



# REMARKABLE RACES

## Remarkable Races Expansion Set III: Aliens Among Us



**Roleplaying Game Supplement**

**J. Matthew Kubisz**

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# REMARKABLE RACES EXPANSION SET III: ALIENS AMONG US

An Expansion for Set Three of the Remarkable Races Line

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## DEATHSEEKER

*"It does not matter when or where I die, what matters is who I take with me."*

**Prerequisite:** Kval

Kvals are a bane to evil; drawn to it like moths to a flame. You are no exception. Your life revolves around seeking out and destroying evil in its lair. You have no fear; this is your purpose. Even when the odds seem stacked against you, you persevere. Many have tried to dissuade you from your quest, but you are undaunted. Supernatural evil must be eliminated.

You are well-suited to monstrous environments, for that is where they dwell. If a creature is much more powerful than you are, you rise to the occasion. When your enemies draw blood, you are bolstered. Even your death holds one last surprise.

### DEATHSEEKER PATH FEATURES

**Reciprocal Ravage (11<sup>th</sup> Level):** Whenever you are bloodied by an opponent, that opponent takes ongoing necrotic and radiant damage equal to your Dexterity modifier or Wisdom modifier (save ends). If you are slain by an opponent, that opponent takes ongoing necrotic and radiant damage equal to your Dexterity or Wisdom score (save ends).

**Resilient Action (11<sup>th</sup> Level):** When you spend an action point to take an extra action, you gain resist 10 to all damage until the end of your next turn.

**Entropic Wash (16<sup>th</sup> Level):** When you use your second wind, each enemy within 5 squares of you takes 1d10 + your Wisdom modifier or Dexterity modifier necrotic and radiant damage, and you gain temporary hit points equal to that damage.

### DEATHSEEKER POWERS

**Bloodbond** Deathseeker Attack 11

*You spit entropic blood at an opponent, which flares up whenever you are injured.*

**Encounter ♦ Necrotic, Radiant**  
**Standard Action** Ranged 5

**Targets:** One creature

**Attack:** Dexterity +4 or Wisdom +4 vs. Reflex

*At level 21:* Increase to Dexterity +6 or Wisdom +6 vs. Reflex

**Hit:** 2d6 + Dexterity modifier or Wisdom modifier necrotic and radiant damage. Until the end of your next turn, when you take damage, the target takes half that amount of necrotic and radiant damage.



**Fountain of Doom** Deathseeker Utility 12

*Your corrupting blood sprays in all directions.*

**Daily ♦ Stance**

**Immediate Reaction** Personal

**Trigger:** An enemy bloodies you with a melee attack.

**Effect:** Your *entropic blood* racial power has an area of close burst 1 until the stance ends.

**Reckless Spite** Deathseeker Attack 20

*You put yourself in harm's way to make a devastating attack.*

**Daily ♦ Weapon**

**Standard Action** Melee weapon

**Target:** One creature

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

**Hit:** 7[W] + Dexterity modifier or Wisdom modifier damage.

**Effect:** After the attack, the target may make a basic melee attack against you as a free action.

## ENTREPRENEUR

*"Even Hell has opportunity for those that seek it."*

**Prerequisite:** Numistian

You hunger for riches. All three of your eyes are always wide open for even the slightest opportunity to gather more gold. Long ago, you decided that one cannot sit around and wait for a fortune to come to him, one must go to the fortune! You have become a traveler, an adventurer, and a salesman of words.

You have learned how best to pilfer dungeons and dangerous lairs. You procured ways to slay monsters while keeping them in one piece for later sale of their hides and other valuable extremities and innards. You have the gift of the gab, and can even talk your way out of harm. Most importantly, you make a living out of adventuring.

### ENTREPRENEUR PATH FEATURES

**Knowledge is Power (11<sup>th</sup> Level):** You gain a +2 bonus to Arcana checks, Dungeoneering checks, History checks, Religion checks, and Streetwise checks.

**Lucrative Action (11<sup>th</sup> Level):** When you spend an action point, you may use your *money is life* racial feature at half the normal cost of gold.

**Trustworthy Aura (16<sup>th</sup> Level):** Adjacent creatures, at your discretion, may incur a penalty to Insight and Initiative checks equal to your Charisma modifier or Wisdom modifier. At 21<sup>st</sup> level, increase the range to 5 squares. You choose what creatures are affected and when.

### ENTREPRENEUR POWERS

**Preservative Damage** Entrepreneur Attack 11

*You release a wave of damaging energy that leaves no visible wounds and repairs physical damage without restoring hit points.*

**Encounter** ♦ Cold, Poison, Thunder

**Standard Action** Close burst 3

**Targets:** Each enemy in burst

**Attack:** Charisma +4 or Wisdom +4 vs. Reflex

*At level 21:* Increase to Charisma +6 or Wisdom +6 vs. Reflex

**Effect:** All physical damage on target is healed, yet no hit points are gained or restored.

**Hit:** Choose the cold, poison, or thunder damage type. Enemies in burst take 2d8 + Charisma modifier or Wisdom modifier damage of the chosen type.

**Miss:** Half damage.



**Ask and Receive** Entrepreneur Attack 12

*Your words afflict a target, making it impossible for it to disobey.*

**Daily** ♦ Charm

**Standard Action** Range 10

**Target:** One creature

**Attack:** Charisma +4 or Wisdom +4 vs. Will

*At level 21:* Increase to Charisma +6 or Wisdom +6 vs. Will

**Hit:** The target is dominated until the beginning of your next turn.

**Frozen Assets** Entrepreneur Attack 20

*Your stare freezes an enemy in his tracks, literally.*

**Daily** ♦ Cold, Gaze

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Charisma +4 or Wisdom +4 vs. Reflex

*At level 21:* Increase to Charisma +6 or Wisdom +6 vs. Reflex

**Effect:** Target takes ongoing cold damage equal to your Charisma modifier or Wisdom modifier (save ends).

**Hit:** 4d10 + Charisma modifier or Wisdom modifier cold damage and the target is immobilized (save ends).

## GOLDEN MUSE

*"I exist solely so that the righteous may prosper."*

**Prerequisite:** Muse, Lawful Good alignment

A life as a muse often means a life dedicated to helping another's cause. In your case, there is no exception. You seek out the servitors of good aligned deities and inspire them to overcome evil. You are deeply religious and hold the values of your temple above all else. These values often include virtue, honor, and compassion. You are the living embodiment of these principles.

Drawn to the path of divine good, you are well-suited to aiding the cause of other divine classes. You are charged with pure radiant energy, and all those who use that type of energy can benefit from having you nearby. You may also harness this energy into powerful radiant attacks.

### GOLDEN MUSE PATH FEATURES

**Golden Light (11<sup>th</sup> Level):** Allies within 5 squares of you gain a +2 to damage with powers that use the radiant or divine keyword.

**Brilliant Burst (11<sup>th</sup> Level):** When you spend an action point to take an extra action, all enemies adjacent to you take radiant damage equal to one-half your level + your Charisma modifier or Intelligence modifier. In addition, each enemy adjacent to you is blinded until the beginning of your next turn.

**Divine Presence (16<sup>th</sup> Level):** Your *unearthly presence* racial feature now grants a +2 bonus to all defenses against attacks made by creatures within 2 squares of you.

### GOLDEN MUSE POWERS

#### Golden Strike Golden Muse Attack 11

*Your weapon, bathed in golden light, sends shards of inspiration to your allies on a successful strike.*

**Encounter** ♦ Radiant, Reliable, Weapon

**Standard Action** Melee weapon

**Targets:** One Creature

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

**Hit:** 2[W] + Charisma modifier or Intelligence modifier radiant damage. Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to 1 + your Charisma modifier.



#### Touch of Gold Golden Muse Utility 12

*Your touch can replenish an ally's divine power.*

**Daily**

**Standard Action** Melee touch

**Target:** One adjacent ally

**Effect:** The target can regain the use of one daily power with the radiant or divine keyword.

#### Let it Shine Golden Muse Attack 20

*You glow with brilliant radiant light.*

**Daily** ♦ Radiant

**Minor Action** Personal

**Effect:** You shine with brilliant light until the end of the encounter, illuminating the area like a bonfire. While this power is active and you are able to take actions, any enemy that starts its turn adjacent to you is dazed until the end of your next turn and takes radiant damage equal to your Charisma modifier plus your Intelligence modifier.

## SLIME LORD

"I am a face for the faceless ones."

**Prerequisite:** Squole

You are the willing representative of ooze-kind. You have learned how to work with non-sentient oozes, slimes, and jellies and use them to further your cause. Your goal is to cultivate a positive relationship between the denizens of ooze and the world of men. Your hope is that the next time an adventurer encounters these creatures, they see an opportunity for positive gain, instead of an adversary that needs to be destroyed.

Your skills and powers allow you to better locate and interact with ooze-kind. At higher levels, you can even summon an ooze to aid you in combat. In addition, your closeness to these creatures has given you the ability to assume their form.

### SLIME LORD PATH FEATURES

**Ooze Whisperer (11<sup>th</sup> Level):** You gain a +5 bonus to all Perception checks or Dungeoneering checks to find any oozes and other amorphous creatures in your line of sight. In addition, you can communicate with ooze as if speaking a language that the ooze knows. Oozes with an Intelligence of 1 only know what has occurred within their perception.

**Splashing Action (11<sup>th</sup> Level):** When you spend an action point to take an extra action, you deal damage equal to your Strength modifier or Constitution modifier to one, two, or three creatures of your choice within 5 squares of you. This damage is of the same type as your *elemental oozing* racial feature.

**Acidic Resistance (16<sup>th</sup> Level):** Your *elemental resistance* racial feature now grants the same resistance to acid as your other chosen damage type. If acid is your chosen damage type, increase this resistance by 5.

### SLIME LORD POWERS

**Slime Shot** Slime Lord Attack 11

*You squirt elemental ooze at a foe, slowing him down.*

**Encounter** ♦ Acid, Cold, Fire, or Lightning

**Standard Action** Ranged 5

**Targets:** One creature

**Attack:** Constitution +4 or Strength +4 vs. Reflex  
*At level 21:* Increase to Constitution +6 or Strength +6 vs. Reflex

**Hit:** The target is slowed and takes ongoing 10 damage (save ends both). This damage is of the same type as your *elemental oozing* racial feature.



**Amorphous Body** Slime Lord Utility 12

*You become amorphous and can move like ooze.*

**Encounter**

**Move Action** Personal

**Effect:** You shift your speed, including through squares occupied by enemies. For the rest of the encounter, you gain a +5 bonus to checks to escape a grab.

**Summon Purple Ooze** Slime Lord Attack 20

*You summon a terrible purple ooze to attack your foes.*

**Daily** ♦ Summoning

**Minor Action** Ranged 20

**Effect:** You summon a Large purple ooze in an unoccupied 2-square-by-2-square space within range. The purple ooze has reach 2 and a speed of 4. It has a bonus to AC equal to your Constitution modifier or Strength modifier. You can give the purple ooze the following commands.

**Standard Action:** Close blast 3; Constitution + 4 vs. Fortitude (At level 21: Increase to Constitution + 6 vs. Fortitude); 2d8 + Constitution modifier acid damage, and the target is grabbed. **Sustain Standard:** The purple ooze sustains the grab, and the target takes 2d8 acid damage and loses a healing surge. A target that has no healing surges instead takes damage equal to its level.

**Opportunity Attack:** Melee reach 2; targets one creature; Strength + 4 vs. AC (At level 21: Increase to Strength + 6 vs. AC); 2d8 + Strength modifier damage, and ongoing 10 acid damage (save ends). The purple ooze can make this opportunity attack against a creature that attacks you.

**Move Action:** The purple ooze shifts 4 squares.

## WARRIOR PHILOSOPHER

*"The philosophy of war is the philosophy of peace."*

**Prerequisite:** Xax

You were born of conflict; on a battlefield or betwixt mortal combat. Consequently, your mind is finely tuned toward military endeavors. As a xax, you felt compelled to enwrap this motivation with an elaborate philosophy. You endeavor to unravel the art of war, both philosophically and in practice.

Your study of combat has expanded your martial abilities. Regardless of class, you tend to be seen on the battlefield as an astute warrior. You are able to fortify brawn with a keen intellect. Your powers reflect a keen understanding of the flow of battle and the tactics of a seasoned soldier.

### WARRIOR PHILOSOPHER PATH FEATURES

**Combat Precognition (11<sup>th</sup> Level):** You can act during a surprise round even when surprised and do not grant combat advantage from being surprised.

**Strategic Action (11<sup>th</sup> Level):** When you spend an action point to take an extra action, all allies within your line of sight gain a +1 bonus to attack rolls and damage rolls until the start of your next turn.

**Army of One (16<sup>th</sup> Level):** For your *we are one* racial power, roll twice and gain access to both racial encounter powers.

### WARRIOR PHILOSOPHER POWERS

**Forceful Strike** Warrior Philosopher Attack 11

*Use a superior weapon to drive foes away.*

**Encounter** ♦ **Invigorating, Weapon**

**Standard Action**      **Melee weapon**

**Requirement:** You must be wielding a superior weapon.

**Target:** One creature

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

**Hit:** 2[W] + Constitution modifier or Intelligence modifier damage, and you push the target a number of squares equal to your Intelligence modifier.



**Impossible Odds** Warrior Philosopher Utility 12

*You can turn a catastrophic miss into a spectacular hit.*

**Daily**

**Free Action**      **Personal**

**Trigger:** You roll a natural 1 to hit.

**Effect:** The roll is considered to be a natural 20.

**Awaken Experience** Warrior Philosopher Attack 20

*With an expert hit, you awaken more potential within yourself.*

**Daily** ♦ **Reliable, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Constitution or Intelligence vs. AC

**Hit:** 3[W] + Constitution modifier or Intelligence modifier damage, and you gain an action point. The action point disappears if it's not used by the end of the encounter. You can use this action point regardless of whether or not you have spent one during this encounter.

## RACIAL BACKGROUNDS

Something in your background sets you apart from others in your race.

### KVAL

**Cursed:** The fiend whose realm you once helped to bring down personally cursed your existence. How does this curse manifest? Are there any physical signs? Do others of your race consider you a pariah or a saint?

*Associated Skills:* Religion

**Nemesis:** You have gained the mutual enmity of an infernal fiend. Who is this villain and why have you chosen him as your nemesis? What are you doing to vanquish this evil? What is your enemy doing to stop you?

*Associated Skill:* Heal, Intimidation

**Rift Born:** You sprang into existence just as your pocket dimension collapsed, and consequentially have no memory of the realm that your brethren came from. Do you have the same drive to destroy evil? Do you get along with others of your brood? Does being born in this world bring you closer to humankind?

*Associated Skill:* Diplomacy

### MUSE

**Bad Dream:** You are the spawn of a darker deity, here to help those that serve this cause. Since you are rare among your kind, you often hide your true nature. What god do you serve? Do you work secretly or overtly? Would you aid those who do not serve your cause, or hinder them?

*Associated Skill:* Bluff

**Scribe of the Gods:** You are a keeper of legends and recorder of history. The gods have hidden knowledge in you so that it might inspire others. What sorts of lore do you keep? Who do you share your knowledge with? Did your thirst to observe and record inspire you to become an adventurer?

*Associated Skill:* History, Religion

### NUMISTIAN

**Mercenary:** You sell services rather than wares. You possess a skill that is valuable to others. What is this skill? How do you advertise your services? What makes you better than your competitors?

*Associated Skill:* Diplomacy

**Panhandler:** Instead of selling goods and services, you routinely acquired money through begging and con artistry. What are your methods? Why have you eschewed more ethical means of

acquiring gold? Have you resorted to panhandling out of desperation or was the choice intentional?

*Associated Skills:* Streetwise, Thievery

**Rare Coin:** The mystical coins that you bleed when injured appear to be of a rare or ancient mint. You are a source of intrigue to other numistians, and you have extensively researched their origin. Have you found the origin of the coin? What is the significance of this phenomenon?

*Associated Skill:* History

### SQUOLE

**Clear:** You were born as clear and colorless as pure water. While you still harbor an elemental affinity, you show no outward signs of it. How do other squoles view this rare condition? Did your parent have the same features? Do you use your natural ability to blend in with your surroundings to your advantage?

*Associated Skills:* Stealth

**Slime Hunter:** You have rejected the cause of your race and actively hunt and destroy slime, oozes, and jellies. Why are you on this quest? Do you seek the acceptance of your race, or have you condemned them as well?

*Associated Skills:* Dungeoneering

### XAX

**Blank Birth:** You were born in a desolate area, and have therefore not acquired any innate skills or knowledge. Consequently, it has taken you much longer to mature than the typical xax. Where were you born? How did you overcome your initial naivety? What led you to the path you are on now?

*Associated Skill:* Insight


**Cosmopolitan Birth:** You were born amidst a large city and have acquired a large variety of experiences and motivations. Where were you born? With so much diversity, how do you determine which path to take?

*Associated Skill:* Streetwise

**Nonsequential Memories:** You suffer from a rare affliction that affects a small number of xax. While able to function normally, your long term memory is incapable of keeping things in chronological order. How do you manage your malady? Do others know of your affliction, or do you keep it a secret? What is the source of this strange psychosis?


*Associated Skill:* Perception





### Bloodbond

Deathseeker Attack 11




**Encounter** ♦ Necrotic, Radiant  
**Standard Action** Ranged 5  
**Targets:** One creature  
**Attack:** Dexterity +4 or Wisdom +4 vs. Reflex  
*At level 21:* Increase to Dexterity +6 or Wisdom +6 vs. Reflex  
**Hit:** 2d6 + Dexterity modifier or Wisdom modifier necrotic and radiant damage. Until the end of your next turn, when you take damage, the target takes half that amount of necrotic and radiant damage.

[ ] vs. Reflex


Damage

You spit entropic blood which flares up whenever you are injured.



### Golden Strike

Golden Muse Attack 11




**Encounter** ♦ Radiant, Reliable, Weapon  
**Standard Action** Melee weapon  
**Targets:** One Creature  
**Attack:** Charisma or Intelligence vs. AC  
**Hit:** 2[W] + Charisma modifier or Intelligence modifier radiant damage.  
 Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to 1 + your Charisma modifier.

[ ] vs. AC


Damage

Your weapon sends shards of inspiration to your allies on a successful strike.




### Fountain of Doom

Deathseeker Utility 12




**Daily** ♦ Stance  
**Immediate Reaction** Personal  
**Trigger:** An enemy bloodies you with a melee attack.  
**Effect:** Your *entropic blood* racial power has an area of close burst 1 until the stance ends.

Your corrupting blood sprays in all directions.




### Touch of Gold

Golden Muse Utility 12




**Daily**  
**Standard Action** Melee touch  
**Target:** One adjacent ally  
**Effect:** The target can regain the use of one daily power with the radiant or divine keyword.

Your touch can replenish an ally's divine power.



### Reckless Spite

Deathseeker Attack 20




**Daily** ♦ Weapon  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Dexterity or Wisdom vs. AC  
**Hit:** 7[W] + Dexterity modifier or Wisdom modifier damage.  
**Effect:** After the attack, the target may make a basic melee attack against you as a free action.

[ ] vs. AC


Damage

You put yourself in harm's way to make a devastating attack.



### Let it Shine


Golden Muse Attack 20



**Daily** ♦ Radiant  
**Minor Action** Personal  
**Effect:** You shine with brilliant light until the end of the encounter, illuminating the area like a bonfire. While this power is active and you are able to take actions, any enemy that starts its turn adjacent to you is dazed until the end of your next turn and takes radiant damage equal to your Charisma modifier plus your Intelligence modifier.


Damage

You glow with brilliant radiant light.




### Touch of the Muse

Muse Racial Power




**Encounter**  
**Standard Action** Melee touch  
**Target:** One adjacent ally  
**Effect:** The target can regain the use of a racial encounter power or their second wind.

Your touch can replenish an ally's power.



### Bribe Fate

Numistian Racial Power



**Encounter**  
**Free Action** Personal  
**Effect:** When you fail a saving throw, you may lose half your level in hit points to reroll that saving throw.

With a small sacrifice, you may acquire a new chance to avoid a bad fate.

## Preservative Damage

Entrepreneur Attack 11

**Encounter** ♦ Cold, Poison, or Thunder  
**Standard Action** Close burst 3  
**Targets:** Each enemy in burst  
**Attack:** Cha +4 or Wis +4 vs. Reflex  
*At level 21:* Increase to Cha +6 or Wis +6 vs. Reflex  
**Effect:** All physical damage on target is healed, yet no hit points are gained or restored.  
**Hit:** Choose the cold, poison, or thunder damage type. Enemies in burst take 2d8 + Cha modifier or Wis modifier damage of the chosen type.  
**Miss:** Half damage.

[ ] vs. Reflex

Damage

*You release a wave of damaging energy that leaves no visible wounds.*

## Amorphous Body

Slime Lord Utility 12

**Encounter**  
**Move Action** Personal  
**Effect:** You shift your speed, including through squares occupied by enemies.  
 For the rest of the encounter, you gain a +5 bonus to checks to escape a grab.

*You become amorphous and can move like ooze.*

## Ask and Receive

Entrepreneur Attack 12

**Daily** ♦ Charm  
**Standard Action** Range 10  
**Target:** One creature  
**Attack:** Charisma +4 or Wisdom +4 vs. Will  
*At level 21:* Increase to Charisma +6 or Wisdom +6 vs. Will  
**Hit:** The target is dominated until the beginning of your next turn.

[ ] vs. Will

*Your words afflict a target, making it impossible for it to disobey.*

## Summon Purple Ooze

Slime Lord Attack 20

**Daily** ♦ Summoning  
**Minor Action** Ranged 20  
**Effect:** You summon a Large purple ooze in an unoccupied 2-square-by-2-square space within range. The purple ooze has reach 2 and a speed of 4. It has a bonus to AC equal to your Con modifier or Str modifier. You can give the purple ooze the following commands.

**Standard Action:** Close blast 3; Con + 4 vs. Fortitude (At level 21: Increase to Con + 6 vs. Fortitude); 2d8 + Con modifier acid damage, and the target is grabbed.  
**Sustain Standard:** The purple ooze sustains the grab, and the target takes 2d8 acid damage and loses a healing surge. A target that has no healing surges instead takes damage equal to its level.  
**Opportunity Attack:** Melee reach 2; targets one creature; Str + 4 vs. AC (At level 21: Increase to Str + 6 vs. AC); 2d8 + Str modifier damage, and ongoing 10 acid damage (save ends). The purple ooze can make this opportunity attack against a creature that attacks you.  
**Move Action:** The purple ooze shifts 4 squares.

*You summon a terrible purple ooze to attack your foes.*

## Frozen Assets

Entrepreneur Attack 20

**Daily** ♦ Cold, Gaze  
**Standard Action** Ranged 20  
**Target:** One creature  
**Attack:** Charisma +4 or Wisdom +4 vs. Reflex  
*At level 21:* Increase to Charisma +6 or Wisdom +6 vs. Reflex.  
**Effect:** Target takes ongoing cold damage equal to your Charisma modifier or Wisdom modifier (save ends).  
**Hit:** 4d10 + Charisma modifier or Wisdom modifier cold damage and the target is immobilized (save ends).

[ ] vs. Reflex

Damage

*Your stare freezes an enemy in his tracks, literally.*


## Slime Shot

Slime Lord Attack 11

**Encounter** ♦ Acid, Cold, Fire, or Lightning  
**Standard Action** Ranged 5  
**Targets:** One creature  
**Attack:** Constitution +4 or Strength +4 vs. Reflex  
*At level 21:* Increase to Constitution +6 or Strength +6 vs. Reflex  
**Hit:** The target is slowed and takes ongoing 10 damage (save ends both). This damage is of the same type as your *elemental oozing* racial feature.


[ ] vs. Reflex

*You squirt elemental ooze at a foe, slowing him down.*



## Forceful Strike

Warrior Philosopher Attack 11




**Encounter** ♦ Invigorating, Weapon  
**Standard Action**    **Melee** weapon  
**Requirement:** You must be wielding a superior weapon.  
**Target:** One creature  
**Attack:** Constitution or Intelligence vs. Fortitude  
**Hit:** 2[W] + Constitution modifier or Intelligence modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

[ ] vs. Fort


Damage

*Use a superior weapon to drive foes away.*



## Awaken Experience

Warrior Philosopher Attack 20




**Daily** ♦ **Reliable, Weapon**  
**Standard Action**    **Melee** weapon  
**Target:** One creature  
**Attack:** Constitution or Intelligence vs. AC  
**Hit:** 3[W] + Constitution modifier or Intelligence modifier damage, and you gain an action point. The action point disappears if it's not used by the end of the encounter. You can use this action point regardless of whether or not you have spent one during this encounter.

[ ] vs. AC


Damage

*With an expert hit, you awaken more potential within yourself.*




## Impossible Odds

Warrior Philosopher Utility 12




**Daily**  
**Free Action**    **Personal**  
**Trigger:** You roll a natural 1 to hit.  
**Effect:** The roll is considered to be a natural 20.











*You can turn a catastrophic miss into a spectacular hit.*



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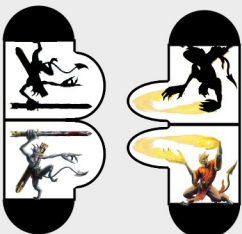
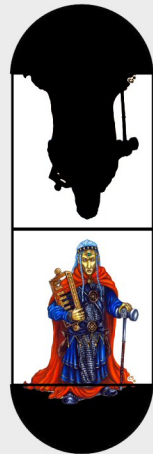
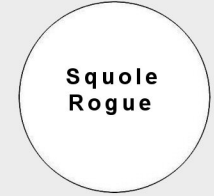
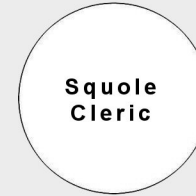
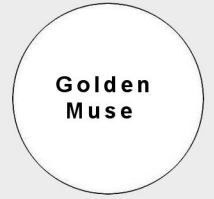
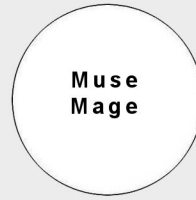
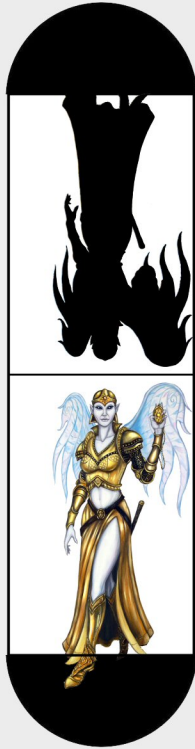
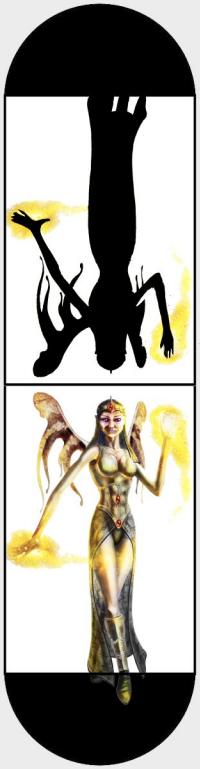


Related Race	Ranges
 Kval	 Personal
 Muse	 Melee
 Numistian	 Ranged
 Squole	 Close
 Xax	 Area

*Bring new life to your game!*

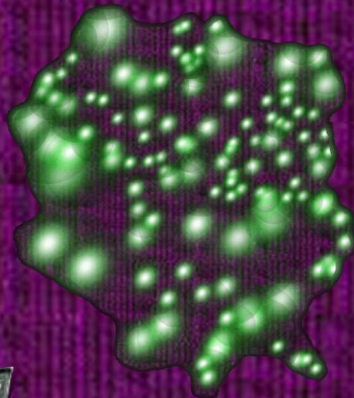


# Cardstock Minis: Set III



## Instructions

Cut out all non-gray shapes on black outline. Do not cut black line between colored picture and silhouette. Fold in half on that line, then fold black half-circles up. Paste matching base on bottom, word-side-down. Enjoy your miniature!



## Get the most out of life!

With the addition of the D&D 4E PLAYER'S HANDBOOK 2, the game has seen a few new staples to the player character race ensemble. Among these, the racial paragon paths and racial backgrounds have been especially well received. To update the Remarkable Races, we decided to put out our own updates. These updates will be released in three expansions, one for each set of Remarkable Races. Included are five racial paragons, one for each race in the set. Each race will also have the option of several suggested character backgrounds. In addition, by popular demand, we have included racial and paragon power cards that can be printed on cardstock and used in the game. The Remarkable Races expansions will keep your new races alive and well in your game.

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For use with the 4th Edition

**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook®, Monster Manual®, and  
Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™  
core rulebooks, available from Wizards of the Coast, LLC