

KONRAD TOMBS Level 6 Grounder

Role: Defender/Controller. You are responsible for the safety of the comrades next to you. Since you are considered the source of the heaviest weapons, you will also gather the most attention. Without you, the others would be overrun.

Initiative +6

Perception +19

Insight +14

HP 56; **Bloodied** 28;

Healing Surge Value 14; **Surges/Day** 10

AC 21; **Fortitude** 17; **Reflex** 18; **Will** 16

Speed 6

Weapons

Weapon bonuses are factored in the attack powers. All powers assume Konrad wields his rifle. When wielding his pistol, -1 to attack rolls and the weapon does 1d6 instead of 1d8. Range is also 15/30 instead of 20/40.

Caseless Pistol (one-handed): Tech Level 2; damage 1d6; proficiency +2; range 15/30; clip 30; off-hand; critical 1d6; Ammunition 120

Caseless Rifle (two-handed): Tech Level 2; damage 1d8; proficiency +3; bonus to damage +2; range 20/40; clip 160; auto, critical 1d6; Ammunition 480

Bayonet Plug

The Caseless Rifle has a short sword attached and the Grounder can switch to a melee attack without having to switch weapons (Melee Basic Attack: +12 vs. AC; 1d6+4).

Brotherhood

If an ally in an adjacent square is hit by an attack, you gain a +1 to attack the enemy that initiated that attack until the end of your next round (not cumulative).

Burst Fire

When firing a weapon with an Auto property (not set to single-shot fire), add +1 damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Gone Medieval

With any power that allows you to use a ranged basic attack, you can make a melee basic attack.

Method of War

You can commit to any type of move action without suffering the -1 penalty to attack rolls when firing two-handed weapons.

Meat Shield

If an enemy equal in size to you is killed and you are in an adjacent square to it by the end of your turn, it provides cover. Only you can gain the effects of the shield. The meat shield cannot move but you can

move around it. You can use a one-handed small arm while holding onto the shield without penalty (as you are holding up the body). If using a two-handed small-arm, you suffer a -1 penalty to attack rolls while holding the shield. If you let go, the meat shield drops and cannot be re-used. You cannot use a heavy weapon with a meat shield.

Alignment Unaligned

Languages English

Skills Acrobatics +11, Athletics +12, Endurance +9, Intimidate +8, Perception +9

Strength 18 (+4)

Dexterity 16 (+3)

Wisdom 12 (+1)

Constitution 13 (+1)

Intelligence 11 (+0)

Charisma 10 (+0)

Equipment: TL2 caseless pistol, TL2 caseless rifle, level 2 agility injector, force body vest, 2-way radio, bayonet plug, short sword, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations, binoculars, watch

Feats: A good soldier, burst fire, crossfire, firearm expertise, defensive mobility

AT-WILL ATTACK POWERS**BA Combat Posture** (standard; at-will) * **Weapon**

Range 20/40; +12 vs. AC; 1d8+7 damage, and you can either shift one square or gain a +1 power bonus to attack the same target on your next action if you use Combat Posture again.

BA Potential Push (standard; at-will) * **Weapon**

Range 20/40; +12 vs. AC; 1d8+7 damage and the target is pushed back one square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier.

Aimed-Shot (standard; at-will) * **Weapon**

Range 20/40; +14 vs. AC; 1d8+3 damage

Rapid Fire (standard; at-will) * **Auto, Weapon**

Wall 3 within 20/40; +12 vs. Reflex; 1d8+3 damage. Can only be used with a weapon with the auto property.

Area Denial (move; at-will) * **Weapon, Zone**

Area burst 1 within 10 squares; select one area burst and in range. You may target an ally, but the power does not move if the ally moves. You may initiate a ranged basic attack against any single target that enters the area as an immediate interrupt. This effect ends at the beginning of your next turn.

Concussion Grenade Attack (standard; at-will; consumable 6) * **Weapon**

Area burst 1 within 5/10; +6 vs. Reflex; 1 damage and medium or smaller targets are knocked prone. No damage on a miss and targets are not knocked prone.

ENCOUNTER ATTACK POWERS

From The Knee (move & standard; encounter) * **Weapon**

Range 20/40; +14 vs. AC; 1d8+3 damage

Requirement: The weapon being used with the power must be a two-handed small arm or a heavy weapon.

Special: If you don't move (forced or otherwise), you retain the +2 bonus to attack rolls until the beginning of your next turn.

Sustain Move and Standard: This power ends when you move or are moved. The bonuses to attack do not compound.

Covering Fire (standard; encounter) * **Weapon**

Range 20/40; +12 vs. AC; 1d8+7 damage, and the creature is immobilized and cannot make opportunity attacks against any allies until the beginning of your next turn.

DAILY ATTACK POWERS

Strafe (standard; daily) * **Auto, Weapon**

Wall 5 within 20/40; make a move action (you may run, shift, or walk); all creatures in wall; +12 vs. AC; 2d8+7 damage. Can only be used with a weapon with the auto property.

Standing Barrage (standard; daily) * **Auto, Weapon**

Area burst 1 within 20/40; +12 vs. Reflex, 1d8+7 damage and the target is immobilized until the beginning of your next turn. You can sustain as a standard action and the barrage remains. You can attack targets inside again. You cannot move the area.

UTILITY POWERS

Head Down (encounter; move)

Make a move action and gain a +4 bonus to AC and grant no opportunity attacks or combat advantage until the start of your next turn.

For the Common Honor (immediate interrupt; daily)

Range 2; target one bloodied ally within range that is hit by an attack. You suffer the hit and any effects instead of the ally.

WILHELM KAUFF**Level 6 Marshal**

Role: Defender/Leader. You are responsible for the safety of the comrades next to you. You organize the actions of others in the fields to maximize firing potential while also keeping allies out of potential crossfires. Without you, the team's coordination begins to break down.

Initiative +7

Perception +20

Insight +14

HP 47; **Bloodied** 23;

Healing Surge Value 11; **Surges/Day** 7

AC 22; **Fortitude** 14; **Reflex** 18; **Will** 18

Speed 6

Weapon (weapon bonuses incorporated into all attack powers)

ESP Rifle (two-handed): Tech Level 2; damage 1d8; range 20/40; clip 100; auto; critical 1d6; Ammunition 200

Burst Fire

When firing a weapon with an auto property (not set to single-shot fire), add an additional +1 damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Encouraging Support

When you use Second Wind, one ally in an adjacent square can use an immediate reaction to spend a healing surge and gain the benefit from Second Wind as well without having to spend a standard action. The ally is not counted as having used Second Wind.

For The Good of the Team

Once per round, you can sacrifice your standard action to give an ally in line of sight a move action. You can sacrifice your move action to give another ally a minor action. You can also sacrifice your action point to another ally on your turn. Once per encounter, as an immediate interrupt, you can swap your initiative order with any other ally. This interrupt can only occur on the ally's round before they act.

Over The Radio

Select two allies within 20 squares as a free action on your round. The targeted allies gain a +2 bonus to Fortitude, Reflex and Will defense. Choose on your turn as a free action and the affect is continuous until you change it to another target.

Synchronicity

When you spend an action point, not only do you gain a standard action, one ally in an adjacent square can make a ranged basic attack.

Alignment Unaligned

Languages English

Skills: Bluff +10, Diplomacy +10, Nature +11, Perception +10

Strength 11 (+0)

Dexterity 16 (+3)

Wisdom 12 (+1)

Constitution 10 (+0)

Intelligence 16 (+3) **Charisma** 14 (+2)

Equipment: ESP rifle, 2-way radio, level 2 alertness injection, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations, binoculars, tactical body armour.

Feats: Crossfire, human perseverance, synchronicity, firearm expertise, burst fire

AT-WILL ATTACK POWERS**BA Make Room** (standard; at-will) * **Weapon**

Ranged 10, one ally in range makes a ranged basic attack. The ally gains a +3 bonus to damage. You choose the target.

Mark of the Puppeteer (standard; at-will) * **Weapon**

Range 20/40; +11 vs. AC; 1d8+3 damage and you can slide the target two squares.

Lead the Group (standard; at-will) * **Weapon**

Range 20/40; +11 vs. AC; 1d8+3 damage. Two allies of your choice gain a +1 power bonus to their attack rolls on a single target of your choice until the beginning of your next turn.

Concussion Grenade Attack (standard; at-will; consumable 5) * **Weapon**

Area burst 1 in 5/10; +6 vs. Reflex; 1 damage and medium or smaller targets are also knocked prone. No damage on a miss and targets are not knocked prone.

Spotter (move; at-will) * **Martial**

Ranged 20; you aid an ally in range on a ranged attack roll. The ally must make an attack before your next round. Ally gains a +1 power bonus to attack the target you selected until the beginning of your next turn.

ENCOUNTER ATTACK POWERS**Stick to the Plan** (standard; encounter) * **Weapon**

Range 20/40; +11 vs. AC; 2d8+ 6 damage and you shift two allies within line of sight one square.

Targeting Lock (standard; encounter) * **Weapon**

Range 20/40; +11 vs. AC; no damage but all allies gain a +2 bonus to attack that one target until the beginning of your next turn.

Force it Back (standard; daily) * **Weapon**

You and one ally in line of sight each make a basic attack. With every hit, you can slide the target 1 square.

Back to Back (standard; daily) * **Weapon**

You and a single ally in a close burst 1 can each make a basic attack at +1[W] damage. You and your ally both receive a +2 bonus to Reflex defense and AC until the beginning of your next turn.

UTILITY POWERS**Rules of Engagement** (standard; daily)

You learn the levels and roles of all creatures in the encounter.

You may select one creature in the encounter. You and all allies receive a +1 bonus to damage rolls against that creature until the end of the encounter.

Warrior's Creed (move; daily)

You and up to 4 allies in range gain a +5 power bonus to defense against fear-based attacks until the end of the encounter and a +2 power bonus to defense until the end of your next turn.

ELIAS HANNOVER**Level 6 Operator**

Role: Leader/Striker. You are responsible for the safety of the comrades next to you. You maintain the technological superiority of the group, keeping machinery operating, patching injuries when they arrive, and disabling and enabling demotions. You are also, on average, the most experienced member in regards to echa. Without you, the others would be lost with broken technology.

Initiative +5

Perception +15

Insight +15

HP 45; **Bloodied** 22

Healing Surge Value 11; **Surges/Day** 6

AC 23; **Fortitude** 16; **Reflex** 17; **Will** 16

Speed 6

Resist 5 Poison

Weapon (weapon bonuses incorporated into all attack powers)

SPP Pistol (one-handed): Tech Level 2; damage 1d6; range 20/40; clip 10; critical 1d6; Ammunition 120.

Power (Daily): Free Action. Re-roll a miss or gain a +5 to your attack roll before firing.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Deck Fire

You do not suffer the attack penalties with ranged attacks for wielding any small arms or heavy weapons while prone.

Naturally Echan Defiant

Gain a +2 bonus to disruption saves for all equipment in your possession.

Widget Bag

You have, on hand, enough parts for 1000 uc worth of repairs.

Alignment Unaligned

Languages English, Damaskan

Skills: Arcana +13, Endurance +13, History +13,

Religion +13, Demolitions +15, Engineer +18

Strength 12 (+1)

Dexterity 15 (+2)

Wisdom 10 (+0)

Constitution 10 (+0)

Intelligence 20 (+5)

Charisma 8 (-1)

Equipment: SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations, level 2 endurance injection, level 1 agility injection, watch, TL2 repair kit, TL2 ballistic armour.

Feats: Jack of all trades, naturally echan defiant, firearm expertise, deck fire, language adept, skill focus (engineer)

AT-WILL ATTACK POWERS**BA Flash of Genius** (standard; at-will) * **Weapon**

Range 20/40; +12 vs. AC; 1d6+4 damage. If you suffer a disruption with the weapon used with this power by the end of the same round this attack is used, you automatically recover.

Weapon Savant (standard; at-will) * **Weapon**

Range 20/40; +9 vs. AC; 1d8+5 damage

Concussion Grenade Attack (standard; at-will; consumable 2) * **Weapon**

Area burst 1 within 5/10; +6 vs. Reflex; 1 damage and medium or smaller targets are knocked prone. No damage on a miss and targets are not knocked prone.

ENCOUNTER ATTACK POWERS**Life and Limb** (standard; encounter) * **Weapon**

Range 20/40; +9 vs. AC; 1d6+5 damage and you can shift 6 squares. You can ignore the occupied square of the enemy you hit.

Pattern Recognition (standard; encounter) * **Reliable, Weapon**

Range 20/40; +9 vs. AC; 1d6+10 damage. Add +5 damage to all hits you achieve until the end of your next turn.

DAILY AATTACK POWERS**Move to Assist** (standard; daily) * **Weapon**

Range 20/40; +9 vs. AC; 2d6+5 damage and you can shift 6 squares. If you reach an adjacent square to an ally, the ally can spend a healing surge.

I think I got it Angry (standard; daily) * **Reliable, Weapon**

Range 20/40; +9 vs. AC; 3d6+5 damage and target is marked for the rest of the encounter.

UTILITY POWERS

More Science (no action; daily)

Gain a +5 power bonus to your next Engineer or Sciences skill check or a +2 to all the Engineer or Sciences skill rolls when part of a skill challenge.

Diligent Repairs (move; encounter)

Melee touch; Make an Engineer check at DC 15+2/tech level of a disrupted item. The amount you beat the roll by is the bonus the item gets on its next save. You may activate this ability again in the same encounter if you use your action point to do so.

Jury-Rig (move; encounter)

Melee touch; One piece of disrupted equipment instantly recovers until the end of the encounter and then the item in question breaks. If the battery has blown, you can replace it as a minor action on your round. You may activate this ability again in the same encounter if you use your action point to do so.

Overdrive (move; encounter)

Melee touch; select a piece of undisrupted equipment. Make an Engineer check. You apply the modification of the Engineer DC you pass. The modification lasts until the end of the encounter (or 5 minutes). After the encounter, you must re-roll the Engineer DC or the item modified breaks, requiring repairs.

	Improvement	Engineer DC
Ranged Weapons		
+1 to damage		20
+2 to damage		27
+3 to damage		37
Electronic Devices		
+1 skill bonus		20
+2 bonus		27
+3 bonus		37

Level 1 Agility Injection (minor; encounter)

Stand up from prone.

Level 2 Endurance Injection (move; daily)

Use this power if you are bloodied to spend a healing surge.

THEO VANDERSAAR **Level 6 Stalker**

Role: Defender/Striker. You are responsible for the safety of the comrades next to you. You approach targets by stealth and strike at long range or with blades. You observe enemies and relay information back to the group so they can properly coordinate an ambush. Without you, the others would be unprepared for the shocks and surprises that await them.

Initiative +12

Perception +16

Insight +14

HP 52; **Bloodied** 26

Healing Surge Value 13; **Surges/Day** 8

AC 23; **Fortitude** 16; **Reflex** 21; **Will** 17

Speed 6

Resist 5 Poison

Weapon (weapon bonuses incorporated into all attack powers)

Caseless Pistol (one-handed): Tech Level 2; damage 1d6; range 15/30; clip 30; critical 1d6; Ammunition 100.

Caseless Pistol (one-handed): Tech Level 2; damage 1d6; range 15/30; clip 30; critical 1d6; Ammunition 100.

Akimbo

When holding a one-handed small arm in each hand, add a +1 bonus to all ranged damage rolls and expend as much ammunition in your secondary weapon as your primary weapon for each attack.

Cinematic Style

You can wield a one-handed small arm in your off-hand as an off-hand ranged weapon. When using one-handed small arms, they may also be used as clubs.

Converging Fire

When using one-handed small arms against a target in an adjacent square, you gain a +1 bonus to attack rolls with those weapons.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Discharge Burn

When firing a one-handed small arm at a target in an adjacent square, you inflict +1 damage on a hit.

Fast Switch

You can switch to any of your weapons as a single minor action without dropping any weapons.

Alignment Unaligned

Languages English

Skills: Acrobatics +10, Endurance +7, Perception +6, Stealth +10, Thievery +10

Strength 10 (+0) **Dexterity** 20 (+5)

Wisdom 12 (+1) **Constitution** 15 (+2)

Intelligence 11 (+0) **Charisma** 10 (+0)

Equipment: TL2 SPP Pistol, TL2 SPP Pistol, 2-way radio, standard techan adventurer's kit (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations, level 2 endurance injection, level 1 agility injection, watch, TL2 repair kit, TL3 ballistics armour

Feats: Akimbo, Crossfire, Discharge Burn, Firearm Expertise, Improved Initiative

AT-WILL ATTACK POWERS

BA Combat Theatrics (standard; at-will) * **Weapon**

Range 15/30; 3 attacks; +10 vs. AC; 1d6+3 damage.

Aimed-Shot (standard, at-will) * **Weapon**

Range 15/30; +14 vs. AC; 1d6+3 damage.

Boundary Threshold (standard; at-will) * **Weapon**

Close burst 1, all creatures in burst; +12 vs. AC; 1 point of damage and the target is pushed back 1 square. You may add additional damage from feats, class and weapon features, and weapon enhancement. You cannot inflict a critical effect with this attack.

Concussion Grenade Attack (standard; at-will; consumable 2) * **Weapon**

Area burst 1 in 5/10; +6 vs. Reflex; 1 damage and medium or smaller targets are also knocked prone. No damage on a miss and targets are not knocked prone.

ENCOUNTER ATTACK POWERS

Grand Slam (standard; encounter) * **Weapon**

Range 5; +12 vs. AC; 1d6+8 damage; if the creature is not bloodied by the attack, you can follow-up with secondary attack on the same target. If you miss, you can still follow up with the secondary attack. If the creature is not bloodied by the second attack, you can follow-up with a third attack. If you miss, you can still follow up with the third attack.

Around The Corner (standard; encounter) * **Ranged Weapon**

Range 15/30; +10 vs. AC, 2d6+8, and opponents gain an additional -3 cover penalty to attack you while behind cover until the beginning of your next turn.

DAILY ATTACK POWERS

Kinetic and Fluid (standard; daily) * **Weapon**

Range 15/30; +12 vs. AC; 1d6+8 damage; shift 4 squares and make an identical secondary attack against the same target. If you miss, the target takes half damage from both attacks.

Desperate Measures (standard; daily) * **Melee Weapon**

Close burst 1, all enemies in burst; +8 vs. AC; 1d6 and the target is dazed until the beginning of your next turn. No ammunition is used for this attack.

UTILITY POWERS

Fake Echo (minor; daily)

Gain a +10 bonus to opposed stealth checks against attempts to locate you after making a ranged attack.

Lightning Reflexes (immediate interrupt; daily)

When Initiative order is established, you gain a +5 power bonus to initiative. If you have a higher initiative order than any enemy in the encounter, you gain a +2 power bonus to attack and damage on your next attack roll.

JIMMY FELDT**Level 6 Operator**

Role: Leader/Striker. You are responsible for the safety of the comrades next to you. You maintain the technological superiority of the group, keeping machinery operating, patching injuries when they arrive, and disabling and enabling demotions. You are also, on average, the most experienced member in regards to echa. Without you, the others would be lost with broken technology.

Initiative +6

Perception +22

Insight +22

HP 51; **Bloodied** 25

Healing Surge Value 12; **Surges/Day** 6

AC 21; **Fortitude** 15; **Reflex** 18; **Will** 19

Speed 6

Weapon (weapon bonuses incorporated into all attack powers)

Caseless Rifle (two-handed): Tech Level 2; damage 1d8; range 20/40; clip 160; auto, critical 1d6; Ammunition 120.

Burst Fire

When firing a weapon with an auto property, you can fire three additional rounds and add an additional +1 damage. You must use three additional rounds every time you add this damage.

Crossfire

You can flank two squares away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm.

Alignment Unaligned

Languages English, Narros, Englo-Lingo

Skills: Endurance +7, Heal +17, History +9, Insight +12, Perception +12, Sciences +9

Strength 10 (+0) **Dexterity** 16 (+3)

Wisdom 18 (+4) **Constitution** 11 (+0)

Intelligence 12 (+1) **Charisma** 11 (+0)

Equipment: TL2 ballistics armour, TL2 caseless rifle, TL2 medical kit, Level 2 Endurance Injection, standard techan kit, (2 Battery Flares, 5 Chemical Light Sticks, 1 Compass, 1 Sleeping Bag, 1 Lighter, 1 Canteen (Waterskin) and 1 week of ESP rations

Feats: Jack of all trades, language adept, skill focus (heal), crossfire, firearm expertise (caseless rifle), toughness

AT-WILL ATTACK POWERS**BA Field Shot** (standard; at-will) * **Weapon**

Range 20/40; +11 vs. AC; 1d8+6 damage, and you can shift 2 squares after the attack.

Evasive Overdrive (standard; at-will)

Range 10; +10 vs. Reflex; no damage but you gain a +4 bonus to AC until the beginning of your next turn against the target. You also do not provoke attacks of opportunity from the target or grant combat advantage to the target until the beginning of your next turn. You also gain a move action.

Double-Tap (standard; at-will) * **Weapon**

Range 20/40; +11 vs. AC, two attacks; 1d8+3 damage

Snap-Shot (standard; at-will) * **Weapon**

Range 20/40; +11 vs. AC; 1d8+6 damage, and one ally within 5 squares gains a +1 power bonus to attack the same target until the beginning of your next round. If you score a critical hit, you can immediately make another Snap-Shot attack.

Concussion Grenade Attack (standard; at-will; consumable 2) * **Weapon**

Area burst 1 in 5/10; +6 vs. Reflex; 1 damage and medium or smaller targets are also knocked prone.

ENCOUNTER ATTACK POWERS**Protect the Fallen** (standard; encounter) * **Healing, Weapon**

Melee Touch / Range 20/40; One ally in reach recovers 17 hit points; +11 vs. AC; 1d8+6 damage.

Weak Spot (standard; encounter) * **Weapon**

Range 20/40; +11 vs. AC, 1d8+6 damage and the target is weakened (save ends).

DAILY ATTACK POWERS**Move to Assist** (standard; daily) * **Healing, Weapon**

Range 20/40; +11 vs. AC, 2d8+6 and you can shift 3 squares. If you reach a square adjacent to an ally, the ally can spend a healing surge.

Get Away From Them (standard; daily) * **Martial**

Range 10; +10 vs. Reflex; No damage, but the target cannot attack you or any allies until the beginning of your next turn and all allies in reach of the creature gain a move action.

On a miss, the target can still attack but suffers a -2 penalty to all attack rolls until the beginning of your next round. No additional effects.

UTILITY POWERS**Adrenaline Boost** (standard; encounter)

Melee touch; you or one ally in reach spends a healing surge. Instead of gaining hit points, the target resets one previously used encounter ability.

Diagnose and Cure (move; encounter) * **Healing**

Melee touch; one ally (not you) suffering from a condition or ongoing damage gains a +2 bonus to save. You can sustain minor as long as you remain in reach, offering the bonus to the saving throw until the ally saves against the effect. You may activate this ability again in the same encounter if you use a healing surge to do so.

Emergency Patch (minor; daily) * **Healing**

Melee touch; one ally spends a healing surge. Instead of the hit points the target would normally regain, the ally regains 17 hit points.

Level 2 Endurance Injection (move; daily) * **Healing**

If you are bloodied, spend a healing surge.

Natural Healer (standard; 2/Encounter) * **Healing**

Melee touch; you or one ally spends a healing surge. Instead of the healing surge value, the target regains 17 hit points.

Jury-Rig (move; encounter)

Melee touch; One piece of disrupted equipment instantly recovers until the end of the encounter and then the item in question breaks. If the battery has blown, you can replace it as a minor action on your round. You may activate this ability again in the same encounter if you use your action point to do so.