

ACE

“What do you mean ‘Can you hit that’? Who do you think I am?”

CLASS TRAITS:

Role: Striker

Power Source: Destiny

Key Abilities: Charisma, Dexterity, Intelligence

Armor Proficiencies: Aramid Fiber Suit, Aramid Fiber Vest, Space Suit

Weapon Proficiencies: Military ranged, Simple melee, Simple ranged

Bonuses to Defense: +2 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: From the class skills list below, choose 4 more trained skills at 1st level.

Class Skills: Acrobatics, Athletics, Bluff, Diplomacy, Insight, Intimidate, Perception, Spacefaring

Class Features: Stylishly Quick, Work in Tandem, Prime Shot

An ace is a sharp-shooting, gun-wielding adventurer who takes what life hands him and makes the most of it. Always challenging the status quo, an ace is best at making every shot count and keeping out of harm’s way.

Life as an ace isn’t all it’s cracked up to be. Some days it takes all your skill, wit and charm to keep yourself in one piece, but you’ve been around the solar system a few times. You know to keep your gun by your side, a smile on your face, and a few good friends at your back.

When life throws you a curve ball, remember that your reputation precedes you, and if you can’t talk your way out of trouble, you can always blast your way out.

ACE CLASS FEATURES

STYLISHLY QUICK

Choose one of the following combat styles and gain its benefit.

Quick Feet: Because you specialize in staying out of harm’s way, you gain Defensive Mobility as a bonus feat.

Quick Wit: Your reflexes grow quicker when you are in danger. While bloodied, you gain combat advantage against each enemy within a number of squares equal to your Intelligence modifier.

WORK IN TANDEM

Once per turn as a minor action, you can designate one ally you can see as your partner. This power remains active until the end of the encounter or until you declare a new ally as your partner. You can designate only one ally as your partner at a time.

Once per round, you may do an additional 1d6 damage to one target adjacent to your partner. If you hit with



DISTANT HORIZONS: ACE CLASS PREVIEW

multiple attacks in a round, you must declare which attack gains this bonus.

PRIME SHOT

If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

ACE POWERS

LEVEL 1 AT-WILL POWERS

CHARMED SHOT Ace Attack 1

Your disarming smile causes your foe to underestimate your skill.

At-Will * Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Increase damage to 2[W] + Charisma modifier at 21st level.

Miss: Charisma modifier damage.

COOL UNDER FIRE Ace Attack 1

They think you can't aim that huge thing while fending off the guy with the laser sword ... but they're wrong.

At-Will * Vehicle, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Increase damage to 2[W] + Charisma modifier at 21st level.

Special: Using this ranged power does not grant an opportunity attack to adjacent melee combatants. You are still subject to any opportunity attacks granted from other abilities.

RAPID FIRE Ace Attack 1

Firing this fast might be a little reckless, but you've always been lucky...

At-Will * Vehicle, Weapon

Standard Action **Melee or Ranged weapon**

Target: One or two creatures

Attack: Charisma vs. AC, two attacks

Hit: 1[W]. Increase damage to 2[W] at 21st level.

STAGGERING SHOT Ace Attack 1

You take advantage of your enemies' proximity to each other.

At-Will * Vehicle, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier damage, and one creature adjacent to the target takes Charisma modifier damage. Increase damage to 2[W] + Charisma modifier at 21st level.

LEVEL 1 ENCOUNTER POWERS

RICOCHET Ace Attack 1

"You couldn't hit the broad side of a..." your enemy's taunt cuts off as your shot, bouncing off his buddy's armor, hits him in the back.

Encounter * Vehicle, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier damage

Special: This attack is calculated as if the target's concealment or cover bonus were one step lower than it actually is; total concealment is reduced to partial concealment, partial cover is negated, etc.

MY NAME IS ... Ace Attack 1

"I am the infamous Red Wasp. Never heard of me? Ahh, but you will..."

Encounter * Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier + Dexterity or Intelligence modifier damage.

Special: When first taking this power, you determine whether you use Dexterity or Intelligence when dealing damage. This choice cannot be changed later.

HAIL OF BULLETS Ace Attack 1

You open up with everything you've got, forcing your enemy to step backward.

Encounter * Vehicle, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] damage

Effect: The target is pushed one square.

Quick Wit: The target is pushed a number of squares equal to your Intelligence modifier.

BE THE ARROW Ace Attack 1

Clearing your mind of all distractions, you visualize the path your bullet will take.

Encounter * Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Charisma + 2 vs. AC

Hit: 1[W] + Charisma modifier damage

Miss: Half damage

LEVEL 1 DAILY POWERS

WOUNDING SHOT Ace Attack 1

You hit him where it hurts.

Daily * Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is slowed and takes ongoing 5 damage (save ends both)

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

EXTREME SHOT Ace Attack 1

"I can make this shot ... I've been practicing."

Daily * Vehicle, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage

Special: When using this power, the normal range of your weapon is increased by your Intelligence modifier, and its long range is increased by 2 times your Intelligence modifier.

FOCUSED FIRE Ace Attack 1*You draw a line in the sand, daring your opponent to cross it.***Daily * Vehicle, Weapon****Standard Action** **Ranged weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[W] + Charisma modifier damage and you may make a secondary attack if the target moves closer to you before the end of your next turn.**Miss:** The target may not move toward you until the end of your next turn.**Secondary Target:** N/A**Secondary Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage and the target cannot move toward you until the end of your next turn.**Sustain Minor:** You may make a secondary attack every time the target moves closer to you.**HIT AND RUN** Ace Attack 1*Let the Marine take the hits; you know when it's time to get the heck out of Dodge.***Daily * Vehicle, Weapon****Standard Action** **Ranged weapon****Target:** One or two creatures**Attack:** Charisma vs. AC, two attacks**Hit:** 1[W] + Charisma modifier damage**Effect:** You may shift a number of squares equal to your Dexterity modifier after either attack.**LEVEL 2 UTILITY POWERS****THE LAST STRAW** Ace Utility 2*Just inches from being sucked out the airlock, your opponent catches hold of a piece of paneling. Taking aim from your secure perch, you shatter his handhold, sending him into the void.***Encounter****Immediate Interrupt** **Melee or Ranged weapon****Trigger:** An enemy must make a save to avoid the effects of a push, pull, or slide.**Target:** One creature**Effect:** The target takes a -2 penalty to his save.**GIVE GROUND** Ace Utility 2*You take the hit, but even as you do, you deflect your enemy's weapon long enough to let you jump out of reach.***Encounter****Immediate Reaction** **Personal****Trigger:** An enemy damages you with a melee attack**Effect:** You can shift a number of squares equal to your Dexterity modifier. Gain a +2 power bonus to all defenses until the end of your next turn.**KEEP YOUR HEAD DOWN** Ace Utility 2*The laser beam hits the wall behind you, showering you with hot shrapnel. It could have been worse; that could have been you.***Encounter****Minor Action** **Personal****Effect:** You gain damage reduction equal to your Dexterity modifier for any attack against which you are considered to have cover. This bonus lasts until the end of your next turn or until you move from your square; whichever comes first.**HEROIC LEAP** Ace Utility 2*With no other way left to go, you take a deep breath and jump the chasm.***Daily****Move Action****Personal****Effect:** Make a jump check. If you have a running start, you may add two squares to your total distance jumped. If you do not have a running start, make your jump check as if you did.**LEVEL 3 ENCOUNTER POWERS****BAIT THE HOOK** Ace Attack 3*"All right! I surren ... what's that over there?!"***Encounter * Weapon****Standard Action****Ranged weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[W] + Charisma modifier damage and slide the target a number of squares equal to your Intelligence modifier**Miss:** Half damage**PIERCING SHOT** Ace Attack 3*You catch your target at a disadvantage.***Encounter * Vehicle, Weapon****Standard Action****Ranged weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.**SCATTER SHOT** Ace Attack 3*You lay down suppressive fire, slowing the enemy's advance.***Encounter * Vehicle, Weapon****Standard Action****Ranged weapon 10****Target:** A number of creatures equal to your Dexterity modifier within 3 squares of each other.**Attack:** Charisma vs. AC**Hit:** 1[W] damage to each target**Effect:** Each target is pushed one square.**DISARMING BURST** Ace Attack 3*"He only thought I was aiming at him. What I was really after was his firearm."***Encounter * Weapon****Standard Action****Ranged weapon****Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 2[W] + Charisma modifier damage**Effect:** Your target is disarmed and must spend a move action to recover its weapon.

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