

1	<b>NAME</b>	<b>XP</b>	<b>LEVEL</b>
	Black Rushon	8500	9

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Yeti	Entropic

1b	<b>TRAITS</b>
	<i>Yeti:</i> Strength; Bio; +2 to bio overcharge; +4 bonus to Nature checks; +1 bonus to AC; Resist 10 cold.
	<i>Entropic:</i> Charisma; Dark; +2 to dark overcharge; +4 bonus to Science checks; +1 bonus to AC and Reflex; Resist 15 necrotic; Whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.
	<b>CRITICAL (LEVEL 2):</b> Yeti Critical <b>CRITICAL (LEVEL 6):</b> Entropic Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Big Claws
	<b>Novice Secondary:</b> Disrupting Touch
	<b>Utility (Level 3):</b> Yeti Rage
	<b>Expert (Level 5):</b> Yeti Mauling
	<b>Utility (Level 7):</b> Hole in the World
<b>Expert (Level 9):</b> Creation Undone	
<b>Uber Feature (Level 10):</b> Unassigned	

2	<b>ABILITY SCORES (+MODIFIER)</b>
	<b>STR: 18 (+4) DEX: 7 (-2) WIS: 14 (+2)</b> <b>CON: 12 (+1) INT: 12 (+1) CHA: 16 (+3)</b>

3	<b>SKILLS</b>																																																						
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	<b>21 Perception</b> Passive	<b>Insight</b> Passive <b>21</b>																																																					

4	<b>GEAR</b>
	<b>Armor:</b> Heavy Armor
	<b>Melee:</b> Heavy Two-handed Melee
	<b>Ranged:</b> Heavy Two-handed Gun
<b>Other:</b> Explorer's kit, Tent, Climbers Kit, Fuel, 5 gallons, Wagon, Crowbar	

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>
	Hit Points <b>64</b> Bloodied <b>32</b> Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>SPEED: 5</b>	

Speed: 6 / Heavy Armor -1

5b	<b>28 AC</b>	AC: 10 / Level: 9 / Armor: 7 / Yeti: +1 / Magnetic: +1
	<b>23 FORTITUDE</b>	(Str or Con Modifier) Fort: 10 / Level: 9 / Str (+4)
	<b>21 REFLEX</b>	(Dex or Int Modifier) Ref: 10 / Level: 9 / Entropic: +1 / Int (+1)
	<b>22 WILL</b>	(Wis or Cha Modifier) Will: 10 / Level: 9 / Cha (+3)

5c	<b>INITIATIVE: +7</b>
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Initiative: Level: 9 / Dex: (-2)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+13	Unarmed Quick Attack	1d4	+10
+15	Unarmed Powerful	1d8	+13
+15	Heavy Two-handed Melee	2d8	+13
+15	Heavy Two-handed Gun (20) <input type="checkbox"/>	2d10	+13

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Unassigned
	<b>Level 7:</b> Unassigned <b>Level 10:</b> Unassigned

6 You begin with 3 Alpha Mutation cards and 1 Omega Tech card.

7	<b>CRYPTIC ALLIANCE</b>
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# YETI

## YETI TRAITS

**Mutant Type:** Strength; Bio; +2 to bio overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Nature checks.

**Hard to Hurt (Level 1):** Gain a +1 bonus to AC.

**Cold Resistance (Level 1):** Gain resist 10 cold.

**Yeti Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -5 penalty to attack rolls against any creature other than you until the end of your next turn.

## YETI POWERS

### BIG CLAWS

### YETI NOVICE

*You rake an enemy with your powerful claws.*

**Encounter 3 Bio, Physical**

**Minor Action**

**Melee 1**

**Target:** One creature

**Attack:** Strength + your level + 2 vs. AC

**Hit:** 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

### YETI RAGE

### YETI UTILITY

*When you get hurt, you get mad.*

**Encounter 3 Bio, Healing**

**Immediate Reaction**

**Personal**

**Trigger:** An enemy damages you with an attack

**Effect:** You regain hit points equal to 3 + your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls against the triggering enemy.

### YETI MAULING

### YETI EXPERT

*You overpower your enemy with your rending claws and then drag it off.*

**Encounter 3 Bio, Physical**

**Standard Action**

**Melee 1**

**Target:** One creature

**Effect:** Before the attack, the target falls prone.

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

**Hit:** 2d10 + Strength modifier + twice your level physical damage, and you shift 3 squares. You then slide the target 5 squares to any unoccupied square adjacent to you.

# ENTROPIC

## ENTROPIC TRAITS

**Mutant Type:** Charisma; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Science checks.

**Unordered Luck (Level 1):** Gain a +1 bonus to AC and Reflex.

**Disordered (Level 1):** Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.

**Entropic Critical (Level 2 or 6):** When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

## ENTROPIC POWERS

### DISRUPTING TOUCH

### ENTROPIC NOVICE

*You evaporate your enemy with a touch.*

**At-Will** 3 **Dark, Necrotic**  
**Standard Action**

**Melee** touch

**Target:** One creature

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

**Hit:** 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

### HOLE IN THE WORLD

### ENTROPIC UTILITY

*You become living entropy and cause all things in your presence to decay.*

**Encounter** 3 **Dark, Zone**  
**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, while any creature is within 3 squares of you, it takes a -2 penalty to attack rolls and grants combat advantage.

### CREATION UNDONE

### ENTROPIC EXPERT

*You release an entropic pulse that sends your foes' electrons packing.*

**Encounter** 3 **Dark, Necrotic**  
**Standard Action**

**Close** blast 5

**Target:** Each creature in blast

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

**Hit:** 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.

1	<b>NAME</b>	<b>XP</b>	<b>LEVEL</b>
	Daik	8500	9

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Doppelganger	Cryokinetic

1b	<b>TRAITS</b>
	<i>Doppelganger:</i> Intelligence; Dark; +2 to dark overcharge; +4 bonus to Conspiracy checks; +2 bonus to Reflex; Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.
	<i>Cryokinetic:</i> Charisma; Psi; +2 to psi overcharge; +4 bonus to Stealth checks; +1 bonus to Fortitude and Reflex; Resist 15 cold.
	<b>CRITICAL (LEVEL 2):</b> Doppelganger Critical
	<b>CRITICAL (LEVEL 6):</b> Cryokinetic Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Double Trouble
	<b>Novice Secondary:</b> Icy Grasp
	<b>Utility (Level 3):</b> Two Places At Once
	<b>Expert (Level 5):</b> Multiplicity
	<b>Utility (Level 7):</b> Ice Slide
	<b>Expert (Level 9):</b> Flash Freeze
	<b>Uber Feature (Level 10):</b> Unassigned

2	<b>ABILITY SCORES (+MODIFIER)</b>
	<b>STR: 11 (+0) DEX: 13 (+1) WIS: 16 (+3)</b>
	<b>CON: 11 (+0) INT: 18 (+4) CHA: 16 (+3)</b>

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<b>22</b>	<b>Perception</b> Passive	<b>Insight</b> Passive	<b>22</b>
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4	<b>GEAR</b>
	<b>Armor:</b> Light Armor
	<b>Melee:</b> Light Two-handed Melee
	<b>Ranged:</b> Light Two-handed Gun
	<b>Other:</b> Explorer's kit, Tent, Climbers Kit, Fuel, 5 gallons, Wagon, Crowbar

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>
	Hit Points <b>63</b>	Bloodied <b>31</b>
	Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**SPEED: 6**

Speed: 6

5b	<b>26</b> AC	AC: 10 / Level: 9 / Armor: 3 / Int (+4)
	<b>20</b> FORTITUDE	(Str or Con Modifier) Fort: 10 / Level: 9 / Cryokinetic: +1 / Con (+0)
	<b>26</b> REFLEX	(Dex or Int Modifier) Ref: 10 / Level: 9 / Doppelganger: +2 / Cryokinetic: +1 / Int (+4)
	<b>22</b> WILL	(Wis or Cha Modifier) Will: 10 / Level: 9 / Cha (+3)

5c **INITIATIVE: +10**

Initiative: Level: 9 / Dex: (+1)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+16	Unarmed Quick Attack	1d4	+13
+11	Unarmed Powerful	1d8	+9
+16	Light Two-handed Melee	1d12	+13
+17	Light Two-handed Gun (20) <input type="checkbox"/>	1d12	+13

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Unassigned
	<b>Level 7:</b> Unassigned
	<b>Level 10:</b> Unassigned

6 You begin with 3 Alpha Mutation cards and 1 Omega Tech card.

7	<b>CRYPTIC ALLIANCE</b>
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# DOPPELGANGER

## DOPPELGANGER TRAITS

**Mutant Type:** Intelligence; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Conspiracy checks.

**Not Really There (Level 1):** Gain a +2 bonus to Reflex.

**Two Possibilities (Level 1):** Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

**Doppelganger Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you can use *double trouble* as a free action.

## DOPPELGANGER POWERS

### DOUBLE TROUBLE

### DOPPELGANGER NOVICE

*You create a duplicate of yourself for a short time.*

**At-Will** 3 **Dark**  
**Standard Action**

**Personal**

**Effect:** You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

### TWO PLACES AT ONCE

### DOPPELGANGER UTILITY

*You're literally in two places at once.*

**Encounter** 3 **Dark, Teleportation**  
**Minor Action**

**Personal**

**Effect:** Choose an unoccupied square within 5 squares of you. You simultaneously occupy that square and your current square. Before the start of your next turn, you can teleport to the chosen square as a free action.

### MULTIPLICITY

### DOPPELGANGER EXPERT

*You surround yourself with a crowd of duplicates, who lash out at and hinder nearby enemies.*

**Encounter** 3 **Dark, Physical**  
**Standard Action**

**Close burst** 3

**Target:** Each enemy in burst

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

**Hit:** 2d10 + Intelligence modifier + your level physical damage.

**Effect:** The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While within the zone, you and your allies gain cover from attacks.

# CRYOKINETIC

## CRYOKINETIC TRAITS

**Mutant Type:** Charisma; Psi; +2 to psi overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Stealth checks.

**Chilling Aura (Level 1):** Gain a +1 bonus to Fortitude and Reflex.

**Frosty the Mutant (Level 1):** Gain resist 15 cold.

**Cryokinetic Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

## CRYOKINETIC POWERS

### ICY GRASP

### CRYOKINETIC NOVICE

*Your touch binds an enemy in chains of ice.*

**At-Will** 3 **Cold, Psi**

**Standard Action**

**Melee** touch

**Target:** One creature

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

**Hit:** 1d6 + Charisma modifier + twice your level cold damage, and the target is slowed until the end of your next turn. If the target is already slowed, it takes 1d6 extra cold damage.

### ICE SLIDE

### CRYOKINETIC UTILITY

*You create an icy path over the ground and through the air, letting you slide away to safety.*

**Encounter** 3 **Cold, Psi**

**Move Action**

**Personal**

**Effect:** You fly a number of squares equal to your speed. Each square you exit fills with ice that lasts until the end of your next turn. Ice-filled squares are difficult terrain.

### FLASH FREEZE

### CRYOKINETIC EXPERT

*You emit a brilliant blue burst of frigidity that robs your enemies' heat and mobility.*

**Encounter** 3 **Cold, Psi, Zone**

**Standard Action**

**Close** burst 3

**Target:** Each creature in burst

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

**Hit:** 1d10 + Charisma modifier + your level cold damage, and the target is immobilized until the end of your next turn.

**Effect:** The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

1	<b>NAME</b>	<b>XP</b>	<b>LEVEL</b>
	Pina Collider	8500	9

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Radioactive	Exploding

1b	<b>TRAITS</b>
	<i>Radioactive:</i> Constitution; Dark; +2 to dark overcharge; +4 bonus to Science checks; +2 bonus to Fortitude; Resist 15 radiation.
	<i>Exploding:</i> Constitution; Psi; +2 to psi overcharge; +4 bonus to Athletics checks; +1 bonus to Fortitude and Will; While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.
	<b>CRITICAL (LEVEL 2):</b> Radioactive Critical
	<b>CRITICAL (LEVEL 6):</b> Exploding Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Radiation Eyes
	<b>Novice Secondary:</b> Controlled Demolition
	<b>Utility (Level 3):</b> Hawking Portal
	<b>Expert (Level 5):</b> Gamma Eruption
	<b>Utility (Level 7):</b> Chain Reaction
<b>Expert (Level 9):</b> Nuclear Option	
<b>Uber Feature (Level 10):</b> Unassigned	

2	<b>ABILITY SCORES (+MODIFIER)</b>
	<b>STR: 15 (+2) DEX: 10 (+0) WIS: 8 (-1)</b> <b>CON: 20 (+5) INT: 7 (-2) CHA: 10 (+0)</b>

3	<b>SKILLS</b>																																																						
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Mechanics	Intelligence	-2	+4	<b>+11</b>																																																			
Nature	Wisdom	-1		<b>+8</b>																																																			
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Science	Intelligence	-2	+4	<b>+11</b>																																																			
Stealth	Dexterity	+0		<b>+9</b>																																																			
	<b>18 Perception Passive</b> <b>Insight Passive 18</b>																																																						

4	<b>GEAR</b>
	<b>Armor:</b> Heavy Armor + Shield
	<b>Melee:</b> Heavy One-handed Melee
	<b>Ranged:</b> Heavy One-handed Gun
<b>Other:</b> Explorer's kit, Tent, Climbers Kit, Fuel, 5 gallons, Wagon, Crowbar	

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>
	Hit Points <b>72</b> Bloodied <b>36</b> Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>SPEED: 5</b>	

Speed: 6 / Heavy Armor -1

5b	<b>27 AC</b>	AC: 10 / Level: 9 / Armor: 8
	<b>27 FORTITUDE</b>	(Str or Con Modifier) Fort: 10 / Level: 9 / Exploding: +1 / Radioactive: +2 / Con (+5)
	<b>19 REFLEX</b>	(Dex or Int Modifier) Ref: 10 / Level: 9 / Dex (+0)
	<b>20 WILL</b>	(Wis or Cha Modifier) Will: 10 / Level: 9 / Exploding: +1 / Cha (+0)

5c	<b>INITIATIVE: +9</b>
----	-----------------------

Initiative: Level: 9 / Dex: (+0)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+12	Unarmed Quick Attack	1d4	+9
+16	Unarmed Powerful	1d8	+14
+16	Heavy One-handed Melee	1d10	+14
+16	Heavy One-handed Gun (10) <input type="checkbox"/>	2d6	+14

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Unassigned
	<b>Level 7:</b> Unassigned
<b>Level 10:</b> Unassigned	

6 You begin with 3 Alpha Mutation cards and 1 Omega Tech card.

7	<b>CRYPTIC ALLIANCE</b>
---	-------------------------

# RADIOACTIVE

## RADIOACTIVE TRAITS

**Mutant Type:** Constitution; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Science checks.

**You've Had Worse (Level 1):** Gain a +2 bonus to Fortitude.

**Gamma Tolerance (Level 1):** Gain resist 15 radiation.

**Radioactive Critical (Level 2 or 6):** When you score a critical hit, the target is weakened until the end of your next turn.

## RADIOACTIVE POWERS

### RADIATION EYES

### RADIOACTIVE NOVICE

*Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.*

**At-Will** 3 **Dark, Radiation**

**Standard Action**

**Ranged 5**

**Target:** One creature

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

**Hit:** 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

### HAWKING PORTAL

### RADIOACTIVE UTILITY

*Your bore tunnels through space with a pulse of invigorating radiation.*

**Encounter** 3 **Dark, Radiation, Teleportation**

**Move Action**

**Close** burst 10

**Target:** You and one or two allies in burst

**Effect:** Each target teleports to any other square in the burst, then regains hit points equal to 5 plus your level.

### GAMMA ERUPTION

### RADIOACTIVE EXPERT

*You release a narrow beam of intense radiation at your foe.*

**Encounter** 3 **Dark, Radiation**

**Standard Action**

**Ranged 5**

**Target:** One creature

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

**Hit:** 2d10 + Constitution modifier + twice your level radiation damage.

**Effect:** The target is weakened until the end of your next turn.

# EXPLODING

## EXPLODING TRAITS

**Mutant Type:** Constitution; Psi; +2 to psi overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Athletics checks.

**Practical Endurance (Level 1):** Gain a +1 bonus to Fortitude and Will.

**Fireworks (Level 1):** While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.

**Exploding Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

## EXPLODING POWERS

### CONTROLLED DEMOLITION

### EXPLODING NOVICE

*When you relax your concentration, you detonate in a burst of flame and sound.*

**At-Will** 3 **Fire, Psi, Sonic**

**Standard Action**

**Close** burst 2

**Target:** Each creature in burst

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

**Hit:** 1d6 + Constitution modifier + your level fire and sonic damage, and you push the target 1 square. If you're bloodied, this attack deals 1d6 extra damage.

### CHAIN REACTION

### EXPLODING UTILITY

*The slightest bump, or an annoying foe, can set you off.*

**Encounter** 3 **Fire, Psi, Sonic**

**Immediate Reaction**

**Close** burst 2

**Trigger:** You take damage from an attack

**Target:** Each creature in burst

**Effect:** You push the target 1d4 squares. If you push the target 4 squares, it also takes 10 fire and sonic damage.

### NUCLEAR OPTION

### EXPLODING EXPERT

*Sometimes, it really is the only course of action! But it sure hurts.*

**Encounter** 3 **Fire, Psi, Sonic**

**Standard Action**

**Close** burst 4

**Target:** Each creature in burst

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

**Hit:** 2d10 + Constitution modifier + your level fire and sonic damage, and you push the target 4 squares.

**Effect:** You explode. 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, until the end of your next turn. You then re-form in an unoccupied square within 5 squares of your last location.

1	<b>NAME</b>	<b>XP</b>	<b>LEVEL</b>
	Ruman Coke	8500	9

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Gelatinous	AI

1b	<b>TRAITS</b>
	<i>Gelatinous:</i> Strength; Bio; +2 to bio overcharge; +4 bonus to Stealth checks; +2 bonus to Fortitude; At the start of each encounter, you are invisible until you attack or until the end of the encounter.
	<i>AI:</i> Intelligence; Psi; +2 to psi overcharge; +2 bonus to Conspiracy, Mechanics, Nature, and Science checks; +2 bonus to Will; You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.
	<b>CRITICAL (LEVEL 2):</b> Gelatinous Critical <b>CRITICAL (LEVEL 6):</b> AI Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Paralytic Goo
	<b>Novice Secondary:</b> Blue Screen of Death
	<b>Utility (Level 3):</b> Flowing Form
	<b>Expert (Level 5):</b> Oozy Embrace
<b>Utility (Level 7):</b> Master Control Program	
<b>Expert (Level 9):</b> End of Line	
<b>Uber Feature (Level 10):</b> Unassigned	

2	<b>ABILITY SCORES (+MODIFIER)</b>
	<b>STR: 18 (+4) DEX: 8 (-1) WIS: 9 (-1)</b> <b>CON: 14 (+2) INT: 16 (+3) CHA: 13 (+1)</b>

3	<b>SKILLS</b>																																																						
	<table border="1"> <thead> <tr> <th>Skill Name</th> <th>Associated Ability</th> <th>Ability Bonus</th> <th>Origin Bonus</th> <th>Total Bonus</th> </tr> </thead> <tbody> <tr> <td>Acrobatics</td> <td>Dexterity</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Athletics</td> <td>Strength</td> <td>+4</td> <td></td> <td><b>+13</b></td> </tr> <tr> <td>Conspiracy</td> <td>Intelligence</td> <td>+3</td> <td>+6</td> <td><b>+18</b></td> </tr> <tr> <td>Insight</td> <td>Wisdom</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Interaction</td> <td>Charisma</td> <td>+1</td> <td></td> <td><b>+10</b></td> </tr> <tr> <td>Mechanics</td> <td>Intelligence</td> <td>+3</td> <td>+2</td> <td><b>+14</b></td> </tr> <tr> <td>Nature</td> <td>Wisdom</td> <td>-1</td> <td>+2</td> <td><b>+10</b></td> </tr> <tr> <td>Perception</td> <td>Wisdom</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Science</td> <td>Intelligence</td> <td>+3</td> <td>+2</td> <td><b>+14</b></td> </tr> <tr> <td>Stealth</td> <td>Dexterity</td> <td>-1</td> <td>+4</td> <td><b>+12</b></td> </tr> </tbody> </table>	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus	Acrobatics	Dexterity	-1		<b>+8</b>	Athletics	Strength	+4		<b>+13</b>	Conspiracy	Intelligence	+3	+6	<b>+18</b>	Insight	Wisdom	-1		<b>+8</b>	Interaction	Charisma	+1		<b>+10</b>	Mechanics	Intelligence	+3	+2	<b>+14</b>	Nature	Wisdom	-1	+2	<b>+10</b>	Perception	Wisdom	-1		<b>+8</b>	Science	Intelligence	+3	+2	<b>+14</b>	Stealth	Dexterity	-1	+4
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4	<b>GEAR</b>
	<b>Armor:</b> Heavy Armor
	<b>Melee:</b> Heavy Two-handed Melee
	<b>Ranged:</b> Heavy Two-handed Gun
<b>Other:</b> Explorer's kit, Tent, Climbers Kit, Fuel, 5 gallons, Wagon, Crowbar	

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>
	Hit Points <b>66</b> Bloodied <b>33</b> Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>SPEED: 5</b>	

Speed: 6 / Heavy Armor -1

5b	<b>26 AC</b>	AC: 10 / Level: 9 / Armor: 7
	<b>25 FORTITUDE</b>	(Str or Con Modifier) Fort: 10 / Level: 9 / Gelatinous: +2 / Str (+4)
	<b>22 REFLEX</b>	(Dex or Int Modifier) Ref: 10 / Level: 9 / Int (+3)
	<b>22 WILL</b>	(Wis or Cha Modifier) Will: 10 / Level: 9 / AI: +2 / Cha (+1)

5c	<b>INITIATIVE: +8</b>
----	-----------------------

Initiative: Level: 9 / Dex: (-1)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+15	Unarmed Quick Attack	1d4	+12
+15	Unarmed Powerful	1d8	+13
+15	Heavy Two-handed Melee	2d8	+13
+15	Heavy Two-handed Gun (20) <input type="checkbox"/>	2d10	+13

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Unassigned
	<b>Level 7:</b> Unassigned <b>Level 10:</b> Unassigned

6 You begin with 3 Alpha Mutation cards and 1 Omega Tech card.

7	<b>CRYPTIC ALLIANCE</b>
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# GELATINOUS

## GELATINOUS TRAITS

**Mutant Type:** Strength; Bio; +2 to bio overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Stealth checks.

**No Real Weak Points (Level 1):** Gain a +2 bonus to Fortitude.

**Translucent (Level 1):** At the start of each encounter, you are invisible until you attack or until the end of the encounter.

**Gelatinous Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra acid damage, and you knock the target prone.

## GELATINOUS POWERS

### PARALYTIC GOO

### GELATINOUS NOVICE

*You hit your foe with a flowing limb of goo, numbing your enemy.*

**At-Will** 3 **Acid, Bio**

**Standard Action**

**Melee 1**

**Target:** One creature

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

**Hit:** 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

### FLOWING FORM

### GELATINOUS UTILITY

*You ooze across the battlefield, unaffected by obstacles and enemies in your path.*

**Encounter** 3 **Bio**

**Move Action**

**Personal**

**Effect:** You shift your speed. During this movement, you ignore difficult terrain and can move through enemies' spaces.

### OOZY EMBRACE

### GELATINOUS EXPERT

*You enfold your prey in a glistening embrace.*

**Encounter** 3 **Acid, Bio**

**Standard Action**

**Melee 1**

**Target:** One Medium or smaller creature

**Attack:** Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.

**Hit:** 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it's no longer restrained.

# AI

## AI TRAITS

**Mutant Type:** Intelligence; Psi; +2 to psi overcharge.

**Skill Bonus (Level 1):** Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

**Encrypted Mind (Level 1):** Gain a +2 bonus to Will.

**Active Subroutines (Level 1):** You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

**AI Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

## AI POWERS

### BLUE SCREEN OF DEATH

### AI NOVICE

*Your optical interface becomes a blue color flickering with nonsensical white text.*

**At-Will 3 Psi, Psychic**

**Standard Action**

**Close** blast 3

**Target:** Each creature in blast

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

**Hit:** 1d10 + Intelligence modifier + your level psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### MASTER CONTROL PROGRAM

### AI UTILITY

*You can do things at least 900 times better than any mutant.*

**Encounter 3 Psi**

**Immediate Reaction**

**Personal**

**Trigger:** An ally hits an enemy with an attack

**Effect:** You can roll twice on your next attack roll against the triggering enemy before the end of your next turn, and use either result.

### END OF LINE

### AI EXPERT

*Your electronic processors surge with power, making those around you into your slaves.*

**Encounter 3 Electric, Psi**

**Standard Action**

**Close** burst 2

**Target:** Each creature in burst

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

**Hit:** The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.

<b>1</b>	<b>NAME</b> Slam Adams	<b>XP</b> 8500	<b>LEVEL</b> 9
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<b>1a</b>	<b>ORIGIN 1 (FIRST)</b> Magnetic	<b>ORIGIN 2 (SECOND)</b> Seismic
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<b>1b</b>	<p><b>TRAITS</b></p> <p><i>Magnetic:</i> Dexterity; Dark; +2 to dark overcharge; +4 bonus to Mechanics checks; +1 bonus to AC; Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.</p> <p><i>Seismic:</i> Strength; Dark; +2 to dark overcharge; +4 bonus to Athletics checks; Resist 5 physical; -1 penalty to speed.</p> <p><b>CRITICAL (LEVEL 2):</b> Magnetic Critical</p> <p><b>CRITICAL (LEVEL 6):</b> Seismic Critical</p>
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<b>1c</b>	<p><b>POWERS</b></p> <p><b>Novice Primary:</b> Lodestone Lure</p> <p><b>Novice Secondary:</b> Seismic Stomp</p> <p><b>Utility (Level 3):</b> Law of Attraction</p> <p><b>Expert (Level 5):</b> Magnetic Field</p> <p><b>Utility (Level 7):</b> Ground Anchor</p> <p><b>Expert (Level 9):</b> Clobberin Time</p> <p><b>Uber Feature (Level 10):</b> Unassigned</p>
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<b>2</b>	<p><b>ABILITY SCORES (+MODIFIER) *MODIFIED*</b></p> <p><b>STR: 16 (+3) DEX: 18 (+4) WIS: 8 (-1)</b></p> <p><b>CON: 15 (+2) INT: 10 (+0) CHA: 12 (+1)</b></p>
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<b>3</b>	<p><b>SKILLS</b></p> <table border="1"> <thead> <tr> <th>Skill Name</th> <th>Associated Ability</th> <th>Ability Bonus</th> <th>Origin Bonus</th> <th>Total Bonus</th> </tr> </thead> <tbody> <tr> <td>Acrobatics</td> <td>Dexterity</td> <td>+4</td> <td></td> <td><b>+13</b></td> </tr> <tr> <td>Athletics</td> <td>Strength</td> <td>+3</td> <td>+4</td> <td><b>+16</b></td> </tr> <tr> <td>Conspiracy</td> <td>Intelligence</td> <td>+0</td> <td>+4</td> <td><b>+13</b></td> </tr> <tr> <td>Insight</td> <td>Wisdom</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Interaction</td> <td>Charisma</td> <td>+1</td> <td></td> <td><b>+10</b></td> </tr> <tr> <td>Mechanics</td> <td>Intelligence</td> <td>+0</td> <td>+4</td> <td><b>+13</b></td> </tr> <tr> <td>Nature</td> <td>Wisdom</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Perception</td> <td>Wisdom</td> <td>-1</td> <td></td> <td><b>+8</b></td> </tr> <tr> <td>Science</td> <td>Intelligence</td> <td>+0</td> <td></td> <td><b>+9</b></td> </tr> <tr> <td>Stealth</td> <td>Dexterity</td> <td>+4</td> <td></td> <td><b>+13</b></td> </tr> </tbody> </table> <p><b>18 Perception</b> Passive      <b>Insight</b> Passive <b>18</b></p>	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus	Acrobatics	Dexterity	+4		<b>+13</b>	Athletics	Strength	+3	+4	<b>+16</b>	Conspiracy	Intelligence	+0	+4	<b>+13</b>	Insight	Wisdom	-1		<b>+8</b>	Interaction	Charisma	+1		<b>+10</b>	Mechanics	Intelligence	+0	+4	<b>+13</b>	Nature	Wisdom	-1		<b>+8</b>	Perception	Wisdom	-1		<b>+8</b>	Science	Intelligence	+0		<b>+9</b>	Stealth	Dexterity	+4		<b>+13</b>
Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus																																																				
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Conspiracy	Intelligence	+0	+4	<b>+13</b>																																																				
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<b>4</b>	<p><b>GEAR</b></p> <p><b>Armor:</b> Light Armor + Shield</p> <p><b>Melee:</b> Light One-handed Melee</p> <p><b>Ranged:</b> Light Two-handed Gun</p> <p><b>Other:</b> Explorer's kit, Tent, Climbers Kit, Fuel, 5 gallons, Wagon, Crowbar</p>
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<b>5a</b>	<p><b>HIT POINTS</b></p> <p>Hit Points <b>67</b>      Bloodied <b>33</b></p> <p>Second Wind <input type="checkbox"/></p> <p><b>SPEED: 5</b></p>	<p><b>CURRENT HIT POINTS</b></p> <p>Death Saves <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>
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Speed: 6 / Seismic -1

<b>5b</b>	<p><b>28 AC</b>      AC: 10 / Level: 9 / Armor: 4 / Dex (+4) / Entropic: +1</p> <p><b>22 FORTITUDE</b>      (Str or Con Modifier)</p> <p>Fort: 10 / Level: 9 / Str (+3)</p> <p><b>23 REFLEX</b>      (Dex or Int Modifier)</p> <p>Ref: 10 / Level: 9 / Dex (+4)</p> <p><b>20 WILL</b>      (Wis or Cha Modifier)</p> <p>Will: 10 / Level: 9 / Cha (+1)</p>
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<b>5c</b>	<p><b>INITIATIVE: +13</b></p> <p>Initiative: Level: 9 / Dex: (+4)</p>
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<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+16	Unarmed Quick Attack	1d4	+13
+14	Unarmed Powerful	1d8	+12
+16	Light One-handed Melee	1d8	+13
+17	Light Two-handed Gun (20) <input type="checkbox"/>	1d12	+13

<b>5d</b>	<p><b>VOCATIONS</b></p> <p><b>Level 4:</b> Unassigned</p> <p><b>Level 7:</b> Unassigned</p> <p><b>Level 10:</b> Unassigned</p>
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**6** You begin with **3 Alpha Mutation cards** and **1 Omega Tech card**.

<b>7</b>	<b>CRYPTIC ALLIANCE</b>
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# MAGNETIC

## MAGNETIC TRAITS

**Mutant Type:** Dexterity; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Mechanics checks.

**Magnetic Shields (Level 1):** Gain a +1 bonus to AC.

**Magnetized Body (Level 1):** Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

**Magnetic Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until the end of your next turn.

## MAGNETIC POWERS

### LODESTONE LURE

### MAGNETIC NOVICE

*You create a magnetic field between yourself and your enemy that pulls it closer. The field is charged with electricity that strikes your foe as it approaches.*

**At-Will** 3 **Dark, Electricity**

**Minor Action**

**Melee** 5

**Target:** One creature

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

**Hit:** 1d8 + Dexterity modifier + twice your level electricity damage, and you pull the target 3 squares.

### LAW OF ATTRACTION

### MAGNETIC UTILITY

*With a gesture, you pull an ally to you or send it careening toward another ally.*

**Encounter** 3 **Dark**

**Minor Action**

**Ranged** 5

**Target:** One ally

**Effect:** You either pull the target 4 squares, or slide the target 4 squares toward another ally within 5 squares of you.

### MAGNETIC FIELD

### MAGNETIC EXPERT

*You generate an electrical pulse that alters your enemies' polarity, pulling them toward you and holding them firmly in place.*

**Encounter** 3 **Dark, Electricity**

**Standard Action**

**Close** burst 3

**Target:** Each enemy in burst

**Attack:** Dexterity + your level vs. Fortitude; if the target is a robot, you gain a +2 power bonus to the attack roll.

**Hit:** 2d6 + Dexterity modifier + your level electricity damage, and you pull the target 2 squares.

**Effect:** Until the end of your next turn, creatures are restrained while they're adjacent to you.

# SEISMIC

## SEISMIC TRAITS

**Mutant Type:** Strength; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Athletics checks.

**Armored Skin (Level 1):** Gain resist 5 physical.

**Ponderous (Level 1):** Take a -1 penalty to speed.

**Seismic Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

## SEISMIC POWERS

### SEISMIC STOMP

### SEISMIC NOVICE

*You stomp on the ground, sending a shock wave of energy into foes around you.*

**At-Will** 3 **Dark, Sonic**

**Standard Action**

**Close** burst 1

**Target:** Each creature in burst

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

**Hit:** 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

### GROUND ANCHOR

### SEISMIC UTILITY

*You merge with the ground to keep from being knocked over or moved against your will.*

**Encounter** 3 **Dark**

**Immediate Interrupt**

**Personal**

**Trigger:** You are hit by an attack that pulls you, pushes you, slides you, or knocks you prone

**Effect:** You aren't pulled, pushed, slid, or knocked prone by the attack.

### CLOBBERIN'TIME

### SEISMIC EXPERT

*You clench a huge, rocky fist and punch the punk's lights out.*

**Encounter** 3 **Dark, Physical**

**Standard Action**

**Melee** 1

**Target:** One creature

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

**Hit:** 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

**Effect:** The target falls prone.