

## ANAKIN SKYWALKER

MALE HUMAN JEDI KNIGHT / LEVEL 2

“Mind tricks? I don’t need mind tricks to get you to talk.”

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 20	+6	<b>Armor Class</b> 17	<b>Jedi Defensive Training:</b> Gain +2 to all defenses against opportunity attacks.  <b>Jedi Guardian Focus:</b> Gain +2 to AC while Jedi Guardian Aura is active.  <b>Skywalker Aggression:</b> Gain +2 bonus to speed when charging.		
<i>Athletics</i>	+6	<b>Fortitude</b> 18			
<b>CONSTITUTION</b> 11	+1	<b>Reflex</b> 16			
<i>Endurance</i>	+8	<b>Will</b> 11			
<b>DEXTERITY</b> 16	+4	<b>INITIATIVE</b> +4	<b>SPEED</b> 6	<b>FEATS</b> Weapon Proficiency (Bastard Sword), Heavy Blade Expertise	
<i>Acrobatics</i>	+9	<b>VISION</b> low-light vision			
<i>Stealth</i>	+4	<b>LANGUAGES</b> Common, Giant			
<i>Thievery</i>	+6	<b>OTHER STATISTICS</b>			
<b>INTELLIGENCE</b> 10	+1	<b>Hit Points</b> (Bloodied 16)			
<i>Arcana</i>	+7	<b>32</b>			
<i>History</i>	+1	<b>Healing Surges</b> (Value 8)			
<i>Religion</i>	+7	[Progress bar]			
<b>WISDOM</b> 10	+1	<b>EQUIPMENT</b> blue lightsaber, jedi battle armor, jedi knight's kit		<b>ACTION POINT</b> [Progress bar]	
<i>Dungeoneering</i>	+7				
<i>Heal</i>	+7				
<i>Insight</i>	+7				
<i>Nature</i>	+1				
<i>Perception</i>	+7				
<b>CHARISMA</b> 8	+0				
<i>Bluff</i>	+0				
<i>Diplomacy</i>	+0				
<i>Intimidate</i>	+7				
<i>Streetwise</i>	+0				



The barbarian (berserker) is a defender and a striker. At the start of battle, defend your allies using your *Jedi Guardian's Aura* and *Skywalker's Vengeance*. Do not forget to add the bonus to your AC for *Jedi Guardian Focus*. When you are bloodied, activate *Skywalker's Fury* to give up protecting your allies to deal great damage to your foes. If you need to deal damage early, strike with the *Bite of the Krayt Dragon* to enter your fury early.

### ATTACK POWERS

#### ⊕ Lightsaber At-Will

**Standard Action** **Melee 1**  
**Target:** One creature **Attack:** 1d20 + 10 vs. AC  
**Hit:** 1d10 + 5 damage. Add an additional 1d8 damage if *Skywalker's Fury* is active.

#### Djem-So Lunge At-Will

**Standard Action** **Melee 1**  
**Target:** One creature. **Attack:** 1d20 + 10 vs. AC  
**Hit:** 1d10 + 5 damage, and you push the target 1 square. You then shift 1 square into the space the target just left. Add an additional 1d6 damage if *Skywalker's Fury* is active.

#### Shien Strike At-Will

**Standard Action** **Melee 1**  
**Target:** One creature. **Attack:** 1d20 + 10 vs. AC  
**Effect:** You shift up to 2 squares before the attack.  
**Hit:** 1d10 + 5 damage. Add an additional 1d8 damage if *Skywalker's Fury* is active.

#### Niman Assault Encounter

**Standard Action** **Melee 1**  
**Target:** One creature. **Attack:** 1d20 + 9 vs. AC  
**Hit:** 2d10 + 5 damage, and you know the target prone.

#### Bite of the Krayt Dragon Daily

**Standard Action** **Melee 1**  
**Target:** One creature. **Attack:** 1d20 + 10 vs. AC  
**Hit:** 4d10 + 5 damage. **Miss:** Half damage.  
**Effect:** You activate *Skywalker's Fury* as a Free Action.  
**Special:** When charging, you can use this power in place of a melee basic attack.

### UTILITY POWERS

#### Second Wind Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

#### Skillful Strike Encounter

**No Action**  
**Target:** The enemy you hit.  
**Trigger:** You hit an enemy with an attack.  
**Effect:** That target takes 1d10 extra damage from the triggering attack.

#### Speed of the Jedi Encounter

**Move Action** **Personal**  
**Effect:** You move your speed + 2, or your speed + 6 if you are bloodied.

#### Jedi Recovery Encounter

**Free Action** **Personal**  
**Trigger:** You are bloodied for the first time.  
**Effect:** You gain 5 temporary hit points.

### JEDI GUARDIAN POWERS

#### Jedi Guardian's Aura At-Will

**Minor Action** **Personal**  
**Effect:** You activate a defender aura (aura 1) that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

#### Skywalker's Vengeance At-Will

**Opportunity Action** **Personal**  
**Trigger:** An enemy subject to your *Jedi Guardian's Aura* either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.  
**Effect:** You make a melee basic attack against the triggering enemy and deal 1d8 extra damage to it.

#### Skywalker's Fury Encounter

**Minor Action** **Personal**  
**Requirement:** You must be bloodied.  
**Effect:** You activate *Skywalker's Fury* which lasts until the end of the encounter. Your *Jedi Guardian's Aura* ends, if active, and you cannot use *Jedi Guardian's Aura* or *Skywalker's Vengeance* until *Skywalker's Fury* ends.

## Obi-Wan Kenobi

MALE HUMAN JEDI MASTER / LEVEL 2

“Surrender. You will be given no further chance.”

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 10	+1	<b>Armor Class</b> 20	<b>Fortitude</b> 13	<b>Jedi Combat Training:</b> Your ranged attacks don't provoke opportunity attacks when you wield 1-handed melee weapons.  <b>Jedi Reflexes:</b> Ignore difficult terrain when shifting.	
<i>Athletics</i>	+6				
<b>CONSTITUTION</b> 11	+1				
<i>Endurance</i>	+1	<b>Reflex</b> 16	<b>Will</b> 13	<b>FEATS</b> Weapon Proficiency (Bastard Sword), Great Fortitude	
<b>DEXTERITY</b> 16	+4				
<i>Acrobatics</i>	+4				
<i>Stealth</i>	+4	<b>INITIATIVE</b>	<b>SPEED</b>	<b>VISION</b> low-light	
<i>Thievery</i>	+4	+4	7		
<b>INTELLIGENCE</b> 20	+6	<b>LANGUAGES</b>			
<i>Arcana</i>	+11	Common, Elven		<b>OTHER STATISTICS</b> <b>Hit Points</b> (Bloodied 14) <b>28</b>	
<i>History</i>	+6	<b>Healing Surges</b> (Value 7)			
<i>Religion</i>	+6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<b>WISDOM</b> 10	+1	<b>EQUIPMENT</b>		<b>ACTION POINT</b> <input type="checkbox"/>	
<i>Dungeoneering</i>	+1	blue lightsaber, jedi armor, jedi master's kit			
<i>Heal</i>	+1				
<i>Insight</i>	+1				
<i>Nature</i>	+3				
<i>Perception</i>	+8				
<b>CHARISMA</b> 8	+0				
<i>Bluff</i>	+0				
<i>Diplomacy</i>	+5				
<i>Intimidate</i>	+0				
<i>Streetwise</i>	+0				



The bladesinger is a controller. Attack your foes with your *Lightsaber* and then follow up with a *Niman-Style* attack against another foe. If you need to attack a distant foe, use your *Force Strike*. If you need to deal additional damage for a few rounds, enter the *Ataru-Soresu Meditation* for a bonus to hit and damage. Don't be afraid of using your *Ataru-Style Assault* to reroll a miss on a powerful attack.

### ATTACK POWERS

#### ⊕ Lightsaber At-Will

**Standard Action** **Melee 1**  
**Target:** One creature **Attack:** 1d20 + 9 vs. AC  
**Hit:** 1d10 + 5 damage.

#### ⊙ Force Strike At-Will

**Standard Action** **Ranged 20**  
**Target:** One creature **Effect:** The target takes 7 force damage (2 + Int mod).

#### Force Blast Daily

**Standard Action** **Ranged 5**  
**Target:** One, two, or three creatures. **Attack:** 1d20 + 6 vs. Reflex  
**Hit:** 1d8 + 5 damage, or 2d8 + 5 damage if you target only one creature.

#### Ataru-Soresu Meditation Encounter

**Minor Action**  
**Requirement:** You must be wielding a melee weapon in one hand and no weapon or shield in the other. The power's effect ends if you stop fulfilling this requirement.  
**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls and all defenses, and a +5 power bonus to all damage rolls.

### NIMAN-STYLE ATTACK POWERS

#### Force Distraction At-Will

**No Action** **Ranged 10**  
**Trigger:** During your turn, you hit an enemy with a melee basic attack (*Lightsaber*) with your other hand empty.  
**Effect:** 3 radiant damage (equal to your Dex mod) and the target takes a -2 penalty to attack rolls until the end of your next turn.  
**Special:** You can use only one *Niman-Style* power per triggering attack.

#### Force Push At-Will

**No Action** **Ranged 10**  
**Trigger:** During your turn, you hit an enemy with a melee basic attack (*Lightsaber*) with your other hand empty.  
**Effect:** 3 force damage (equal to your Dex mod) and you slide the target 3 squares.  
**Special:** You can use only one *Niman-Style* power per triggering attack.

#### Force Restraint At-Will

**No Action** **Ranged 10**  
**Trigger:** During your turn, you hit an enemy with a melee basic attack (*Lightsaber*) with your other hand empty.  
**Effect:** 3 cold damage (equal to your Dex mod) and the target is slowed until the end of its next turn.  
**Special:** You can use only one *Niman-Style* power per triggering attack.

### UTILITY POWERS

#### Second Wind Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

#### Ataru-Style Assault Encounter

**Minor Action** **Personal**  
**Trigger:** You make an attack roll and dislike the result.  
**Effect:** Reroll the attack. Use the second roll, even if it is lower.

#### Force Suggestion Encounter

**Minor Action** **Personal**  
**Trigger:** You make a Diplomacy Check.  
**Effect:** You may make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

#### Speed of the Jedi Daily

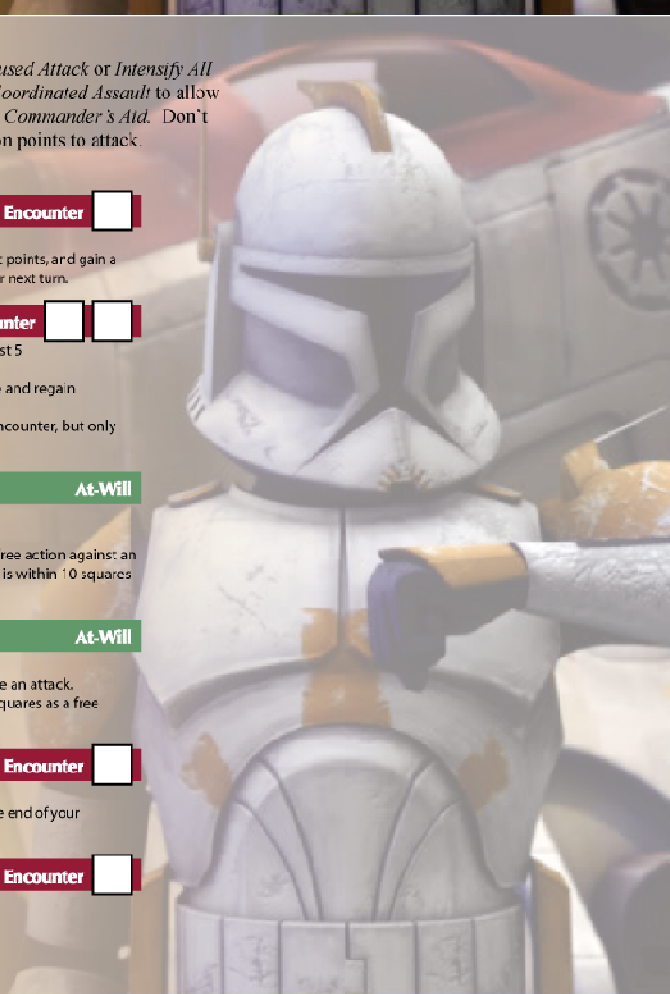
**Move Action** **Personal**  
**Effect:** You shift up to twice your speed.

### COMMANDER CODY

MALE CLONE COMMANDER (CC-2224) / LEVEL 2

“Check your aim. Keep an eye out for the locals. Am I understood?”

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 20	+6	<b>Armor Class</b> 14		<b>Clone Commander:</b> All allies within 10 squares that see and hear you gain +2 to initiative.  <b>Clone Physical Training:</b> Roll twice and use either result when making Athletics checks to climb or jump.	
<i>Athletics</i>	+12	<b>Fortitude</b> 17			
<b>CONSTITUTION</b> 10	+1	<b>Reflex</b> 13			
<i>Endurance</i>	+5	<b>Will</b> 16			
<b>DEXTERITY</b> 10	+1				
<i>Acrobatics</i>	+0				
<i>Stealth</i>	+0				
<i>Thievery</i>	+0				
<b>INTELLIGENCE</b> 11	+1	<b>INITIATIVE</b> +3	<b>SPEED</b> 6	<b>FEATS</b>	
<i>Arcana</i>	+1			Bow Expertise,	
<i>History</i>	+1			Lightning Reflexes	
<i>Religion</i>	+6				
<b>WISDOM</b> 16	+4	<b>VISION</b> normal			
<i>Dungeoneering</i>	+4	<b>LANGUAGES</b>			
<i>Heal</i>	+9	Common, Dwarven			
<i>Insight</i>	+4	<b>OTHER STATISTICS</b>			
<i>Nature</i>	+6	<b>Hit Points</b> (Bloodied 13)			
<i>Perception</i>	+4	<b>27</b>			
<b>CHARISMA</b> 8	+0	<b>Healing Surges</b> (Value 6)			
<i>Bluff</i>	+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<i>Diplomacy</i>	+0	<b>EQUIPMENT</b>	<b>ACTION POINT</b> <input type="checkbox"/>		
<i>Intimidate</i>	+5	DC-15S blaster carbine, energy clips, droid armor, survival kit			
<i>Streetwise</i>	+0				



Marshals are combat commanders, leading their allies in battle and inspiring the injured. Use a *Focused Attack* or *Intensify All Firepower* to aid your allies in taking down a difficult foe. Issue a *Commander's Order* or make a *Coordinated Assault* to allow your allies to make additional attacks. Heal injured and fallen allies using *On Your Feet, Soldier!* or *Commander's Aid*. Don't forget to use *Clone Skirmish Tactics* to allow them to shift around the battlefield when they use action points to attack.

#### ATTACK POWERS

##### **Rifle Bash** At-Will

**Standard Action** Melee 1  
**Target:** One creature  
**Hit:** 1d4 + 5 damage.

##### **DC-15S Blaster Carbine** At-Will

**Standard Action** Ranged 20/40  
**Target:** One creature  
**Hit:** 1d10 + 5 damage, or 1d10 + 6 damage if the target is not adjacent to any other creature.

##### **Focused Attack** At-Will

**Standard Action** Ranged 20/40  
**Target:** One creature.  
**Hit:** 1d10 damage, or 1d10 + 1 damage if the target is not adjacent to any other creature. Until the start of your next turn, your allies gain a +3 power bonus to damage rolls against the target (equal to your Wis modifier).

##### **Coordinated Assault** Encounter

**Standard Action** Ranged 20/40  
**Target:** One creature.  
**Hit:** 1d10 + 5 damage, or 1d10 + 6 damage if the target is not adjacent to any other creature. One ally you can see can charge the target or make a melee basic attack against the target as a free action. The ally gains a +3 power bonus to the attack roll and damage roll (equal to your Wis modifier).

##### **Concentrate All Fire** Daily

**Standard Action** Ranged 20/40  
**Target:** One creature.  
**Hit:** 3d10 + 5 damage, or 3d10 + 6 damage if the target is not adjacent to any other creature. Until the end of the encounter, your allies gain a +3 power bonus to damage rolls against the target (equal to your Wis modifier).

#### UTILITY POWERS

##### **Second Wind** Encounter

**Standard Action** Personal  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

##### **On Your Feet, Soldier!** Encounter

**Minor Action** Close burst 5  
**Target:** You or one ally in the burst.  
**Effect:** The target can spend a healing surge and regain 1-6 additional hit points.  
**Special:** You can use this power twice per encounter, but only once per round.

##### **Commander's Order** At-Will

**Standard Action** Ranged 5  
**Target:** One ally.  
**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

##### **Clone Skirmish Tactics** At-Will

**Free Action**  
**Trigger:** An ally uses an action point to make an attack.  
**Effect:** The triggering ally can shift up to 3 squares as a free action before or after the attack.

##### **Clone Endurance** Encounter

**Minor Action** Personal  
**Effect:** You gain resist 5 to all damage until the end of your next turn.

##### **Commander's Aid** Encounter

**Standard Action** Melee 1  
**Target:** You or one ally.  
**Effect:** The target can spend a healing surge.

## HEVY

MALE CLONE TROOPER (CT-782) / LEVEL 2

“Not today, brothers. Today we pass.”

### ATTRIBUTES & SKILLS

<b>STRENGTH</b>	10	+1
<i>Athletics</i>		+8
<b>CONSTITUTION</b>	11	+1
<i>Endurance</i>		+6
<b>DEXTERITY</b>	20	+6
<i>Acrobatics</i>		+13
<i>Stealth</i>		+6
<i>Thievery</i>		+6
<b>INTELLIGENCE</b>	10	+1
<i>Arcana</i>		+1
<i>History</i>		+1
<i>Religion</i>		+1
<b>WISDOM</b>	16	+4
<i>Dungeoneering</i>		+9
<i>Heal</i>		+4
<i>Insight</i>		+4
<i>Nature</i>		+4
<i>Perception</i>		+9
<b>CHARISMA</b>	8	+0
<i>Bluff</i>		+0
<i>Diplomacy</i>		+0
<i>Intimidate</i>		+0
<i>Streetwise</i>		+0

### DEFENSES

<b>Armor Class</b>	18
<b>Fortitude</b>	12
<b>Reflex</b>	17
<b>Will</b>	14

### INITIATIVE

+8

### SPEED

6

### VISION

normal

### LANGUAGES

Common, Deep Speech

### OTHER STATISTICS

**Hit Points** (Bloodied 14)

28

**Healing Surges** (Value 7)



### EQUIPMENT

Z-6 rotary blaster cannon, energy clips, clone armor, survival kit

### ACTION POINT



### TRAITS

#### Clone Conditioning:

+2 to all saves against daze, dominate, and stun effects.

#### Clone Marksmanship:

Ignore partial cover and partial concealment with ranged attacks.

#### Clone Teamwork:

Your successful Athletics checks to climb reduce the DC of that climb by 2 for allies that see you do it.

### FEATS

Crossbow Expertise, Weapon Proficiency (Superior Crossbow), Weapon Focus (Crossbow)

Hunters use ranged attacks to control foes on the battlefield. Use *Tactical Shot* to slow or reposition enemies or use *Rapid Fire Burst* to attack a group of enemies. If an enemy is concealed, use *Aimed Shot* to pierce the concealment. Always make sure to take advantage of your *Clone Combat Stances* when attacking enemies. Attack isolated enemies while in the *Clone Skirmishing Stance* and support your close combat allies using *Jedi Support Stance*.

### ATTACK POWERS

#### **Z-6 Rotary Blaster Cannon** At-Will

**Standard Action**  
Targets: One creature  
Hit: 1d10 + 6 damage.

**Ranged** 20/40  
Attack: 1d20 + 11 vs. AC

#### **Aimed Shot** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*), ignoring the penalty for partial concealment. In addition, the penalty to attack rolls imposed by total concealment is no worse than -2 for this attack.

#### **Rapid Fire Burst** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*) against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

#### **Tactical Shot** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*). If the attack hits, the target is also subject to one of the following effects of your choice:  
 ♦ You slide the target up to 2 squares.  
 ♦ The target falls prone.  
 ♦ The target is slowed (save ends).

#### **Debilitating Shot** Encounter

**Standard Action** **Ranged** 20/40  
Targets: One creature. Attack: 1d20 + 11 vs. Reflex  
Hit: 1d10 + 6 damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).  
Miss: Half damage, and the target is slowed until the end of your next turn.

### CLONE COMBAT STANCES

You have two *Clone Combat Stances*, but you can only use one at a time. Pick a stance to start each combat in and switch stances in combat as a minor action.

#### **Clone Skirmishing Stance** At-Will

**Minor Action** **Personal**  
**Effect:** In this stance, you gain the following benefits:  
 ♦ You can take a free action at the end of each of your turns to shift 1 square.  
 ♦ When you make a basic attack (*Z-6 Rotary Blaster Cannon*) against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

#### **Jedi Support Stance** At-Will

**Minor Action** **Personal**  
**Effect:** In this stance, you gain the following benefits:  
 ♦ You do not provoke opportunity attacks when leaving squares adjacent to your allies.  
 ♦ When you make a basic attack (*Z-6 Rotary Blaster Cannon*) against an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to the damage roll equal to the number of your allies adjacent to the enemy.

### UTILITY POWERS

#### **Second Wind** Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

#### **Defensive Resolve** Encounter

**Immediate Interrupt** **Personal**  
**Trigger:** You are hit by an attack.  
**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

#### **Tactical Withdrawal** Encounter

**Immediate Reaction** **Personal**  
**Trigger:** An enemy damages you with a melee attack.  
**Effect:** You can shift up to 3 squares (equal to your Wis modifier). You gain a +2 power bonus to all defenses until the end of your next turn.

### JEK

MALE CLONE TROOPER / LEVEL 2

"Okay clankers, suck lasers!"

#### ATTRIBUTES & SKILLS

<b>STRENGTH</b>	10	+1
<i>Athletics</i>		
<b>CONSTITUTION</b>	11	+1
<i>Endurance</i>		
<b>DEXTERITY</b>	20	+6
<i>Acrobatics</i>		
<i>Stealth</i>		
<i>Thievery</i>		
<b>INTELLIGENCE</b>	10	+1
<i>Arcana</i>		
<i>History</i>		
<i>Religion</i>		
<b>WISDOM</b>	14	+3
<i>Dungeoneering</i>		
<i>Heal</i>		
<i>Insight</i>		
<i>Nature</i>		
<i>Perception</i>		
<b>CHARISMA</b>	8	+0
<i>Bluff</i>		
<i>Diplomacy</i>		
<i>Intimidate</i>		
<i>Streetwise</i>		

#### DEFENSES

<b>Armor Class</b>	18
<b>Fortitude</b>	14
<b>Reflex</b>	19
<b>Will</b>	15

#### INITIATIVE

+6

#### SPEED

6

#### VISION

normal

#### LANGUAGES

Common, Giant

#### OTHER STATISTICS

**Hit Points** (Bloodied 14)

28

#### Healing Surges (Value 7)



#### EQUIPMENT

Z-6 rotary blaster cannon, energy clips, clone armor, survival kit

#### ACTION POINT

1

#### TRAITS

**Clone Marksmanship:** Ignore partial cover and partial concealment with ranged attacks.

**Clone Teamwork:** Your successful Athletics checks to climb reduce the DC of that climb by 2 for allies that see you do it.

#### FEATS

Crossbow Expertise, Weapon Proficiency (Superior Crossbow), Weapon Focus (Crossbow), Improved Defenses

Hunters use ranged attacks to control foes on the battlefield. Use *Tactical Shot* to slow or reposition enemies or use *Rapid Fire Burst* to attack a group of enemies. If an enemy is concealed, use *Aimed Shot* to pierce the concealment. Always make sure to take advantage of your *Clone Combat Stances* when attacking enemies. Attack isolated enemies while in the *Clone Skirmishing Stance* and support your close combat allies using *Jedi Support Stance*.

#### ATTACK POWERS

##### **Z-6 Rotary Blaster Cannon** At-Will

**Standard Action**  
Targets: One creature  
Hit: 1d10 + 6 damage.

**Ranged** 20/40  
**Attack:** 1d20 + 11 vs. AC

##### **Aimed Shot** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*), ignoring the penalty for partial concealment. In addition, the penalty to attack rolls imposed by total concealment is no worse than -2 for this attack.

##### **Rapid Fire Burst** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*) against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

##### **Tactical Shot** At-Will

**Standard Action** **Personal**  
**Effect:** You make a ranged basic attack (*Z-6 Rotary Blaster Cannon*). If the attack hits, the target is also subject to one of the following effects of your choice:  
 ◆ You slide the target up to 2 squares.  
 ◆ The target falls prone.  
 ◆ The target is slowed (save ends).

##### **Debilitating Shot** Encounter

**Standard Action** **Ranged** 20/40  
Targets: One creature. **Attack:** 1d20 + 11 vs. Reflex  
Hit: 1d10 + 6 damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).  
Miss: Half damage, and the target is slowed until the end of your next turn.

#### CLONE COMBAT STANCES

You have two *Clone Combat Stances*, but you can only use one at a time. Pick a stance to start each combat in and switch stances in combat as a minor action.

##### **Clone Skirmishing Stance** At-Will

**Minor Action** **Personal**  
**Effect:** In this stance, you gain the following benefits:  
 ◆ You can take a free action at the end of each of your turns to shift 1 square.  
 ◆ When you make a basic attack (*Z-6 Rotary Blaster Cannon*) against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

##### **Jedi Support Stance** At-Will

**Minor Action** **Personal**  
**Effect:** In this stance, you gain the following benefits:  
 ◆ You do not provoke opportunity attacks when leaving squares adjacent to your allies.  
 ◆ When you make a basic attack (*Z-6 Rotary Blaster Cannon*) against an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to the damage roll equal to the number of your allies adjacent to the enemy.

#### UTILITY POWERS

##### **Second Wind** Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

##### **Lucky Shot** Encounter

**Free Action** **Personal**  
**Trigger:** You miss with an attack or fail a saving throw.  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

##### **Tactical Withdrawal** Encounter

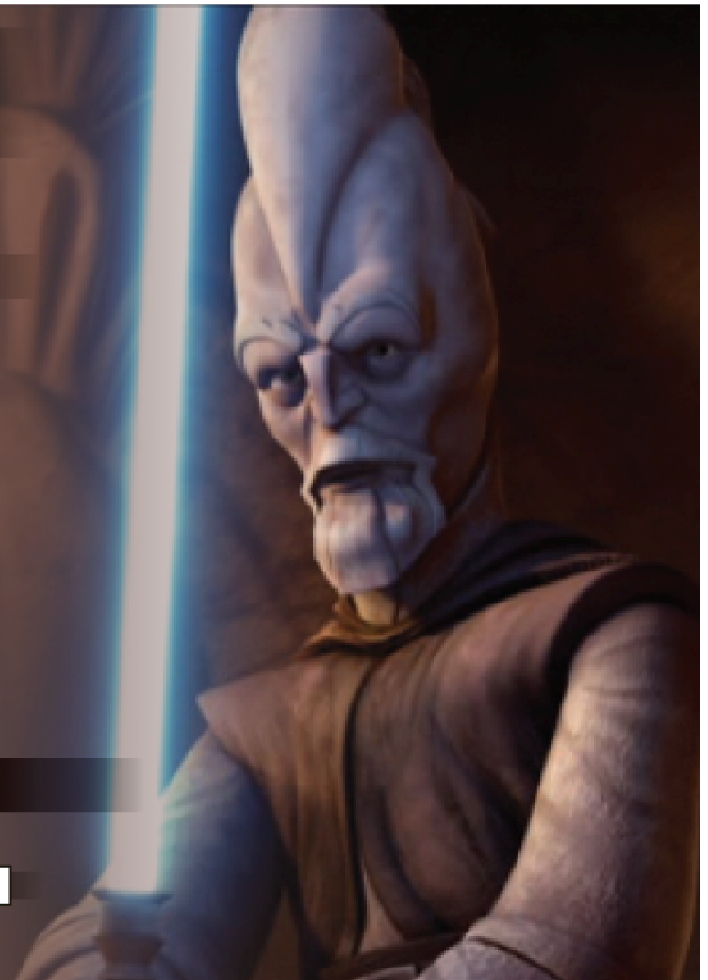
**Immediate Reaction** **Personal**  
**Trigger:** An enemy damages you with a melee attack.  
**Effect:** You can shift up to 3 squares (equal to your Wis modifier). You gain a +2 power bonus to all defenses until the end of your next turn.

## KI-ADI-MUNDI

MALE CEREAN JEDI MASTER / LEVEL 2

"There is no such thing as luck."

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 20	+6	<b>Armor Class</b> 20		<b>Jedi Master Training:</b> Roll twice and use either result when making Athletics checks to climb or jump.	
<i>Athletics</i>	+6	<b>Fortitude</b> 18			
<b>CONSTITUTION</b> 16	+4	<b>Reflex</b> 12		<b>FEATS</b> Staff Expertise, Iron Will	
<i>Endurance</i>	+7	<b>Will</b> 14			
<b>DEXTERITY</b> 11	+1	<b>INITIATIVE</b>	<b>SPEED</b>		
<i>Acrobatics</i>	-7	+1	5		
<i>Stealth</i>	-7	<b>VISION</b>			
<i>Thievery</i>	-7	normal			
<b>INTELLIGENCE</b> 10	+1	<b>LANGUAGES</b>			
<i>Arcana</i>	+1	Common, Glant			
<i>History</i>	+1	<b>OTHER STATISTICS</b>			
<i>Religion</i>	+1	<b>Hit Points</b> (Bloodied 18)			
<b>WISDOM</b> 10	+1	<b>37</b>			
<i>Dungeoneering</i>	+1	<b>Healing Surges</b> (Value 9)			
<i>Heal</i>	+6	<input type="checkbox"/>			
<i>Insight</i>	+1	<input type="checkbox"/>			
<i>Nature</i>	+3	<input type="checkbox"/>			
<i>Perception</i>	+1	<input type="checkbox"/>			
<b>CHARISMA</b> 8	+0	<b>EQUIPMENT</b>	<b>ACTION POINT</b>		
<i>Bluff</i>	+0	blue lightsaber, jedi battle armor, jedi masters kit	<input type="checkbox"/>		
<i>Diplomacy</i>	+5				
<i>Intimidate</i>	+5				
<i>Streetwise</i>	+0				



The fighter (knight) is a defender. At the start of battle, enter one of your two battle forms; use *Form IV: Ataru* to push your enemies or *Form II: Makashi* to improve your ability to hit your foes. Attack your foes using your *Lightsaber*. Make sure to use your *Jedi Guardian's Aura* to defend your nearby allies. Also, strike back with *Jedi Guardian's Strike* when an enemy ignores your aura. Use *Aggressive Strike* when you can to deal additional damage.

### ATTACK POWERS

#### **Lightsaber** At-Will

**Standard Action** **Melee 2**  
**Target:** One creature  
**Hit:** 1d8 + 5 damage.

### JEDI LIGHTSABER FORMS

You have two *Jedi Lightsaber Forms*, but you can only use one at a time. Pick a form to start each combat in and switch forms in combat as a minor action.

#### **Form IV: Ataru** At-Will

**Minor Action** **Personal**  
**Effect:** You assume the Ataru stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon (*Lightsaber*), you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

#### **Form II: Makashi** At-Will

**Minor Action** **Personal**  
**Effect:** You assume the Makashi stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon (*Lightsaber*).

### JEDI GUARDIAN POWERS

#### **Jedi Guardian's Aura** At-Will

**Minor Action** **Personal**  
**Effect:** You activate a defender aura (aura 1) that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

### UTILITY POWERS

#### **Second Wind** Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

#### **Skillful Strike** Encounter

**No Action**  
**Target:** The enemy you hit.  
**Trigger:** You hit an enemy with a melee basic attack using a weapon (*Lightsaber*).  
**Effect:** That target takes 1d8 extra damage from the triggering attack.

#### **Master's Resilience** Encounter

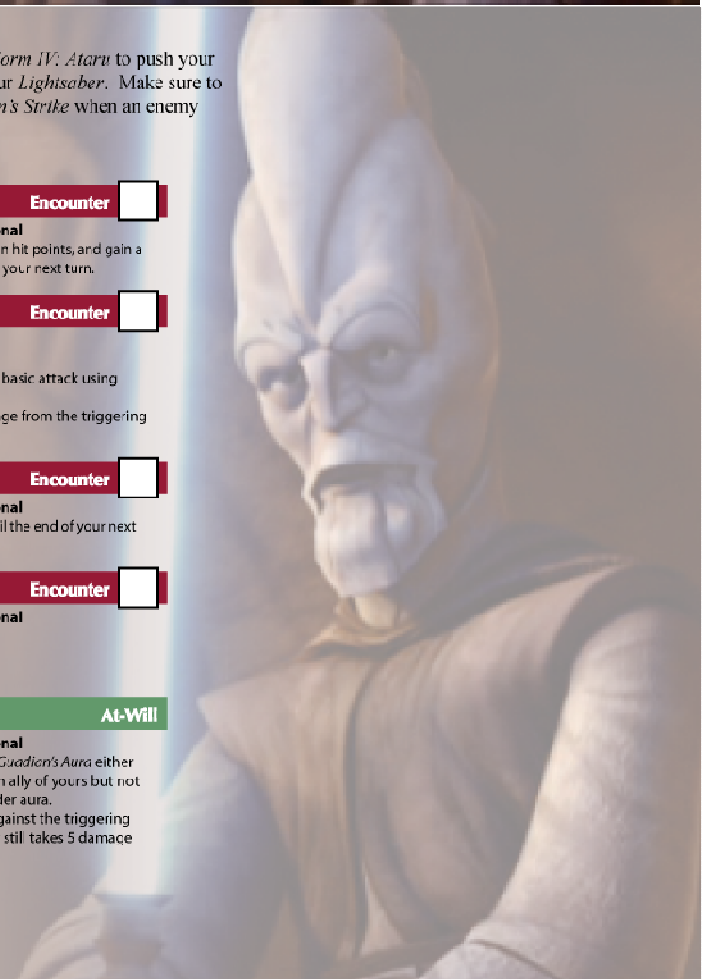
**Minor Action** **Personal**  
**Effect:** You gain resist 5 to all damage until the end of your next turn.

#### **Jedi Recovery** Encounter

**Minor Action** **Personal**  
**Requirement:** You must be bloodied.  
**Effect:** You gain 5 temporary hit points.

#### **Jedi Guardian's Strike** At-Will

**Opportunity Action** **Personal**  
**Trigger:** An enemy subject to your *Jedi Guardian's Aura* either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.  
**Effect:** You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes 5 damage (equal to your Str modifier).



### C-3PO

PROTOCOL DROID / LEVEL 2

*"I would like to shut down before I get sensory overload."*

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 10	+1	<b>Armor Class</b> 18	<b>Fortitude</b> 12	<b>Reflex</b> 15	<b>Will</b> 17
<i>Athletics</i>	+0				
<b>CONSTITUTION</b> 11	+1				
<i>Endurance</i>	+5			<b>Droid Vulnerability:</b> You are an undead creature. You have vulnerable 5 radiant. When bloodied, you gain regeneration 5 (equal to your Cha mod). If you take radiant damage, regeneration does not work until your next turn ends.	
<b>DEXTERITY</b> 8	+0				
<i>Acrobatics</i>	-1				
<i>Stealth</i>	-1			<b>Quick Repairs:</b> During a short rest, an ally can give you one healing surge which restores hit points equal to your bloodied value.	
<i>Thievery</i>	-1				
<b>INTELLIGENCE</b> 16	+4				
<i>Arcana</i>	+4			<b>Hardened Programming:</b> Make saving throws against dominated and dazed at start of your turn instead of the end.	
<i>History</i>	+9				
<i>Religion</i>	+9				
<b>WISDOM</b> 10	+1			<b>Always First to Complain:</b> All allies within 10 squares that can see you gain +2 to their initiative.	
<i>Dungeoneering</i>	+1				
<i>Heal</i>	+1				
<i>Insight</i>	+3			<b>FEATS</b> Improved Inspiring Word, Vampirism	
<i>Nature</i>	+1				
<i>Perception</i>	+1				
<b>CHARISMA</b> 20	+6			<b>Hit Points</b> (Bloodied 14) <b>28</b>	
<i>Bluff</i>	+6				
<i>Diplomacy</i>	+13				
<i>Intimidate</i>	+6			<b>Healing Surges</b> (Value 7) [ ] [ ]	
<i>Streetwise</i>	+6				
	+6				
		<b>EQUIPMENT</b> droid plating, droid utility toolkit		<b>ACTION POINT</b> [ ]	



Marshals are combat commanders, leading their allies in battle and inspiring the injured. Direct your allies to attack in your stead using *Help Me!* and *Over There!* Give an ally a powerful attack using *Point Out Its Weakness*. If an ally is hit by an enemy attack, use *Look Out!* to turn the tide. Heal your allies by using either *Are You Alright?* Don't forget to boost your allies' defenses when they use an Action Point by using *Never Tell Them The Odds*.

#### ATTACK POWERS

##### Push At-Will

**Standard Action** **Melee 1**  
**Target:** One creature  
**Hit:** 1d4 damage.

##### Help Me! At-Will

**Standard Action** **Melee 1**  
**Target:** One creature.  
**Effect:** One of your allies can take a free action to make a melee basic attack against the target. The ally gains a +3 bonus to the damage roll (equal to your Int mod).

##### Over There! At-Will

**Standard Action** **Ranged 5**  
**Target:** One ally.  
**Effect:** The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

##### Point Out Its Weakness Daily

**Standard Action** **Close burst 10**  
**Target:** One ally in the burst.  
**Effect:** The target can use the following Attack Power.

**Free Action** **Melee or Ranged weapon**  
**Effect:** The ally shifts 2 squares and makes the following attack.  
**Target:** One creature. **Attack:** Str or Dex vs. Reflex  
**Hit:** 3[W] + Str modifier or Dex modifier.  
**Miss:** Half damage.

#### UTILITY AND SUPPORT POWERS

##### Second Wind Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

##### Are You Alright? Encounter

**Minor Action** **Close burst 5**  
**Target:** You or one ally in the burst.  
**Effect:** The target can spend a healing surge and regain 106 + 5 additional hit points.  
**Special:** You can use this power twice per encounter, but only once per round.

##### Never Tell Them The Odds At-Will

**Free Action**  
**Trigger:** An ally that has line of sight to you uses an action point.  
**Effect:** The triggering ally gains a +2 bonus (equal to half of your Cha mod) to all defenses until the end of your next turn.

##### Look Out! Encounter

**Immediate Interrupt** **Close burst 5**  
**Target:** The triggering ally in the burst  
**Trigger:** An ally within 5 squares of you is hit by an enemy.  
**Effect:** The target gains a +6 bonus (equal to 1 + your Cha mod) to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

##### You Can't Trick Me Encounter

**Immediate Interrupt** **Close burst 5**  
**Target:** You and each ally in the burst.  
**Trigger:** An enemy hits or misses you with an attack against your Will.  
**Effect:** Each target gains a +4 power bonus to Will until the end of your next turn.

##### Allow Me To Help Encounter

**Standard Action** **Ranged 5**  
**Target:** One ally.  
**Effect:** The target can use its second wind and regain 5 additional hit points (equal to your Cha mod).

##### Six Million Languages Encounter

**Minor Action** **Personal**  
**Effect:** Choose a language you have heard or seen within the last 24 hours. Until the end of the encounter, you can read and understand that language.

## CAPTAIN REX

MALE CLONE CAPTAIN (CT-7567) / LEVEL 2

"The name's Rex. But you can call me captain or sir."

ATTRIBUTES & SKILLS		DEFENSES		TRAITS	
<b>STRENGTH</b> 14	+3 Athletics +8	<b>Armor Class</b> 15		<b>Son of Kam'no:</b> You can hold your breath twice as long as normal.	
<b>CONSTITUTION</b> 10	+1 Endurance +8	<b>Fortitude</b> 14		<b>FEATS</b> Foamgather Heritage, Foamgather Warrior, Net Training	
<b>DEXTERITY</b> 11	+1 Acrobatics +1 Stealth +1 Thievery +1	<b>Reflex</b> 13			
<b>INTELLIGENCE</b> 10	+1 Arcana +1 History +1 Religion +1	<b>Will</b> 18			
<b>WISDOM</b> 20	+6 Dungeoneering +6 Heal +6 Insight +11 Nature +11 Perception +11	<b>INITIATIVE</b> +1	<b>SPEED</b> 6		
<b>CHARISMA</b> 8	+0 Bluff +0 Diplomacy +0 Intimidate +0 Streetwise +0	<b>VISION</b> normal			
		<b>LANGUAGES</b> Common, Draconic			
		<b>OTHER STATISTICS</b>			
		<b>Hit Points</b> (Bloodied 13)			
		<b>27</b>			
		<b>Healing Surges</b> (Value 6)			
		<b>EQUIPMENT</b> DC-17 hand blasters (x2), energy clips, clone armor, survival kit	<b>ACTION POINT</b> <input type="checkbox"/>		



Seekers are controllers, using their power over nature to hinder their opponents. Use a *Stunning Shot* or *Stragglng Shot* to control your enemy's ability to maneuver. Use *Disruptive Shot* to move large groups around the battlefield or use a *Manipulative Shot* to confuse a powerful enemy into injuring its allies. Whenever you hit with a *Blaster Attack Power*, use *Clone Blaster Marksman* to slow your foes. Do not forget to retaliate using *Close Combat Expert* or take a second shot with *Expert Shooter*.

### BLASTER ATTACK POWERS

#### DC-17 Hand Blaster At-Will

**Standard Action** **Melee 1**  
Target: One creature  
Hit: 1d6 + 2 damage.

#### Stunning Shot At-Will

**Standard Action** **Melee 1 or Ranged 2/5**  
Target: One creature  
Hit: 1d6 + 5 damage. If the target does not end its turn at least 2 squares away from its starting position, it takes 2 damage (equal to your Str mod).

#### Distracting Shot At-Will

**Standard Action** **Ranged 2/5**  
Target: One creature  
Hit: 1d6 + 5 damage. The target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn.

#### Stragglng Shot At-Will

**Standard Action** **Melee 1 or Ranged 2/5**  
Target: One creature.  
Hit: 1d6 damage and the target is grabbed. The grab automatically ends at the start of your next turn. If you used this power as a melee attack, you slide the target 1 square. If you used this power as a ranged attack, you pull the target 1 square.

#### Disruptive Shot Encounter

**Standard Action** **Melee 1 or Ranged 2/5**  
Target: One creature.  
Hit: 2d6 + 5 damage. At the end of the target's next turn, you slide the target and each enemy adjacent to it 2 squares (equal to your Str mod).

#### Manipulative Shot Daily

**Standard Action** **Melee 1 or Ranged 2/5**  
Target: One creature.  
Hit: 2d6 + 5 damage.  
Effect: Until the end of the encounter, the first time the target misses with an attack each round, each enemy adjacent to the target takes 5 damage (equal to your Wis mod).

#### Clone Blaster Marksman At-Will

**Free Action**  
Trigger: You hit a creature with a *Blaster Attack Power*.  
Target: The creature you hit.  
Effect: The target is slowed until the end of your next turn.

### UTILITY POWERS

#### Second Wind Encounter

**Standard Action** **Personal**  
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

#### Expert Shooter Encounter

**Free Action** **Personal**  
Trigger: You miss a creature with a ranged attack.  
Effect: You make a ranged basic attack (*Stunning Shot*, *Distracting Shot*) against an enemy within 5 squares of the creature you missed, using that creature's space as the attack's origin square.  
Special: You regain the use of this power when you spend an action point.

#### Defender of Kamino At-Will

**Move Action** **Personal**  
Effect: You swim a number of squares equal to your speed. Until the end of your next turn, you take no penalties to attack rolls during aquatic combat for using a weapon other than a spear or crossbow.

#### Close Combat Expert Encounter

**Immediate Reaction** **Melee 1**  
Trigger: An enemy misses you with a melee attack.  
Target: The triggering enemy.  
Effect: The target takes 1d6 + 2 damage and you push it 1 square. The target is slowed until the end of your next turn.

#### Rex the Hunter Daily

**Minor Action** **Personal**  
Effect: You enter the *Rex the Hunter* stance. Until the stance ends, when you make a ranged weapon attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19-20.



### ECHO

MALE CLONE TROOPER (CT-21-0408) / LEVEL 2

“Guys, we got to follow orders, come on...”



ATTRIBUTES & SKILLS		DEFENSES		TRAITS											
<b>STRENGTH</b> 10	+1	<b>Armor Class</b> 19	+5	<b>ARC Trooper Training:</b> When attacking a creature with no creatures adjacent to it, gain +1 bonus to damage.											
<i>Athletics</i>	+5														
<b>CONSTITUTION</b> 14	+3														
<i>Endurance</i>	+7	<b>Fortitude</b> 17		<b>FEATS</b> Weapon Proficiency (Greatbow), Bow Expertise, Improved Defenses											
<b>DEXTERITY</b> 20	+6	<b>Reflex</b> 18													
<i>Acrobatics</i>	+5	<b>Will</b> 13													
<i>Stealth</i>	+5														
<i>Thievery</i>	+5														
<b>INTELLIGENCE</b> 8	+0	<b>INITIATIVE</b>	<b>SPEED</b>												
<i>Arcana</i>	+0	+6	6												
<i>History</i>	+0	<b>VISION</b> normal													
<i>Religion</i>	+0	<b>LANGUAGES</b> Common, Draconic													
<b>WISDOM</b> 11	+1	<b>OTHER STATISTICS</b>													
<i>Dungeoneering</i>	+1	<b>Hit Points</b> (Bloodied 17)													
<i>Heal</i>	+6	<b>35</b>													
<i>Insight</i>	+1	<b>Healing Surges</b> (Value 8)													
<i>Nature</i>	+1														
<i>Perception</i>	+1	<table border="1"> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<b>CHARISMA</b> 10	+1	<b>EQUIPMENT</b> DC-15A blaster rifle, energy clips, clone armor, survival kit													
<i>Bluff</i>	+1	<b>ACTION POINT</b> <input type="checkbox"/>													
<i>Diplomacy</i>	+1														
<i>Intimidate</i>	+6														
<i>Streetwise</i>	+1														

The fighter (slayer) is a striker. At the start of battle, enter one of your two shooting stances; use *Mobile Shooter* to stay mobile on the battlefield or *Patient Sniper* to improve your aim. If you just barely missed an enemy with an attack, use *Lucky Shot* to make it connect. Remember that *Clone Endurance* can give you the extra staying power you need to stay alive in a tight situation.

#### ATTACK POWERS

##### DC-15A Blaster Rifle At-Will

**Standard Action** **Ranged** 25/50  
**Target:** One creature **Attack:** 1d20 + 10 vs. AC  
**Hit:** 1d12 + 10 damage.

**CLONE SHOOTING STANCE**  
 You have two *Clone Shooting Stances*, but you can only use one at a time. Pick a stance to start each combat in and switch stances in combat as a minor action.

##### Mobile Shooter At-Will

**Minor Action** **Personal**  
**Effect:** You assume the *Mobile Shooter* stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon (*DC-15A Blaster Rifle*), you can move 5 squares (equal to your Dex mod).

##### Patient Sniper At-Will

**Minor Action** **Personal**  
**Effect:** You assume the *Patient Sniper* stance. Until the stance ends, you gain a +1 power bonus to attack rolls of basic attacks using a weapon (*DC-15A Blaster Rifle*).

#### UTILITY POWERS

##### Second Wind Encounter

**Standard Action** **Personal**  
**Effect:** You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

##### Lucky Shot Encounter

**Free Action** **Personal**  
**Trigger:** You miss with an attack or fail a saving throw.  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

##### Clone Endurance Encounter

**Minor Action** **Personal**  
**Requirement:** You must be bloodied.  
**Effect:** You gain 5 temporary hit points.

