

# Uber Tier Characters

## House Rules for levels 11 to 20

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While the *D&D Gamma World* game only allows character advancement to level 10, the related *Dungeons & Dragons* game goes up to level 30 in three tiers: Heroics (1 to 10), Paragon (11 to 20), and Epic (21 to 30).

These house rules expand *D&D Gamma World* to level 20 by introducing the Uber Tier (11 to 20).

Uber tier characters:

- ◆ Continue to **advance in level** as before, gaining 5 hit points per level, as well as level-dependent increases to attacks.
- ◆ Gain **permanent Alpha Mutations** which don't change at the end of rests or due to Alpha Flux.
- ◆ Gain additional **Uber Feature** choices while advancing in level.
- ◆ Continue to gain **Vocation Feats**. Uber tier characters invariably have multiple vocations.
- ◆ Do additional damage with **basic attacks**.
- ◆ Pick a **Survivor Path** which gives them access to **Survivor Path powers** – novice, utility, and expert powers that aren't based directly on their origins.
- ◆ Gain **Survivor Path traits** including critical hit benefits at 13th and 17th levels.
- ◆ Increase one **ability score** – based on Survivor Path – at 12th level and again at 18th level.

Download Link: <http://boldpueblo.com/downloads/gammaworld/GW-uber-tier.pdf>

Tip Jar: <http://boldpueblo.com/dazed/2011/03/tip-jar/>

## Character Advancement Table

This table replaces the tables on page 32 of *D&D Gamma World* and page 19 of *Legion of Gold*.

Total XP	Level	Benefit	Alpha	Feats	Uber
0	1st	Origin traits, both novice powers	1	0	0
500	2nd	First critical hit benefit	1	0	0
1,000	3rd	First utility power	1	0	0
2,000	4th	Second Alpha mutation, Vocation feat	2	1	0
3,000	5th	First expert power	2	1	0
4,000	6th	Second critical hit benefit	2	1	0
5,000	7th	Second utility power, Vocation feat	2	2	0
6,500	8th	Third Alpha mutation	3	2	0
8,500	9th	Second expert power	3	2	0
10,000	10th	Uber feature, Vocation feat	3	3	1
12,000	11th	Survivor Path features, Survivor Path novice power	3	3	1
14,000	12th	First Permanent Alpha mutation, first ability score increase	3 + 1 permanent	3	1
16,000	13th	Survivor Path critical hit benefit, Vocation feat	3 + 1 permanent	4	1
18,000	14th	Uber feature	3 + 1 permanent	4	2
20,000	15th	Survivor Path utility power	3 + 1 permanent	4	2
23,000	16th	Fourth Alpha mutation, Vocation feat	3 + 2 permanent	5	2
26,000	17th	Survivor Path improved critical hit benefit	3 + 2 permanent	5	2
29,000	18th	Uber feature, second ability score increase	3 + 2 permanent	5	3
32,000	19th	Survivor Path expert power, Vocation feat	3 + 2 permanent	6	3
35,000	20th	Third Permanent Alpha mutation	3 + 3 permanent	6	3

## Permanent Alpha Mutations

At levels 12, 16, and 20, pick one Alpha Mutation card. You have the power permanently; it doesn't go away at the end of a short or extended rest, and you can't lose it with an Alpha Flux. Record this power on your character sheet.

## Uber Features

At 10th level, 14th level, and 18th level, you gain your choice of one Uber feature, selected from the following list:

- ◆ Choose one of your **origin novice powers** which is an **encounter power**. That power becomes an at-will power. You can choose this Uber Feature more than once, but must choose a different power each time.
- ◆ Choose one of your **origin novice powers** which is a **melee at-will power**. You can use that power whenever you make a melee basic attack. You can choose this Uber Feature more than once, but must choose a different power each time.
- ◆ Choose one of your **origin novice powers** which is a **ranged or area at-will power**. You do not provoke opportunity attacks when using that power. You can choose this Uber Feature more than once, but must choose a different power each time.
- ◆ Choose one of your **origin utility powers**. You can use that power one additional time per encounter. You can choose this Uber Feature more than once, but must choose a different power each time.
- ◆ Choose one of your **origin expert powers**. You can use that power one additional time per encounter. You can choose this Uber Feature more than once, but must choose a different power each time.
- ◆ Your **ranged basic attacks** don't provoke opportunity attacks. You can choose this Uber feature only once.
- ◆ At the end of each encounter, you can automatically succeed on one **Omega Charge check**. You can choose this Uber Feature only once.
- ◆ At the end of each encounter, you can choose one of your **readied Alpha Mutation cards**. You don't discard that card, and it remains readied for your next encounter. You can choose this Uber Feature only once.

You can't apply an Uber feature to a power gained from your Survivor Path, only powers from your Primary and Secondary Origins.

## Vocation Feats

Vocations are described on pages 18 to 27 of Legion of Gold. Here's how vocations work in conjunction with feats in the Uber tier:

**At 13th level**, you gain the grade 3 feat for any vocation for which you have the grade 2 feat, or you gain the grade 2 feat for any vocation for which you have the grade 1 feat, or you gain the grade 1 feat for any vocation you don't already know.

**At 16th level**, you gain the grade 3 feat for any vocation for which you have the grade 2 feat, or you gain the grade 2 feat for any vocation for which you have the grade 1 feat, or you gain the grade 1 feat for any vocation you don't already know.

**At 19th level**, you gain the grade 3 feat for any vocation for which you have the grade 2 feat, or you gain the grade 2 feat for any vocation for which you have the grade 1 feat, or you gain the grade 1 feat for any vocation you don't already know.

There are no vocation feats higher than grade 3, which means that all Uber characters will have at least two vocations, and possibly as many as six.

## Basic Attacks

When playing in an Uber tier campaign, replace the Basic Attack on page 75 of D&D Gamma World with the following:

### BASIC ATTACK

### BASIC ATTACK

*For you, this is the most natural thing in the world. For your target, it's a really bad day.*

**At-Will** ☉ **Physical, Weapon**

**Standard Action**

**Melee or Ranged** weapon

**Target:** One creature.

*Level 16:* One or two creatures.

**Attack:** Str/Con or Dex/Int + your level + weapon accuracy vs. AC

**Hit:** 1[W] + ability modifier + your level physical damage.

*Level 11:* 2[W] + ability modifier + your level physical damage.

*Level 16:* 2[W] + ability modifier + your level physical damage against one target, or 1[W] + ability modifier + your level physical damage against two targets.

If you are using the expanded weapon tables from [The Weapon Shoppe house rules](#), replace the Blast Basic Attack and Burst Basic Attack with the following attacks.

### BLAST BASIC ATTACK BASIC ATTACK

*You blast nearby opponents with your weapon. Hopefully none of your friends are standing in the wrong place.*

**At-Will** ☉ **Physical, Weapon**

**Standard Action**      **Close** blast 2 or 3 (by weapon category)

**Requirement:** You must be using a blast weapon, and you must have ammunition.

**Target:** All creatures in blast.

**Attack:** Str/Con or Dex/Int + your level + weapon accuracy vs. AC

**Hit:** 1[W] + your level physical damage.

*Level 16:* 2[W] + your level physical damage.

### BURST BASIC ATTACK BASIC ATTACK

*You fire your weapon right into the middle of your foes. Well, right in the middle of whoever was near that spot over there, at least.*

**At-Will** \* **Physical, Weapon**

**Standard Action**      **Area** burst 1 within weapon range

**Requirement:** You must be using a burst weapon, and you must have ammunition.

**Target:** All creatures in burst.

**Attack:** Str/Con or Dex/Int + your level + weapon accuracy vs. AC

**Hit:** 1[W] + your level physical damage.

*Level 16:* 2[W] + your level physical damage.

## Survivor Paths

As someone who has made it all the way from 1st level to beyond 10th level, you're not just an adventurer; you're a survivor. Your Survivor Path defines how you continue to survive – and thrive – in the dangerous world of Gamma Terra.

When you reach 11th level, choose one of the Survivor Paths listed in the following table.

Survivor Path	Description
Adaptoid	Your body can adapt to any situation you encounter.
Ascetic	You turn your mental energies inward, perfecting your mind, body, and soul.
Chaos Dancer	The madness of change wraps around you as you twirl through life.
Darkdweller	You cloak yourself in the mysterious dark energy that permeates the universe.
Heir of the Ancients	One mutant's Ancient Junk is your treasure.
Ishtar Centurion	You wield powerful photonic technology created by the Ishtar Empire.
Living Weapon	Your body is the ultimate weapon.
Mind Manifester	Your thoughts become reality, affecting the physical environment around you.
Protege of the Gray	You are a master of mysterious Area 52 technology.
Psilord	You use your powerful psionic abilities to dominate those around you.
Radiant Entity	You generate more energy than your body can possibly hope to contain.
Worldbreaker	The barriers between this worldline and the next shatter at your touch.
Xi Vanguard	Xi technology is integrated into your life, your mind, and your body.

## Ability Score Increases

At 12th level, increase the ability score related to your Survivor Path (shown in the Survivor Path Type trait) as follows:

If your ability score is **less than 16**, increase it to 16.

**Otherwise** increase your ability score by 2 points.

At 17th level, increase the same ability score by an additional 2 points.

# ADAPTOID

*Your body can adapt to any situation you encounter.*

Through development of your biological mutations, you've learned to adapt quickly to damage used against you, and can rechannel that energy back against your attackers.

**Recommended Origins:** Cockroach, Gelatinous, Plastic, Rat Form, Regenerator, Shapeshifter.

## Adaptoid Traits

**Survivor Path Type:** Constitution; Bio; +2 power bonus to bio overcharge.

**Increased Resistance (Level 11):** If you have any resistances gained from your origin traits, double each such resistance.

**Adaptive Immunity (Level 11):** When you fail a saving throw, you get a cumulative +2 power bonus on saving throws against that condition or effect until you make a successful saving throw.

**Adaptoid Critical (Level 13):** Your powers with the bio keyword score a critical hit on a natural 19 or 20. When you score a critical hit, you gain resist 10 all until the end of your next turn.

**Adaptoid Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and you can end one effect on you that a saving throw can end.

## Adaptoid Powers

### ADAPTIVE STRIKE

### ADAPTOID NOVICE

*You use your adaptive powers to rechannel the energy used against you.*

**At-Will** ☉ Bio, Physical

**Standard Action**      Melee 2

**Target:** One creature

**Attack:** Constitution + your level vs. Fortitude

**Hit:** 4d8 + Constitution modifier + your level physical damage. If you were hit by an attack doing damage of a type besides physical since your last turn, do an additional 2d6 damage of that type to the target.

### ADAPTIVE RESILIENCE

### ADAPTOID UTILITY

*Without even conscious thought, your body reacts to protect you from an attack.*

**Encounter** ☉ Bio

**Immediate Interrupt**      Personal

**Trigger:** You take damage.

**Effect:** You gain resist 15 against the damage type or types used in the attack until the end of your next turn. You can make a saving throw against one effect that a saving throw can end.

### RETALIATORY REACTION

### ADAPTOID EXPERT

*They picked the wrong person to try that on.*

**Encounter** ☉ Bio, Varies (damage type keywords of triggering attack)

**Immediate Reaction**      Close burst 10

**Trigger:** You are hit by a melee or ranged attack.

**Target:** The triggering attacker.

**Attack:** Constitution + your level vs. Fortitude

**Hit:** The damage of the triggering attack + your Constitution modifier + twice your level damage of the same type as the original attack; any resistances possessed by the target do not apply for this attack. The target gains whatever effects (including ongoing damage) the triggering attack inflicted upon you; those effects on you end.

**Miss:** Half damage, and any effects inflicted upon you by the triggering attack end.

# ASCETIC

*You turn your mental energies inward, perfecting your mind, body, and soul.*

Like a monk of old, you seek refuge from the chaos of Gamma Terra within a peaceful and secure monastery. Your monastery has no physical walls or rooms, as you have constructed it within your own mind.

**Recommended Origins:** AI, Hypercognitive, Prescient, Speedster, Telekinetic.

## Ascetic Traits

**Survivor Path Type:** Wisdom; Psi; +2 power bonus to psi overcharge.

**Unarmored Avoidance (Level 11):** When wearing no armor, add your Wisdom modifier to your armor class, add a +2 bonus to your Reflex, and add a +1 bonus to your speed.

**Mind Fortress (Level 11):** Gain resist 15 psychic and a +2 bonus on saving throws against effects that cause you to be dominated, stunned, or dazed.

**Ascetic Critical (Level 13):** Your powers with the psi keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you can shift up to your speed.

**Ascetic Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to all defenses until the start of your next turn.

## Ascetic Powers

### PRESSURE POINTS

### ASCETIC NOVICE

*You wait for the right moment and then strike out against your opponent's most sensitive points.*

**At-Will** ☹️ **Psi, Physical, Weapon**

**Standard Action**                  **Melee or Ranged** weapon

**Target:** One creature

**Attack:** Wisdom + weapon accuracy + your level vs. AC

**Hit:** 1[W] + Wisdom modifier + your level physical damage, and the target is slowed until the end of your next turn. If your weapon was an unarmed attack (either quick attack or power attack), then the target is slowed and weakened (save ends both) in addition to the damage.

### PEERLESS VAULT

### ASCETIC UTILITY

*You really know how to jump.*

**Encounter** ☹️ **Psi**

**Move Action**                  **Personal**

**Effect:** You jump up to twice your speed, horizontally or vertically; this movement does not provoke opportunity attacks. Any creatures adjacent to you when you land grant combat advantage to you until the end of your next turn. At the end of this turn, you can repeat the jump as a free action.

### BLINDING FLURRY

### ASCETIC EXPERT

*You become a blur of energy and motion, striking everyone within reach.*

**Encounter** ☹️ **Psi, Physical, Weapon**

**Standard Action**                  **Close** burst 2

**Target:** All enemies in burst.

**Attack:** Wisdom + your level vs. Reflex

**Hit:** 3[W] + Wisdom modifier + twice your level physical damage, and the target is blinded (save ends). If your weapon was an unarmed attack (either quick attack or power attack), then the target is dazed and blinded (save ends both) in addition to the damage.

**Effect:** You shift to any square within the burst.

# CHAOS DANCER

*The madness of change wraps around you as you twirl through life.*

Chaotic energies surround you, warping probabilities as they also warp your mind to madness. You're most definitely not sane, regularly throwing yourself into a wild frenzy of motion and activity.

**Recommended Origins:** [Animated](#), Demon, Doppelganger, Electrokinetic, Entropic, Magnetic, Seismic.

## Chaos Dancer Traits

**Survivor Path Type:** Dexterity; Dark; +2 power bonus to dark overcharge.

**Dance of Madness (Level 11):** You get a +1 bonus to speed. Whenever you move more than 3 squares from your starting position, you gain concealment until the end of your next turn.

**Crazy Luck (Level 11):** If a critical hit is scored against you, roll 1d20. On a result of 10 or higher, the critical hit becomes a normal hit.

**Chaos Dancer Critical (Level 13):** Your powers with the dark keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals an extra 1d10 damage, and you can slide the target 1 square.

**Chaos Dancer Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is stunned (save ends).

## Chaos Dancer Powers

### GLARE OF CHAOS

### CHAOS DANCER NOVICE

*You direct your gaze to your foe and let the chaotic energies follow your sight.*

**At-Will** ☹️ **Dark, Psychic**

**Standard Action**                      **Ranged 5**

**Target:** One creature

**Attack:** Dexterity + your level vs. Will

**Hit:** 2d10 + Dexterity modifier + your level psychic damage, and you slide the target 2 squares. Until the end of your next turn, the target takes a -2 penalty on attack rolls.

**Miss:** You slide the target 2 squares.

**Special:** This attack does not provoke opportunity attacks.

### PIROUETTE OF CHANGE

### CHAOS DANCER UTILITY

*Your random movements let you channel chaotic forces to manipulate the laws of probability.*

**Encounter** ☹️ **Dark, Healing**

**Move Action**                      **Personal**

**Effect:** You regain 2d20 + your level hit points. You make a saving throw against each effect that a save can end. You shift up to your speed. Roll 1d6; on a 2 or a 5, you can use this power again before the end of the encounter.

### CRESCENDO OF MADNESS

### CHAOS DANCER EXPERT

*Twirling and spinning with the chaos madness upon you, you slip between your enemies and force them into your dance.*

**Encounter** ☹️ **Dark, Physical, Psychic**

**Standard Action**                      **Personal**

**Effect:** You shift up to twice your speed. You can move through enemies' squares during this shift, but you can't end your turn in the same square as an enemy. At 1d6 times during your shift, you can make the following attack:

*Secondary Target:* Close burst 1 (all creatures)

*Attack:* Dexterity + your level vs. Reflex

*Hit:* 2d6 + Dexterity Modifier + your level physical and psychic damage, and you slide the target 2 squares.

# DARKDWELLER

*You cloak yourself in the mysterious dark energy that permeates the universe.*

The dark energy which lurks inside all matter is yours to command and manipulate.

**Recommended Origins:** Antimatter Blaster, Demon, Ectoplasmic, Electrokinetic, Entropic, [Ocular](#), Reanimated.

## Darkdweller Traits

**Survivor Path Type:** Wisdom; Dark; +2 power bonus to dark overcharge.

**Lurking in the Shadows (Level 11):** You gain a +1 bonus to all defenses whenever you have at least partial concealment or cover against an attacker.

**Eyes of the Dark (Level 11):** You gain darkvision 10.

**Darkdweller Critical (Level 13):** Your powers with the dark keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you gain partial concealment until the end of your next turn.

**Darkdweller Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and you gain resist 15 all until the end of your next turn.

## Darkdweller Powers

### DARKMATTER DRAIN

### DARKDWELLER NOVICE

*You pull the dark energy out of your opponent and use it against another foe.*

**At-Will** ☹ Dark, Force, Necrotic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Wisdom + your level vs. Fortitude

**Hit:** 2d10 + Wisdom modifier + your level necrotic damage. You can make the following secondary attack:

*Secondary Target:* One creature within range

*Attack:* Wisdom + your level vs. Reflex

*Hit:* 2d8 + Wisdom modifier + your level force damage.

### DARK ENERGY METAMORPHOSIS

### DARKDWELLER UTILITY

*You transform your body into dark energy.*

**Encounter** ☹ Dark, Teleportation

**Movement** Personal

**Effect:** You teleport up to 10 squares. Until the end of your next turn, your attacks with the dark keyword gain a +5 power bonus to damage; while you have this bonus, you gain vulnerable 15 laser.

**Sustain (Move):** You can sustain the damage bonus until the end of your next turn by using a move action. Each time you do so, you can teleport up to 10 squares.

### DARKFORCE STRANGULATION

### DARKDWELLER EXPERT

*Tendrils of dark energy wrap around and crush the life from your enemy.*

**Encounter** ☹ Dark, Force

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Wisdom + your level vs. Fortitude

**Hit:** 2d12 + Wisdom modifier + twice your level force damage, and the target is restrained and takes ongoing 15 force damage (save ends).

**Miss:** Half damage.

# HEIR OF THE ANCIENTS

*One mutant's Ancient Junk is your treasure.*

You've learned so much about the Ancients through collecting and understanding their relics. Now you can't wait to share your knowledge with everyone else and rebuild Gamma Terra! (It's a shame that most of your information came from sitcom compilations and bad movies on DVDs.)

**Recommended Origins:** AI, Android, Cockroach, Engineered Human, Entropic, [Expert](#), Mythic, Reanimated, Temporal.

## Heir of the Ancients Traits

**Survivor Path Type:** Intelligence; None; no overcharge bonus.

**Ammo Dumpster Diver (Level 11):** You never run out of ammunition.

**Disciple of Angus MacGuyver (Level 11):** Whenever you make a skill check, you can expend up to 5 items of Ancient Junk and receive a +1 bonus for each item.

**Heir of the Ancients Critical (Level 13):** Your basic attacks score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you find an item – roll once on the Ancient Junk table.

**Heir of the Ancients Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, you slide the target 3 squares, and the target falls prone.

## Heir of the Ancients Powers

### IMPROVISED ASSIST

### HEIR OF THE ANCIENTS NOVICE

*Your scope is fashioned out of an old kaleidoscope, a bike lock holder, and some duct tape – but it works!*

**At-Will** ☉ **Physical, Weapon**

**Standard Action**      **Melee or Ranged** weapon

**Effect:** Before you attack, you can expend up to 3 items of Ancient Junk to increase the accuracy of your weapon by 1 for each item.

**Target:** One creature

**Attack:** Intelligence + weapon accuracy + your level vs. AC

**Hit:** 2[W] + Intelligence modifier + your level physical damage. You can expend up to 3 items of Ancient Junk to increase the damage by 2 for each item. If you expend duct tape, the target is immobilized (save ends).

**Special:** You can use this power as a basic attack.

### JURY-RIG

### HEIR OF THE ANCIENTS UTILITY

*Who knew that old watch battery would exactly fit into that gap in your force axe's handle?*

**Encounter**

**No Action**

**Trigger:** You use a non-consumable Omega Tech item's power.

**Effect:** You expend an item of Ancient Junk. You can use the Omega Tech item's power a second time before the end of the encounter.

### JUNKSPLOSION

### HEIR OF THE ANCIENTS EXPERT

*See, if you hook this wire up here, and attach this lever to that trigger, then hook up this battery to that canister ... wait, no, not that wire!*

**Encounter** ☉ **Fire, Physical, Zone**

**Standard Action**      **Area** burst 2 **within** 10 squares

**Target:** All creatures in burst.

**Attack:** Intelligence + your level vs. Reflex

**Hit:** 6d8 + Intelligence modifier + your level physical and fire damage, and the target is knocked prone.

**Miss:** Half damage.

**Effect:** The area of the burst becomes a zone that is difficult terrain for your enemies until the end of the encounter.

# ISHTAR CENTURION

*You wield powerful photonic technology created by the Ishtar Empire.*

You are an expert with the Omega Tech created by the human civilization of Ishtar, whose empire spans multiple worldlines. You might have taught yourself how to best utilize these items, or you could have been recruited – possibly against your will – into the Ishtar Legion.

**Recommended Origins:** Engineered Human, [Expert](#), Photonic, Plant.

## Ishtar Centurion Traits

**Survivor Path Type:** Dexterity; None; no overcharge bonus.

**Ishtar Technician (Level 11):** You gain a +3 power bonus on Omega Charge checks with Ishtar Omega Tech, and a +1 power bonus on attacks with Ishtar Omega Tech (including salvaged weapons).

**Photonic Armor Expertise (Level 11):** When wearing Ishtar Omega Tech armor (including salvaged armor), you gain a +1 bonus to all defenses and resist 10 laser.

**Ishtar Centurion Critical (Level 13):** Your powers with the Ishtar keyword (including charged or salvaged Ishtar Omega Tech) score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra laser damage, and you can slide the target up to 3 squares.

**Ishtar Centurion Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra laser damage, and the target is blinded (save ends).

## Ishtar Centurion Powers

### LEGION ADVANCE

### ISHTAR CENTURION NOVICE

*You leap into the fray, wielding your photonic weapon.*

**At-Will** ☉ Ishtar, Physical, Weapon

**Standard Action**            Melee or Ranged weapon

**Target:** One creature

**Effect:** You shift 2 squares before the attack. Any allies adjacent to you at the start of your shift may shift 2 squares and must end their shift adjacent to you.

**Attack:** Dexterity + weapon accuracy + your level vs. AC

**Hit:** 2[W] + Dexterity modifier + your level physical damage. If your weapon is salvaged Ishtar Omega Tech, you push the target 2 squares.

### ISHTAR TACTICS

### ISHTAR CENTURION UTILITY

*Your training in warfare allows you to maneuver your allies around the battlefield.*

**Encounter** ☉ Ishtar

**Move Action**            Close burst 5

**Target:** You and all allies in burst

**Effect:** The target shifts up to its speed, and regains hit points equal to your level plus your Dexterity modifier. Until the end of your next turn, the target does not grant combat advantage.

### PHOTONIC OVERLOAD

### ISHTAR CENTURION EXPERT

*You overcharge the photonic energy pack of one of your Ishtar weapons.*

**Encounter** ☉ Ishtar, Laser

**Standard Action**            Close blast 4

**Requirement:** You must have a charged Ishtar Omega Tech item; using this power counts as using the item, and you must make an Omega Charge check for it at the end of the encounter.

**Target:** All creatures in blast

**Attack:** Dexterity + your level vs. Reflex

**Hit:** 3d12 + Dexterity modifier + twice your level laser damage, and the target is blinded (save ends).

**Miss:** Half damage, and the target grants combat advantage to everyone until the end of your next turn.

# LIVING WEAPON

*Your body is the ultimate weapon.*

You've perfected the art of killing with your bare hands. Who needs weapons when you can punch through solid stone and tear through solid steel?

**Recommended Origins:** Arachnoid, Cockroach, Felinoid, Giant, Octopoid, Plastic, [Rabbit](#), Rat Form, Saurian, Shapeshifter, Simian, Yeti.

## Living Weapon Traits

**Survivor Path Type:** Strength; Bio; +2 power bonus to bio overcharge.

**Weaponized (Level 11):** Your unarmed attacks have an accuracy bonus of +3 and the [W] damage is 2d10.

**Dermal Plates (Level 11):** You gain resist 10 physical and a +1 bonus to AC.

**Living Weapon Critical (Level 13):** Your powers with the bio keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and the target is knocked prone.

**Living Weapon Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing 15 physical damage.

## Living Weapon Powers

### OVERWHELMING FORCE LIVING WEAPON NOVICE

*You move against your foe with irresistible speed and power.*

**At-Will** ☉ Bio, Physical, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength + weapon accuracy + your level vs. AC

**Hit:** 2[W] + Strength modifier + twice your level physical damage, and you push the target 1 square and shift 1 square into a square it vacated. If your weapon was an unarmed attack, the target falls prone.

### RECUPERATIVE SURGE

### LIVING WEAPON UTILITY

*You move fast, and heal even faster.*

**Encounter** ☉ Bio, Healing

**Minor Action** Personal

**Effect:** End any condition that causes you to be slowed or immobilized. You regain hit points equal to your Strength modifier + your level immediately and regain the same amount at the start of your next turn. Until the end of your next turn, you gain a +3 bonus to speed.

### FURIOUS ASSAULT

### LIVING WEAPON EXPERT

*You lash out simultaneously against several nearby opponents, puncturing their vital organs and shattering their bones.*

**Encounter** ☉ Bio, Physical, Weapon

**Standard Action** Melee weapon

**Target:** One, two, or three creatures

**Attack:** Strength + weapon accuracy + your level vs. AC

**Hit:** 3[W] + Strength modifier + twice your level physical damage, and you push the target 2 squares. If your weapon was an unarmed attack, the target takes ongoing 10 physical damage (save ends).

# MIND MANIFESTER

*Your thoughts become reality,  
affecting the physical environment around you.*

You are the embodiment of mind over matter: your very thoughts can come to life – but not all of your thoughts are necessarily happy thoughts. You struggle to contain control over your mind lest a passing fancy or angry thought destroy something you cherish.

**Recommended Origins:** Cryokinetic, Exploding, Pyrokinetic, Speedster, Telekinetic.

## Mind Manifester Traits

**Survivor Path Type:** Wisdom; Psi; +2 power bonus to psi overcharge.

**Manifest Destiny (Level 11):** You gain a bonus to Initiative equal to your Wisdom modifier.

**Uncontrolled Thoughts (Level 11):** When you take damage from a ranged or melee attack, all adjacent creatures take force damage equal to your Wisdom modifier.

**Mind Manifester Critical (Level 13):** Your powers with the psi keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and the target is knocked prone.

**Mind Manifester Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing physical damage equal to 10 plus your Wisdom modifier (save ends).

## Mind Manifester Powers

### CREATIVE PULSES

### MIND MANIFESTER NOVICE

*With but a thought, you create three manifestations of energy.*

**At-Will** ☯ Electricity, Force, Laser, Psi, Sonic

**Standard Action** Ranged 10

**Target:** One, two, or three creatures

**Attack:** Will + your level vs. Reflex

**Hit:** 2d8 + Will modifier + your level force damage.

**Effect:** One target hit by the attack takes 1d8 electricity damage. One target hit by the attack takes 1d8 laser damage. One target hit by the attack takes 1d8 sonic damage.

### BARRIER OF FORCE

### MIND MANIFESTER UTILITY

*You manifest an invisible, solid wall that protects you from your enemies – but not your enemies from you.*

**Encounter** ☯ Force, Psi, Zone

**Minor Action** Area wall 10 within 5

**Effect:** You create a wall with height in squares equal to your Wisdom modifier, which lasts until the end of your next turn. The wall blocks line of effect for your enemies, but does not block line of effect for you or your allies. The wall does not block line of sight for anyone, but it is blocking terrain for everyone (including you). You can dismiss the *barrier of force* as a free action.

**Sustain (Minor):** The effect persists until the end of your next turn if you use a minor action to sustain it.

### MATTERSTORM

### MIND MANIFESTER EXPERT

*You create a swirling vortex of matter, force, and energy that batters your foes.*

**Encounter** ☯ Cold, Fire, Force, Psi, Zone

**Standard Action** Area burst 2 within 10 squares

**Target:** All creatures in burst

**Attack:** Wisdom + your level vs. Fortitude

**Hit:** 3d8 + Wisdom modifier + twice your level cold, fire, and force damage, and you slide the target 3 squares.

**Miss:** Half damage.

**Effect:** All squares within the zone become difficult terrain until the end of your next turn.

# PROTEGE OF THE GRAY

*You are a master of mysterious Area 52 technology.*

The “friendly” Gray aliens have taught you the secrets of Area 52! ... usually via abduction, invasive medical procedures, and uncomfortable probes. Oddly, all of that has helped you to master their technology.

**Recommended Origins:** Alien, Doppelganger, Nightmare, Octopoid, [Ocular](#), Telekinetic.

## Protege of the Gray Traits

**Survivor Path Type:** Intelligence; None; no overcharge bonus.

**Alien Technophile (Level 11):** You gain a +1 power bonus on attacks with Area 52 Omega Tech (including salvaged weapons). When making an Omega Tech charge for Area 52 items, roll twice and take the best result.

**Psychic Probe Resistance (Level 11):** You gain resist 15 psychic as long as you are carrying at least one charged Area 52 Omega Tech item.

**Protege of the Gray Critical (Level 13):** Your powers with the Area 52 keyword (including charged or salvaged Area 52 Omega Tech) score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +2 bonus to all defenses until the end of your next turn.

**Protege of the Gray Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and you can teleport the target up to 4 squares.

## Protege of the Gray Powers

### ALIEN MIND PROBE      PROTEGE OF THE GRAY NOVICE

*In the hands of the Grays, nearly any object becomes a probe. Ouch.*

**At-Will ☉ Area 52, Psychic**

**Standard Action      Ranged 20**

**Requirement:** You must have a charged Area 52 Omega Tech item; using this power counts as using the item, and you must make an Omega Charge check for it at the end of the encounter.

**Target:** One creature

**Attack:** Intelligence + your level vs. Will

**Hit:** 4d6 + Intelligence modifier + twice your level psychic damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

### ALIEN ABDUCTION

### PROTEGE OF THE GRAY UTILITY

*You phone home, assuming that by “home” you mean “a nearby Gray spaceship.”*

**Encounter ☉ Area 52, Healing, Teleportation**

**Move Action      Personal**

**Requirement:** You must have a charged Area 52 Omega Tech item; using this power counts as using the item, and you must make an Omega Charge check for it at the end of the encounter.

**Effect:** You disappear to an undisclosed location. While there, you can't take any actions and have neither line of sight nor line of effect to any other creature, and no creature has line of sight or line of effect to you. At the beginning of your turn, or the beginning of any following turn, you can end the effect and return in an unoccupied square within 10 squares of your original location. When you return, you heal any damage you have taken.

### EARTH-SHATTERING KABOOM

### PROTEGE OF THE GRAY EXPERT

*Where's the kaboom? There was supposed to be an Earth-shattering kaboom!*

**Encounter ☉ Area 52, Fire, Radiation**

**Standard Action      Area burst 5 within 20**

**Target:** All creatures in burst

**Attack:** Intelligence + your level vs. Reflex

**Effect:** Kaboom! The Earth (or relevant planetary or satellite mass) shatters and is destroyed. Unfortunately, it's the Earth of an adjacent worldline, and your version of Gamma Terra merely gets hit with the explosion's overflow.

**Hit:** 3d12 + Intelligence modifier + your level physical damage, and the target is knocked prone.

**Miss:** Half damage.

# PSILORD

*You use your powerful psionic abilities to dominate those around you.*

You ruthlessly manipulate your enemies – and your allies as well. Don't worry too much about it; with your superior mental prowess, you were made to rule and it's only natural and right that you do so.

**Recommended Origins:** Empath, Mind Breaker, Mind Coercer, Nightmare, Telekinetic, Vampire.

## Psilord Traits

**Survivor Path Type:** Charisma; Psi; +2 power bonus to psi overcharge.

**Intimidating Aura (Level 11):** Adjacent enemies take a -2 penalty on attacks against you.

**Demanding Presence (Level 11):** Allies who can see you gain a +3 power bonus to Initiative.

**Psilord Critical (Level 13):** Your powers with psi bio keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty on Will (save ends).

**Psilord Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is dazed (save ends).

## Psilord Powers

### CRUSH THE SOUL

### PSILORD NOVICE

*These lesser minds are like putty in your hands.*

**At-Will** ☹️ **Psi, Psychic**

**Standard Action**                  **Ranged 15**

**Target:** One creature

**Attack:** Charisma + your level vs. Will

**Hit:** 2d8 + Charisma modifier + your level physical damage, and the target is slowed (save ends).

*First Failed Save:* The target is dominated by you until the end of its next turn.

### BOLSTER THE WEAK

### PSILORD UTILITY

*Even your allies are tools to be used as you wish.*

**Encounter** ☹️ **Psi**

**Move Action**                  **Close burst 5**

**Target:** All allies in burst

**Effect:** You slide the target up to 5 squares. The target gains temporary hit points equal to your Charisma modifier + your level. Until the end of your next turn, the target gains a +2 bonus on saving throws.

### HANDS OF THE PUPPETMASTER

### PSILORD EXPERT

*Everyone has to do what you say. Now.*

**Encounter** ☹️ **Psi, Psychic**

**Standard Action**                  **Area burst 2 within 10 squares**

**Target:** All enemies in burst

**Attack:** Charisma + your level vs. Will

**Hit:** 1d12 + Charisma modifier psychic damage, you slide the target up to 5 squares, and the target makes a basic attack as a free action against a creature of your choice.

**Effect:** You slide each of your allies within the burst up to 5 squares, and each ally can make a basic attack as a free action.

# RADIANT ENTITY

*You generate more energy than your body can possibly hope to contain.*

You're like a living star, pumping out energy in one form or another at all times.

**Recommended Origins:** Antimatter Blaster, Electrokinetic, Entropic, Gravity Controller, Magnetic, [Ocular](#), Photonic, Radioactive, Seismic.

## Radiant Entity Traits

**Survivor Path Type:** Constitution; Dark; +2 power bonus to dark overcharge.

**Radiant Aura (Level 11):** Choose one energy type from cold, electricity, fire, force, laser, necrotic, radiation, or sonic. Enemies who end their turn next to you take 10 damage of that energy type.

**Self-Immunity (Level 11):** You are immune to all damage of the same type as your *radiant aura*.

**Radiant Entity Critical (Level 13):** Your powers with the dark keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage to everyone until the end of your next turn.

**Radiant Entity Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is blinded (save ends).

## Radiant Entity Powers

### FEEL THE BURN

### RADIANT ENTITY NOVICE

*With but a touch you can release your energy against your foes.*

**At-Will** ☹ **Dark, Varies** (same damage type as your *radiant aura*)

**Standard Action**      **Melee** touch

**Target:** One creature.

**Attack:** Constitution + your level vs. Reflex

**Hit:** 2d10 + Constitution modifier + twice your level damage; the damage is the same type as your *radiant aura*.

**Miss:** Half damage.

### ENERGY FORM

### RADIANT ENTITY UTILITY

*You transform yourself into pure energy.*

**Encounter** ☹ **Dark**

**Minor Action**      **Personal**

**Effect:** You become insubstantial until the end of your next turn. While insubstantial you take half damage from attacks and ongoing damage and gain a flight speed of 10 (hover). You also gain vulnerable 10 force.

**Sustain (minor):** You can use a minor action on your turn to sustain the effect until the end of your next turn.

### RADIANT EXPLOSION

### RADIANT ENTITY EXPERT

*You release all the energy contained within you.*

**Encounter** ☹ **Dark, Varies** (same damage type as your *radiant aura*)

**Standard Action**      **Close** blast 5

**Target:** All creatures in blast.

**Attack:** Constitution + your level vs. Reflex

**Hit:** 5d10 + Constitution modifier + twice your level damage; the damage is the same type as your *radiant aura*. The target falls prone.

**Miss:** Half damage, and the target falls prone.

**Effect:** You blow yourself to bits (save ends); you can't take any actions and have neither line of sight nor line of effect to any other creature, and no creature has line of sight or line of effect to you. When you make a successful saving throw against this effect, you reform in an unoccupied square within the blast.

# WORLDBREAKER

*The barriers between this worldline and the next shatter at your touch.*

You don't exist fully within this worldline, and by exerting your willpower you can temporarily break down the walls separating this worldline from those nearby – usually with cataclysmic results.

**Recommended Origins:** [Animated](#), Antimatter Blaster, Demon, Doppelganger, Ectoplasmic, Radioactive, Temporal.

## Worldbreaker Traits

**Survivor Path Type:** Wisdom; Dark; +2 power bonus to dark overcharge.

**Life in Flux (Level 11):** You experience an Alpha Flux on a natural roll of 1, 2 or 3.

**Out of Sync (Level 11):** You have resist 10 all against melee and ranged attacks.

**Worldbreaker Critical (Level 13):** Your powers with the dark keyword score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares can undergo an Alpha Flux.

**Worldbreaker Critical (Level 17):** When you score a critical hit, the target takes ongoing 15 physical and force damage (save ends).

## Worldbreaker Powers

### REND THE VEIL

### WORLDBREAKER NOVICE

*You rip through the fabric of spacetime as you strike your foe.*

**At-Will** ☹️ **Dark, Physical, Weapon**

**Standard Action**            **Melee** weapon

**Target:** One creature

**Attack:** Wisdom + weapon accuracy + your level vs. AC

**Hit:** 2[W] + Wisdom modifier + twice your level physical damage, you slide the target up to 2 squares, and the target is immobilized (save ends).

### REWRITE FATE

### WORLDBREAKER UTILITY

*In at least one nearby worldline, your ally dodged that blow.*

**Encounter** ☹️ **Dark, Healing**

**Standard Action**            **Close** burst 5

**Target:** One creature who died since the start of the encounter.

**Effect:** The target returns to life. Any conditions or ongoing damage are removed, and the target has hit points equal to its bloodied value. You are weakened (save ends); you can't make a saving throw against this condition this round.

### SHATTER REALITY

### WORLDBREAKER EXPERT

*You rip asunder the worldline in the immediate area.*

**Encounter** ☹️ **Dark, Force, Physical**

**Standard Action**            **Close** blast 10

**Target:** All enemies in burst.

**Attack:** Wisdom + your level vs. Will

**Hit:** 4d10 + Wisdom Modifier + your level force and physical damage, you teleport the target to any unoccupied square within the blast, and the target is dazed (save ends).

**Miss:** Half damage, and you teleport the target to any unoccupied square within the blast.

**Effect:** You teleport each ally within the blast to any unoccupied square within the blast. You are dazed (save ends); you can't make a saving throw against this condition this round.

# XI VANGUARD

*Xi technology is integrated into your life, your mind, and your body.*

The Xi Collective utilizes technology based on neural interfaces and nanotech. Your frequent use of Xi Omega Tech has led to your physical systems being infiltrated by Xi nanotechnology – have you been fully assimilated yet, or is it just a matter of time?

**Recommended Origins:** AI, Android, Hypercognitive, Plastic, Wheeled.

## *Xi Vanguard Traits*

**Survivor Path Type:** Charisma; None; no overcharge bonus.

**Neural Network (Level 11):** At the start of your turn, you automatically end any effects that cause you to be dazed, slowed, stunned, or immobilized.

**Xi Synergy (Level 11):** You gain a bonus to your Will equal to the number of charged Xi Omega Tech you are carrying.

**Xi Vanguard Critical (Level 13):** Your powers with the Xi keyword (including charged or salvaged Xi Omega Tech) score a critical hit on a natural 19 or 20. When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +2 bonus on speed until the end of your next turn.

**Xi Vanguard Critical (Level 17):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is dazed (save ends).

## *Xi Vanguard Powers*

### NANITE SWARM

### XI VANGUARD NOVICE

*You release a cloud of nanites that attempt to disassemble your enemy and strengthen your own form with the raw materials.*

**At-Will** ☹ Acid, Physical, Xi

**Standard Action** Close blast 1

**Target:** All creatures in blast

**Attack:** Charisma + your level vs. Fortitude

**Hit:** Ongoing 15 physical and acid damage (save ends).

*Each Failed Save:* You gain 15 temporary hit points if you are within 5 squares.

### NANOTECH REPAIR

### XI VANGUARD UTILITY

*The nanites within your body go to work on repairing the damage you've taken.*

**Encounter** ☹ Xi, Healing

**No Action** Personal

**Trigger:** You take damage that bloodies you or reduces you to 0 or less hit points.

**Effect:** You regain hit points equal to your bloodied value at the start of your next turn.

### NEURAL OVERRIDE

### XI VANGUARD EXPERT

*Your nanites take control of your foes' nervous systems.*

**Encounter** ☹ Physical, Xi

**Minor Action** Close burst 5

**Target:** All creatures affected by your *nanite swarm* power.

**Attack:** Charisma + your level vs. Will

**Hit:** The target is dominated by you (save ends).

**Miss:** The target makes a saving throw against your *nanite swarm* power.