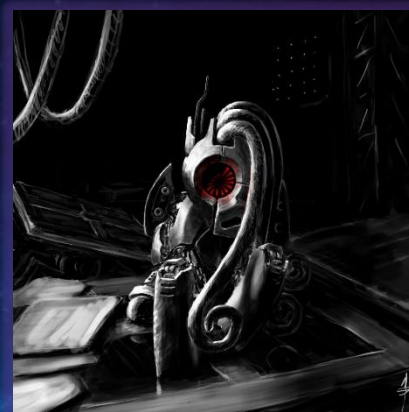


Riot Officer

Placeholder



Placeholder

Class Traits

Role: Defender. Your special training in handling crowds combined with advanced police technology gives you an edge in hoof-to-hoof combat.

Key Ability Scores: Strength (Primary)

Armor Proficiencies: Light, Medium, Heavy

Weapon Proficiencies: Melee

Life Points: Knowledge + Integrity x Level

Stamina Points per Level Gained: 10

Healing Surges Per Day: 6 + Integrity

Play Style:

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

| Cyberglass Riot Shield | Riot Officer |
|--|--------------|
| PLACEHOLDER | |
| Permanent ♦ Physical Personal Effect: At the beginning of your turn, you may mark one enemy within 10 squares. Your riot shield gives you a 50% chance to reflect any single-target ranged attack back towards your marked target as a free action. In addition, you may carry an [Equipment] riot shield without it counting towards your gear slots. | |

| S.W.A.T. | Riot Officer 2 |
|--|----------------|
| PLACEHOLDER | |
| At Will ♦ Martial, Stance Minor Action Personal Effect: As long as you remain in this stance, single-target ranged attacks that target an ally within 2 squares have a 50% chance to hit you instead if you would like. In addition, you may move without provoking attacks of opportunity from enemies. | |

| Breach and Clear | Riot Officer 1 |
|--|----------------|
| PLACEHOLDER | |
| Encounter (Special) ♦ Martial, 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 Close burst 1 Target: Each enemy in burst Attack: Strength vs. AC Hit: 1[W] + Strength damage. On their next turn, enemies that take damage from this attack must make a ranged attack against you if they are capable of doing so. If not, they lose their standard action that turn. Glancing: Create a 3x3 in cloud centered upon you that lasts for one round. Ranged attacks cannot target your allies within the cloud. | |



Code 10-80 (Utility) Riot Officer 3

PLACEHOLDER

Daily ♦ Martial
Free Action **Personal**

Effect: The next time you take single-target ranged damage, all enemies within 2 squares suffer the same amount of damage.

Police Brutality Riot Officer 4

PLACEHOLDER

Encounter ♦ Martial, Weapon
Standard Action **Close burst 1**
Target: Each enemy in burst
Attack: Strength vs. AC

Hit: 1[W] + Strength damage. You regain vitality equal to how much damage you deal with this attack.

Glancing: Enemies targeted by this attack must use a ranged attack on their next turn. You may make attacks of opportunity against enemies that use a ranged attack in a square adjacent to yours.

Martial Law Riot Officer 5

PLACEHOLDER

Daily ♦ Martial, Weapon
Standard Action **Close burst 1**
Target: Each enemy in burst
Attack: Strength vs. AC

Hit: 2[W] + Strength damage. Enemies hit by this power are incapable of using their weapons their next turn.

Glancing: For one round, enemies that start their turn next to you take damage equal to you primary stat plus level if they make an attack.

Counter-Terrorism Riot Officer 6

PLACEHOLDER

Encounter ♦ Martial, Weapon
Standard Action **Close burst 1**
Target: Each enemy in burst
Attack: Strength vs. AC

Hit: 1[W] + Strength damage. You break the enemy's equipped melee weapon, rendering it useless. If they have a ranged weapon, it has a 50% chance of hitting them each time they attack until end of combat.

Glancing: For one round, increase your chance to reflect single-target ranged attacks with your Cyberglass Riot Shield to 75%. If you successfully reflect an attack during this round, add your primary stat plus level to the damage total.

Tuck and Roll (Utility) Riot Officer 7

PLACEHOLDER

Encounter ♦ Martial
Immediate Reaction **Personal**
Trigger: You are hit

Effect: Select a target within melee distance. You take half damage from the attack, while they take full damage.

Long Hoof of the Law Riot Officer 9

PLACEHOLDER

Daily ♦ Martial
Move Action **Personal**

Effect: Until the end of the encounter, you may use melee attacks on your marked target if they are up to five squares away. Any attacks that are Close burst are also considered to target them if they are within five squares.

In addition, when you deal damage with Cyberglass Riot Shield, regain vitality equal to your level.

PLACEHOLDER

**Permanent ♦ Martial
Personal**

Effect: You may now redirect melee attacks in addition to ranged attacks in your S.W.A.T. stance back towards the attacker.

Every time you redirect an attack, increase all damage you deal by 1 until end of the encounter. These damage bonuses stack up to double your level in total.

