

DISTANT HORIZONS

ROLE-PLAYING GAME

DESTINY POWER CLASSES PREVIEW



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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 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

RICOCCHET 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.

FREER

The universe is one with me when I am one with the universe.

CLASS TRAITS:

Role: Controller

Power Source: Destiny

Key Abilities: Constitution, Wisdom, Dexterity

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

Weapon Proficiencies: Simple melee, Simple ranged

Implements: Wyrding Glove

Bonuses to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Acrobatics. From the class skills list below, choose 3 more trained skills at 1st level.

Class Skills: Endurance, Heal, Insight, Perception, Stealth, Wilderness

Class Features: Tempt Fate, Freer Specialty, Prescience, Slippery

Freer are pillars of discipline and tranquility. In battle, they use their understanding of the body, the mind, and the universe around them to slip through the chaos, redirecting enemy blows and placing foes right in the path of allies' most deadly attacks.

The stars, the planets, and every particle of dust in between follow a cosmic law. As it is with matter, so it is with the soul. By understanding the nature of the universe, you can bend it to your will; by understanding the minds of others, you can alter their perception and make them see what you want them to see. Though your friends see you as aloof and emotionless, and though their inability to see the greater picture sometimes frustrates you, you know that ultimately each one is part of a bigger universe, and all things which happen are meant to be.

FREER CLASS FEATURES

TEMPT FATE

You gain the Tempt Fate encounter power.

PRESCIENCE

Your reflexes are as quick as lightning. When you are unencumbered by heavy armor and shields, you gain +3 to your AC.

FREER SPECIALTY

Some Freer specialize in a particular melee weapon, while others prefer to use their feet and fists as their primary weapons. Choose one of the options presented below. Your choice will give you certain benefits, as well as providing bonuses to certain Freer powers, as detailed by those powers.



Blade Specialist: Choose one weapon you are proficient with which can be wielded with one hand. You gain the Weapon Focus feat associated with this weapon, but only when wielding the specific type of weapon (for example, if you choose the sickle, you would gain the Weapon Focus (Light blade) feat when wielding a sickle, but not when wielding a dagger or short sword). You may also use this weapon as an implement, adding its enhancement bonus to attack and damage rolls made when using a power with the Implement keyword.

Unarmed Specialist: Your body is a weapon. Your unarmed damage increases to 1d6 (from 1d4) and you gain the Weapon Focus (Unarmed) feat. You also gain the ability to use Wyrding gloves as an implement, adding their enhancement bonus to attack and damage rolls made when using a power with the Implement keyword. You may use melee weapon powers even when unarmed.

SLIPPERY

The Freer shifts as a minor action rather than a move action.

FREER POWERS

CLASS FEATURES

TEMPT FATE Freer Feature

You confuse your opponent, making him think he is being threatened from another direction.

Encounter * Destiny

Standard Action

Ranged 10

Target: One creature

Effect: You cause the creature to make a basic attack against one target you choose. All normal restrictions of the attack (range, attack penalties) still apply. The creature may not target itself.

Special: This power recharges whenever a creature previously affected by it drops to 0 hit points.

LEVEL 1 AT-WILL POWERS

STONE BLOW Freer Attack 1

Your blow staggers your opponent, temporarily stopping him in his tracks.

At-Will * Destiny, Implement

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage and the target is immobilized until the end of your next turn. Increase damage to 2[W] + Constitution modifier at 21st

TRIP WIRE Freer Attack 1

You wind an ultra-thin wire around your target to trip him up.

At-Will * Destiny

Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier damage. Increase damage to 2d6 + Constitution modifier at 21st level.

Effect: If the target moves more than two squares before the end of your next turn, he is knocked prone at the end of his movement.

SHARD SPRAY Freer Attack 1

Glittering shards leave your grasp, slicing into the enemy.

At-Will * Destiny

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier damage. Increase damage to 2[W] + Constitution modifier at 21st level.

Miss: Constitution modifier damage.

DELAYED BLOW Freer Attack 1

It takes a moment for your opponent to fully realize how much force was behind your blow.

At-Will * Destiny, Implement

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

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

Effect: The target suffers constitution modifier damage next round on your turn.

LEVEL 1 ENCOUNTER POWERS

REPULSION Freer Attack 1

You push your enemies away from you with the force of your will.

Encounter * Destiny, Implement

Standard Action **Close burst 3**

Target: Each creature in burst

Attack: Constitution vs. Will

Hit: 1d6 + Constitution modifier damage and the target is pushed 2 squares.

Unarmed Specialist: The target is pushed a number of squares equal to your Wisdom modifier

REBOUND Freer Attack 1

You redirect the force of your blow to push yourself out of harm's way.

Encounter * Destiny, Implement

Standard Action **Melee weapon**

Target: 1 or 2 creatures

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Effect: You may shift 2 squares if you hit either target.

Weapon Specialist: You may shift a number of squares equal to your dexterity modifier if you hit either target.

ROUNDHOUSE Freer Attack 1

Your solid kick impacts hard under your enemy's chin, or knocks several of your foes off balance.

Encounter * Destiny

Standard Action **Melee touch**

Target: One, two or three creatures

Attack: Constitution vs. Reflex

Hit: 1[W] + Constitution modifier damage if you select 2 or 3 targets, or 2[W] + Constitution modifier damage if you select only one target. Each target is also dazed until the end of your next turn.

STUNNING BLOW Freer Attack 1

Your strike leaves your enemy wondering what hit him.

Encounter * Destiny, Implement

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1[W] + Constitution modifier damage and the target is dazed until the end of your next turn.

LEVEL 1 DAILY POWERS

THE FAN UNFOLDS Freer Attack 1

You create a wave of force which topples your opponents.

Daily * Destiny

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. AC

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

Miss: Half damage, the target is pushed 1 square.

CHAKRA BLOW Freer Attack 1

Your blow disrupts the flow of your opponent's regulatory systems.

Daily * Destiny, Implement

Standard Action **Melee touch**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1[W] + Constitution modifier damage, ongoing 5 damage (save ends), and the target grants combat advantage until the end of your next turn.

Miss: Half damage, no ongoing damage, and the target grants combat advantage until the end of your next turn.

MIND WARP Freer Attack 1

Your mental blast stuns or dazes your opponents.

Daily * Destiny, Implement

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Constitution vs. Will

Hit: The target is stunned (save ends).

Miss: The target is dazed (save ends).

THUNDER Freer Attack 1
Your blow meets the enemy with the suddenness of a thunderclap.
Daily * Destiny, Implement
Standard Action **Melee or Ranged weapon**
Target: One creature
Attack: Constitution vs. AC
Hit: 3[W] + Constitution modifier damage.

LEVEL 2 UTILITY POWERS

TELEKINESIS Freer Utility 2
You move things with the power of your mind.
At-Will * Destiny
Standard Action **Ranged 10**
Target: One small object or switch
Effect: You may move, manipulate or lift an object weighing no more than twenty pounds. If it is unsecured, you may move the object 5 squares or call it to your hand. If it is secured or held, you may make a Strength check using your Constitution in place of your Strength score to move or manipulate the object.
Sustain Minor: You may move the object 5 squares as a move action, or drop it as a free action.

CAT'S LANDING Freer Utility 2
You roll and twist as you fall, landing with as much grace as you can muster.
Encounter * Destiny
Immediate Interrupt **Personal**
Trigger: You fall far enough to take damage
Effect: You subtract your Dexterity modifier from the total number of squares fallen before calculating damage taken from a fall, and do not fall prone.

AFTERIMAGE Freer Utility 2
You move so quickly, your opponents are uncertain where you actually are.
Encounter * Destiny
Minor Action **Personal**
Effect: Until the end of your next turn, you gain your Wisdom modifier as a bonus to your AC and Reflex defenses.

MISDIRECTION Freer Utility 2
You subtly distract your opponent, causing them to miss a vital clue.
Encounter * Destiny
Immediate Interrupt **Ranged 5**
Trigger: The target rolls a stealth or bluff check
Target: You or one ally
Effect: The target gains a +5 power bonus to his roll.

LEVEL 3 ENCOUNTER POWERS

BACKLASH Freer Attack 3
You set up a dangerous resonance between you and your opponent.
Encounter * Destiny, Implement
Standard Action **Melee weapon**
Target: One creature
Attack: Constitution vs. AC
Hit: 1[W] + Constitution modifier damage
Effect: If the target attacks you before the end of your next turn, it suffers and additional 1[W] damage.

DISTRACTION Freer Attack 3
Your blows don't do much damage, but they do keep your enemies from getting a clean shot.
Encounter * Destiny, Implement
Standard Action **Close burst 1**
Target: Each enemy in burst
Attack: Constitution vs. Fortitude
Hit: 1[W] + Constitution modifier damage.
Effect: Allies in the burst receive a +2 power bonus to AC until the end of your next turn.
Unarmed Specialist: The bonus to AC is equal to your Wisdom modifier.

SHATTERING BLOW Freer Attack 3
Your blow hits with a cracking sound, and your enemy finds himself unable to move quickly.
Encounter * Destiny, Implement
Standard Action **Melee weapon**
Target: One or two targets
Attack: Constitution vs. Fortitude
Hit: 1[W] damage and the target is slowed until the end of your next turn.
Weapon Specialist: The target also suffers a -2 penalty to all defenses until the end of your next turn.

CHINKS IN THE ARMOR Freer Attack 3
Your blow disrupts the enemy's defenses, making him vulnerable to you and your allies.
Encounter * Destiny, Implement
Standard Action **Melee weapon**
Target: One creature
Attack: Constitution vs. AC
Hit: 2[W] + Constitution modifier damage and the target grants combat advantage until the end of your next turn.

OFFICER

We stand together or we fall together, so hold that line!

CLASS TRAITS:

Role: Leader

Power Source: Destiny

Key Abilities: Wisdom, Charisma, Constitution

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

Weapon Proficiencies: Military melee, Simple melee, Simple ranged

Bonuses to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Intimidate. From the class skills list below, choose 3 more trained skills at 1st level.

Class Skills: Bluff, Diplomacy, Heal, Insight, Science, Space-faring

Class Features: Commanding Word, Bolstering Presence, Checkmate, Leadership

Officers are adventurers with an instinct for tactics and teamwork. Whether they hold rank or not, they know how to inspire their teammates and how to keep them alive. An officer holds the respect of all of his companions, though it may be grudging in some cases. Officers are commonly well-educated, though a good leader can arise from any background.

As an officer, you understand the battlefield and how to move through it, as well as how to get your allies safely out of harm's way. You can help them heal by granting them respite in the heat of battle, but you specialize in combination strikes that end the battle more quickly.

CLASS FEATURES

COMMANDING WORD

You gain the Commanding Word feature power.

BOLSTERING PRESENCE

All allies within 10 squares of you who can either see or hear you gain a +2 circumstance bonus to Endurance checks. Additionally, each ally adjacent to you who can either see or hear you gains +1 to his or her Will defense.

LEADERSHIP

Choose one of the following leadership styles. Your choice will give you the benefit described, as well as augmenting some Officer powers, as detailed by those powers.

CHECKMATE

You gain the Checkmate feature power.

Aggressive Leader: As long as you remain adjacent to at least one ally, you gain a +1 class bonus to all damage rolls.



Stalwart Leader: As long as you remain adjacent to at least one ally, you gain a +1 class bonus to all saves.

OFFICER POWERS

CLASS FEATURES

CHECKMATE *Officer Feature*

Trusting that you know what you're doing, your ally slips into place like a piece on the chess board.

At-Will * Destiny

Minor Action

Ranged 10

Target: One willing ally

Effect: You slide the target one square.

COMMANDING WORD *Officer Feature*

You order an ally to move into position, inspiring confidence and renewing their strength.

Encounter * Destiny

Minor Action

Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and shift one square. At 11th level, the target may shift 2 squares, and at 21st level the target may shift 3 squares.

Level 6: 1d6 additional hit points.

Level 11: 2d6 additional hit points.

Level 16: 3d6 additional hit points.

Level 21: 4d6 additional hit points.

Level 26: 5d6 additional hit points.

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

LEVEL 1 AT-WILL POWERS

WORK IN TANDEM Officer Attack 1

You nod to your ally, who uses your attack to secure a better position.

At-Will * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you and one ally within 5 squares gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

CONCENTRATE FIRE Officer Attack 1

You attack your enemy in concert with an ally.

At-Will * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and an ally of your choice adds your Wisdom modifier to the next attack he makes at that target before the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

FAKE OUT Officer Attack 1

Your diversionary attack lets an ally catch his breath.

At-Will * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier damage, and one ally adjacent to the target gains temporary hit points equal to your Charisma modifier. Increase damage to 2[W] + Wisdom modifier at 21st level.

WIDE OPEN Officer Attack 1

Your shot leaves the enemy vulnerable if he moves.

At-Will * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and one ally adjacent to the target can make an opportunity attack if the target shifts before the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

LEVEL 1 ENCOUNTER POWERS

INSPIRING CALL Officer Attack 1

As you shoot, you call out words of encouragement to your ally.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and an ally adjacent to you or the target gains temporary hit points equal to your Wisdom modifier.

Stalwart Leader: Your ally gains additional temporary hit points equal to one half your level.

HIDDEN SIGNAL Officer Attack 1

You signal to your ally, who moves into place before your attack.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Effect: One ally you can see may shift 2 before the attack.

CORNER THE PREY Officer Attack 1

In concert, you and your allies move to take down this foe.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and one ally within 10 squares may add your Wisdom modifier as a bonus to his movement speed on his next turn.

Aggressive Leader: The next ally who attacks the target before the end of your next turn adds your Charisma modifier as a bonus to his damage roll.

CALMING WORD Officer Attack 1

Your attack allows your ally to focus on what's important.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and one ally within 5 squares makes a save.

LEVEL 1 DAILY POWERS

NOT ON MY WATCH Officer Attack 1

You come to the aid of a beleaguered ally.

Daily * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and one ally adjacent to the target may spend a healing surge.

Miss: Half damage, and your ally regains hit points equal to your Wisdom modifier.

CALCULATED BURST Officer Attack 1

You push your weapon to its limits in order to blind your enemies.

Daily * Destiny

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage

Effect: Enemies in the burst are blinded until the end of your next turn.

HOT POTATO Officer Attack 1

Your clockwork tactics convince your target that your attacks are coming from anywhere but you.

Daily * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the target is marked by an ally within 5 squares of you that you choose.

Miss: Half damage

Effect: Until the end of the encounter, you may choose a new ally to mark the target once per round as a free action.

INSPIRING CRY Officer Attack 1

Your battle cry revitalizes your allies.

Daily * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and allies within 5 squares of you regain hit points equal to your Wisdom modifier.

LEVEL 2 UTILITY POWERS

SYNCHRONIZE Officer Utility 2

You and your ally synchronize your movements to make up for your slow reaction.

Encounter * Destiny

Immediate Reaction **Ranged 10**

Trigger: You or an ally rolls an initiative roll you do not like.

Target: You or one ally

Effect: The target may reroll initiative, keeping the new result.

DEFENSIVE FORMATION Officer Utility 2

You and your allies fall into formation, tightening up your defense.

Daily * Destiny

Minor Action **Close burst 3**

Target: You and each ally in burst

Effect: The target gains +1 AC.

Sustain Minor: You sustain the effect.

OFFENSIVE FORMATION Officer Utility 2

You and your allies fall into formation, tightening up your offense.

Daily * Destiny

Minor Action **Close burst 3**

Target: You and each ally in burst

Effect: The target gains +1 to attack rolls.

Sustain Minor: You sustain the effect.

INSPIRE CONFIDENCE Officer Utility 2

Your words of encouragement help your ally to succeed.

Daily * Destiny

Immediate Reaction **Ranged 10**

Trigger: The target rolls a skill check

Target: One ally who can hear you

Effect: The target adds +5 to his skill check.

LEVEL 3 ENCOUNTER POWERS

GROUNDING PLOY Officer Attack 3

You set up the shot, and your ally grounds the target in place.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and if the target is hit by an ally before the end of your next turn, he is immobilized (save ends).

Miss: Target is slowed.

LEAVE NO SURVIVORS Officer Attack 3

You make a last-ditch effort to finish off your target.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the next ally to hit the target before the end of your next turn adds 1[W] to their damage roll.

Aggressive Leader: Your ally does additional damage to the target equal to your Charisma modifier.

RUN FOR COVER Officer Attack 3

You force your target to retreat, or convince an ally to move to a better position.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and you push your target 5 squares or allow one ally to shift up to 5 squares.

Stalwart Leader: You may also shift a number of squares equal to your Constitution modifier.

IMBALANCE Officer Attack 3

Your attack leaves your enemy off-balance, making it easier for your allies to counterattack.

Encounter * Destiny

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the next ally to be attacked by the target may make an opportunity attack.

VANGUARD

"If you look deep into the darkness of the night, I am what you will see."

CLASS TRAITS:

Role: Defender

Power Source: Destiny

Key Abilities: Wisdom, Strength, Dexterity

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

Weapon Proficiencies: Improvised melee, Military melee, Simple melee, Simple ranged

Bonuses to Defense: +1 Fortitude, +1 Reflex, +1 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 10 + Constitution modifier

Trained Skills: Athletics or Acrobatics. From the class skills list below, choose 3 more trained skills at 1st level.

Class Skills: Acrobatics, Athletics, Bluff, Endurance, Perception, Spacefaring, Wilderness

Class Features: Defensive Aspect, Vanguard's Calling, Opportunist

Vanguards are stalwart adventurers, men and women who have been places and seen things beyond the imagination of ordinary people. From their experiences, they have gleaned an understanding of the universe and, more importantly, of themselves. A vanguard pulls no punches and leaves nothing to chance - he always has a back-up plan.

So far, your life has been a hard one, but for the most part the difficulties and the trials were of your own choosing. No one doubts that you have a darker side; in making yourself strong there were things you had to leave behind, but you don't have time for regrets.

Chances are, you have a driving purpose in life, something that set you on this path. It could be a personal ven-

detta, an unattainable goal, or a wish to redeem yourself from past mistakes. Though you can set aside your personal agenda for a time in the name of the greater good, when left to your own devices it consumes your every thought.

CLASS FEATURES

DEFENSIVE ASPECT

Vanguards are masters of defense, but they differ in their approach. Some are as firm as stone, shrugging off the strongest of blows. Others are limber and agile, darting out of the way with the agility of the morning breeze.

Choose one of the options described below. The affinity you choose grants you a defensive aspect and an aspect power, as well as augmenting certain vanguard powers, as detailed in those powers.

Wind Affinity: Your movements are fluid and unpredictable, like the wind across the plain.

Aspect of the Zephyr: You gain your Dexterity modifier as a bonus to all saving throws.

Zephyr Stance: You gain Zephyr Stance as an at-will class power.

Stone Affinity: You are firm and immovable, like the stone of the mountains.

Aspect of the Boulder: You gain your strength modifier as a bonus to all saving throws.

Boulder Stance: You gain Boulder Stance as an at-will class power.

VANGUARD'S CALLING

Once during each of your turns, you can mark each adjacent enemy as a free action. This mark lasts until the end of your next turn.

OPPORTUNIST

When making a melee basic attack as an opportunity action, you are considered to have combat advantage against



the target.

VANGUARD POWERS

CLASS FEATURES

BOULDER STANCE Vanguard Feature

Steady as a rock.

At-Will * Destiny, Stance

Minor Action **Personal**

Effect: While in this stance, gain your wisdom modifier as a bonus to your Fortitude defense.

ZEPHYR STANCE Vanguard Feature

Float like a butterfly.

At-Will * Destiny, Stance

Minor Action **Personal**

Effect: While in this stance, gain your wisdom modifier as a bonus to your Reflex defense.

LEVEL 1 AT-WILL POWERS

STONE WALL Vanguard Attack 1

You firm up your stance, bracing yourself against the next blow.

At-Will * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and gain temporary hit points equal to your Constitution modifier. Increase damage to 2[W] + Wisdom modifier at 21st level.

HERE'S MUD IN YOUR EYE Vanguard Attack 1

You blind your enemy with a handful of shrapnel or sand.

At-Will * Destiny

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage and the target is blinded until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

STAG'S LEAP Vanguard Attack 1

You vault over your opponent and kick the guy behind him.

At-Will * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: If you move prior to this attack, choose one foe adjacent to or in your path. This enemy does not gain an opportunity attack against you for moving through its threatened space, and you may move through, but not stop in, his space.

HIDDEN WIRE Vanguard Attack 1

A zipping sound is the last thing your enemy hears before his face meets the wall.

At-Will * Destiny

Standard Action **Melee 2**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and target is pulled one square. Increase damage to 2[W] + Wisdom modifier at 21st level.

LEVEL 1 ENCOUNTER POWERS

SERPENT STRIKE Vanguard Attack 1

Your hands move too quickly for your foe to anticipate your second blow.

Encounter * Destiny

Standard Action **Melee or Ranged Weapon**

Target: Two creatures

Attack: Wisdom vs. AC, two attacks

Hit: 1[W] + Wisdom modifier damage to two separate targets.

Effect: If you miss with the first attack, add +2 to your attack for the second.

Wind Affinity: The bonus to attack is equal to your Dexterity modifier.

SWIFT WATERS Vanguard Attack 1

The river is inevitable in its course, and so are you.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage, and if you move after this attack, you may make a melee basic attack as an immediate reaction against any one creature which makes an opportunity attack against you during this movement.

Miss: If you move after this attack, the first enemy to make an opportunity attack against you during this movement takes Dexterity modifier damage.

FLINT AND STEEL Vanguard Attack 1

No matter what your opponent tries, he cannot touch you without being burned.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Effect: The next enemy to attack you before the end of your next turn takes Strength modifier damage.

Stone Affinity: The next enemy to attack you before the end of your next turn also suffers a -2 penalty to AC until the end of its next turn.

SNAPBACK Vanguard Attack 1

You plan ahead, positioning yourself for a counterstrike.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Effect: As an immediate reaction, you may make an opportunity attack against the next creature that misses you in melee before the end of your next turn.

LEVEL 1 DAILY POWERS

TORNADO Vanguard Attack 1

Just when they think they have you surrounded, you spin and attack them all at once.

Daily * Destiny

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage

AVALANCHE Vanguard Attack 1*You slam your opponent with every ounce of your strength.***Daily * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 3[W] + Strength modifier damage.**REBOUND** Vanguard Attack 1*Your enemies can hit you if they like, but you're going to make them suffer for it.***Daily * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** Until the end of the encounter, each enemy which hits you in melee takes a -2 penalty to its next attack roll.**GRASP THE WIND** Vanguard Attack 1*At the last moment, you slip out of your enemy's hands.***Daily * Destiny**
Standard Action Melee or Ranged weapon**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** Until the end of your next turn, if an enemy hits you with an effect that lasts beyond the turn in which it was activated (including those that require a save) you may immediately make a save to negate the effect.**LEVEL 2 UTILITY POWERS****QUICK HEALER** Vanguard Utility 2*You tap an extra reserve of strength.***Encounter * Destiny**
Immediate Reaction Personal**Trigger:** You spend a healing surge.**Effect:** Add your Constitution modifier to the damage healed.**RECOVERY STANCE** Vanguard Utility 2*You assume a defensive stance which allows you or an ally to recover their strength.***Encounter * Destiny, Stance**
Minor Action Personal**Effect:** While in this stance, you or one adjacent ally regains Constitution modifier hit points at the beginning of your turn.**MOUNTAIN STANCE** Vanguard Utility 2*You set your feet firmly and lower your center of balance.***Encounter * Destiny, Stance**
Minor Action Personal**Effect:** While in this stance, you cannot be pushed, pulled or slid against your will.**IRON FIST** Vanguard Utility 2*With a mighty shout, you slam your shoulder into the door, shattering it to pieces.***Daily * Destiny**
Free Action Personal**Effect:** Add your Wisdom modifier to one strength-based skill check.**LEVEL 3 ENCOUNTER POWERS****BLUDGEON** Vanguard Attack 3*You stagger your opponent with a slug in the face.***Encounter * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage and target is dazed (save ends).**Stone Affinity:** The target is also slowed (save ends).**GUARDIAN OF THE FOLD** Vanguard Attack 3*You move to stay in between your allies and your foes, a living shield.***Encounter * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage. If the target shifts before the end of your next turn, shift 2 squares as an immediate reaction.**JUMP UP** Vanguard Attack 3*Without using your hands, you leap up and regain your feet.***Encounter * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage and you may stand up from a prone position as a free action.**DANCING BREEZE** Vanguard Attack 3*Your graceful movements belie the deadliness of your strike.***Encounter * Destiny**
Standard Action Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** You may shift 2 squares before or after your attack.**Wind Affinity:** The number of squares you can shift is equal to your Dexterity modifier.

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