

# 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.