

# STEAMPUNK PARAGONS



# BRIMSTONE PREACHER

*Upon the wicked I shall rain fire, thunder, brimstone, and a horrible tempest of pain. This shall be the fate of the aberrant, corrupt, and unrepentant.*

**Prerequisites:** Channel Divinity class feature

Words may sway men but cannons fell armies. As a Brimstone Preacher you have found a way to channel your divine energy through your junk cannon. By launching the implement of your faith, you can inflict grievous wounds on the undead and intangible. In word and deed, you fearlessly and aggressively champion the tenets of your faith. When you accept this path, you commit yourself to the unending struggle against heresy and sacrilege.

Thankfully, much of your religious paraphernalia can be useful improvised projectiles.

You are often driven to hurling silver chalices, scented candles, tomes of scripture, bundles of religious pamphlets, flasks of holy water, vials of blessed oil, bottles of wine, or fragments of church masonry at the impious.

## Brimstone Preacher Path Features

**Brimstone Action (11th Level):** When you spend an action point, you add 5 points of ongoing poison damage to any successful attack you make this turn. A successful fortitude save by the victim will end this ongoing damage.

**Expose the Unseen (11th Level):** Any invisible creatures adjacent to you are rendered visible.

**Weapon Training (11th Level):** You are proficient with the junk cannon and can use your WIS score rather than INT for basic attack rolls.

**Bane of the Unliving (16th Level):** Your attacks ignore the intangible trait and the immunities and resistances of the undead.

## Brimstone Preacher Prayers

### Scathing Sermon Brimstone Preacher Attack 11

*You deliver a severe tongue lasting to all the sinners about you and shore up your allies.*

**Encounter** ♦ **Divine, Thunder, Zone, Implement**

**Standard Action** Close burst 8

**Target:** All enemies in burst area

**Attack:** Charisma vs. Will or Wisdom vs. Will

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**Hit:** 3d8 + Wisdom Modifier thunder damage

**Effect:** A zone of divine energy lingers in your burst area granting you and any of your allies a +2 bonus on all saving throws until the end of your next turn

**Holy Cannon** Brimstone Preacher Utility 12

*You use your junk cannon to fire your holy symbol at a target and release a divine prayer on impact.*

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**Encounter** ♦ **Divine, Implement, Weapon**

**Standard Action** **Ranged Weapon**

**Requirements:** A junk cannon and your holy symbol (10gp) as consumable ammunition

**Target:** One creature

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**Effect:** You load your junk cannon not only with a improvised projectile but also any standard action divine power you possess. Before the end of your next turn you must make a basic ranged attack with your charged symbol or the “Holy Cannon“ power is negated. If you hit your target it suffers basic damage plus the effect of your chosen prayer. Using the "Holy Cannon" power requires the permanent sacrifice of a holy symbol, a line of sight on the target, and a successful ranged attack roll.

**Miss:** The Holy Cannon power and whatever divine power you chose is expended to no effect.

**Pulpit Pounder** Brimstone Preacher Attack 20

*You channel your divine fury into words of power. Your foes can not entirely avoid the impact of your echoing words.*

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**Daily** ♦ **Implement, Thunder, Divine**

**Standard Action** **Range 10**

**Target:** One creature

**Attack:** Wisdom vs. Will or Charisma vs. Will

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**Hit:** 5d10 + Wisdom modifier thunder damage and “deafened” (save ends)

**Miss:** Half damage on your target and your target can still hear.



# CHAINSAW WARRIOR

*You're wasting your time appealing to my humanity; it was removed long ago. I'm more machine than man now.*

**Prerequisites:** STR 15, CON 15, proficiency with plate armor.

As a chainsaw warrior, you sacrifice your humanity for a measure of mechanical advantage. The name comes from the practice of replacing one of their hands with a motorized tool which is often a motorized saw. Chainsaw warriors (a.k.a. Rust Hulks, M&M's, or Franken-Tins) are basically suits of armor with a living brain. You have had at least one of your limbs amputated, been injected with steroids and artificial adrenaline, and had iron plates riveted to your body. Hard as an anvil, ugly as a warthog, and murderously violent; you have become a macabre weapon of mass destruction. Chainsaw warriors are nearly unbeatable in a stand up fight, and are packed with an assortment of close range weapons nasty enough to chew through plate steel. Unfortunately, you are ponderous and earthbound, and your augmentations designate you a target for snipers or long-range combatants. Some acquire this paragon class to recover from devastating injury or illness through mechanical augmentation. Others are slave

laborers and gladiators forced into this class by cruel masters. All chainsaw warriors are forever branded as bizarre and monstrous. This class relies on a STR/CON build common to fighters and barbarians.

## Chainsaw Warrior Path Features

**Mechanical Man (11th Level):** When you spend an action point to make an extra attack, you gain damage resistance 10 on all attacks until the start of your next action.

**Prosthetic Weapon (11th Level):** One of your arms is replaced by a metal limb. This arm functions as a normal melee weapon, but as a minor action it can be activated as a power tool and industrialized weapon. The five most common weapons are a chainsaw, jackhammer, rivet gun, power drill, and arc welder. Unfortunately, these industrialized weapons have a limited power supply and can only be used for a number of turns equal to your CON modifier per day. Without power these weapons are treated as normal one handed weapons, but with power they inflict one die size more damage.

CHAINSAW: Scimitar, Powered Damage: 1d10

JACKHAMMER: War Hammer, Powered Damage: 1d10

RIVET GUN: Hand Crossbow, Powered Damage: 1d8 fire damage

POWER DRILL: War Pick, Powered Damage: 1d10

ARC WELDER: Short Sword, Powered Damage: 1d8 electrical damage

**Plate Armor Exoskeleton (11th Level):** You no longer need to remove your plate armor to rest or sleep due to your refashioned body. Your plate armor functions as your exoskeleton and can only be removed surgically, but can be enchanted and upgraded as normal. Since your armor is now part of your body you no longer suffer a speed penalty from your plate armor.

**Wired Reflexes (16th Level):** When ever you are “dazed”, your automated defenses kick in denying visible attackers combat advantage.

### Chainsaw Warrior Attunements

#### **Steamroller** Chainsaw Warrior Attack 11

*The chemicals pumped through your body give you unnatural power and build overwhelming momentum to push past your foes.*

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**Encounter** ♦ **Primal, Weapon**

**Standard Action Melee**

**Target:** One creature

**Attack:** Strength vs. AC

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**Hit:** 2[W] + STR Modifier damage and you can continue to move past your target, without provoking an opportunity attack from you target, up to the limit of CON Modifier. You may make a secondary basic melee attack on another foe if you end your move adjacent to a different opponent.

**Special:** When charging you can use this power instead of a basic melee attack.

#### **'Roid Rage** Chainsaw Warrior Utility 12

*When toxins enter your bloodstream you find a desperate strength fueled by the pain and suffering inflicted by your transformation.*

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**Encounter** ♦ **Primal**

**Immediate Reaction**    **Personal**

**Trigger:** You are damaged by an attack with the poison keyword.

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**Effect:** You gain a +1 attack and damage bonus on all attacks for a number of turns equal to your CON modifier.

**Battle Hardened Body** Chainsaw Warrior Attack 20

*You can shrug off the attacks of others as you drive home your own.*

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**Daily** ♦ **Primal, Weapon**

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

**Target:** One creature

**Attack:** Strength vs. AC

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**Hit:** 4[W] + STR Modifier damage

**Miss:** Half damage

**Effect:** You gain a bonus to your AC and saving throws equal to your CON modifier until the start of your next turn.

# DJINN SPLICER

*Move without motion, smoke without fire. That is our mantra.*

**Prerequisites:** Ability to teleport, Sneak Attack class ability

Your body has been turned into a loosely conjoined molecular miasma through an intense series of forbidden Djinn Nimbus Atomizer (DNA) treatments. You can create colored smoke or fog, you have the ability to become intangible, and you can use your teleporting ability to surprise attack your enemies.

## Djinn Splicer Path Features

**Teleporting Sneak Attack (11th Level):** When you use teleport to move adjacent to your enemy, you gain combat advantage against your foe until the end of your turn.

**Vanishing Action (11th Level):** You can spend an action point to gain an additional use of your teleporting power as a move action.

**Alchemical Dagger Proficiency (11th Level):** You gain proficiency with the alchemical dagger.

**Puff of Smoke (16th Level):** You can leave behind a cloud of smoke that fills the 5ft square you are leaving as a free action. The smoke cloud creates partial concealment for any that must attack through it or anyone inside it. The smoke cloud lasts until the end of your next turn.

## Djinn Splicer Mysteries

### Swirling Alchemical Nimbus Djinn Splicer Attack 11

*You are surrounded by a swirling nimbus of alchemical energy that bites into your foes and defends you against like energy*

**Encounter** ♦ **Shadow, Weapon**

**Standard Action** Close burst 1



**Target:** All creatures adjacent to the Djinn Splicer

**Attack:** Dexterity vs. Reflex or Charisma vs. Reflex

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**Hit:** 1[W] + DEXERITY plus the energy damage normally inflicted by the volatile filling the alchemical blade.

**Effect:** You gain immunity to the energy type released by the alchemical dagger until the start of your next turn.

**Requirement:** You must be equipped with a fully loaded alchemical dagger to use this attack power.

## **Smoke Form** Djinn Splicer Utility 12

*You are no more substantial than smoke.*

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**Daily** ♦ **Shadow, Polymorph**

**Immediate Interrupt Personal**

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**Effect:** You turn your self and your personal gear intangible. You can not make any attacks while intangible and are only affected by emotional or psychic effects. While intangible you can not speak or attack others but can still move. You can remain intangible for a number of rounds equal to your CON modifier.

**Sustain Standard:** You remain intangible

## **Teleporting Burst Attack** Djinn Splicer Attack 20

*You can make multiple teleports to surprise attack your enemies.*

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**Daily** ♦ **Shadow, Teleportation, Weapon**

**Standard Action Close** burst 3

**Target:** You can make a melee attack on a number of targets equal to your CON modifier.

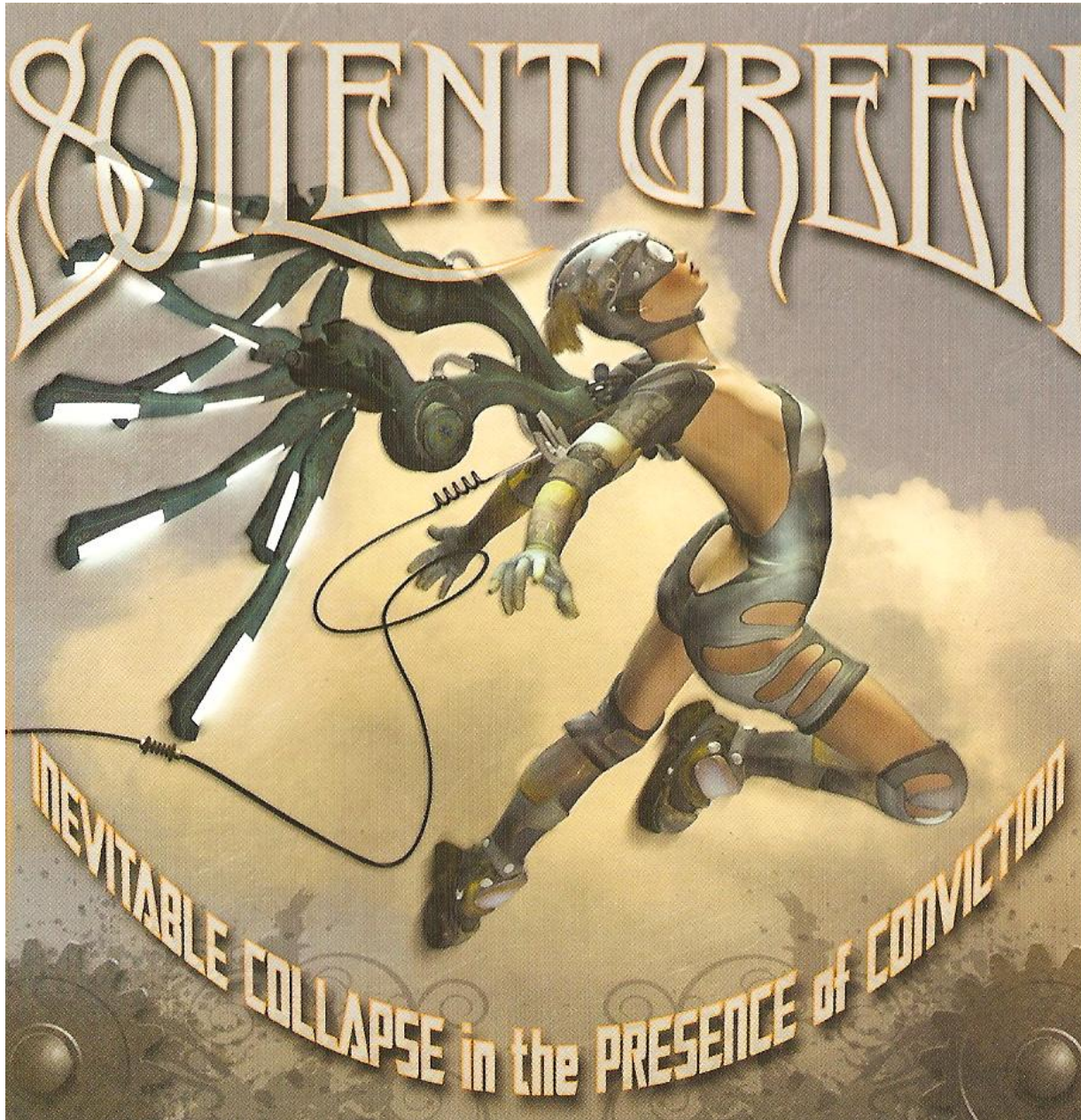
**Attack:** Dexterity vs. AC or Charisma vs. AC

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**Hit:** Basic melee attack damage (1[W] + STR Modifier damage) plus you gain "combat advantage" over your foe.

**Effect:** You return to your original square after all attacks are resolved.





## FALLEN ANGEL

*If your not a fallen angel, your just a risen ape*

**Prerequisites:** Two-blade fighting style, War Pick proficiency, trained in Acrobatics.

Your life as a fallen angel is one of highs and lows. Harnessing the power of steam to provide flight is a difficult art to master and puts you in an elite cadre of warriors. The risk involved deters many from ever pursuing this class. The proud few who take to the air are respected for their skill and daring. The piece of technology that makes flight possible is their Steam Pipe Wings. The brass wings of the fallen angel are strapped to your back and closely resemble the skeletal remains of a pair of bird or bat wings. You direct these wings with your hands preventing you from the use of any other hand held weapon while flying. Fallen angels also use their wings as melee weapons (war picks) and as sonic blast weapons (steam whistles). Unfortunately, the steam pipes have a limited endurance of ten shots each and require a pair of shots for flight time. Some pilots link their wings to long hoses attached to a massive boiler common to locomotives, steamships, and factories for a continuous supply of fresh steam. They are irreverently known as "tethered angels".

## Fallen Angel Path Features

**Wing Beat Tempo (11th Level):** You can use your pair of steam pipe wings in melee combat as a pair of war picks. Furthermore, anytime you hit with at least two melee attacks on your turn with a pair of identical weapons, you gain an immediate basic melee attack against an adjacent foe of your choice.

**Rocket Action (11th Level):** You have a specialized pair of steam pipe wings that allows flight when you fire them into the ground as a move action. You can also expend two charges of steam to shift one square as a minor action. When you spend an action point to make an extra move action to fly you do not deplete the payload of your steam pipe wings. At the end of your turn you drop to the ground if you aren't already there.

**Steam Pipe Proficiency (11th Level):** You are proficient with the Steam Pipe Wings and Steam Pipe Whistle.

**Steam Pipe Maestro (16th Level):** While wielding a steam pipe whistle or a pair of steam pipe wings you can add your WIS modifier to the damage you inflict when you make a critical strike.

## Fallen Angel Exploit's

### **Death From Above** Fallen Angel Attack 11

*You launch yourself high into the air and then drop down on your foe attempting to impale it with your wings.*

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#### **Encounter ♦ Martial, Weapon**

#### **Standard Action Melee**

**Requirements:** Pair of Steam Pipe Wings

**Target:** One creature

**Attack:** Strength vs. AC

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**Hit:** [2]W + STR modifier damage and you can attempt a secondary attack

**Effect:** You fly to your target on a burst of steam from your wings up a distance equal to your character's normal speed as a free action

**Secondary Target:** Same creature

**Secondary Attack:** Strength vs. AC

**Hit:** [2]W +STR modifier damage

## **Ascending Angel** Fallen Angel Utility 12

*You launch your self high into the air emitting a keening whistle that inspires your fellow warriors and unnerves your enemies.*

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**Daily** ♦ **Martial, Fear, Weapon**

**Move Action Close** burst 10

**Requirements:** Pair of Steam Pipe Wings

**Target:** Each humanoid enemy in the radius of effect that can hear you.

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**Effect:** The wailing shriek of your steam wings inflicts a -1 penalty on attacks against your allies and lasts until the end of the encounter. If you possess training in "Acrobatics", you also gain combat advantage against your targets until the end of your next turn.

## **Calliope Cacophony** Fallen Angel Attack 20

*You emit a blast of steam, heat, and sound that affects all the enemies around you.*

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**Daily** ♦ **Martial, Fire, Thunder, Weapon**

**Standard Action Close** burst 5

**Requirements:** Pair of Steam Pipe Wings

**Target:** All creatures (friend or foe) in area of effect

**Attack:** Wisdom vs. Fortitude

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**Hit:** 4d6 + WIS modifier thunder damage and you shift 6 squares.

**Effect:** The burst creates a lingering cloud of super heated steam that lasts until the end of your turn. A creature that enters the zone or starts it's turn there takes 1d8 + WIS Modifier fire damage.

# FLESH GRAFTER

*Nothing contributes so much to stimulate the mind as a noble purpose. Reuse, Recycle, and Repurpose, nothing goes to waste.*

**Prerequisites:** WIS 15, CON 15, Farewell to Arms feat (see below), Toughness Feat.

You are highly skilled in removing the superior organs found in beasts and monsters and transplanting them into your own body. Your body is outfitted with hideous or unearthly limbs, since you prize functionality and raw power. Unfortunately many find your quest personal improvement deranged and disgusting, and you are likely to suffer under a social stigma for your efforts in organic innovation. This is an unlikely path for the majority, but appeals to cleric/warlock mavericks with high wisdom and constitution scores.

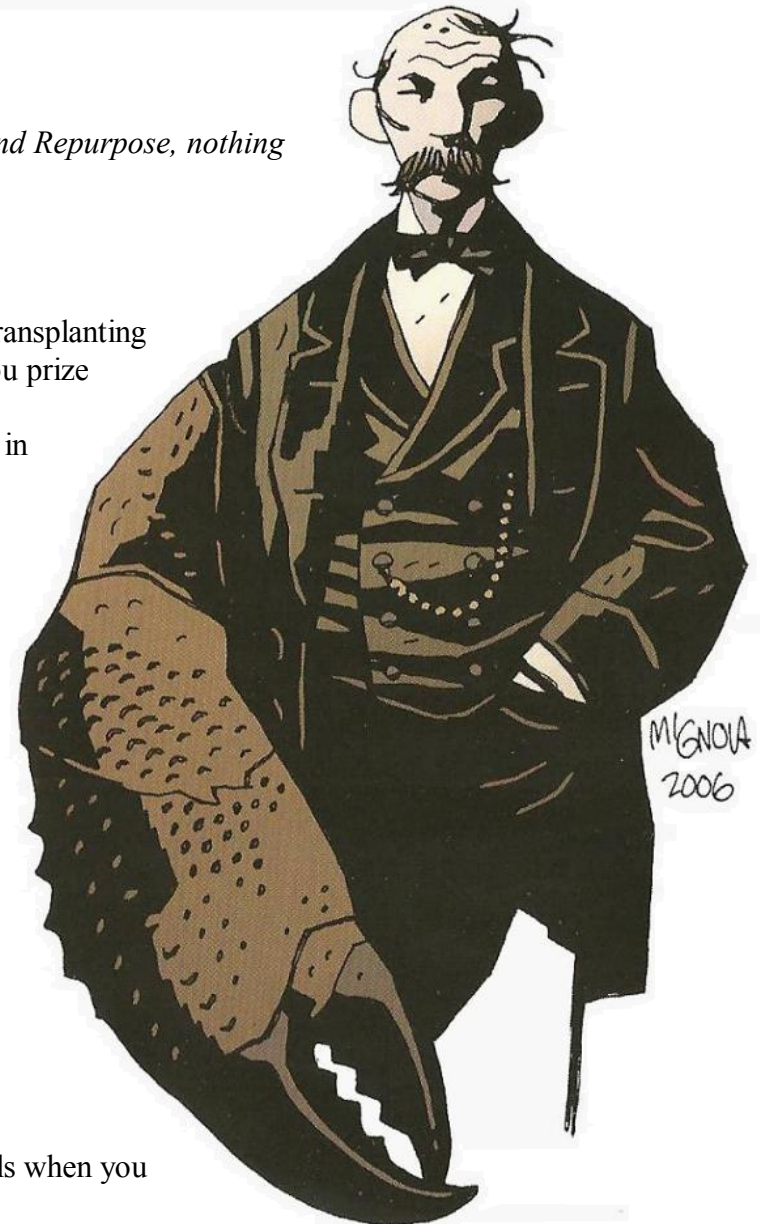
## Flesh Grafter Path Features

**Corrosive Action (11th Level):** When you spend an action point to take an extra action, if you use your action to make an attack that hit's, that attack deals ongoing 10 acid damage (save ends) from corrosive bile released during the attack.

**Graft Power (11th Level):** You can exchange one attack power in each of the three categories (At-Will, Encounter, and Daily) for one of equal level in any other class. Each of these powers comes from a monstrous graft implanted in you body. Each of these powers gains the keyword *Graft*, and are conspicuous disfigurements to your body. The key attribute modifier of these substituted powers can be changed to **Constitution** if you wish.

**Bone Saw Proficiency (11th Level):** You are proficient with the bone saw.

**Cunning Grafts (16th Level):** When you are bloodied, you gain a +2 bonus to attack rolls when you use a power with the keyword "graft".



## Flesh Grafter Attunements

### **Bitter Vitriol** Flesh Grafter Attack 11

*You unleash a thundering roar of challenge that knocks back your foes and splatters them with corrosive acid.*

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**Encounter** ♦ **Primal, Acid, Thunder, Graft**

**Standard Action** Close blast 3

**Target:** All creatures in the path of the blast

**Attack:** Wisdom vs. Fortitude

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**Hit:** 2d6 + CON Modifier acid damage plus deafened (save ends)

**Effect:** All creatures in the path of the blast are pushed back a number of squares equal to your WIS Modifier.

### **Tissue Harvester** Flesh Grafter Utility 12

*You quickly extract your pound of flesh from your dying foe. You utilize the fresh organs, bone marrow, and blood to reinvigorate yourself.*

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♦ **Primal, Necrotic, Weapon, Graft**

**Immediate Reaction** Melee

**Trigger:** Perform Coup De Grace on your foe and kill them outright.

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**Effect:** You recover a healing surge which you can spend immediately as a free action or save for later.

### **Surgical Slasher** Flesh Grafter Attack 20

*You whirl about striking with surgical precision at all foes that come within reach. The blows you land inflict incredible pain and drains away a little of their life energy leaving them dazed.*

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**Daily** ♦ **Primal, Necrotic, Healing, Weapon, Graft**

**Standard Action** Close burst 1

**Target:** All foes in reach that you can see.

**Attack:** Wisdom vs. Fortitude

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**Hit:**  $1[W] + \text{STR Modifier}$  plus the target is dazed until the end of your next turn.

**Effect:** For each attack that damages living target you regain a number of hit points equal to your CON modifier.

**Special:** You can use your DEX modifier instead if you are wielding a “light blade” as your weapon.

# GRENADIER

*The sound of a kiss ain't so loud as a cannon, but its echo lasts a great deal longer.*



**Prerequisites:** Trained in Endurance, Alchemist, Cannon Bearer (see below)  
The grenadier is practiced in the use of high explosives, cannons, and alchemical weaponry. Your great strength is an asset in carrying heavy munitions loads, firing hand cannons, and smashing enemies that get too close. Your second most important attribute is intelligence since firing cannons, crafting explosives, and measuring gunpowder requires a high degree of technical competence.

Your class often pairs heavy weapons with heavy armor. You are often used to plow through enemy lines, storm fortified positions, or provide artillery support.

## Grenadier Path Features

**Loose Cannon (11th Level):** You can use a "hand cannon" as two handed weapon with a +2 weapon proficiency bonus.

**Powder Drill (11th Level):** You do the work of two men rather than one when loading a cannon. In effect you gain a "standard" action every round

that can only be used for reloading cannons.

**Bombastic Power (16th Level):** Once per encounter, you can add your strength modifier as a power damage bonus when firing a hand cannon or throwing an alchemical grenade.

## Grenadier Exploit's

### Cannonball Toss Grenadier Attack 11

*You have developed brawny arms by catching and tossing cannon balls. You can hurl any thrown weapon with massive force.*

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#### Encounter \* Martial

**Standard Action Ranged** weapon

**Requirements:** Any thrown weapon.

**Special:** Using an actual cannonball with this power inflicts d12 damage with a range of 10 squares (50ft).

**Target:** One creature

**Attack:** Strength vs. Reflex

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**Hit:** 2{W} + Strength Modifier damage and you knock your opponent prone.

## **Arcing Shot** Grenadier Utility 12

*Instead of firing directly at the target, you point your weapon skywards and plot a parabolic path for your projectile.*

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**At Will \* Martial**

**Move Action Ranged**

**Requirements:** Must use a thrown weapon or cannon.

**Special:** Can only be used with basic ranged attacks

**Target:** One creature or target square

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**Effect:** Ignore any cover other than overhead between you and your target.

## **Direct Hit** Grenadier Attack 20

*Using your massive muscle to help hold the cannon steady, you attempt to hit your target with a zero deflection shot and inflict massive damage. Destroying the target will rain debris on the surrounding area.*

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**Daily \* Martial**

**Standard Action**

**Requirements:** Must be armed with a hand cannon

**Target:** One creature

**Attack:** Strength vs. AC

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**Hit:** 4[W] + Intelligence Modifier

**Effect:** If you reduce the target to 0 or fewer hit points you can make a secondary attack.

**Secondary Target:** All creatures adjacent to the primary target

**Secondary Attack:** Intelligence vs. Reflex

**Secondary Hit:** 1d6 + Intelligence Modifier damage from cannonball shrapnel.



# HELLFIRE ADEPT

*Everything burns if you apply enough heat.*

**Requirements:** Astral Fire, Trained in Thievery

As a Hellfire Adept, you specialize in the combination of pyrokinesis and the flame gun. With this device you can draw walls of flame about yourself or your enemies. Your expertise with fire and the flame gun is the source of your paragon abilities..

## Hellfire Adept Path Features

**Line of Fire (11th Level):** You can draw a wall of flames as a standard action with the use of your flame gun. The range of the attack is a wall of 9 squares starting at the nozzle of your flame gun. Otherwise this attack is the same as a “flame gun spray”.

**Hellfire Action (11th Level):** When you spend an action point you gain a +4 damage bonus on fire attacks including those with your flame gun until the start of your next turn.

**Flame Gun Implement (11th Level):** You are proficient with the flame gun, and the flame gun counts as a "staff" or “rod” implement in your hands. Warlocks can use their Constitution instead of Dexterity when make a “flame gun spray” attack.

**Fuel Economizer (16th Level):** Once per day you can refill your flame gun tank with conjured fuel as a free action.

## Hellfire Adept Conflagrations

**Controlled Burn** Hellfire Adept Attack 11

*You can channel your inner fire into sustaining a line of fire drawn with your flame gun.*

**Encounter** ♦ **Fire, Weapon, Martial**

**Action** Close wall 9



**Requirements:** Equipped with a loaded Flame Gun

**Target:** All targets moving through or standing in the wall of fire

**Attack:** Dexterity vs. Reflex or Constitution vs. Reflex

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**Hit:** 1d8 +DEX Modifier or CON Modifier fire damage

**Sustain Standard:** Wall continues to burn and inflict damage.

**Special:** You can only sustain the line of fire for a number of rounds equal to your CHA modifier or INT modifier (whichever is higher)

**Firewalker** Hellfire Adept Utility 12

*You can move through fire without injury due your familiarity with open flames.*

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**Daily ♦ Fire, Martial**

**Minor Action Personal**

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**Effect:** Immune to Fire until the end of your next turn

**Pyromaniac** Hellfire Adept Attack 20

*Creatures you light on fire with your flame gun tend to stay on fire.*

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**Daily ♦ Fire, Implement, Weapon**

**Standard Action Close** wall 9

**Requirements:** Requires a loaded Flame Gun

**Target:** All creatures hit by your flame gun

**Attack:** Dexterity vs. Reflex or Constitution vs. Reflex

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**Hit:** 5d6 + DEX Modifier or CON Modifier fire damage, and ongoing 10 fire damage (save ends)

**Miss:** Half Damage, and ongoing 5 fire damage (save ends)

# IRON MONGER

*You may control men but I control metal.*

**Requirements:** You must possess an arcane power that inflicts electrical damage, and you must have the "inspiring word" warlord ability. You must also possess the "Automaton Companion" feat.

As an iron monger, you have developed your dual abilities of inspiring others and casting spells into the ability to control iron and steel. Your study of warfare makes you a superb commander and your arcane power is channeled into the creation of electricity and magnetism. You use your abilities to command iron constructs on the battlefield and defend yourself with magnetized plate armor. This paragon class is favored by warlord & wizard multi-class characters with a high STR and INT score.

## Iron Monger Path Features

**Arcane Iron Armor (11th Level):** Rather than wear conventional armor, you can wear loose magnetized plates. The plate armor is bound to you by magnetism rather than straps and clamps. While wearing any steel armor for which you are proficient, you automatically gain the "armor specialization" feat with it. Alternatively, you can cover your bare skin with any loose iron or steel you find lying about to give yourself "scrap armor" as a STANDARD action and drop it as a FREE action. **SCRAP ARMOR:** +3 armor bonus, -1 Skill Check, -1 Speed, 40lbs. You are automatically proficient with scrap armor. Commonly scrap armor is formed from horseshoes, chains, eating utensils, coins, buttons, cans, and other steel objects. Scrap armor can not be made from metal weapons which are too heavy and dangerous to wear against your skin. The wearer can not use any other type of armor while wearing scrap armor.

**Personal Magnetism (11th Level):** You ordinarily load your blunderbuss with iron pellets and can reshape the buckshot cloud to avoid your allies. You use your INT modifier rather than DEX for all blunderbuss attacks. Additionally when you spend an action point, your personal magnetic field surges and provides you with a +4 AC and +4 Reflex Save against all iron or steel-tipped weapons until the start of your next turn.



**Blunderbuss Proficiency (11th Level):** You are proficient with a blunderbuss

**Iron Giant (16th Level):** You make a personal bond with your **metal** automaton and can treat it as an ally for your warlord powers. You can command your **metal** automaton command from 10 sq. away which is double the ordinary range granted by the feat. When you use your "inspiring word" ability you can spend one of your own healing surges to heal your automaton. Moreover, you can use your automaton as the origin point of any of your arcane spell powers. You must be within 5 squares of your construct and have a clear Line of Sight (LOS) to use either ability. Only the **technological automaton** or a steel boned **necrotic automaton** commanded by an iron monger is affected by this ability.

### Iron Monger Spells

#### Arcane Dynamo

Iron Monger Attack 11

*You crackle with electrical energy as you slam your weapon or staff into the ground which energizes the constructs around you.*

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**Encounter** □ **Arcane, Lightning, Implement or Weapon, Construct**

**Standard Action** Close burst 1

**Target:** All foes adjacent to the Iron Monger

**Attack:** Strength vs. Fortitude or Intelligence vs. Fortitude

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**Hit:** You push back your enemy one square.

**Effect:** All allied constructs (or war-forged) within six squares of you gain your INT modifier as a lightning bonus on their damage rolls for their next turn.

#### Command Nexus

Iron Monger Utility 12

*You can aid all nearby friendly metal constructs with the benefit of your personal combat training.*

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**Encounter** □ **Arcane, Psychic, Construct**

**Standard Action** Close burst 6

**Requirements:** Construct

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**Effect:** You provide all nearby iron constructs (and war-forged) with the benefit of one of your combat feats of your choice for their next turn.

**Mechanical Marshal**

Iron Monger Attack 20

*You cry out a battle command as you lunge to attack and all the constructs in your regiment deliver a massive unified assault with you.*

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**Daily**  **Arcane, Weapon, Construct****Immediate Reaction Close** burst 10**Trigger:** You attempt a basic melee attack**Target:** You make a basic melee attack against one creature**Attack:** Strength vs. AC

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**Hit:** 1[W] + STR modifier damage**Effect:** All allied constructs (or war-forged) within you area of effect make an immediate basic attack action on the foe nearest to them with either a melee weapon or a ranged weapon.

# MUSKETEER

*You, boy, are arrogant, hot tempered, and entirely too bold. I like that. Reminds me of me.*

**Requirements:** Range class, Precision Fighting Style

As a musketeer you are a warrior that scorns the use of armor in order to maintain your agility, maneuverability, and flexibility. Your chief weapons are your paired sword and dagger and your musket. You are famed for your loyalty to your cause, your clever banter, and your precision fighting style. You can load, aim, and fire a flintlock musket with unmatched speed. You are no slouch with a pair of blades either and have developed various techniques utilizing a sword and dagger combination. Dexterity, strength, and wisdom are most prized.



## Musketeer Path Features

**Musketry Action (11th Level):** You can spend an action point to immediately reload and fire an empty musket (basic ranged attack only), clean and reload a jammed musket, or re-roll a missed ranged attack with a musket instead of gaining an extra action.

**Crack Shot (11th Level):** Reduce the ranged attack penalty against a foe behind cover or concealment by 2.

**Weapon Proficiency (11<sup>th</sup> Level):** You gain proficiency with a rapier if you do not possess it already.

**Award for Marksmanship (16th Level):** When you score a critical hit with a musket, you regain the use of one encounter power you have already used during this combat encounter.

## Musketeer Exploit's

**Main-Gauche** Musketeer Attack 11

*You use your off-hand weapon to open your opponent's guard for a quick thrust of your primary weapon.*

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**Encounter \* Martial**  
**Standard Action Melee**

**Requirements:** You must be wielding a pair of weapons (usually a rapier and a dagger).

**Target:** One creature

**Attack:** Dexterity +2 vs. AC

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**Hit:** 2[W] + Strength Bonus damage

## **All for One and One for All** Musketeer Utility 12

*As a comrade falters you spring into action in retaliation*

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**Daily \* Martial**

**Immediate Reaction Personal**

**Trigger:** An ally is reduced to 0 hit points or less

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**Effect:** You gain an action point that you must use before the end of your next turn.

## **Agonizing Wound** Musketeer Attack 20

*You wound your foe in a difficult to reach vital area that weakens it greatly.*

---

**Daily \* Martial**

**Standard Action Melee or Ranged**

**Target:** One creature

**Attack:** Dexterity -2 vs. Fortitude

---

**Hit:** 4[W] damage and the target is "weakened" until the end of your next turn.

**Miss:** 2[W] damage and your target is not weakened.

## **New Ranger Fighting Style**

**Precision Fighting Style:** You specialize in inflicting the most damage with every attack. You gain "Lethal Hunter" as a bonus feat.

# PISTOLEER

*In my line of work there is only the quick and the dead and the cowards that will shoot you in the back.*

**Requirements:** Rogue class

As a pistoleer, you are the paragon of pistol duelists. Whether you meet your foes on the dueling range or in the back alleys, your reputation as a fast and deadly gun proceeds you. Your key attributes as a Pistoleer are Dexterity, Charisma, and Constitution.

## Pistoleer Path Features

**Marked for Death (11th Level):** If you miss a ranged attack using a firearm or crossbow, your target is “marked” until the start of your next turn.

**Pistoleer's Action (11th Level):** When you spend an action point to gain an extra action, you also gain a +4 bonus to your “RANGED” attack rolls until the start of your next turn.

**Bullet Scarred Killer (16th Level):** You gain a Constitution modifier bonus to all intimidation checks. Also once per combat encounter, you can use an intimidation check to gain a combat advantage over one foe until the end of your next turn within line of sight.

## Pistoleer Exploit's

**Ricochet** Pistoleer Attack 11

*You fire against a solid surface, and the bullet turns towards the target from an unexpected angle.*

---

## Encounter \* Martial

**Standard Action Ranged**

**Requirements:** Firearm or Crossbow

**Target:** One creature

**Attack:** Dexterity vs. AC



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**Hit:** 2[W] + Dexterity modifier damage, and you ignore any penalties from cover or superior cover

**Special:** The target gives you combat advantage against this attack.

---

## **Nine Lives** Pistoleer Utility 12

*You frequently escape death by the skin of your teeth.*

---

**Daily \* Martial**

**Immediate Interrupt Personal**

**Trigger:** You fail a saving throw

---

**Effect:** You can immediately re-roll the saving throw and use the new result.

---

## **Legendary Pistoleer** Pistoleer Attack 20

*You revel in your reputation as the most dangerous pistol duelist of your generation. Even your enemies understand that they are facing a living legend, and may violently attempt to prevent others from attacking you out of sheer terror.*

---

**Daily \* Martial, Fear, Psychic**

**Action Close** blast 5

**Target:** Each enemy in burst

**Attack:** Charisma vs. Will. You use your legendary reputation to terrify your opponents. It does not work on non-sentient creatures.

---

**Hit:** All targets are dazed until the start of your next turn. Whenever a creature attacks you, the target must make a basic attack against that creature (save ends). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage.



# MARKSMAN

*The deadliest weapon in the world is me an' my rifle.*

**Requirements:** Far Shot Feat, "Insight" is a trained skill.

As a Marksman, you use intellect and will power to focus on your target. You can slow your breath and even your heartbeat to help steady your aim. Through intensive training you develop a near mystical ability to accurately predict the movements of your target and the effect of the weather on the path of your bullet. Riflemen are known by a wide range of names including sniper, skirmisher, dead shot, fusilier, dragoon, and uhlan.

## Marksman Path Features

**Shoot and Scoot (11th Level):** When you spend an action point to take an additional action you also gain a "move" action you can use during another turn later in the same encounter.

**Gun Control (11th Level):** When utilizing a "swine feather" to stabilize your gun you can add your INT modifier or WIS modifier as an equipment attack bonus rather than the normal +1 bonus.

**Weapon Proficiency (11th Level):** You are proficient with the "Big Bore Rifle" superior weapon if you are not already.

**Retake the Shot (16th Level):** Whenever you make a ranged attack with a firearm, you can roll twice and use the higher roll as an immediate free action. If both rolls miss you are "dazed" in wonderment at your incompetence until the end of your next turn.

## Marksman Exploits

### **Called Shot** Marksman Attack 11

*You know where to put your bullet where it will do the most damage.*

---

**Encounter** ♦ **Martial, Weapon**

**Immediate Reaction Ranged**

**Trigger:** Successfully strike your target with a ranged attack from a crossbow or firearm

**Requirements:** You must be attacking with a crossbow or firearm.

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**Effect:** The ranged attack you just made automatically inflicts critical damage.

### **Perfect Cover** Marksman Utility 12

*You find for yourself and your companions the perfect shooting blind. Your expertise with camouflage allows you to rapidly divine the perfect hiding places on the battle field. Common camouflage tricks include rearranging bushes and tree limbs to conceal you, digging a shallow trench to lie in, covering yourself with plant foliage, or hiding your weapon inside an apparently innocent object.*

---

**Daily** ♦ **Martial, Illusion**

**Standard Action** Close burst 10

---

**Effect:** You and any companions within 10 squares gain "total concealment" (-5 to strike) until the start of your next turn once combat begins.

**Sustain Minor:** You can sustain your camouflage as a minor action until combat starts which will quickly reveal your position.

**Special:** You and your allies must attempt to be inconspicuous, moving around, talking, or fidgeting spoils the effect.

### **One Shot, One Kill** Marksman Attack 20

*You have a near mystic ability to arc bullets around obstructions and properly judge lead time on moving targets. Before you even take the shot, you play it out in your head and can tell if you will miss or not and take the appropriate action.*

---

**Daily ♦ Martial, Reliable, Weapon**

**Standard Action Ranged**

**Requirements:** You must be attacking with a crossbow or firearm

**Target:** One creature

**Attack:** Dexterity vs. AC

---

**Hit:** 5d10 plus either your Wisdom Modifier or your Intelligence Modifier

**Miss:** If you miss, you can rewind your turn to before the point you used this power and use another in its place. You can use this power again during this encounter but can save it for the next encounter.

# STEAM PUNK FEATS

## NEW HEROIC FEATS

### Automaton Companion

*Prerequisite:* Any arcane electrical power, INT 15+, you must custom build your automaton companion.

The Automaton Companion class feature is available to any arcane spell caster who wishes to gain a construct slave. Your automaton cohort can not have a level higher than your own. Increasing the ability scores of your automaton requires rebuilding the construct. You treat your cohort as a companion and ally. Your automaton cohort has two "healing surges" representing a quick fix by it's creator or switching to back-up systems. The construct recovers hit points equal to one quarter of it's maximum hit points as normal. You may build more than one construct, but can only bond with one automaton cohort at a time.

Automaton Cohorts come in the following categories. You choose one general type but can thoroughly customize it's appearance. Unlike beasts, automatons can use weapons, armor, and simple tools (including magic items), but automatons don't heal normally and must be patched up by their creators.

### Commanding Your Automaton

Giving your cohort orders constitutes part of your own action. Ordering your automaton to perform a standard action (such as attacking) is a "standard action" for you. Ordering your automaton to move to a new location or move with you is a "move action" for you. You must be within 5 squares to actively control your cohort. If your automaton is farther away than 5 squares it becomes inert.

### Technological Automaton

This mechanical marvel is tougher and stronger than other automatons, but requires periodic refueling. A medium steam powered automaton requires water



(25 gallons) and coal (5lbs per hour) or wood (10lbs per hour). Double fuel requirements with each size increase. A clockwork automaton will function for 30 minutes then must be rewound by an assistant (1 minute). A voltaic construct functions for 3 hours but must recharge it's power cells for the rest of the day. Technological Automatons can wear armor, use hand held weapons, and use simple machines. They possess all the proficiencies of a "Paladin"

#### TECHNOLOGICAL STATISTICS

Ability Scores: STR 16, CON 14, DEX 12, INT 6, WIS 12, CHA 6

Size: Starts at Medium but can be increased by rebuilding

Speed: 5

Defenses: AC 10 + level + any armor, Fortitude 12 + level, Reflex 10 + level, Will 12 + level

Hit Points: 16 + 10 per level

Attack Bonus: Level +2

Damage: 1d12 bash (treat as mace) or by hand held weapon

Melee Basic Attack: Spiked Blow; level +2 vs. AC, 1d12 + STR modifier damage

Trained Skills: Athletics, Endurance

#### **Botanical Automaton**

Botanical Automatons are rugged, springy, and patient warriors that often wait motionless for an opening before striking. Plants need sunlight, water, and nutritious soil to stay in peak form. The construct must put down roots for at least 6 hours per day. Botanical Automatons are often equipped with the organic equivalent of armor and weapons. This botanical equipment is part of the creature and can not be changed without rebuilding the automaton. Like other automations the botanical must be patched up by it's user by grafting on new limbs or sealing gashes with resin. Botanical Automatons have the proficiencies of the "ranger" class.

#### BOTANICAL STATISTICS

Ability Scores: STR 14, CON 14, DEX 16, INT 6, WIS 12, CHA 6

Size: Starts at medium but can be rebuilt to a larger size

Speed: 5, burrow 5

Defenses: AC 10 + level + simulated armor, Fortitude: 12 + level, Reflex 13 + level, Will 12 + level

Hit Points: 14 + 8 per level

Attack Bonus: Level +4

Damage: 1d8 lash (treat as flail) or by simulated weapon

Melee Basic Attack: Vine Whip; level +4 vs. AC, 1d8 + DEX modifier damage

Opportunity Attacks: A botanical gains a bonus to opportunity attack damage rolls equal to it's STR modifier.

Trained Skill: Stealth

**Alchemical Automaton**

This automaton was created in an alchemical laboratory rather than inspired by nature. Unlike a technological or botanical automaton it has no moving parts or cell structure. This design is powered either by divine, arcane, or elemental energy. This energy source is finite and last for a fortnight (two weeks) of continuous power until the automaton becomes inert and must be reanimated (10% of the build cost) by a day long ceremony. Alchemical automaton is the only automaton in which a magical item can be build as an integral part of the creature and can be stolen by looters. An alchemical automaton has all the proficiencies of the "cleric" class.

**ALCHEMICAL STATISTICS**

Abilities: STR 14, CON 14, DEX 14, INT 6, WIS 14, CHA 6

Size: Starts at medium but can be increased at higher levels

Speed: 7

Defenses: AC: 10 + Level + armor, Fortitude 12 + level, Reflex 12 + level, Will 13 + level

Hit Points: 14 +8 per level

Attack Bonus: Level +4

Damage: 1d8 slice (treat as heavy blade) or by weapon

Melee Basic Attack: Slashing Blow; level +4 vs. AC, 1d8 + STR modifier damage

Combat Advantage: When an alchemical automaton has combat advantage over a foe it gains it's WIS modifier as a bonus to damage rolls.

Trained Skills: Endurance, Perception

**Necromantic Automatons (Evil PC/NPC Only)**

These automatons are built from dead flesh, bones, and cursed steel. They are powered by negative energy. You must sacrifice a sentient creature upon the automaton for each day of usage. These skeletal designs often have four legs and insect or crablike appendages. Necromantic automatons have the proficiencies of the "fighter" class.

**NECROMATIC STATISTICS**

Ability Scores: STR 14, CON 12, DEX 16, INT 6, WIS 12, CHA 6

Size: Starts at Medium but can be rebuilt larger

Speed: 6, climb 6

Defenses: 10 + level + armor, Fortitude 11 + level, Reflex 12 + level, Will 12 + level

Hit Points: 14 +8 per level

Attack Bonus: Level +4

Damage: 1d8 stab (treat as light blade) or by hand held weapon

Melee Basic Attack: Mantis Jab; level +4 vs. AC, 1d8 + DEX modifier damage

Trained Skills: Athletics, Stealth

## **BUILD or REBUILD AUTOMATON COMPANION**

*Using a variety of components and techniques you craft your Automaton. Using the same methods you can restore hit points lost in battle at a cost of 10gp per hit point.*

Level: 1  
 Component Cost: 50gp + 12gp per level cubed.  
 Category: Construct Creation  
 Market Price: 50gp per level cubed.  
 Time: One day of work per 15 hit points (round up)  
 Key Skill: Depends on automaton type: Technological (Thievery or Insight), Botanical (Nature), Alchemical (Arcana or Dungeoneering), and Necromantic (Religion or History). It requires a successful skill challenge to succeed in creating an functional automaton (DC: Determined by level of the automaton, One skill check per day of work). An automaton improves it's attribute scores as the builder increases in experience. Add one to two of your automaton's base ability scores at level 4, 8, 14, 18, 24, and 28. A paragon tier builder can create a "large" automaton. An epic tier builder can create a "huge" automaton.

## **Book Basher**

*Prerequisite:* Cleric or Paladin

*Benefit:* You gain a new holy implement: Sacred Tome. If you use this holy implement as an improvised weapon you can add your WIS Modifier to the damage normally inflicted with a successful improvised melee strike or improvised thrown weapon attack. A sacred tome costs at least 50gp and weighs 2lbs.

## **Bootleg Alchemy**

*Prerequisite:* Proficiency with a flame gun, Trained in Thievery.

*Benefit:* You can improvise alchemical volatiles of your level and lower with the proper formula as fuel for your flame gun. By using household materials and industrial byproducts you can reduce the alchemical component cost by 30%. You can only create alchemical volatiles for use as flame gun fuel. Up to five grenades worth of the same fluid can be poured into the fuel tank of the flame gun. The volatile inflicts the alchemical attack as designed to the flame gun's area of effect. Different volatiles can not be mixed together and they can not be mixed with the flame gun's normal whale oil fuel. As a Hellfire Adept, you can reshape the alchemical fuel with your "Line of Fire" ability as normal.

## **Cannon Bearer**

*Prerequisite:* Any martial class, STR 13+

*Benefit:* Your hand cannon is no longer an improvised melee weapon, but instead is the equivalent of a "Maul" martial weapon. Any feats, powers, or class abilities applicable to a maul can now be applied to your hand cannon when using it as a melee weapon.



### Clip the Target

*Benefit:* Once per encounter, you can fire a range weapon to antagonize rather than injure your opponent. You make a basic ranged attack roll, but inflict no damage. Instead your target is “marked” by you until the end of your next turn.

### Combat Reload

*Benefit:* You do not provoke an attack of opportunity while reloading your firearm.

### Cool Under Fire

*Benefit:* Your conduct inspires the troops near you to maintain their positions. If you successfully resist a power with the keyword “fear” all allies within 3 squares of you gain a +1 to resist “fear” effects until the end of your next turn and gain an immediate saving throw to end any lingering condition caused by a power with the “fear” keyword.

### Depth Charge

*Requires:* Alchemist (Adventurer’s Vault)

*Benefit:* You can modify an alchemical volatile to detonate when it reaches a specific altitude or water depth with one minute of tinkering.

### Duel of Honor

*Benefit:* Your icy demeanor during combat is impressive. You can use your Intimidate skill to attempt to shake your opponent’s nerve as a standard action once per encounter. If you succeed at an Intimidate check (DC: 10 + level of target, free action) against an enemy within 4 squares of you, your foe is “weakened” on his next turn.

### Farewell to Arms

*Prerequisite:* CON 13, WIS 13

*Benefit:* You may perform a surgical graft on yourself replacing one of your arms to gain a monstrous limb that permanently functions as a one-handed magic weapon, shield, or implement of your choice of your experience level or lower. This grafted limb no longer works as a human hand and can not be used to hold other weapons or tools. Any magic item power it provides gains the “graft” keyword. First you must make a successful Monster Knowledge skill challenge to identify the species of the organ you will need. Second you must complete a successful monster hunt to harvest the specific organ. Third you must perform a Healing skill challenge to implant the organ. Swapping this limb will require repeating this three step process successfully, but a new organ hunt can only be attempted once per experience level. As an additional benefit you gain a +1 feat damage bonus when you use a power with the “graft” keyword. This damage bonus increases to +2 at 11<sup>th</sup> level and +3 at 21<sup>st</sup> level.

## Fire Eater

*Prerequisite:* Dragonborn or Tiefling

*Benefit:* Once per day you can ignite your melee weapon as a free action by spraying it with your fiery bile. You can add your CON modifier as fire damage with your melee attacks until the start of your next turn.

## Fire Juggler

*Prerequisite:* Dragonborn or Tiefling

*Benefit:* Once per day as a free action, you can add your CON modifier as fire damage with all your thrown weapon attacks until the start of your next turn.

## Fire Prone

*Benefit:* You can fire your firearm with no attack penalty while prone.

## Golden Oratory

*Prerequisite:* Channel Divinity class feature, CHA 13

*Benefit:* You can use the Golden Oratory feat power

## Golden Oratory Feat Power

*You words are inspired and motivating. You cause others to stand fast against the forces of evil.*

---

### Daily ♦ Divine

**Immediate Interrupt** **Range 10**

**Trigger:** One of your allies fails a saving throw.

**Effect:** Your ally can re-roll his failed saving throw with a bonus equal to your CHA modifier

## Humanity Lost

*Prerequisite:* Farewell to Arms

*Benefit:* Your monstrous graft grants you a +4 bonus to all intimidation checks, but you suffer a -4 penalty to all Diplomacy checks. In addition you may perform an intimidation check without a language barrier penalty of -5.

## Leading Shot

*Benefit:* You attempt to anticipate the movement of your opponent when aiming a ranged weapon. Once per encounter as a standard action, you can attempt to gain combat advantage on an opponent within range of your weapon. If you succeed at an Insight check opposed by your enemy's Bluff check, you gain combat advantage over your target if you can shoot on your next turn.

## Mad Bomber

*Prerequisite:* Toughness

*Benefit:* If you intentionally remain within the blast zone of one of your own alchemical volatile attacks, you gain a +2 feat bonus to your Intimidation checks for the rest of the encounter.

## Mine Sweeper

*Prerequisite:* Trained in Thievery or Survival, Alchemist feat (Adventurer's Vault)

*Benefit:* When attempting to plant or disable a "volatile" trap you gain a +2 feat bonus to your skill check. If you trigger a "volatile" trap you gain a +2 bonus to your resistance.

## Molotov Cocktail

*Prerequisite:* Trained in Thievery, INT 13+

*Benefit:* You can turn a glass bottle of alcohol into an improvised explosive as a standard action. The cocktail must be thrown as it will explode at the end of your next turn engulfing you in flame. A Molotov cocktail is an improvised thrown weapon with the "heavy thrown" property and with a secondary attack of fire (INT vs. Reflex, FIRE DAM: 1d6 + INT modifier).

## Paired Pistols

*Prerequisite:* Dexterity 15+

*Benefit:* You are skilled in shooting a pair of identical pistols (or hand crossbows) with both hands at the same time. You treat one of the matched set as an off-hand weapon. You must have two free hands to reload a pistol or a hand crossbow.

## Pistol Whip

*Benefit:* Rather than use your pistol as an improvised melee weapon, you can use your pistol as the equivalent of a "club" simple weapon.

### **Pound of Flesh**

*Benefit:* When you mark a helpless target, you gain a +4 damage bonus on all “Coup De Grace” attacks made against the creature that you have marked.

### **Pyrrhic Victory**

*Prerequisite:* Mad Bomber

*Benefit:* When attempting to plant or disable a “volatile” trap you gain a +2 feat bonus to your skill check. If you trigger a “volatile” trap you gain a +2 bonus to your resistance.

### **Shooting from the Hip**

*Prerequisite:* Quick Draw

*Benefit:* Once per day, you can use your Insight skill to outdraw your opponent as a minor action. On a successful Insight check vs. his Bluff check you automatically gain the initiative over one opponent and can shoot that target with a pistol with “combat advantage”. This must be the first combat round of the encounter.

### **Timed Bomb**

*Benefit:* You can delay the explosion of your alchemical volatile by a number of rounds up to your INT modifier as a minor action before you throw or plant the explosive.

## **NEW PARAGON FEATS**

### **Back Alley Shoot-out**

*Prerequisite:* Shooting from the Hip

*Benefit:* You can make a ranged attack with a one handed firearm without provoking an opportunity attack.

### **Blinding Steam**

*Prerequisite:* Proficiency with a Steam Pipe

*Benefit:* When you inflict critical damage with a steam jet attack from a steam pipe, you can make a secondary attack of DEX vs. Fortitude to inflict “blindness” on your target (save ends) from the scalding steam.

## Deadeye Shot

*Prerequisites:* Level 11, Dex 17, Wis 13

*Benefit:* You treat all firearms as “High Crit” weapons.

## Hang Fire

*Benefit:* You have better chance than most to make a difficult shot. Once per combat encounter if your ranged attack with a firearm is a clean miss (inflicts no damage), you can immediately re-roll the attack.

## Jinx (Optional)

*Benefit:* Opponents targeting you with steam punk weapons suffer the effects of a malfunction or misfire on a natural roll of 1 or 2 (rather than just a natural “1”).

## Powder Overcharge

*Prerequisites:* Alchemist, WIS 17

*Benefit:* Once per encounter you can overload a firearm with black powder causing it to rupture. With this attack you increase the die size of your firearm by one step (d6 to d8, d8 becomes d10, etc.), but the gun is destroyed.

## Rapid Reload

*Prerequisite:* DEX 13+

*Benefit:* You can reload a firearm quicker than normal. A minor action becomes a free action, a move action becomes a minor action, and a standard action to reload becomes a move action.

## Red Eyed Visionary

*Prerequisites:* Alertness, Danger Sense, Alchemist

*Benefit:* Due to years spent in dingy dives, gambling halls, and alchemical laboratories you can see through smoke. It offers no concealment to your accustomed eyes.

## Trained Sniper

*Prerequisites:* Ranger Class, Far Shot, Distant Shot, Devastating Critical.

*Benefit:* You can ignore the -2 penalty for partial cover or partial concealment when using a firearm or crossbow. Full cover and concealment is still

fully effective.

### **Stand-and-Deliver**

*Benefit:* You remain a stationary target in order to improve the range of your pistol shots. Until you break your firing stance by moving or falling prone, the range of your pistol attacks is extended by 5/10 squares and add your CHA modifier to your attack roll as a feat bonus. Unfortunately by utilizing this feat, you grant combat advantage to all enemies till the start of your next turn.

## **NEW EPIC FEATS**

### **Bayonet Charge**

*Benefit:* When making a bayonet charge attack with a loaded 2H firearm or flame gun you may make a basic ranged attack that against the same target as a free action without causing an opportunity attack.

### **Explosives Mastery**

*Prerequisite:* INT 21, CON 15

*Benefit:* You have acquired a mastery over explosives. When you use any alchemical volatile you gain a feat bonus of +1 to each die of damage inflicted with the alchemical weapon.

### **Golden Gun**

*Prerequisite:* DEX 21, WIS 17

*Benefit:* You have acquired a mastery over firearms. When you make a ranged attack with a firearm, you can score a critical hit with a natural roll of 19 or 20.

### **Pinpoint Accuracy**

*Prerequisites:* Trained Sniper, Level 21

*Benefit:* You can ignore the penalty for “long range” attacks with firearms and you gain a feat damage bonus equal to your WIS modifier

### **Steam Angel**

*Prerequisite:* Fallen Angel paragon class

*Benefit:* You no longer need to land between steam propelled flights and hover above just above the ground till your next turn as a minor action that

expends two shots of steam from your steam pipe wings.

### **Two Gun Killer**

*Prerequisite:* Two loaded pistols held in your hands

*Benefit:* You may make a basic ranged attack with your off-hand pistol when ever you make an attack using your primary pistol.

# STEAM PUNK WEAPONS

## OPTIONAL STEAM PUNK WEAPON PROPERTY: **Misfire**

All steam punk weapons are subject to the possibility of misfire or malfunction. If you roll a natural “1” with your attack die, the steam punk weapon refuses to function for that attack action. If the weapon was going to utilize a class attack power, the attack power is retained even though the weapon fails to function. This property is intended to add a level of chance and risk to using steam punk weaponry but can be ignored if it seems too punitive for your game.

### Simple Ranged Weapons

1H Weapon	Pr	Damage	Range	Price	Weight	Group	Properties
Belt Pistol	+2	d6	10/20	50gp	2lb/1kg	Firearm	Load: Minor Action, Brutal 1, Off-hand

2H Weapon	Pr	Damage	Range	Price	Weight	Group	Properties
Musket	+2	d10	15/30	100gp	5lb/2.3kg	Firearm	Load: Move Action, Brutal 1

### Military Ranged Weapons

1H Weapon	Pr	Damage	Range	Price	Weight	Group	Properties
Dueling Pistol	+2	d8	10/20	70gp	3lb/1.4kg	Firearm	Load: Minor Action, Brutal 1

2H Weapon	Pr	Dam	Range	Price	Weight	Group	Properties
Rifled Musket	+2	d10	20/40	150gp	6lbs/2.8kg	Firearm	Load: Move Action, Brutal 1
Hand Cannon	+0	d12	50/100	400gp	131 lbs	Artillery	Load: Standard Action, Requires Cooling, Level 3
Light Cannon	+0	4d6	75/ 150	800gp	3,000lbs	Artillery	Load 2 Standard, Requires Cooling, Size: Large, Level 6
Med. Cannon	+0	4d8	100/ 200	1600gp	4,800lbs	Artillery	Load 3 Standard, Requires Cooling, Size: Large, Level 12



Heavy Cannon	+0	4d10	125/ 250	3200gp	6,700lbs	Artillery	Load 3 Standard, Requires Cooling, Size: Huge, Level 18
Siege Cannon**	+0	4d12	150/ 300	5000gp	10,000lbs	Artillery	Load 4 Standard, Requires Cooling, Size: Huge, Level 24

\*\*Siege cannons are too heavy for most conveyances and are essentially limited to fixed defenses.

## Superior Weapons

### One-Handed Melee Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Alchemical Dagger	+3	d4***	5/10	110gp	1lb + weight of alchemical fluid.	Light Blade	Off-hand Weapon, Light Thrown, Alchemical Reservoir (See Description)
Bone Saw	+2	d10	NA	20gp	3lbs/ 1.4kg	Axe	Versatile, Brutal 2

\*\*\*Add the damage inflicted by the alchemical fluid filling the dagger.

### One-Handed Superior Range Weapons

Weapon	Pro	Damage	Range	Price	Weight	Group	Properties
Clockwork Wheel-lock	+3	d6	10/20	200gp	4lbs/1.8kg	Firearm	Four rotating barrels allow 4 shots before reloading, Load: Minor action per barrel., Brutal 1
Steam Pipe	NA	See Description	Close wall Up to 5 sq.	90gp	3lbs per pipe, 20lb boiler (10 shots)	Firearm	Ignores Armor: DEX vs. Fortitude attacks, Load: Between combat encounters only

### Two-Handed Superior Range Weapons

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties*
Blunderbuss	NA	See Description	10 sq., Burst 1	140gp	4lbs/1.8kg	Firearm	Load: Move Actions, Small
Junk Cannon	+0*	d6*	20/40	120gp	10lbs + 20lb Air Tank (20 shots)	Artillery	Load: Move, Explodes 1** , Level 1

Flame Gun	NA	See Description	Close Blast 3	80gp, Fill w/Oil: 150gp	51lb+ 45lb Four Gallon Whale Oil Tank (5 shots)	Flame Gun	Area Weapon: DEX vs. Reflex, Load: Between combat encounters only
Big Bore Rifle	+3	d12	25/50	200gp, 10 bullets:3gp	12lbs, 10 bullets weigh 5lbs.	Firearm	Brutal 2, Load: Move action, Overlong

\* The junk cannon generally fires improvised projectile (No Proficiency bonus and 1d6 damage), but any two pound or less thrown weapon will be boosted to the cannon's range but will use the weapon's statistics for proficiency bonus and damage.

\*\* Explodes on a natural attack roll of "1" when firing alchemical volatiles destroying the cannon and detonating the alchemical grenade..

### New Weapon Groups:

**Artillery:** Black powder artillery is muzzle loaded and ignited by a burning fuse or heated wire pushed into the cannon's touch hole. Artillery can only make basic ranged attacks, but a basic attack with an artillery weapon always uses **Intelligence** for attack and damage modifier since it relies on the gunner's estimation of necessary powder charge, angle of elevation, and leading the target to ensure artillery accuracy. Loading a cannon requires a powder charge of equal weight to the cannon ball fired. The cannon is capable of LOS (Line of Sight) and arcing indirect attacks. Like magic items, artillery requires the gunner to achieve a certain level of experience before he or she can fire the weapon.

**Firearms:** In a steam punk campaign, smooth bore firearms are as ubiquitous as crossbows. Both NPCs and player characters wield flintlock firearms. A basic attack with a firearm always uses **Dexterity** for an attack and damage modifier. Any power that can be used with crossbows can also be used with firearms. Firearms require custom bullets and gun powder to fire and can not share ammunition (see Firearm Accessories below for costs).

**Flame Gun:** A flame gun is a metal pipe squirt gun with a burning pilot light at the business end. The user wears a multi-gallon armored tank on his back with a metal mesh covered rubber hose attaching it to the squirt gun. Rubber valves and air pressure forces the fluid out through the telescoping squirt gun (trombone sliding free action). In my campaign, the flame gun is filled with "whale oil" (as in the lamp fuel harvested from whales by whaling ships). Like artillery, the flame gun uses **Intelligence** for attack rolls and a damage modifier.

### New Weapon Properties:

These new weapon properties apply to the weapons listed above.

**Blast Weapon:** This weapon affects a large area directly in front of its muzzle.

**Brutal:** If you roll the indicated number with your damage die or lower you can re-roll the die.

**Load:** Flintlock pistols take a move action to reload and muskets require a standard action to reload. Cannons usually require a crew to reload them. Each crew member can expend a standard action in order to be able to fire the weapon once per round.

**Requires Cooling:** If you fire two times within two consecutive turns with this weapon, you must roll an immediate Fortitude saving throw after the second shot. If you fail, the cannon cracks from overheating and suffers a -1 on all ranged attacks until melted down and recast. If the weapon overheats again all creatures adjacent to the cannon pelted by detonation shrapnel (the gunner makes an basic artillery attack roll against everything including himself adjacent to the exploding cannon).

**Overlong:** An overlong weapon requires the shooter to brace the weapon on a swine feather, an improvised shooting rest (wall, chest, bench, table, etc.), or drop prone to offset the weight of the long barrel. Firing the weapon without bracing results in the loss of the weapon proficiency bonus.

**Misfire:** See Above

### Black Powder Weapon Modifications:

**Double Barrel:** Any pistol or musket can be modified to possess an extra barrel and trigger. Each barrel must be reloaded separately. This modification doubles the cost of the firearm and increases the weight of the weapon by 50%.

**Cannonball Variations:** A cannon is classified by the weight of the cannonballs it fires. Smoothbore cannons fire spherical ammunition which comes in five different types. The simple firearms and artillery listed above are smoothbore.

*Solid Shot:* This is a simply a heavy sphere of metal and is the default ammunition of smoothbore cannons. Cost: 5gp per 4 pounds

*Shells:* This is a hollowed out iron sphere filled with a bursting charge of black powder. Instead of striking a single target, the shell detonates on impact in a burst. The shooter makes a single attack roll against all targets within the burst. The radius of the burst varies according to the size of the cannonball but the damage it inflicts is halved. 4lbs: burst 1, 8lbs: burst 2, 16lbs: burst 3, 32lbs: burst 4. Cost: 15gp per 4 pounds

*Case Shot:* This is a wooden shell filled with loose lead or iron balls in a layer of sulfur and coal tar. Case shot is intended to explode over the target and uses time fuses. The metal ball shrapnel greatly increases the kill radius. Properly timing the fuse requires an INT attribute check with a DC equal to one tenth of the number of squares the shell travels before it is supposed to explode. Poorly timed fuses explode too early or not at all generating an automatic miss. A case shot has the same radius as a shell but inflicts normal cannon damage to all it's victims. Cost: 50gp per 4lbs.

*Chain Shot:* This is two halves of the same sphere chained together. It is generally used to foul rigging and break ship masts. The chain shot affects the target and one adjacent target at the same time. Only one attack roll is made for both targets. Cost: 10gp per 4 pounds

*Grape Shot:* This is a mass of metal balls in a cloth bag. Unlike the ammunition above this is a close blast weapon normally used against enemy infantry. Only one attack roll is made and applied to all targets. 4lbs: blast 3, 8lbs: blast 4, 16lbs: blast 5, 32lbs blast 6. Cost: 50gp per 4 pounds.

## Superior Weapon Descriptions

### Alchemical Dagger

Resembling a cross between a dirk and a hypodermic needle, this dagger is designed to carry a measure of poison or alchemical oil. It holds one dose of alchemical fluid within it. As a free action during a basic attack action you can release the alchemical solution on impact. Poisons inflict bonus damage to the target of the melee attack according to their level and type. Oils simply cover the weapon as a free action. Reloading the dagger is a standard action that provokes opportunity attacks. This weapon can be used as an ordinary dagger by those not proficient with an alchemical dagger.

### Big Bore Rifle

The Big Bore Rifle is commonly described as long as a man is tall. This immense musket is rifled (at considerable expense) in order to ensure the accuracy of its massive brass ball (BB) ammunition. The rifling imparts spin to the bullet since it warps the soft brass into the grooves of the barrel when fired. Like all muskets this weapon is reloaded by pushing a charge of black powder down the muzzle of the barrel followed by a single round of ammunition. This weapon is too heavy and awkward to fire properly unsupported. When shooting, you must expend a minor action to brace the weapon before you can fire it.

### Blunderbuss

The blunderbuss closely resembles a musket but is slightly shorter and thicker. It also has a conical shaped muzzle in which buckshot is poured. When fired, the blunderbuss peppers all creatures in a burst 3 area within 10 squares in front of the gun. The blunderbuss can only make "Blunderbuss Shot" ranged attacks unless you are an Iron Monger. The attack roll is a DEX vs. Reflex and damage is 1d10 + DEX modifier. The blunderbuss can only make one shot and must be reloaded as a move action which provokes opportunity attacks.

## BLUNDERBUSS SHOT

*Your load of lead buckshot engulf your target ripping into his body as well as any creatures adjacent to him.*

**At-Will \_\_ Weapon**

**Standard Action                  Ranged Weapon**

**Requirements:** You must be using a loaded blunderbuss

**Target:** All creatures within an area burst 1 up to 10 squares away

**Attack:** Dexterity vs. AC

**Hit:** 1d8+ Dexterity Modifier damage to all targets

Increase damage to 2d8 + Dexterity Modifier damage to all targets at your 21<sup>st</sup> level

**Special:** A blunderbuss can with improvised buckshot such as sea shells, gravel, or acorns and inflict one die size less damage (d6).

### Bone Saw

The bone saw resembles a carpenter's hand saw, but is used to amputate limbs. It is a large rectangular metal blade with a serrated edge and an ivory handle.

### Junk Cannon

The Junk Cannon can fire improvised projectiles or any thrown weapon up to 2lbs in weight with compressed gas. Throwing weapons retain their listed damage including any magical bonuses, but use the junk cannon's range rather than listed throwing range and the gunner's INT for attack rolls (no proficiency bonuses). Alchemical grenades can also be fired with the junk cannon's superior range, but the volatile explodes on a natural "1" attack roll automatically damaging you and affecting those adjacent, and furthermore, destroying the cannon.

### Flame Gun

The flame gun ignites whale oil shot from a metallic spray nozzle fuelled by an armored multi-gallon tank strapped to your back. A flame gun can only make "Flame Gun Spray" attacks unless you are a Hellfire Adept or possess the Bootleg Alchemy feat.

<b>FLAME GUN SPRAY</b>	
<i>Your squirt a stream of burning oil on you enemies from your flame gun apparatus.</i>	
<b>At-Will __ Fire, Weapon</b>	
<b>Standard Action</b>	<b>Ranged Weapon</b>
<b>Requirements:</b> "Whale oil" loaded flame gun, flame gun weapon proficiency	
<b>Target:</b> All creatures within a close blast 3 area	
<b>Attack:</b> Dexterity vs. Reflex	
<b>Hit:</b> 1d8+ Dexterity Modifier fire damage to all targets	
Increase damage to 2d8 + Dexterity Modifier fire damage to all targets at your 21 <sup>st</sup> level	
<b>Special:</b> The "Bootleg Alchemy" feat allows you to use a flame gun as distributor of alchemical grenade attacks. The effect of the liquid volatile is unchanged except it now is a close blast 3 area effect (or a close wall 9 effect if you are a Hellfire Adept).	

### Steam Pipe

A steam pipe was originally used as a factory steam whistle, but quickly found it's way onto the battlefield. It consists of a small insulated water boiler connected to a steam hose and hollow fluted steel pipe. The release of steam creates a deafening sound and a blast of burning steam that heats metal, soaks cloth, and temporarily fogs the air. The boiler uses a wire coil heating element to boil the water and takes at least 10 minutes to generate steam from a cold start. The voltaic cells of the steam pipe are good for converting a full tank of water to steam (10 shots) before they need to be replaced (200gp, not rechargeable). A steam pipe weapon can only make "Screeching Steam Jet" attacks (see below) unless you are a Fallen Angel.

<b>SCREECHING STEAM JET</b>
<i>You release a jet of superheated water through your weapon that creates a deafening shriek and forms an obscuring cloud of steam</i>
<b>At-Will __ Thundering, Weapon</b> <b>Standard Action                  Ranged Weapon</b> <b>Requirements:</b> You must be using a loaded steam pipe <b>Target:</b> Affects a close wall area of up to 5 squares (1 to 5 contiguous squares adjacent to the steam jet discharger) <b>Attack:</b> Dexterity vs. Fortitude
<b>Hit:</b> 1d6+ Dexterity Modifier sonic damage to all targets in area of initial effect Increase damage to 2d6 + Dexterity Modifier sonic damage to all targets at your 21 <sup>st</sup> level
<b>Special:</b> The wall of steam cloud lasts till the start of the player's next turn. All ranged attacks passing through this steam cloud suffer a minus one penalty to the attack roll.

### Firearm Accessories:

*Bayonet:* As a minor action, you can attach or remove a long, thin blade from beneath the barrel of your gun. A bayonet turns a two handed firearm or flame gun into the equivalent of a "spear" simple melee weapon. A bayonet can also carry any enchantment available to spears. While a bayonet is attached a firearm or flame gun has a -1 ranged attack roll penalty. W: 2lb. Cost: 5gp.

*Bullet Bandoleer:* Bullets are specific for each flintlock since every gun is hand made and regionally specific. W: 1lb, Cost: 20 bullets for 1gp.

*Powder Horn:* Enough loose powder for 12 shots with any flintlock firearm or one shot with any hand cannon. The need to carefully pour the proper amount of loose powder into a firearm's muzzle doubles the reload time. W: 5lbs filled, Cost: 24gp (2gp per shot)

*Cartridge Box:* Wooden box with 20 pre-measured paper cartridges of black powder for a specific firearm. They are quicker to use than loose powder. W: 6lbs, Cost: 60gp (3gp per shot)

*Swine Feather:* This forked metal rod can be used to support a long barreled musket. It requires relatively soft ground to set up and takes a standard

action to properly plant (or uproot) which provokes an opportunity attack. Thereafter, it grants a +1 Equipment Bonus to range attacks while firing from a stationary position and using a two handed firearm. Weight: 2lbs, Cost: 2gp

*Glass Optical Scope*: Grants a +1 ranged attack bonus for the firearm if the shooter expends a move action before firing for aiming. Weight: 1lb., Cost: 100gp

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DUNGEONS & DRAGONS 4<sup>th</sup> Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt  
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