



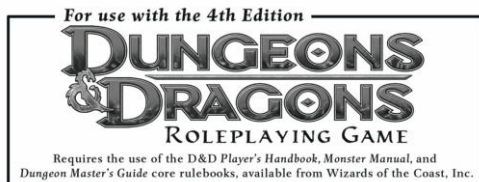
Hearts of Chaos

A Free Adventure Download Package



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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 © 2008 Wizards of the Coast, Inc. All rights reserved.

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This free download includes additional encounters and premade characters for the Amethyst free adventure, Hearts of Chaos. The player characters included are examples of specific builds of techan classes, but not the only option available. They have been custom designed for the adventure and are presented in an easy to read format that does not require much preparation to play.

Also included are several additional encounters that expand the journey before and after the game's climax. It increases the difficulty and extends the mounting tension before the adventure's resolution.

AREA ALPHA DOJENN EXPLOSION

River map (Between Areas 2 and 3)

Still on the same day, read or paraphrase the following:

The slope dips towards a shallow river. The water moves by with some haste, enough to cloud the bottom, but not enough to be a danger to the vehicle or people if properly secured. With the ground concealed, taking the scrambler in without a scout would be hazardous. There appears to be no other way to cross and the beach sits almost 50 feet on the other side.

If the scrambler travels across without a character checking the terrain, or if it attempts to race across at any point in the encounter, it will drive into a trench half-way across the river. If one or more characters walk in front, they will avoid this. If the scrambler is caught, a large rock preventing the rear axle from moving will need to be destroyed before the vehicle can unseat itself. The side access doors are high enough to clear the surface of the water, but opening the door ramp will cause a flood and damage the vehicle.

Half-way across the river, while a character or characters are outside the vehicle, a sudden wave will dash around the bend to the north.

Rogue Wave Level 6 Lurker (xp 250)

A sudden flood of water is violent and so abrupt, it cannot be a coincidence. It isn't.

Hazard: A sudden rushing of thousands of gallons of water from the North.

Perception

***DC 20:** The character hears the rushing torrent and notices the wave. Only that character gains an action before the wave hits.

Initiative: +10

Trigger

The moment the scrambler is half-way across the river and at least 1 character is outside the vehicle.

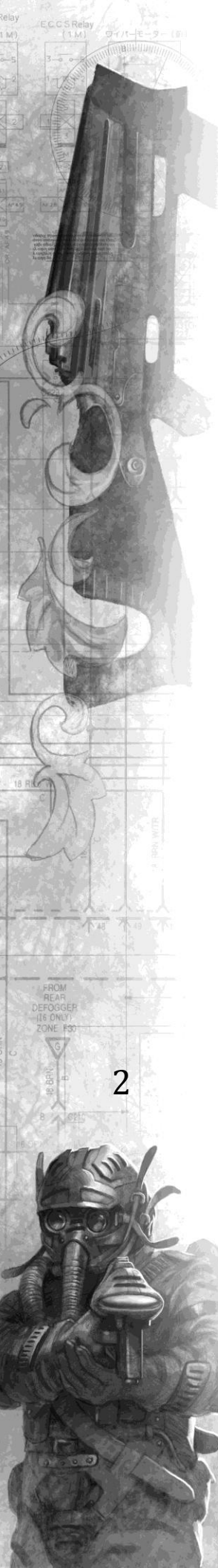
Attack

Standard Action

Special

1





Target: All creatures in the river and outside the vehicle.
Attack: +11 vs. Reflex
Hit: 1d8+2 damage and the target is pushed 6 squares down the river, away from the scrambler, and is stunned for one round. Afterwards, they are slowed (save ends).
Miss: No damage, but the target is still pushed and slowed (save ends).

Countermeasures
If tied, the character is prevented from being pushed, but is still stunned. Even the strongest characters cannot move the hit character more than 2 squares per round.

Special
The wave only initiates a single attack, but the current causes the entire river is to be considered difficult terrain for 4 rounds.

After 2 rounds, the character(s) swept down river is attacked by 3 Dojenn...

Three dark shapes slide effortlessly under the water around you. As they lift from the surface, you stare into oversized black eyes and jaws of dagger-long teeth that open wider than your entire skull. Tentacles down their back whip towards you in their attempt to drag you below as easy prey.

Level 6 encounter (xp 1200)

3 Dojenn (level 9 lurkers)

Dojenn Matarik	Level 9 Lurker
Medium Fae Humanoid (Aquatic)	XP 400
Initiative +11	Senses Perception +10; Darkvision
HP 76; Bloodied 38	
AC 24; Fortitude 20, Reflex 22, Will 19	
Speed 6, swim 10	
④ Devastating bite (standard; at will)	
+13 vs. AC; 3d6 damage.	
➤ Scavenged Harpoon (standard; at will)	
+13 vs. AC; 2d6 damage and the target is slowed (save ends).	
Caustic excretion	
When attacked by a non-ranged power, the dojenn deals 3 poison damage to the attacker.	
⬇ Feeder Tendrils (move; at will)	
+13 vs. Reflex; 2d6 damage, and the target is grabbed. Up to three enemies may be entangled in the dojenns' Feeder Tendrils per round.	
Feeding Time (standard; if grabbing at least one creature)	
One grabbed creature suffers a Devastating Bite attack, and all other grabbed creatures take 1d6 damage.	
Alignment Chaotic Evil	Languages Old Faen
Str 14(+6) Dex 16(+7) Wis 8(+3)	
Con 12(+5) Int 6(+2) Cha 6(+2)	
Skills Intimidation +7, Stealth +8	

The dojenn prefer to keep the battle in the water as they swim faster than they walk. If they dive under the water, they will attempt stealth and have concealment while beneath the surface. They will prefer sudden quick attacks to drag characters into their realm.

Advice: Area effects are near useless so characters should save their grenades. The dojenn's AC and hit points are too high for broad attacks. Characters need to remove each target one at a time. Concentrate fire on any one that has grappled an ally. Characters need to ensure the safety of any allies caught in the wave. The scrambler will not be able to escape this encounter as it will take 10 rounds for it to crawl out of the river under these rapids so don't bother trying to drive away while the dojenn are alive or the vehicle will be trapped. The Marshal should employ his daily powers and sacrifice his combat rounds to others.

AREA BETA THESE SHAPELESS ARE MAKING ME THIRSTY

(Forest Map Between Areas 3 and 4)

Night falls in the forest and the only light offered the group is the dim glow from Attricana—the white gate—above them. They can start a fire or remain in their vehicle. Like previous nights, it is recommended that someone remain up and outside in case something approaches. On this night, something does...

Read or paraphrase to the character(s) on guard (characters can interrupt at any time to call for assistance). Finish the paragraph afterward:

You catch something out of the corner of your eye. It's late... too late for any of your allies to take a bathroom break. You notice the shadow of a humanoid figure cast against one of the larger trees. The silhouette is being cast from the few lights the scrambler still gives off (or a fire, if one burns). That would make the figure throwing the shadow appear in front of the scrambler. Regardless, you see nothing between the lamps and the tree. The shape shifts from the wood and vanishes. You notice the figure appear on another tree several feet away, without appearing on the trees in between the path. This time, it looks slightly larger. Its shoulders are wide and its arms are too long for any normal person. It uncurls its hands and the glints of silver claws emerge... shadows can't cast reflections. You notice another rising from the first tree. They both peel themselves from the trees and slide forward.

These are shapeless wild from the Sana Marsh—an evil realm of death nearby. They are in their element and seek easy kills to appease their desire for inflicting pain.

Level 6 encounter (XP 1500)

8 Shapeless Wild (Level 3 Skirmisher)

The Shapeless Wild Level 3 Skirmisher

Medium Natural Humanoid (Ixindar) XP 150

Initiative +6 **Senses** Perception +2; Darkvision
Evergloom Aura 5: all light within the aura is reduced to dim, shadow casting light.

HP 58; **Bloodied** 29

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 15

Speed 6

④ **Claw** (standard; at will)

+9 vs. AC; 1d6 + 3 damage

‡ **Hidden Ways** (standard; at will)

The shapeless wild may shift to any square within its aura, and make two claw attacks.

Shapeless Distortion

The shapeless wild never gives combat advantage, and always has concealment.

Madness Given Form (immediate interrupt, when the shapeless wild is first hit; encounter)

The attack, regardless if it's ranged or melee, misses.

Alignment Chaotic Evil

Languages None

Str 16(+4) **Dex** 16(+4) **Wis** 12(+2)

Con 13(+2) **Int** 10(+1) **Cha** 10(+1)

Skills Acrobatics 9, Stealth 11

The Shapeless may appear as undead, but they are not. None of the characters had ever heard of such beasts and the frightening nature of their attack is sure to put the group on guard for evenings to come.

AREA GAMMA NOT ENOUGH IRON IN YOUR DIET

(Random map, after the adventure is concluded)

If the characters have allowed Cross to live, regardless of where they are, a follow-up cell is sent to clean up the mess. Unlike the previous mission, this one is larger, populated by hardliners tasked – not only with eliminating Cross – but erasing any evidence of the previous mission, including the characters if they are still alive.

The cell, strangely called Bangers and Mash, is commanded by an odd fellow named Bartley Holden. Captain Holden sent part of his command into the forest to complete the mission while he stays within radio contact throughout the operation.

The enemy cell exits their vehicle long before nearing the chaparran village or the characters. However, their virtually nonexistent stealth may lead the characters to discover the approaching cell before the first shot is fired. Otherwise, the cell will emerge and identify themselves.

“That’s right! This is what happens...” and they open fire. “What. Did you think there were no consequences?”

Level 7 encounter (xp 1500)

7 Iron Sons Corpsmen (Level 6 Minion)

3 Iron Sons Grenadiers (Level 6 Soldier)

1 Iron Sons Sergeant (Level 7 Controller)

Iron Sons Corpsman

Medium Humanoid

Level 6 Minion

XP 63

Initiative +6

Senses Perception +4; Darkvision

HP 1; a missed attack never damages a minion

AC 18; **Fortitude** 17, **Reflex** 18, **Will** 17

Speed 6

⊗ **Assault Rifle** (standard; at will)

Reach 20/40; +7 vs. AC; 6 damage.

Bad Timing

If the corpsman misses a target by 10 or more on his attack roll, he cannot use his assault rifle on his next round. The weapon either disrupts or runs out of ammunition.

Alignment Unaligned

Languages English

Str 15(+5) **Dex** 16(+6) **Wis** 12(+4)

Con 13(+4) **Int** 12(+4) **Cha** 11(+3)

Iron Sons Grenadier

Medium Humanoid

Level 6 Soldier

XP 250

Initiative +5

Senses Perception +8; Darkvision

HP 58; **Bloodied** 29

AC 18; **Fortitude** 16, **Reflex** 17, **Will** 17

Speed 6

⊗ **Assault Rifle** (standard; at will)

Ranged 40/80; +8 vs. AC; 1d8 + 8

✱ **Under slung Grenade Launcher** (standard; recharge ☐, ☐)

☐, ☐

Ranged 15/30; area burst 1; +8 vs. Reflex; 1d6 + 6 damage

Linked Targeting (immediate reaction, when the iron sons grenadier hits a target with an Assault Rifle attack; at will)

One other Iron Son may make one ranged basic attack against the same target.

✱ **I like to keep this handy...** (standard; encounter)

The Iron Sons Grenadier may shift three squares, and make three Under Slung Grenade Launcher attacks, each at a -2 penalty.

Bad Timing

If the grenadier misses a target by 10 or more on his attack roll, he cannot use his assault rifle on his next round. The weapon either disrupts or has run out of ammunition. This does not affect his grenade launcher.

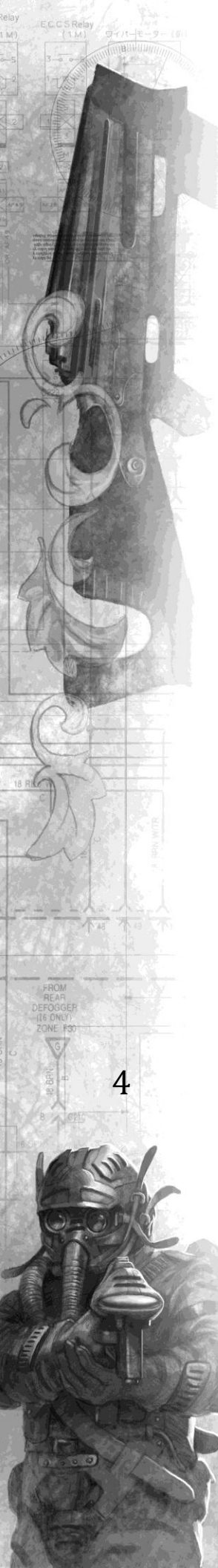
Alignment Unaligned

Languages English

Str 15(+5) **Dex** 16(+6) **Wis** 11(+3)

Con 15(+5) **Int** 14(+5) **Cha** 10(+3)

Skills Intimidate +8, Athletic +10



Iron Sons Sergeant Level 7 Controller (Leader)
Medium Humanoid XP 300

Initiative +5 **Senses** Perception +10; Darkvision
HP 55; **Bloodied** 27
AC 18; **Fortitude** 16, **Reflex** 18, **Will** 19
Speed 6

② **Assault Rifle** (standard; at will)
Ranged 40/80; +8 vs. AC; 1d8 + 7

Linked Targeting (immediate reaction, when the Iron Sons sergeant hits a target with an Assault Rifle attack; at will)
One other iron son may make one ranged basic attack against the same target.

Look into my Eye (standard; recharge [Ⓜ])
Up to two Iron Sons that have been killed within the last round stand back up. They now have hit points equal to their bloodied value (or 1 hit point if a minion).

Another glorious day in the Corps! (standard; encounter)
The iron sons sergeant, and all iron sons adjacent, may second wind.

✈ **Good Timing** (immediate reaction, if an iron son cannot attack that round due to their Bad Timing ability; at-will)
The sergeant makes a ranged basic attack.

Alignment Unaligned **Languages** English
Str 13(+4) **Dex** 14(+5) **Wis** 14(+5)
Con 13(+4) **Int** 18(+7) **Cha** 16(+6)
Skills Intimidate +11, Bluff +11, Athletics +9

This is a techan vs. techan fight and – while these techans don’t have the same variety of abilities as the characters – they offset that with numbers. They will try to cut off enemy movement. If this character group is smaller, hold back the 3 Iron Sons

Grenadiers for five rounds and have them arrive as reinforcements on the sixth round.

Advice: If any grenades are left over, characters should use them on the minions. This will drop their numbers and prevent an overwhelming attack. Techan

opponents are not like pagus or puggs. They won’t rush in and will attempt to seek cover and remain at range, only moving from cover to cover to flank their enemy. They have no melee attack so will avoid close combat.

After the battle, the characters can retrieve their enemy’s gear. They will also find identification, proving their origin, their commander, and their mission. Baggers & Mash have nearly 50 personnel. If the characters attempt stealth, they will find the vehicle and another encounter.

Level 7 encounter (xp 1500)

- 10 Iron Sons Corpsmen (Level 6 Minion)
- 1 Iron Sons Grenadiers (Level 6 Soldier)
- 2 Iron Sons Sergeant (Level 7 Controller)

These techans are not prepared for a fight, but are armed. The characters may gain a surprise round to even the playing field before the battle starts. The vehicle, another scrambler, is damaged, but enough parts can be scavenged to repairs the characters’ ride. Holden has already left on his vehicle and will contact via radio after the battle concludes.

“Commies. Wankers. This is Holden. Update on mission progress.”

Regardless, if the characters attempt bluff or tell the truth, Holden will see through it and respond, *“I know who you are. I know what you are capable of. That gives me the advantage. You know nothing about me. What I can bring. What fire I can rain. So settle in, get comfortable... or run until you fall. It won’t matter. Enjoy your life in the new world.”* The radio clicks off.

TECHAN CHARACTERS

KONRAD TOMBS Level 6 Grounder

Role: Defender / Controller. You are responsible for the safety of the comrades next to you. Since you are considered the source of the heaviest weapons, you will also gather the most attention. Without you, the others would be overrun.

Initiative +6

HP 56; **Bloodied** 28; **Healing Surge Value** 14; **Surges/Day** 10
AC 21; **Fortitude** 17; **Reflex** 18; **Will** 16

Speed 6

Weapons

Weapon bonuses are factored in the attack powers. All powers assume Konrad wields his rifle. When wielding his pistol, -1 to attack rolls and the weapon does 1d6 instead of 1d8. Range is also 15/30 instead of 20/40.

Caseless Pistol (one-handed): Tech Level 2 (enhancement 2); Bonus to attack +4; damage 1d6; bonus to damage +2; range 15/30; clip 30; off-hand; critical 1d6; Ammunition 12

Caseless Rifle (two-handed): Tech Level 2 (enhancement 2); Bonus to attack +5; damage 1d8; bonus to damage +2; range 20/40; clip 160; auto, critical 1d6; Ammunition 480

Bayonet Plug

The Caseless Rifle has a short sword attached and the Grounder can switch to a melee attack without having to switch weapons (MBA: +12 vs. AC; 1d6+4)

Brotherhood

If an ally in an adjacent square is hit by an attack, you gain a +1 to attack the enemy that initiated that attack until the end of your next round (not cumulative).

Burst Fire

When firing a weapon with an Auto property, you can fire three additional rounds of ammunition and add an additional +1 damage. You must use three additional rounds of ammunition every time you add this damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Gone Medieval

With any power that allows you to use a ranged basic attack, you can make a melee basic attack.

Method of War

You can commit to any type of move action without suffering the -1 penalty to attack rolls when firing two-handed weapons.

Alignment Unaligned

Languages English

Skills Acrobatics +11, Athletics +12, Endurance +9, Intimidate +8, Perception +9

Strength 18 (+4) **Dexterity** 16 (+3) **Wisdom** 12 (+1)

Constitution 13 (+1) **Intelligence** 11 (+0) **Charisma** 10 (+0)

Equipment: TL2 caseless pistol, TL2 caseless rifle, level 2 agility injector, force body vest, 2-way radio, bayonet plug, short sword, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP ratings), binoculars, watch

Feats: A good soldier, burst fire, crossfire, firearm expertise, defensive mobility

Konrad Tombs' At-Will Powers

Combat Posture

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +12 vs. AC

Hit: 1d8+7 damage, and you can either shift one square or gain a +1 power bonus to attack the same target on your next action if you use Combat Posture again.

Potential Push

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +12 vs. AC

Hit: 1d8+7 damage, and the target is pushed back one square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier.

Aimed-Shot

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +14 vs. AC

Hit: 1d8+3 damage.

Area Denial

At-Will • Weapon

Move Action

Area burst 1 within 10

squares

Target: Select one area burst anywhere in line of sight. You may target an ally, but the power does not move if the ally moves.

Effect: You may initiate a ranged basic attack against any enemy that enters the area as an immediate interrupt. If your attack causes a push or a slide, you do not stop the target. The creature is moved and can resume its normal movement if it has any left.

Concussion Grenade Attack

At-Will (consumable 6) • Weapon

Standard Action

Area burst 1 within 5/10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1 damage and medium or smaller targets are knocked prone.

Rapid Fire

At-Will • Auto, Weapon

Standard Action

Area burst 1 within 20/40

Target: Each creature in burst

Attack: +12 vs. AC

Hit: 1d8+3 damage.

Special: Can only be used with a weapon with the auto property.



Konrad Tombs' Encounter Powers

Head Down

Encounter

Move Action

Effect: Make a move action and gain a +4 bonus to AC and grant no opportunity attacks or combat advantage until the start of your next round.

Covering Fire

Encounter • Weapon

Standard Action Range 20/40

Target: One creature

Attack: +12 vs. AC

Hit: 1d8+7 damage, and the creature is immobilized and cannot make opportunity attacks against any allies until the beginning of your next round.

From the Knee

Encounter • Weapon

Standard Action

Effect: You cannot move before or after this power. The weapon being used with the power must be a two-handed small arm or a heavy weapon. Make any ranged basic attack with +2 power bonus to attack(s).

Konrad Tombs' Daily Powers

For the Common Honor

Daily

Immediate Interrupt Range 2

Trigger: A bloodied ally is hit with an attack

Target: Triggering ally

Effect: You suffer the hit and any effects instead of the ally.

Standing Barrage

Daily • Auto, Weapon

Standard Action Area burst 1 within 20/40

Target: Each creature in burst

Attack: +12 vs. Reflex

Hit: 1d8+7 damage and the target is immobilized until the beginning of your next round.

Sustain Standard: You can sustain as a standard action and the barrage remains. You can attack targets inside again. You can sustain for as many rounds as your Strength modifier. You cannot move the area.

Strafe

Daily • Auto, Weapon

Standard Action Wall 5 within 20/40

You make a move action (you may run, shift, or walk) before the attack

Target: Each creature in wall

Attack: +12 vs. AC

Hit: 2d8+7 damage.

Special: Can only be used with a weapon with the auto property.

WILHELM KAUFF

Level 6 Marshal

Role: Defender/Leader. You are responsible for the safety of the comrades next to you. You organize the actions of others in the fields to maximize firing potential while also keeping allies out of potential crossfires. Without you, the team's coordination begins to break down.

Initiative +7

HP 47; **Bloodied** 23; **Healing Surge Value** 11; **Surges/Day** 7

AC 22; **Fortitude** 14; **Reflex** 18; **Will** 18

Speed 6

Weapon (weapon bonuses incorporated into all attack powers)

ESP Rifle (two-handed): Tech Level 2 (enhancement 2);

Bonus to attack +5; damage 1d8; bonus to damage +2;

range 20/40; clip 100; auto; critical 1d6; Ammunition 200

Burst Fire

When firing a weapon with an Auto property, you can fire three additional rounds of ammunition and add an additional +1 damage. You must use three additional rounds of ammunition every time you add this damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target.

You must be wielding a one- or two-handed small arm.

Encouraging Support

When you use Second Wind, one ally in an adjacent square can use an immediate reaction to spend a healing surge and gain the benefit from Second Wind as well without having to spend a standard action. The ally is not counted as having used Second Wind.

For The Good of the Team

Once per round, you can sacrifice your standard action to give an ally in line of sight a move action. You can sacrifice your move action to give another ally a minor action. You can also sacrifice your action point to another ally on your turn. Once per encounter, as an immediate interrupt, you can swap your initiative order with any other ally. This interrupt can only occur on the ally's round before they act.

Over The Radio

Select two allies within 20 squares as a free action on your round. The targeted allies gain either a +2 bonus to Will defense or a +2 bonus to Fortitude defense (pick one). Choose on your round as a free action and the affect is continuous until you change it to another target.

Synchronicity

When you spend an action point, not only do you gain a standard action, one ally in an adjacent square can make a ranged basic attack.

Alignment Unaligned

Languages English

Skills: Bluff +10, Diplomacy +10, Nature +11, Perception +10

Strength 11 (+0) **Dexterity** 16 (+3) **Wisdom** 12 (+1)

Constitution 10 (+0) **Intelligence** 16 (+3) **Charisma** 14 (+2)

Equipment: ESP rifle, 2-way radio, level 2 alertness injection, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), binoculars, tactical body armor.

Feats: Crossfire, human perseverance, synchronicity, firearm expertise, burst fire

Wilhelm Kauff's At-Will Powers**Make Room**

At-Will • Weapon

Standard Action

Ranged 10

Target: One ally

Attack: One ally in range makes a ranged basic attack.

The ally gains a +3 bonus to damage. You choose the target.

Concussion Grenade Attack

At-Will (consumable 5) • Weapon

Standard Action

Area burst 1 within 5/10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1 damage and medium or smaller targets are knocked prone.

Lead the Group

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 1d8+3 damage. Two allies of your choice gain a +1 power bonus to their attack rolls on a single target of your choice until the beginning of your next round.

Mark of the Puppeteer

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 1d8+3 damage and you can slide the target two squares.

Spotter

At-Will • Martial

Move Action

Ranged 20

Target: One ally

Effect: You aid an ally in range on a ranged attack roll.

The ally must make an attack before your next round. Ally gains a +1 power bonus to attack the target you selected until the beginning of your next round.

Wilhelm Kauff's Encounter Powers**Stick to the Plan**

Encounter • Weapon

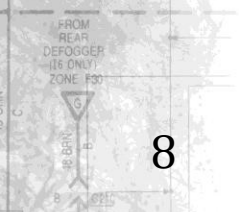
Standard Action

Range 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 2d8+ 6 damage and you shift two allies within line of sight one square.



Targeting Lock

Encounter • Weapon

Standard Action

Range 20/40

Target: One creature

Attack: +11 vs. AC

Hit: No damage but all allies gain a +2 bonus to attack that one target until the beginning of your next round.

Rules of Engagement

Daily

Standard Action

Effect: You learn the levels and roles of all creatures in the encounter. You may select one creature in the encounter. You and all allies receive a +1 bonus to damage rolls against that creature until the end of the encounter.

Wilhelm Kauff's Daily Powers

Back to Back

Daily • Weapon

Standard Action

Target: You and one adjacent ally

Attack: You and a single ally in an adjacent square can each make a ranged basic attack.

Effect: You and your ally both receive a +2 bonus to Reflex defense and AC until the beginning of your next round.

Force it Back

Daily • Weapon

Standard Action

Area burst 1 within 20/40

Target: You and one ally in line of sight

Attack: You and one ally in line of sight each make a ranged basic attack.

Effect: With every hit, you can slide the target one square.

Warrior's Creed

Daily

Move Action

Effect: You and up to 4 allies in range gain a +5 power bonus to defense against fear-based attacks until the end of the encounter.

ELIAS HANNOVER

Level 6 Operator

Role: Leader/Striker. You are responsible for the safety of the comrades next to you. You maintain the technological superiority of the group, keeping machinery operating, and disabling and enabling demotions. Without you, the others would be lost with broken technology.

Initiative +5

HP 45; **Bloodied** 22; **Healing Surge Value** 11;

Surges/Day 6

AC 23; **Fortitude** 16; **Reflex** 17; **Will** 16

Speed 6

Resist 5 Poison

Weapon (weapon bonuses incorporated into all attack powers)

SPP Pistol (one-handed): Tech Level 2 (enhancement 2); Bonus to attack +4; damage 1d6; bonus to damage +2; range 20/40; clip 10; critical 1d6; Ammunition 120.

Power (Daily): Free Action. Re-roll a miss or gain a +5 to your attack roll before firing.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Deck Fire

You do not suffer the attack penalties with ranged attacks for wielding any small arms or heavy weapons while prone.

Naturally Echan Defiant

Gain a +2 bonus to disruption saves for all equipment in your possession.

Widget Bag

You have, on hand, enough parts for 1000 uc worth of repairs.

Alignment Unaligned **Languages** English, Damaskan

Skills: Arcana +13, Endurance +13, History +13,

Religion +13, Demolitions +15, Engineer +18

Strength 12 (+1) **Dexterity** 15 (+2) **Wisdom** 10 (+0)

Constitution 10 (+0) **Intelligence** 20 (+5) **Charisma** 8 (-1)

Equipment: SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), level 2 endurance injection, level 1 agility injection, watch, TL2 repair kit, TL2 ballistic armor

Feats: Jack of all trades, naturally echan defiant, firearm expertise, deck fire, language adept, skill focus (engineer)

Elias Hannover's At-Will Powers**Flash of Genius**

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +12 vs. AC

Hit: 1d6+4 damage. If you suffer a disruption with this weapon, you gain a +3 bonus on your save to recover at the end of the round in which the attack occurred.

Concussion Grenade Attack

At-Will (consumable 2) • Weapon

Standard Action

Area burst 1 within 5/10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1 damage and medium or smaller targets are knocked prone.

Weapon Savant

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +9 vs. AC

Hit: 1d8+5 damage

Elias Hannover's Encounter Powers**Diligent Repairs**

Encounter

Move Action

Melee touch

Effect: Make an Engineer check at DC 15+2/tech level of a disrupted item. The amount you beat the roll by is the bonus the item gets on its next save. You may activate this ability again in the same encounter if you use your action point to do so.

Jury-Rig

Encounter

Move Action

Melee touch

Effect: One piece of disrupted equipment instantly recovers from disruption for 5 rounds and then the item in question breaks. If the battery has blown, you can replace it as a minor action. You may activate this ability again in the same encounter if you use your action point to do so.

Life and Limb

Encounter • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +9 vs. AC

Hit: 1d6+5 damage and you can shift 6 squares. You can ignore the occupied square of the enemy you hit.

Level 1 Agility Injection

Encounter

Minor Action

Effect: Stand up from prone.

Overdrive

Encounter

Move Action

Melee touch

Effect: Select a piece of undisrupted equipment. Make an Engineer check. You apply the modification of the Engineer DC you pass. The modification lasts for 5 rounds. After the encounter, you must re-roll the Engineer DC or the item modified breaks, requiring repairs.

	Improvement	Engineer DC
Ranged Weapons	+1 to damage	20
	+2 to damage	27
	+3 to damage	37
Electronic Devices	+1 skill bonus	20
	+2 skill bonus	27
	+3 skill bonus	37

Pattern Recognition

Encounter • Reliable, Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +9 vs. AC

Hit: 1d6+10 damage. Add +5 damage to all hits you achieve until the end of your next round.

Elias Hannover's Daily Powers

Advanced Academic Degree

Daily

No Action

Effect: Gain a +2 bonus on your next skill check

I Think I Got it Angry

Daily • Reliable, Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +9 vs. AC

Hit: 3d6+5 damage and target is marked for the rest of the encounter.

Level 2 Endurance Injection

Daily

Move Action

Requirement: You must be bloodied.

Effect: You can spend a healing surge.

Move to Assist

Daily • Healing, Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: +9 vs. AC

Hit: 2d6+5 damage and you can shift 6 squares. If you reach an adjacent square to an ally, the ally can spend a healing surge.

THEO VANDERSAAR

Level 6 Stalker

Role: Defender/Striker. You are responsible for the safety of the comrades next to you. You approach targets by stealth and strike at close range with multiple weapons. You observe enemies and relay information back to the group so they can properly coordinate an ambush. Without you, the others would be unprepared for the shocks and surprises that await them.

Initiative +12

HP 52; **Bloodied** 26; **Healing Surge Value** 13; **Surges/Day** 8
AC 23; **Fortitude** 16; **Reflex** 21; **Will** 17

Speed 6

Resist 5 Poison

Weapon (weapon bonuses incorporated into all attack powers)

Caseless Pistol (one-handed): Tech Level 2 (enhancement 2); Bonus to attack +4; damage 1d6; bonus to damage +2; range 15/30; clip 30; critical 1d6; Ammunition 100.

Caseless Pistol (one-handed): Tech Level 2 (enhancement 2); Bonus to attack +4; damage 1d6; bonus to damage +2; range 15/30; clip 30; critical 1d6; Ammunition 100.

Akimbo

When holding a one-handed small arm in each hand, add a +1 bonus to all ranged damage rolls and expend as much ammunition in your secondary weapon as your primary weapon for each attack.

Cinematic Style

You can wield a one-handed small arm in your off-hand as an off-hand ranged weapon. When using one-handed small arms, they may also be used as clubs.

Converging Fire

When using one-handed small arms against a target in an adjacent square, you gain a +1 bonus to attack rolls with those weapons.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Discharge Burn

When firing a one-handed small arm at a target in an adjacent square, you inflict +1 damage on a hit.

Fast Switch

You can switch to any of your weapons as a single minor action without dropping any weapons.

Alignment Unaligned

Languages English

Skills: Acrobatics +10, Endurance +7, Perception +6, Stealth +10, Thievery +10

Strength 10 (+0) **Dexterity** 20 (+5) **Wisdom** 12 (+1)

Constitution 15 (+2) **Intelligence** 11 (+0) **Charisma** 10 (+0)

Equipment: TL2 SPP Pistol, TL2 SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations), level 2 endurance injection, level 1 agility injection, watch, TL2 repair kit, TL3 ballistics armor

Feats: Akimbo, Crossfire, Discharge Burn, Firearm Expertise, Improved Initiative

Theo Vandersaar's At-Will Powers**Combat Theatrics**

At-Will • Weapon

Standard Action Ranged 15/30

Target: Up to three creatures

Attack: +10 vs. AC, one attack per creature

Hit: 1d6+3 damage.

Aimed-Shot

At-Will • Weapon

Standard Action Ranged 15/30

Target: One creature

Attack: +14 vs. AC

Hit: 1d6+3 damage.

Boundary Threshold

At-Will • Weapon

Standard Action Close burst 1

Target: Each creature in burst

Attack: +12 vs. AC

Hit: 1d6+3 damage.

Concussion Grenade Attack

At-Will (consumable 2) • Weapon

Standard Action Area burst 1 within 5/10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1 damage and medium or smaller targets are knocked prone.

Theo Vandersaar's Encounter Powers**Around the Corner**

Encounter • Weapon

Standard Action Ranged 15/30

Target: One creature

Attack: +10 vs. AC

Hit: 2d6+8, and opponents gain an additional -3 cover penalty to attack.

Grand Slam

Encounter • Weapon

Standard Action Ranged 5

Target: One creature

Attack: +12 vs. AC

Hit: 1d6+8 damage; if the creature is not bloodied by the attack, you can follow-up with secondary attack on the same target. If you miss, you can still follow up with the secondary attack. If the creature is not bloodied by the second attack, you can follow-up with a third attack. If you miss, you can still follow up with the third attack.





Theo Vandersaar's Daily Powers

Desperate Measures

Daily • Melee, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: +8 vs. Reflex

Hit: 1d6 damage, and the target is dazed for one round.
No ammunition is used for this attack.

Fake Echo

Daily

Minor Action

Effect: Gain a +10 bonus to opposed stealth checks against attempts to locate you after making a ranged attack.

Kinetic and Fluid

Daily • Weapon

Standard Action Ranged 15/30

Target: One creature

Attack: +12 vs. AC

Hit: 1d6+8 damage.

Effect: Shift 4 squares and make an identical secondary attack against the same target. If you miss, the target takes half damage from the first attack. You remain behind cover until the beginning of your next round.

Lightning Reflexes

Daily

Immediate Interrupt

Effect: When Initiative order is established, you gain a +5 power bonus to initiative. If you have a higher initiative order than any enemy in the encounter, you gain a +2 power bonus to attack and damage on your next attack power.

JIMMY FELDT**Level 6 Operator**

Role: Leader/Striker. You are responsible for the safety of the comrades next to you. You patch injuries when they arrive. You are also, on average, the most experienced member in regards to Echa. Without you, the others would be dead from various injuries.

Initiative +6

HP 51; **Bloodied** 25; **Healing Surge Value** 12; **Surges/Day** 6

AC 21; **Fortitude** 15; **Reflex** 18; **Will** 19

Speed 6

Weapon (weapon bonuses incorporated into all attack powers)

Caseless Rifle (two-handed): Tech Level 2 (enhancement 2); bonus to attack +5; damage 1d8; bonus to damage +2; range 20/40; clip 160; auto, critical 1d6; Ammunition 120.

Burst Fire

When firing a weapon with an auto property, you can fire three additional rounds of ammunition and add an additional +1 damage. You must use three additional rounds of ammunition every time you add this damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Alignment Unaligned **Languages** English, Narros, Englo-Lingo

Skills: Endurance +7, Heal +17, History +9, Insight +12, Perception +12, Sciences +9

Strength 10 (+0) **Dexterity** 16 (+3) **Wisdom** 18 (+4)

Constitution 11 (+0) **Intelligence** 12 (+1) **Charisma** 11 (+0)

Equipment: TL2 ballistics armor, TL2 caseless rifle, TL2 medical kit, Level 2 Endurance Injection, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP ratings)

Feats: Jack of all trades, language adept, skill focus (heal), crossfire, firearm expertise (caseless rifle), toughness

Jimmy Feldt's At-Will Powers**Field Shot**

At-Will • Weapon

Standard Action **Ranged** 20/40

Target: One creature

Attack: : +11 vs. AC

Hit: 1d8+6 damage, and you can shift two squares after the attack.

Concussion Grenade Attack

At-Will (consumable 2) • Weapon

Standard Action **Area** burst 1 within 5/10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1 damage and medium or smaller targets are knocked prone.

Evasive Overdrive

At-Will • Weapon

Standard Action

Ranged 10

Target: One creature

Attack: +10 vs. Reflex

Hit: No damage but you gain a +4 bonus to AC until the beginning of your next round against the target. You also do not provoke attacks of opportunity from the target or grant combat advantage to the target until the beginning of your next round. You also gain a move action.

Double Tap

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One or two creatures

Attack: : +11 vs. AC

Hit: 1d8+3 damage.

Snap-Shot

At-Will • Weapon

Standard Action

Ranged 20/40

Target: One creature

Attack: : +11 vs. AC

Hit: 1d8+6 damage, and one ally within 5 squares gains a +1 power bonus to attack the same target until the beginning of your next round. If you score a critical hit, you can immediately make another Snap-Shot attack.

Jimmy Feldt's Encounter Powers**Adrenaline Boost**

Encounter

Standard Action

Melee touch

Target: You or one ally

Effect: Target spends a healing surge. Instead of gaining hit points, the target resets one previously used encounter ability.

Diagnose and Cure

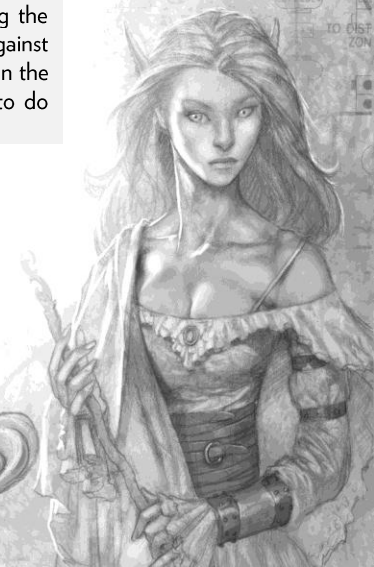
Encounter • Healing

Move Action

Melee touch

Target: One ally

Effect: Target suffering from a condition or ongoing damage gains a +2 bonus to save. You can sustain minor as long as you remain in reach, offering the bonus to the saving throw until the ally saves against the effect. You may activate this ability again in the same encounter if you use your action point to do so.





Medical Care

Encounter • Healing

Move Action Melee touch

Target: You or one ally

Effect: Target gains a +4 bonus to Fortitude or Will (choose before injection) for 4 rounds.

Natural Healer

Encounter (Special) • Healing

Special: You can use this power 4 times per encounter.

Standard Action Melee touch

Target: You or one ally

Effect: Target spends a healing surge. Instead of the healing surge value, the target regains 17 hit points.

Protect the Fallen

Encounter • Healing, Weapon

Standard Action Melee touch

Target: One ally

Effect: Target recovers 17 hit points and you make a ranged attack.

Ranged 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 1d8+6 damage.

Weak Spot

Encounter • Weapon

Standard Action Ranged 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 1d8+6 damage and the target is weakened (save ends).

Jimmy Feldt's Daily Powers

Advanced Academic Degree

Daily

No Action

Effect: Gain a +2 bonus on your next skill check

Emergency Patch

Daily • Healing

Minor Action Melee touch

Target: One ally

Effect: Target spends a healing surge. Instead of the hit points the target would normally regain, the ally regains 17 hit points.

Get Away From Them

Daily • Weapon

Standard Action Ranged 10

Target: One creature

Attack: +10 vs. Reflex

Hit: No damage, but the target cannot attack you or any allies until the beginning of your next round and all allies in reach of the creature gain a move action.

Miss: Target can still attack but suffers a -2 penalty to all attack rolls until the beginning of your next round. No additional effects.

Level 2 Endurance Injection

Daily

Move Action

Requirement: You must be bloodied.

Effect: You can spend a healing surge.

Move to Assist

Daily • Healing, Weapon

Standard Action Ranged 20/40

Target: One creature

Attack: +11 vs. AC

Hit: 1d8+6 damage and you can shift 3 squares. If you reach an adjacent square to an ally, the ally can spend a healing surge.