

Character Classes (draft 10)

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Part of the 4lternity Project

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These are character classes based on Alternity professions, expressed in (modified) 4th edition Dungeons & Dragons statistics. For more details, see [the 4lternity website](#).

This draft only goes up to level 10, the heroic tier; other tiers will be added as development proceeds.

Class	Role	Power Source
Combat Spec	Defender	Martial
Diplomat	Leader	Martial (or Martial/Psionic)
Free Agent	Striker	Martial
Mindwalker	Controller	Psionic
Tech Op	Controller	Martial

Combat Spec

Combat Spec Class Traits

Role: Defender

Power Source: Martial

Key Abilities: Strength, Dexterity, Constitution

Hit Points: You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

Bonuses to Defenses: +2 Fortitude

Healing Surges per Day: 9 + your Constitution modifier

Class Skills: Armor Operation (Str), Heavy Weapons (Str), Melee Weapons (Str), Unarmed Attack (Str), Survival (Con), Modern Ranged Weapons (Dex), Primitive Ranged Weapons (Dex), Demolitions (Int), Security (Int), Tactics (Int), Leadership (Cha)

Trained Skills: Four from the list of class skills

Bonus Skills: 2 + your Intelligence modifier

Trained Specialties: Six from the list of class specialties

Bonus Specialties: 2 + your Wisdom modifier

Combat Spec Heroic Tier

Total XP	Level	Class Features and Powers
0	1	Power Assault, Weapon Focus, Defender Aura, Retaliatory Fire, Armor Finesse
1,000	2	Utility Power, Improved Critical
2,250	3	Class Training, Improved Power Assault
3,750	4	Ability Score Increase, Quick Swap
5,500	5	Bonus Skill, Class Training
7,500	6	Utility Power, Improved Critical
10,000	7	Class Training, Improved Power Assault
13,000	8	Armored Agility, Ability Score Increase
16,500	9	Class Training
20,500	10	Utility Power, Bonus Skill

Combat Spec Class Specialties

Armor Operations—
combat armor,
powered armor

Athletics—*throw*

Heavy Weapons—*direct fire, indirect fire*

Melee Weapons—*blade, bludgeon, powered weapon*

Unarmed Attack—*brawl, power martial arts*

Stamina—*endurance, resist pain*

Survival—*survival training*

Acrobatics—*defensive martial arts, dodge, zero-g training*

Modern Ranged Weapons

—*pistol, rifle, SMG*
Primitive Ranged

Weapons—*bow, crossbow, flintlock, sling*

Demolitions—*set explosives*

Law—*law enforcement Security—protecztion protocols*

System Operation—
defenses, weapons

Tactics—*infantry tactics, vehicle tactics*

Investigate—*interrogate*

Interaction—*intimidate*

Leadership—*command, inspire*

Level 1: Power Assault

You gain the *power assault* power.

Power Assault	Combat Spec Attack
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Encounter	Martial, Weapon
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No Action	Special
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Trigger: You hit an enemy with an attack.

Target: The enemy you hit.

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 1: Weapon Focus

You gain one of the following benefits of your choice.

- **Armor Operation Focus:** When you use *power assault* while wearing heavy armor, you gain temporary hit points equal to your level plus your Constitution modifier.
- **Heavy Weapons Focus:** You gain a +2 bonus on damage rolls with heavy weapons. When you use *power assault* with a heavy weapon, you can push the target 2 squares.
- **Melee Weapons Focus:** You gain a +2 bonus on damage rolls with melee weapons. When you use *power assault* with a melee weapon, each enemy adjacent to you besides the target takes impact

damage equal to your Strength modifier.

- **Modern Ranged Weapons Focus:** You gain a +2 bonus on damage rolls with modern ranged weapons. When you use *power assault* with a modern ranged weapon, the target grants combat advantage until the end of your next turn.
- **Primitive Ranged Weapons Focus:** You gain a +2 bonus on damage rolls with primitive ranged weapons. When you use *power assault* with a primitive ranged weapon, the target is immobilized until the end of your next turn.
- **Thrown Weapons Focus:** You gain a +2 bonus on damage rolls with thrown weapons (including grenades). When you use *power assault* with a thrown weapon, you can slide the target 2 squares.
- **Unarmed Attack Focus:** You gain a +2 bonus on damage rolls with Unarmed Attack and Acrobatics—*defensive martial arts* attacks. When you use *power assault* with an unarmed attack, each enemy adjacent to you falls prone.

Level 1: Defender Aura

You gain the *defender aura* power.

Defender Aura	Combat Spec Utility
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At-Will	Aura, Martial
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Minor Action	Personal
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Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it make an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Level 1: Retaliatory Fire

You gain the *retaliatory fire* power.

Retaliatory Fire

Combat Spec Utility

At-Will

Aura, Martial

Opportunity Action

Personal

Trigger: An enemy you can see makes an attack that targets an ally within your *defender aura* but does not target you or an ally with an active *defender aura*.

Effect: You make a basic attack that includes the triggering enemy as a target.

Level 1: Armor Finesse

When wearing armor, you ignore the armor check penalty when you make skill checks.

Level 2: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 2: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d8 damage.

Level 3: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 3: Improved Power Assault

You gain one more use of *power assault* per encounter, but you can still use it only once per turn.

Level 4: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 4: Quick Swap

Once on your turn, you can take a free action to draw or stow a weapon and then draw another weapon.

Level 5: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 5: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 6: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 6: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d8 damage (cumulative with the level 2 improved critical benefit), and the target also takes ongoing 5 bleed damage (save ends).

Level 7: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 7: Improved Power Assault

You gain one more use of *power assault* per encounter, but you can still use it only once per turn.

Level 8: Armored Agility

When wearing heavy armor, you ignore the armor's speed penalty.

Level 8: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 9: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 10: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 10: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Diplomat

Diplomat Class Traits

Role: Leader

Power Source: Martial (or Martial & Psionic)

Key Abilities: Charisma; Strength, Dexterity, Wisdom, or Intelligence

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonuses to Defenses: +1 Will, plus see Secondary Class feature.

Healing Surges per Day: 7 + your Constitution modifier

Class Skills: Business (Int), Law (Int), Social Science (Int), Administration (Wis), Teach (Wis), Culture (Cha), Deception (Cha), Entertainment (Cha), Leadership (Cha); plus secondary class skill list

Trained Skills: Four from the list of class skills and secondary class skills

Bonus Skills: 2 + your Intelligence modifier

Trained Specialties: Six from the list of class specialties and secondary class specialties

Bonus Specialties: 2 + your Wisdom modifier

Diplomat Class Specialties

Manipulation—
prestidigitation

Business—*corporate, illicit business, small business*

Law—*court procedures*

Social Science—
anthropology, history, linguistics

System Operation—
communication

Administration—
bureaucracy, management

Teach—*specific*

Culture—*diplomacy, etiquette (specific), first encounter*

Deception—*bluff, bribe, gamble*

Entertainment—*act, dance, musical instrument, sing*

Interaction—*bargain, charm, interview, seduce*

Leadership—*command, inspire*

Diplomat Heroic Tier

Total XP	Level	Class Features and Powers
0	1	Secondary Class, Lead the Attack, Word of Encouragement, Combat Leader, Weapon Poise
1,000	2	Utility Power, Improved Critical
2,250	3	Class Training, Secondary Tactics
3,750	4	Ability Score Increase, Improved Word of Encouragement
5,500	5	Bonus Skill, Class Training
7,500	6	Utility Power, Improved Critical
10,000	7	Class Training, Improved Secondary Tactics
13,000	8	Ability Score Increase, Improved Word of Encouragement
16,500	9	Class Training
20,500	10	Utility Power, Bonus Skill

Level 1: Secondary Class

Choose one of the following benefits.

- **Secondary Combat Spec:** You add the combat spec class skills to your class skill list, and the combat spec class specialties to your class specialties list. When wearing armor, you ignore the armor check penalty when you make skill checks. In addition, you gain a +1 bonus to Fortitude.
- **Secondary Free Agent:** You add the free agent class skills to your class skill list, and the free agent class specialties to your class specialties list. At the start of every encounter, you have combat advantage against any creatures that have not yet acted in that encounter. In addition, you gain a +1 bonus to Reflex.
- **Secondary Mindwalker:** You add Resolve to your class skill list, and the mindwalker class specialties to your class specialties list. You gain 1 psionic energy point. Choose a psionic skill; you are not limited to only two specialties from that skill. In addition, you gain a +1 bonus to Will.
- **Secondary Tech Op:** You add the tech op class skills to your class list, and the tech op class specialties to your class specialties list. Choose

one skill from the Tech Op list of class skills. You gain an additional specialty under that skill. In addition, you gain a +1 bonus to Reflex.

Level 1: Lead the Attack

You gain the *lead the attack* power.

Lead the Attack	Diplomat Attack
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At-Will **Martial**

No Action **Close** burst 10

Target: One ally in burst

Trigger: You hit an enemy with an attack on your turn.

Effect: Choose one of the following options:

- The enemy you hit with the triggering attack grants combat advantage to the target until the end of your next turn.
- The target gains a power bonus equal to your Charisma modifier on its next damage roll before the end of your next turn against the enemy you hit with the triggering attack.
- The target can move a number of squares equal to your Charisma modifier as a free action.
- The target can shift one square as a free action.

Special: You can use this power only once per turn.

Level 1: Word of Encouragement

You gain the *word of encouragement* power.

Word of Encouragement	Diplomat Utility
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Encounter **Martial**

Minor Action **Close** burst 10

Target: One ally in burst

Effect: Choose two of the following:

- The target can make a saving throw against an effect a save can end, with a +2 power bonus on the roll.
- The target gains a +2 power bonus on its next attack roll before the end of your next turn.
- The target can spend a healing surge and gain temporary hit points equal to its surge value plus your level.
- The target gains a +2 power bonus to speed until the end of your next turn.

Level 1: Combat Leader

You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

Level 1: Weapon Poise

When you attack using a Modern Ranged Weapons, Unarmed Combat, or Melee Weapons skill check, you can use Charisma instead of Dexterity or Strength for the attack roll. You still use Dexterity or Strength for the damage roll.

Level 2: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 2: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d6 damage.

Level 3: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 3: Secondary Tactics

You gain one of the following powers based on your *secondary class* feature. If you have the *secondary mindwalker* feature, you don't gain an additional power but instead gain an additional psionic power point.

Backstab Free Agent Utility

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

Requirement: You must have the *secondary free agent* feature.

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack. The enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.

Level 7: 2d6 extra damage.

Moment of Genius Tech Op Utility

Encounter **Martial**
No Action **Personal**

Trigger: You make a skill check and dislike the result.

Effect: Reroll the skill check. You can use either the original result or the new result.

Power Assault Combat Spec Attack

Encounter **Martial, Weapon**
No Action **Special**

Requirement: You must have the *secondary combat spec* feature.

Trigger: You hit an enemy with an attack.

Target: The enemy you hit.

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 4: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 4: Improved Word of Encouragement

You gain one more use of *word of encouragement* per encounter, but you can still use it only once per turn.

Level 5: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 5: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 6: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 6: Improved Critical

When you score a critical hit with an attack, one of your allies within 10 squares can make a basic attack as a free action. This is cumulative with the level 2 improved critical benefit.

Level 7: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 7: Improved Secondary Tactics

You gain a second use per encounter of the power granted by your *secondary tactics* feature. If you have the *secondary mindwalker* feature, you instead gain an additional psionic power point.

Level 8: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 7: Improved Word of Encouragement

You gain one more use of *word of encouragement* per encounter, but you can still use it only once per turn.

Level 9: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 10: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 10: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Free Agent

Free Agent Class Traits

Role: Striker

Power Source: Martial

Key Abilities: Dexterity, Charisma, Wisdom

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonuses to Defenses: +2 Reflex

Healing Surges per Day: 6 + your Constitution modifier

Class Skills: Survival (Con), Acrobatics (Dex), Manipulation (Dex), Stealth (Dex), Law (Int), Security (Int), Investigate (Wis), Street Smart (Wis), Deception (Cha), Entertainment (Cha)

Trained Skills: Four from the list of class skills

Bonus Skills: 2 + your Intelligence modifier

Trained Specialties: Six from the list of class specialties

Bonus Specialties: 2 + your Wisdom modifier

Free Agent Class Specialties

Unarmed Attack—*brawl*
Movement—*trailblazing*
Survival—*survival training*
Acrobatics—*defensive*

martial arts, dodge, fall
Manipulation—*lockpick, pickpocket*
Stealth—*hide, shadow, sneak*

Business—*illicit business*
Law—*law enforcement*
Security—*protection protocols, security devices*

System Operation—*sensors*

Investigate—*interrogate, search, track*

Street Smart—*criminal elements, street knowledge*

Deception—*bluff, bribe, gamble*

Entertainment—*act, dance, musical instrument, sing*

Interaction—*charm, interview, seduce*

Free Agent Heroic Tier

Total XP	Level	Class Features and Powers
0	1	First Strike, Sneak Attack, Backstab, Weapon Finesse, Fast Talk
1,000	2	Utility Power, Improved Critical
2,250	3	Class Training, Improved Backstab
3,750	4	Ability Score Increase
5,500	5	Bonus Skill, Class Training, Cunning Escape
7,500	6	Utility Power, Improved Critical
10,000	7	Class Training, Improved Backstab
13,000	8	Ability Score Increase
16,500	9	Class Training
20,500	10	Utility Power, Bonus Skill

Level 1: First Strike

At the start of every encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Level 1: Sneak Attack

When you make an unarmed attack or an attack with one-handed weapon and hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage. You can deal this extra damage only once per turn.

Level 1: Backstab

You gain the *backstab* power.

Backstab	Free Agent Utility
Encounter	Martial
Free Action	Personal

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack. The enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.
Level 7: 2d6 extra damage.

Level 1: Weapon Finesse

When you attack using a Melee Weapons skill check, you can use Dexterity instead of Strength for the attack roll and

the damage roll. In addition, you gain a +2 bonus to damage rolls with one-handed weapons and unarmed attacks.

Level 1: Fast Talk

You gain the *fast talk* power.

Fast Talk	Free Agent Utility
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At-Will

Martial

Minor Action

Close burst 10

Target: One enemy in burst who can hear you

Effect: Choose one of the following:

- Until the end of your turn, the target cannot make opportunity attacks against you.
- The target grants combat advantage to you until the end of your turn.
- If you hit the target before the end of your turn, the target falls prone.
- You gain a +2 power bonus on Deception and Interaction checks against the target until the end of your turn.

Special: You can use this power only once per turn.

Level 2: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 2: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d6 damage, or an additional 1d10 damage if you have combat advantage against the target.

Level 3: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 3: Improved Backstab

You gain one more use of *backstab* per encounter, but you can still use it only once per turn.

Level 4: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 5: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 5: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 5: Cunning Escape

You gain the *cunning escape* power.

Cunning Escape		Free Agent Utility
Encounter	Martial	
Immediate Interrupt	Personal	

Trigger: An enemy attacks you.

Effect: You gain a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, you can also shift up to 3 squares as a free action.

Level 6: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 6: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d6 damage (cumulative with the level 2 improved critical benefit), or an additional 1d10 damage if you have combat advantage against the target.

Level 7: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 7: Improved Backstab

You gain one more use of *backstab* per encounter, but you can still use it only once per turn.

Level 8: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 9: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 10: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 10: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Mindwalker

Mindwalker Class Traits

Role: Controller

Power Source: Psionic

Key Abilities: Wisdom; Constitution, Intelligence, Charisma

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 4 hit points each time you gain a level.

Bonuses to Defenses: +2 Will

Healing Surges per Day: 6 + your Constitution modifier

Class Skills: Biokinesis (Con), ESP (Int), Psychoportation (Wis), Resolve (Wis), Telekinesis (Wis), Telepathy (Cha)

Trained Skills: One from the list of class skills

Bonus Skills: 2 + your Intelligence modifier

Trained Specialties: Six from the list of class specialties

Bonus Specialties: 2 + your Wisdom modifier

Mindwalker Class Specialties

All psionic skill specialties, plus:

Resolve—*mental resolve*

Knowledge—*psionics*

Law—*psionic law*

Life Sciences—*psionics*

Mindwalker Heroic Tier

Total XP	Level	Class Features and Powers
0	1	Psionic Energy Points, Psionic Focus
1,000	2	Improved Critical, Utility Power
2,250	3	Psionic Energy Points, Class Training
3,750	4	Ability Score Increase
5,500	5	Bonus Skill, Class Training
7,500	6	Improved Critical, Utility Power
10,000	7	Psionic Energy Points, Class Training
13,000	8	Ability Score Increase
16,500	9	Class Training
20,500	10	Bonus Skill, Utility Power

Level 1: Psionic Energy Points

You gain 2 psionic energy points, which you can use to

augment your psionic powers. You regain all your power points when you take a short or extended rest.

Level 1: Discipline Focus

Choose one of the following:

Note: At present, only the telekinesis focus and telepathy focus features can be chosen.

- **Biokinesis Focus:** You are not limited to only 2 specialties under the Biokinesis skill. You gain the ## and ## powers.
- **ESP Focus:** You are not limited to only 2 specialties under the ESP skill. You gain the ## and ## powers.
- **Psychoportation Focus:** You are not limited to only 2 specialties under the Psychoportation skill. You gain the ## and ## powers.
- **Telekinesis Focus:** You are not limited to only 2 specialties under the Telekinesis skill. You gain the *far hand* and *forceful push* powers.
- **Telepathy Focus:** You are not limited to only 2 specialties under the Telepathy skill. You gain the *distract* and *send thoughts* powers.

Far Hand Mindwalker Utility

Encounter Psionic

Minor Action Ranged 5

Requirement: You must have the *telekinesis focus* class feature.

Target: One object that weighs 20 pounds or less and isn't carried by another creature

Effect: You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.

Sustain Minor: You either move the target to a square within range or manipulate it.

Forceful Push Mindwalker Utility

Encounter Psionic

Free Action Ranged 10

Requirement: You must have the *telekinesis focus* class feature.

Target: One creature

Effect: You slide the target 1 square, but not into hindering terrain.

Distract Mindwalker Utility

Encounter Psionic

Minor Action Ranged 10

Requirement: You must have the *telepathy focus* class feature.

Target: One creature

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Send Thoughts Mindwalker Utility

Encounter Psionic

Free Action Ranged 20

Requirement: You must have the *telepathy focus* class feature.

Target: One creature that shares a language with you

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

Level 2: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d6 psychic damage.

Level 2: Utility Power

Choose one non-psionic skill in which you are trained. You gain a utility power based on that skill.

Level 3: Psionic Energy Points

You gain an additional 2 psionic energy points.

Level 3: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or

specialty.

Level 4: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 5: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 5: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 6: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d6 psychic damage (cumulative with the level 2 improved critical benefit), and the target takes a -2 penalty to all defenses until the end of your next turn.

Level 6: Utility Power

Choose one non-psionic skill in which you are trained. You gain a utility power based on that skill.

Level 7: Psionic Energy Points

You gain an additional 2 psionic energy points.

Level 7: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 8: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 9: Class Training

Choose one skill or specialty from your class skill list that you don't already know. You gain training in that skill or specialty.

Level 10: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 10: Utility Power

Choose one non-psionic skill in which you are trained. You gain a utility power based on that skill.

Tech Op

Tech Op Class Traits

Role: Controller

Power Source: Martial

Key Abilities: Intelligence, Wisdom, Dexterity

Hit Points: You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

Bonuses to Defenses: +1 Reflex, +1 Will

Healing Surges per Day: 6 + your Constitution modifier

Class Skills: Vehicle Operation (Dex), Computer Science (Int), Demolitions (Int), Life Science (Int), Medical Science (Int), Navigation (Int), Physical Science (Int), Social Science (Int), System Operation (Int), Tactics (Int), Technical Science (Int), Investigate (Wis), Teach (Wis)

Trained Skills: Four from the list of class skills

Bonus Skills: 2 + your Intelligence modifier

Trained Specialties: Six from the list of class specialties

Bonus Specialties: 2 + your Wisdom modifier

Tech Op Heroic Tier

Total XP	Level	Class Features and Powers
0	1	Moment of Genius, Technical Focus, Weapon Brilliance, Weapon Modifications
1,000	2	Utility Power, Improved Critical
2,250	3	Accelerated Class Training, Improved Technical Focus
3,750	4	Ability Score Increase, Improved Moment of Genius, Extra Utility Power
5,500	5	Bonus Skill, Accelerated Class Training
7,500	6	Utility Power, Improved Critical
10,000	7	Accelerated Class Training, Improved Technical Focus
13,000	8	Ability Score Increase, Extra Utility Power
16,500	9	Accelerated Class Training, Improved Moment of Genius
20,500	10	Utility Power, Bonus Skill

Tech Op Class Specialties

Acrobatics—*zero-g training*

Vehicle Operation—*air vehicle, land vehicle, space vehicle, water vehicle*

Computer Science—*hacking, hardware, programming*

Demolitions—*disarm, scratch-built, set explosives*

Life Science—*biology, botany, genetics, xenology, zoology*

Medical Science—*forensics, medical knowledge, psychology, surgery, treatment, xenomedicine (specific)*

Navigation—*drivespace*

astrogation, system astrogation, surface navigation

Physical Science—*astronomy, chemistry, physics, planetology*

Security—*security devices*

Social Science—*anthropology, history, linguistics*

System Operation—*communications, defenses, engineering, sensors, weapons*

Tactics—*space tactics, vehicle tactics*

Technical Science—*invention, juryrig, repair, technical knowledge*

Teach—*specific*

Interaction—*bargain*

Level 1: Moment of Genius

You gain the *moment of genius* power.

Moment of Genius Tech Op Utility

Encounter **Martial**

No Action **Personal**

Trigger: You make a skill check and dislike the result.

Effect: Reroll the skill check. You can use either the original result or the new result.

Level 1: Technical Focus

Choose one of the following options for your technical focus:

- **Device Focus:** Whenever you use *moment of genius* with Computer Science or Technical Science, you can add your Intelligence modifier to the reroll. You gain the *overclock device* power.
- **Field Scientist Focus:** Whenever you use *moment of genius* with Life Science or Physical Science, you can add your Intelligence modifier to the reroll. You gain the *analyze weakness* power.

- **Medical Focus:** Whenever you use *moment of genius* with Medical Science, you can add your Intelligence modifier to the reroll. You gain the *battlefield triage* power.
- **Vehicle Focus:** Whenever you use *moment of genius* with Vehicle Operations, Navigation, or System Operation, you can add your Intelligence modifier to the reroll. You gain the *need for speed* power.

Analyze Weakness Tech Op Utility

Encounter **Martial**

Minor Action **Close burst 10**

Target: One creature in burst

Effect: Until the end of your next turn, when you make an attack against the target, make the attack against its lowest defense.

Battlefield Triage Tech Op Utility

Encounter **Martial**

Minor Action **Melee touch**

Target: One creature

Effect: The target spends a healing surge and regains hit points equal to its healing surge value plus your level.

Need for Speed Tech Op Utility

Encounter **Martial**

Minor Action **Melee touch**

Target: The vehicle you are in

Effect: The pilot of the vehicle can take a move action to move the vehicle up to its speed. Until the end of your next turn, the vehicle gains a +2 bonus to all defenses.

Overclock Device Tech Op Utility

Encounter **Martial**

Minor Action **Melee touch**

Target: One hand-held mechanical or electronic object; this power does not function with weapons

Effect: You can use one of the item's standard action, move action, or minor action powers as a free action, or you can make a non-attack skill check using the item as a free action. At the end of your turn, the target object becomes non-functional until the end of the encounter.

Level 1: Weapon Brilliance

When you attack using a Modern Ranged Weapons skill check, you can use Intelligence instead of Dexterity for the attack roll. You still use Dexterity for the damage roll.

Level 1: Weapon Modifications

You gain the *weapon modifications* power.

Weapon Modifications	Tech Op Attack
At-Will	Martial
No Action	Special

Trigger: You hit an enemy with a basic attack with a modern ranged weapon.

Target: The enemy you hit.

Effect: Choose of the following:

- You slide the target 1 square.
- The target is slowed until the end of your next turn.
- The attack ignores resistance equal to your Intelligence modifier.
- All creatures adjacent to the target take damage (of the same type as the original attack) equal to your Intelligence modifier.
- The target takes a penalty on all defenses equal to your Dexterity modifier until the end of your next turn.
- The target takes a penalty equal to your Wisdom modifier on its next attack before the end of your next turn.

Special: You can use this power only once per turn.

Level 2: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 2: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d8 damage.

Level 3: Improved Technical Focus

You gain one more use of the power granted by your *technical focus* feature per encounter, but you can still use it only once per turn.

Level 3: Accelerated Class Training

Choose one skill or two specialties from your class skill list that you don't already know. You gain training in that skill or those specialties.

Level 4: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 4: Improved Moment of Genius

You gain one more use of *moment of genius* per encounter, but you can still use it only once per turn.

Level 4: Extra Utility Power

Choose one skill in which you are trained, from the tech op skill list. You gain a utility power based on that skill.

Level 5: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.

Level 5: Accelerated Class Training

Choose one skill or two specialties from your class skill list that you don't already know. You gain training in that skill or those specialties.

Level 6: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 6: Improved Critical

When you score a critical hit with an attack, your attack does an additional 1d8 damage (cumulative with the level 2 improved critical benefit), and the target is dazed until the end of your next turn.

Level 7: Accelerated Class Training

Choose one skill or two specialties from your class skill list that you don't already know. You gain training in that skill or those specialties.

Level 7: Improved Technical Focus

You gain one more use of the power granted by your *technical focus* feature per encounter, but you can still use it only once per turn.

Level 8: Ability Score Increase

You increase two ability scores of your choice by 1.

Level 8: Extra Utility Power

Choose one skill in which you are trained, from the tech op skill list. You gain a utility power based on that skill.

Level 9: Accelerated Class Training

Choose one skill or two specialties from your class skill list that you don't already know. You gain training in that skill or those specialties.

Level 9: Improved Moment of Genius

You gain one more use of *moment of genius* per encounter, but you can still use it only once per turn.

Level 10: Utility Power

Choose one skill in which you are trained. You gain a utility power based on that skill.

Level 10: Bonus Skill

Choose any skill or specialty that you don't already know. You gain training in that skill or specialty.