

Placeholder

Specter



Placeholder

Class Traits

Role: Striker. You lord over the battlefield far removed from the chaotic explosions and pinging bullets. Lancer rifles and integrated weapons platforms make sure you never miss an important shot.

Key Ability Scores: Friendship (Primary)

Armor Proficiencies: Light

Weapon Proficiencies: Ranged

Life Points: Knowledge + Integrity x Level

Stamina Points per Level Gained: 6

Healing Surges Per Day: 4 + Integrity

Play Style:

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Stamina	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6
Ability										
Merit Points	2		1		1		1		1	
Bonus to Stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats		+1 to two stats

Quantum Chameleon Suit

Specter 1

PLACEHOLDER

**Permanent ♦ Technological
Personal**

Effect: Any time you deal damage with single-target ranged attacks, add bonus damage equal to your primary stat plus level. (Does not apply to ongoing damage effects).

You may sacrifice your move action to go semi-opaque with your chameleon suit. All single-target attacks against you have a 50% chance of missing for one round.

Over Watch

Specter 2

PLACEHOLDER

**At Will ♦ Technological, Stance
Minor Action Personal**

Effect: As long as you remain in this stance, when an enemy misses an attack against you due to Quantum Chameleon Suit, you may take an attack of opportunity with your single-target ranged weapon.

In addition, you may shift up to two squares when you take a shift action.

Fragmentation Round

Specter 1

Encounter (Special) ♦ Technological, Weapon

Special: You can use this action twice per encounter, but only once per round. At level 8 you can use this power three times per encounter.

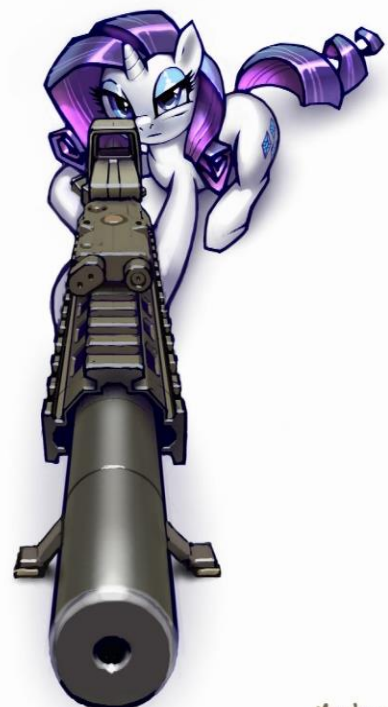
Standard Action Ranged 15

Target: One enemy

Attack: Friendship vs. AC

Hit: 1[W] + Friendship damage. Half of the damage is applied to the enemy's vitality points, and the other half to their health points.

Glancing: For one round, the enemy targeted is considered flat-footed when it comes to their AC score. (Lose out on their Dexterity score).



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Death From Afar (Utility) Specter 3

PLACEHOLDER

Daily ♦ Technological
Free Action Personal

Effect: The next time you are missed by an attack due to Quantum Chameleon Suit, deal damage equal to your Primary Stat plus level to the enemy that attacked you.

Encapsulated Phosphorous Shot Specter 4

PLACEHOLDER

Encounter ♦ Technological, Weapon
Standard Action Ranged 15

Target: One enemy
Attack: Friendship vs. AC

Hit: 1[W] + Friendship damage. The enemy takes ongoing damage equal to your Friendship score to their Life Points directly (Save ends.)

Glancing: Create a 3x3 zone centered on the enemy you use this attack against for one round. Enemies that enter or start their turn take damage to their Life Points equal to your Friendship score plus level.

Plague Dart Specter 5

PLACEHOLDER

Daily ♦ Technological, Weapon
Standard Action Ranged 15

Target: One enemy
Attack: Friendship vs. AC

Hit: 2[W] + Friendship damage. The enemy suffers one damage to their primary stat at the beginning of their turn (Save Ends.)

Glancing: The enemy you attacked suffers double damage to their Life Points for one round from all damage sources.

Flesh-Boring Cyberworm Bullet Specter 6

PLACEHOLDER

Encounter ♦ Technological, Weapon
Standard Action Ranged 15

Target: One enemy
Attack: Friendship vs. AC

Hit: 1[W] + Friendship damage. At the beginning of their next turn, the enemy loses a quarter of their total Vitality Points instead of regaining them per usual.

Glancing: For one round, increase your chance to dodge all attacks through Quantum Chameleon Suit to 75%. If an attack misses you via this ability, deal damage equal to your Primary stat plus level to the enemy that attacked you.

Escape Plan (Utility) Specter 7

PLACEHOLDER

Encounter ♦ Technological
Immediate Reaction Personal

Trigger: You are hit

Effect: Move up to your full move speed, going semi-opaque via Quantum Chameleon Suit as a free action immediately after damage.

Aim Compensation Software Specter 9

PLACEHOLDER

Daily ♦ Technological
Move Action Personal

Effect: Until the end of the encounter, any time you miss with an attack, you may immediately reroll the attack then take the second result.

In addition, when you dodge an attack with Quantum Chameleon Suit, regain vitality equal to your level.

Invisible Reaper

Specter 10

PLACEHOLDER

**Permanent ♦ Technological
Personal**

Effect: Each time you deal damage with a single-target ranged attack, you place 1 ongoing damage on the target that directly targets the enemy's Life Points.

This damage stacks up to your level, and may not be saved against.

