in the opposite direction. You must decelerate and then accelerate in order to move in the opposite direction. Your speed is still reduced by half (half your carryover speed and half off any remaining movement you have this turn).

*Drift:* You can perform a drift when making up to a 90 degree turn. Your speed rating must be at least 5 and you must have a speed of at least 5 in order to perform a drift. Drifting imposes a +10 on the DC (determined by your turn and speed). If you succeed, you do not lose any speed from the turn. You can combine a drift with a hand brake stunt. If you do, your speed is reduced by  $\frac{1}{4}$  instead of  $\frac{1}{2}$  (see hand brake) for turns greater than 90 degrees. Drifting also raises the top speed for performing a hand brake turn to 30.

*Action:* Turning is part of a move action and you can perform as many of these as part of a move action involving a vehicle, provided you have enough movement.

**Velocity:** You must make a control roll if traveling faster than what the vehicle was designed for. Even though vehicles are listed as not being able to go faster than four times their speed rating, in actually this is only the safe upper limit. They are capable of much faster speeds if one is daring enough. If your speed this turn places it in one of the following categories, you must make a control roll at the beginning of each move action involving your vehicle. In addition, all stunts you make at this speed also incur a penalty to their DC (the first value is the velocity DC, the second value is the modifier to all other stunts you make at this speed). You don't add the modifier to the velocity DC, only to other stunts.

*Fast:* Going fast means to push your vehicle past its x4 speed rating limit but not faster than x5 its speed rating. You suffer a +2 modifier to all other stunt DCs as well as make a DC10 skill check (before modifiers via flight/ground conditions) at the beginning of every move action involving a vehicle.

*Stupid Fast:* If your speed score is over x5 your speed rating but not more than x7 your speed rating, you obviously think you're some kind of race car driver. You suffer a +5 modifier to all other stunt DCs as well as make a DC15 skill check (before modifiers via flight/ground conditions) at the beginning of every move action. If you are going stupid fast by the end of

your turn, your vehicle gains a +1 bonus to AC and Reflex defense until the end of your next turn.  
*Absurdly Fast:* If your speed is over x7 your speed rating but not more than x10 your speed rating, you obviously need to slow down. You suffer a +8 modifier to all other stunt DCs as well as make a DC20 skill check (before modifiers via flight/ground conditions) at the beginning of every move action. If you are going absurdly fast by the end of your turn, your vehicle gains a +2 bonus to AC and Reflex defense until the end of your next turn.

**Aircraft:** Aircraft that fail their control roll lose altitude equal to x2 their speed. Aircraft never fall under the effects of a crash unless they impact on something. As long as the aircraft is functional, you can attempt to regain control of it. If failing a control roll, an aircraft loses altitude (as stated) and slides (yes, in the air). You can attempt another control roll check at the beginning of your next turn. Unlike vehicles, aircraft do not decelerate in a slide. The vehicle, as well as all targets onboard, is considered helpless if the craft actually impacts on the ground.

**Working with Stunts:** Stunts should be considered miniature skill challenges, requiring several rolls in sequence to accomplish a variety of stunts. There are many ways to navigate around the driving rules to accomplish what you want. Despite not having a limit on the number of stunts you can perform with an action, you still must activate each stunt in the order you designate (they don't all activate at once). Utilizing this logic, you can accomplish several interesting combinations of maneuver with a single action.

--Make a jump and accelerate after landing in order to maintain your speed.

--Decrease your speed after turning in order to reduce the minimum distance you have to take before turning again.

--Using tight fit, accelerating, and jumping from a narrow platform.

--Intentionally create a slide and turn that slide into drift for an extra dash of theatrics.

--Use a handbrake to spin the vehicle 180 degrees, accelerate in the original direction to maintain your original speed, and use a driver's attack.

**PAGE 128:** In **Iron Body** feat, increase the resistance to 1/2 your healing surge instead of 1/4.

**PAGE 130:** In the **Elemental Tuner** feat, replace the **Water** entry with the following text.

**Water:** You gain a +1 bonus to all untrained skills and a +1 bonus to any trained skill of your choice.

**PAGE 130:** In the **Speed and Elegance** entry, replace with the following:

**Benefit:** While on your mount, your speed increases by +1.

**PAGE 133:** In the **Expanded Widget Use** feat, decrease costs to 5 gp/uc and 25 gp/uc respectively.

**PAGE 134:** In the **Bayonet Reach** feat, add the following sentence at the end of the entry.

This feat only applies to 2-handed small-arms.

**PAGE 134:** In the **Naturally Echan Defiant** feat, replace the **prerequisite** with the following text.

**Prerequisite:** Trained in Engineer

**PAGE 136:** In the feat power, **Hull Down**, replace the **Requirement** and **Effect** entries with the following text.

**Trigger:** Finish a move with zero speed and stop the vehicle this turn behind any cover.

**Effect:** The vehicle gains an additional -2 bonus to cover penalties while behind cover

**Sustain Free:** This effect sustains until the vehicle moves from any squares it occupies.

**Special:** This is not counted as vehicle action. You can perform no stunts with this action.

**PAGE 136:** In the feat power, **Jump the Crash**, replace the **Effect** entry with the following text.

**Effect:** Gain a +10 power bonus to all Vehicle Operation skill rolls for all stunts during this action.

**Special:** This is a vehicle action. You can perform any stunts you are able to that require a move action.

**PAGE 141:** In the examples for EDF, it lists a pagus. This is incorrect as pagus do not generate EDF.

**PAGE 147:** In the **Laser** property, reword the *Special* entry with the following text.

*Special:* If you strike successfully with a laser, every subsequent attack gains a +1 power bonus to attack that same target. This is removed if you don't fire at the same target or if you miss that same target with your next attack.

**PAGE 147:** In the **Plasma** property, reword the *Property* and *Power* entries with the following text.

*Property:* On a successful hit, you may deal your enhancement bonus in additional damage to either one target in an adjacent square to the initial enemy in the same turn or on the initial enemy at the beginning of your next turn.

*Power (Daily): Free action.* On a successful hit, you may deal half the damage of the hit in additional damage to either one target in an adjacent square to the initial enemy in the same turn or on the initial enemy at the beginning of your next turn.

**PAGE 151:** Make the following changes to **Plasma Thrower**.

**Attack:** Dexterity vs. Reflex

**Target:** Each creature in an area burst 2 area in weapon range.

**PAGE 155:** In the **Cell** entry for armor, replace the entry with the following text.

**Cell:** The power usage of the armor. Advanced armor cannot operate without a power cell. All armor that utilizes a cell uses one charge per encounter.

Changing a cell for armor takes a full turn (move, minor, and standard). You cannot change the cell of an advanced armor if you are inside it.

**PAGE 156:** In the table, under **Light Armor**, ignore the second armor values, (after the "/") except for Limshau Kawabari.

**PAGE 169:** In the **Vehicle** table, under **Scrambler**, increase its **Capacity** to 1+5.

**PAGE 169:** Replace the Combat Involving Vehicles section with the following text.

## **RULES INVOLVING VEHICLES**

For the most part, vehicles won't be included in combat encounters. When they do, there are rules to follow. Most of these involve a radical departure on how movement rules work. Vehicles have acceleration rather than speed, though it is still called a speed rating. You are able to add onto your speed from the previous turn (called carryover speed). You cannot elect to move fewer or more squares unless you decelerate or acceleration with your move action. For example, you can't decide to end your movement after 5 squares on your turn if you have a carryover speed of 40 unless you perform a difficult stunt to decelerate your movement to 5 squares. Otherwise, you still move 40 squares this turn.

**Control:** Despite the number of occupants, only one person can control a vehicle. That vehicle operates only on that controller's turn. Even if the driver is forced to make a control roll outside of his turn, the effects of that roll do not go into effect until the beginning of the target's next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on the driver's turn. You cannot perform a vehicle action outside of your turn. If you have carryover speed and you do not use an action to move, the vehicle crashes.

**Defense Values:** The vehicle's AC is listed in the vehicle table. Add half the driver's level to this value. If the vehicle moves at least 2 squares by the end of your turn (it has a "carryover speed" of at least 2), is huge or smaller, and if you have the Improved Vehicle Combat feat (all three prerequisites required), you may add your Dexterity modifier or your Intelligence modifier to the vehicle's AC until the end of your next turn. This takes no action.

*Fortitude Defense:* Vehicles are especially resistant to attacks that target Fortitude defense. The vehicle's AC value + its Resistance value + half the driver's level = the vehicle's Fortitude defense. It is not modified by speed, feats, or your attribute modifier.

*Reflex Defense:* A vehicle's Reflex defense is 10 unless the vehicle is moving at least 2 squares at the end of your turn (has a "carryover speed" of at least 2). If moving, your vehicle's AC value + its maneuver value + half the driver's level + other bonuses (speed, skill, feats, or attribute) = the vehicle's Reflex defense. If the vehicle moves at least 2 squares by the end of your turn (it has a "carryover speed" of at least 2), is huge or smaller, and if you have the Improved Vehicle combat feat (all three prerequisites required), you may add your Dexterity modifier or your Intelligence modifier to the vehicle's Reflex defense until the end of your next turn. This takes no action.

*Will Defense:* Vehicles have no Will defense and attacks on vehicles that target Will automatically miss.

**Targeting and Cover:** Targets inside/on a vehicle receive protection depending on the situation and the attack.

*Cover:* If a target inside/on a vehicle commits an action that targets a square beyond that vehicle (a melee or ranged attack), that target is assumed to have revealed itself. It no longer gains any benefit from cover by the vehicle. If a target does not use an action that targets a square outside the vehicle, the target gains cover until it does so. If revealed, the target cannot regain cover until the beginning of its next turn. A target can gain superior cover if using total defense (see Character Actions). If an attack targeting a vehicle occupant benefitting from cover misses by 2 or less, the damage is taken on the vehicle instead. If an attack targeting a vehicle occupant benefitting from

superior cover misses by 5 or less, the damage is taken on the vehicle instead.

*Modifiers Inside:* While inside/on a vehicle, occupants suffer a -2 penalty to their Reflex defense against attacks from outside a vehicle.

*Reach:* Targets inside/on a vehicle have reach beyond a vehicle (assuming the target occupies a square adjacent to a square the vehicle does not occupy). The benefits of cover supplied by a vehicle depends on if you utilize your reach outside of it.

*Selecting Defense:* Targets inside/on a vehicle suffering an attack from an opponent outside the vehicle may choose to use the vehicle's AC or Reflex defense in lieu of their own (not so with Fortitude or Will). Certain vehicles prevent occupants from being targeted by disease or poison attacks. Choosing which defense to employ takes no action. Opponents attacking a vehicle may select to target the vehicle but if they attempt to target occupants, said occupants can use either their defense or the vehicle's for AC or Reflex defense. A vehicle's resist rating is only versus hits against the vehicle, not the occupants.

**They're big:** A vehicle cannot squeeze or adjust its occupying squares. It also cannot go prone. Large occupants cannot control vehicles no matter how big the vehicles are. Vehicles large enough to fit a large target might still not be able to fit it (GM discretion).

**Conditions:** Vehicles cannot be subjected to most status effects. They cannot be blinded, dazed, deafened, dominated, marked, stunned, surprised, or weakened. A vehicle can only be immobilized or restrained if its speed is 0 (if the vehicle has any carryover speed, it is immune to these effects). A vehicle cannot be knocked prone, rendered unconscious, or made helpless. Vehicles can still be subjected to being petrified or weakened. If a vehicle is slowed, its speed rating is reduced to 2, not its actual speed. It can still decelerate using its full speed rating.

**Character Actions:** Vehicles have their own actions. Most actions characters have access to do not apply to the vehicles they control or ride inside. Certain other actions are limited while inside or on a vehicle.

*Bull Rush or Charge:* Vehicles cannot charge, though they can ram, which uses the same rules as a bull rush (see Bull Rush/Ram).

*Delay/Ready Action:* You can use delay or ready actions while inside a vehicle. You can also ready a vehicle action while controlling a vehicle but if you do so, you cannot use a vehicle action on the same turn you prepare the ready action.

*Flanking:* Vehicles cannot flank though occupants can. If gaining benefits from flanking, targets in vehicles are assumed be employing their reach, thus losing benefits of cover by the vehicle.

*Movement:* Occupants inside a vehicle can move freely inside of it. To disembark a vehicle requires a

move action. By doing so, you move 1 square from a vehicle occupied square to a square not occupied by the vehicle. This is not a shift and provokes an opportunity attack. Attack or utility powers that offer movement (like Tumble) can be used to disembark a vehicle. If so, your movement is not reduced.

Vehicles cannot double move, run, or shift.

*Non-Vehicle Driver Attack Powers:* A driver attempting melee or ranged attacks while driving suffers a -4 penalty to attack rolls. The driver also must make a control roll. If the driver is controlling a weapon on a turret remotely, that penalty is reduced to -2.

*Passenger Attack Powers:* Passengers suffer a -2 penalty to all attack rolls while riding in a vehicle. If using a weapon on a weapon mount, this penalty is reduced to -1.

*Second Wind:* You can use second wind, vehicles cannot.

*Total Defense:* A target (including the driver) can use total defense inside a vehicle. You gain the benefits for total defense, not the vehicle. A target using total defense gains superior cover when inside a vehicle.

*Using Skills:* Using any non-vehicle physical skills in a moving vehicle (like Heal or Engineering) suffers anywhere from a -2 to a -6 penalty to the skill roll depending on skill being attempted (GM discretion).

**Speed:** The speed rating for a vehicle is not its top speed but the safest speed it can accelerate per round.

Every round, you can add to your movement from your previous round or decelerate. A vehicle's speed at the end of your turn is its "carryover speed". This is the speed you automatically gain at the beginning of your next turn. It also determines how easily enemies can target you. Your vehicle has a carryover speed of 0 if the vehicle has stopped before the beginning of your turn. If you have any carryover speed (even if only 1), you must make a move action with your vehicle on your turn (target's that don't do so, crash).

If you do not perform a maneuver, or adjust your speed, you simply move squares equal to your carryover speed from the previous turn.

Reverse movement does not count towards forward movement when calculating speed carried over from the previous round.

Speed Rating= the maximum # of squares a vehicle can accelerate in a round.

X4 Speed Rating = the fastest safest speed a vehicle can move in open terrain.

X2 Speed Rating = the fastest speed in which a vehicle decelerates or breaks.

Pushing any of these rules involves a stunt.

**Skill versus Armor:** Driving skills can also gain you temporary improvements to your AC and/or Reflex defense (Fortitude remains fixed). See the Vehicle Operation skill.

**Facing:** Vehicles have a front and a back. Usually, they can only move in the direction they are facing. To change direction involves a turn.

**Stunts:** Stunts are driving achievements involving a skill rolls. Failure results in a control roll, a slide, or a crash. Crashes can cause damage (See the Vehicle Operation skill for stunt DCs).

**Crash:** A crash is a catastrophic failure in vehicle control. A slide is similar to a crash except that you can make a Vehicle Operation skill roll to recover with a slide, while a crash you must survive until the vehicle stops. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like jumps), you immediately stop your movement.

If crashing, at the beginning of your turn you decelerate at your speed rating if you haven't immediately struck an obstruction. If you hit rough terrain, your movement stops. If you hit an obstruction (like a wall or another vehicle), your movement stops. The vehicle and all occupants inside take damage for every square of speed the vehicle was at when it stopped.

Speed	Damage
Less than 5	No damage
5-6	1d8
7-9	2d8
10-13	3d8
14-18	4d8
19-24	5d8
25-31	6d8
32-39	7d8
40-48	8d8
49-58	9d8
59-69	10d8

If there are no obstructions to crash into, you continue decelerating at your speed rating until your movement is 0 or until you hit an obstruction or difficult terrain. When a vehicle starts crashing (the moment you fail a control roll or a jump check involving a vehicle), all targets in the vehicle are dazed until the crash is resolved.

If you failed a Vehicle Operation control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes. The vehicle takes 2d6 damage at the beginning of every turn it spends rolling.

*Aircraft:* Aircraft that fail their control roll lose altitude equal to x2 their speed. Aircraft never fall under the effects of a crash unless they impact on something. As long as the aircraft is functional, you

can attempt to regain control of it. If failing a control roll, an aircraft loses altitude (as stated) and slides (yes, in the air). You can attempt another control roll check at the beginning of your next turn. Unlike vehicles, aircraft do not decelerate in a slide. The vehicle, as well as all targets on board, is considered helpless if the craft impacts on the ground.

*Jump Failure:* If you fail by 5 or less, you make the jump, but enter an uncontrolled slide. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

*Seatbelts:* Occupants in vehicles are assumed in restraints when a vehicle crashes (unless they are moving around inside the vehicle). If a vehicle suffers damage from rolling or crashing, occupants strapped in suffer half the damage inflicted on the vehicle. Those not secured take full damage.

**Escape:** If all appears hopeless during a crash, occupants can try to escape. This involves a DC15 Acrobatics or Athletics skill check. Because all the occupants are dazed during a crash, they each have one chance per turn to try to escape. Because the driver must use his move action as the vehicle is moving, he must abandon his vehicle. He no longer has any control over the vehicle and escapes along with the other occupants, though he is imposed a +5 penalty to the skill check (DC20 Acrobatics or Athletics). A GM may impose an additional +5 penalty to anyone in restraints during the crash. Any target failing the escape roll by 5 or less still escapes but suffers 1 point of damage per square of speed the vehicle had.

**Bull Rush / Ram:** Vehicles cannot charge but they can perform a bull rush. This can also be called a ram. Using a bull rush with a vehicle involves moving into an adjacent square with a move action and stopping the action. You then calculate how many squares you had left from your speed and activate the standard action to continue the rest of your movement with the bull rush. If you miss, you continue your remaining movement but the target avoids you.

Alternately, if you start your turn in an adjacent square to the target and have carryover movement from the previous turn, then you activate the bull rush, calculate the ram using your carryover speed, and then can perform any number of stunts after the bull rush is resolved with the same action. In this situation, all stunts and movement with the vehicle occupy the single standard with the bull rush.

Use Dexterity or Intelligence instead of Strength for the bull rush. If you hit, damage is inflicted on both you and the target based on your speed before impact along with the size difference between the targets involved.



Speed	Damage
Less than 5	No damage
5-6	1d6
7-9	2d6
10-13	3d6
14-18	4d6
19-24	5d6
25-31	6d6
32-39	7d6
40-48	8d6
49-58	9d6
59-69	10d6
(The same table as crashing, but with lower damage)	

After damage is resolved, your vehicle pushes the target a number of squares dependant on your size and the number of squares the vehicle had left to move (not its current speed used to calculate damage).

*Larger Target:* If your vehicle is one size smaller than the target you are attempting a bull rush against, you push the target 1 square, shift into the vacated square, and your speed is reduced to 0. Although damage on the target is based on d6, damage dice on your vehicle is increased to d8 (same as a crash). Additionally, the larger target takes half damage from the ram. If the target cannot be pushed, damage is still inflicted on both sides, but the target is not pushed. Obviously, you should not ram targets bigger than one size category over than you.

*Same Size:* If your vehicle is the same size as the target you are attempting a bull rush against, you push the target a number of squares equal to a quarter of your remaining movement this turn. Your speed is reduced to one quarter, meaning you still have carryover speed. If the target is not pushed or cannot be pushed, the ram turns into a crash (damage dice increases to d8).

*One Size Larger:* If your vehicle is one size larger than the target you are attempting a bull rush against, the smaller target has its impact damage dice increased from d6 to d8 and you only take half damage. You push the target a number of squares equal to half your remaining movement this turn. Your speed is reduced by half, meaning you still have carryover speed. If the target is not pushed or cannot be pushed, the ram turns into a crash (damage dice increases to d8 for both targets involved and you take normal damage instead of half).

*Two Sizes or More Larger:* If your vehicle is two or more sizes larger than the target you are attempting a bull rush against, the target has its impact damage dice increased from d6 to d10 and you suffer 1 point of damage per dice instead of rolling d6. You push the target a number of squares equal to your remaining movement this turn -1. Your speed is reduced by 1,

meaning you still have carryover speed. If the target is not pushed or cannot be pushed, the ram turns into a crash (damage dice increases to d8 for you, but remains d10 for the target, and you take normal damage instead of 1 point per dice).

If you pass through an enemy square and do not perform a bull rush, the target automatically avoids you. If ramming another vehicle, you can only ram the vehicle and not the occupants inside (the GM may make an exception depending on circumstances these rules cannot predict).

*Colliding:* Collisions between two targets ramming each other (i.e. one vehicle ramming another vehicle with carryover speed) is handled by adding the carryover speed of the target to the attacker.

*Sustaining a Bull Rush:* After the initial collision, if you have carryover speed, you can initiate another bull rush on your following turn.

**Destroying Vehicles:** Reducing a vehicle to zero hit points does not destroy it; it only renders it non-functional. Only by reducing it to a negative value equal to its hit points does it explode. The vehicle bursts into flame, immediately inflicting 3d6 damage to every target that moves through or enters a square the vehicle occupied and for every adjacent square. This effect lasts until the end of the encounter.

**Ranged Weapons and Vehicles:** Some vehicles have turrets. Some are open or have access ports to allow occupants to fire ranged weapons against targets outside the vehicle.

*Two-Handed / Heavy Weapons:* Characters are always assumed to be moving the same distance as the vehicle if firing un-mounted two-handed or heavy weapons. This applies to penalties to attack rolls when moving with these weapons. The penalties for moving and being inside a vehicle stack. If a two-handed small arm or heavy weapon is mounted to a vehicle's turret, the weapon is considered to be not moving and it only incurs the penalty as listed above (-1 or -2).

*Super Heavy Weapons:* Super heavy weapons are too large to be fired without a mount. They are considered heavy weapons when mounted, meaning the vehicle must not be moving or suffer a -4 penalty to attack rolls.

*Sniper Weapons:* You can neither use sniper-based powers nor employ Marksman Talent if on a moving vehicle.

**Vehicle Size:** Certain (ground) vehicles are large enough to withstand difficult terrain and/or the effects of a crash. Depending on the topography (marsh or debris, for example), gargantuan or larger vehicles can ignore difficult terrain for the purposes of movement penalties and crashing (they don't crash if entering difficult terrain). The severity of the terrain may impede even these vehicles. Trees may stop a tank but not a behemoth.

Vehicles huge or smaller cannot enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Both situations are considered a crash.

**Lighter than Air Vehicles:** Blimps and thermals do not require an aeroform. They cannot lose altitude when sliding or crashing. They remain suspended in the air via a series of "lifting bags" contained inside a larger carrier. This can be another balloon or a rigid superstructure. Only by puncturing these bags can this type of vehicle crash. Each airship of this type list the number of internal lifting bags. An attacker that inflicts 20 damage or more on an aircraft may puncture a balloon instead of causing damage to the craft (attacker's choice). If so, the hit inflicts no damage on the vessel. Half of an airship's lifting bags must be punctured for an airship to be affected. Once half the lifting bags are punctured, the airship drops 20 feet (5 squares) at the beginning of each turn, dropping an additional 20 feet for every additional bag punctured. Only by destroying the vessel can it crash violently. Every bag punctured also imposes a -1 penalty to the vessel's maneuverability (cumulative).

**PAGE 236:** In the **Dojenn Matark** monster entry, make the following changes.

Increase all attack bonuses to +14.  
Increase **Devastating Bite** damage to 2d8+8.  
Increase **Scavenged Harpoon** and **Feeder Tendrils** damage to 2d6+7.

**PAGE 240:** In the Cancer Dragon's **Bilewrought Contagion** entry, the Endurance DCs are incorrect.

Improve DC22 + ½ cancer dragon level  
Maintain DC20 + ½ cancer dragon level  
Worsen DC18 + ½ cancer dragon level.

**PAGE 245:** In the **Iron Sons Corpsman** monster entry, make the following changes.

Increase **AC** to 19.  
Increase the **Assault Rifle** attack bonus to +9.

**PAGE 246:** In the **Iron Sons Grenadier** monster entry, make the following changes.

Increase **AC** to 19.  
Increase the **Assault Rifle** attack bonus to +9 and damage to 2d6+5.  
Increase **Under-Slung Grenade Launcher** damage to 1d8+6.

**PAGE 246:** In the **Iron Sons Sergeant** monster entry, make the following changes.

Increase **AC** to 19.  
Increase the **Assault Rifle** attack bonus to +9 and damage to 2d6+5.

**PAGE 248:** In the **Bogg Thrower** monster entry, make the following changes.

Increase **Club** damage to 1d8+1.  
Increase **Throwing Axe** damage to 1d6+1.

**PAGE 248:** In the Bogg Rake monster entry, make the following changes.

Increase the **Punching Dagger** attack bonus to +7 and damage to 1d6+3.  
In the **Sand in Yer Eye!** ability, replace encounter with recharge 6.

**PAGE 248:** In the **Bogg Spitter** monster entry, make the following changes.

Increase **Club** damage to 1d8+1.

**PAGE 248:** In the **Bogg Mother** monster entry, make the following changes.

Increase **HP** to 128.  
Increase **AC** to 18.  
Increase the **Meaty Fists** damage to 1d8+5.  
Increase the **Gnaw** damage to 1d8+5

**PAGE 250:** In the **Skegg Pugg Driver** monster entry, make the following changes.

Increase **AC** to 16.  
Increase the **Pugg Prodder** attack bonus to +9.  
In Rabble Rouse, replace encounter with recharge 6.

**PAGE 250:** In the **Skegg Inciter** monster entry, make the following changes.

Change Level 5 Controller with Level 4 Controller.  
Increase the **Morning Star** attack bonus to +7 and damage to 2d6+4.

**PAGE 250:** In the **Skegg Thug** monster entry, make the following changes.

Increase **AC** to 17.  
Increase the **Heavy Bone Warclub** attack bonus to +10 and damage to 2d6+5.

**PAGE 251:** In the **Kodiak** monster entry, make the following changes.

Increase the **Iron Chains** damage to 2d6+5.  
Increase the **Slavering Bite** damage to 1d8+5.

**PAGE 256 & 257:** All **pagus** with **Focused Aggression** have the entry replaced with the following text.

**Focused Aggression** (immediate reaction; when bloodied; encounter)  
The pagus must immediately make a basic melee attack against the enemy that triggered *focused aggression*. If the target is not in an adjacent square, then the pagus may initiate a charge. This attack gains +1 to attack, and +2 to damage. In addition, the pagus may immediately make a saving throw to remove any harmful effects.

**PAGE 256:** In the **Pagus Strifebringer** monster entry, make the following changes.

Increase **AC** to 16  
Increase the **Maul** attack bonus to +17 and damage to 8.

**PAGE 256:** In the **Pagus Battlesworn** monster entry, make the following changes.

Increase the **Maul** damage to 2d8+4.

**PAGE 256:** In the **Pagus Outrunner** monster entry, make the following changes.

Increase the **Falchion** damage to 2d6+5.

**PAGE 256:** In the **Pagus Jannishar** monster entry, make the following changes.

Increase the **Maul** damage to 2d8+5.

**PAGE 257:** In the **Pagus Shaitar** monster entry, make the following changes.

Increase **AC** to 23  
Increase the **Morningstar** attack bonus to +14 and damage to 2d8+6.

**PAGE 259:** In the **Shapeless Wild** monster entry, make the following changes.

Decrease **HP** to 45.  
Increase **Claw** damage to 1d8+6.

**PAGE 270:** On the map, flip numbers **5** and **6**.

**PAGE 272:** In the **Triffid** monster entry, make the following changes.

Increase **HP** to 46.  
Increase the **Slashing Vine** attack bonus to +7 and damage to 1d8+5.

**PAGE 275:** In the **Katho Kovacs** monster entry, make the following changes.

Increase **AC** to 20.