

HUGE NERD GAMES
PRESENTS

QUICK BUILDS: URBAN SEEKER



Quick Builds: Urban Seeker

HUGE NERD GAMES

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URBAN SEEKER

QUICK BUILDS: URBAN SEEKER

“Wooden houses. Cobblestone roads. Thatched roofs with muddy mortar. The city’s spirits are far from dead, but simply waiting for the call.”

CITYBOND

When you choose your Seeker’s Bond, you can choose Citybond instead of another option, such as the ones in *Player’s Handbook 3*.

Citybond: You gain the *crushing spirits* power. You also gain a +1 bonus to attack rolls with crossbows and weapons with the light thrown property, and can reload weapons with the load minor weapon property as a free action. In addition, while you are not wearing heavy armor, you ignore the first square of difficult terrain you move into each turn.

Crushing Spirits Seeker Feature

The weight of the world itself crashes down on your enemies’ shoulders, crushing them further if they try to escape their plight.

Encounter ♦ Primal

Minor Action Close burst 1

Target: Each enemy in the burst

Effect: The target is knocked prone. If the target stands up before the end of your next turn, it takes damage equal to your Dexterity modifier.

Level 11: 2 + Dexterity modifier damage.

Level 21: 5 + Dexterity modifier damage.

LEVEL 1 AT-WILL EVOCATIONS

Candle Spirit’s Flare Seeker Attack 1

A flickering burst of distracting primal fire is all your allies need to maneuver.

At-Will ♦ Primal, Radiant, Weapon

Standard Action Area burst 1 within weapon range

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 1[W] modifier radiant damage, and the target cannot take opportunity actions until the end of your next turn.

LEVEL 1 ENCOUNTER EVOCATIONS

Cobblestone Scatter Seeker Attack 1

A spray of stones from the city streets erupts from your weapon, then settles under your enemy’s feet to trip them up further.

Encounter ♦ Primal, Weapon

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. If the target does not move at least 2 squares before the end of its next turn, you can slide the target 1 square and knock it prone.

LEVEL 1 DAILY EVOCATIONS

Dust Devil’s Revenge Seeker Attack 1

A roaring swirl of dusty wind sweeps up its target and holds it helplessly aloft.

Daily ♦ Primal, Thunder, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier thunder damage, and the target is held 5 feet off the ground and is restrained (save ends both).

Miss: The target is restrained until the end of your next turn.

LEVEL 2 UTILITY EVOCATIONS

Cityspeak Seeker Utility 2

Your communion with the spirits of the city tells you more than its residents let on.

Encounter ♦ Primal

Free Action **Personal**

Trigger: You would make a Streetwise check

Effect: You make a Nature check instead.

Citybond: You can roll twice on the Nature check and take either result.

LEVEL 3 ENCOUNTER EVOCATIONS

Vermin Call Seeker Attack 3

Rats and roaches, pigeons and crows; the dregs of the city swarm to your targets to prove their strength.

Encounter ♦ Poison, Primal, Weapon, Zone

Standard Action **Area** burst 2 within 10

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: Wisdom modifier poison damage.

Effect: The burst creates a zone of vermin that lasts until the end of your next turn. While in the zone, enemies grant combat advantage.

LEVEL 5 DAILY EVOCATIONS

Bitter Smoke Cloud Seeker Attack 5

Your arrow bursts into a choking cloud of smoke and fire that slowly spreads.

Daily ♦ Fire, Primal, Weapon, Zone

Standard Action **Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage.

Miss: Half damage.

Effect: This power creates a zone of bitter smoke in a close burst 2 around the target (save ends). When the target moves, the zone moves with it, remaining centered on the target. Enemies in the zone take a -2 penalty to attack rolls and a -10 penalty to Perception checks. Whenever the target fails a saving throw against the effect, the burst increases by 1, to a maximum of 5.

LEVEL 6 UTILITY EVOCATIONS

Black Iron Bolt Seeker Utility 6

With the help of a primal spirit of metal, you craft a punishing piece of ammunition.

Daily ♦ Primal

Minor Action **Personal**

Effect: You create a black iron bolt that lasts until your next extended rest. When you hit with a ranged weapon attack, you can choose to expend the black iron bolt to cause one target of the attack to be pushed 3 squares.

Citybond: The target is instead pushed a number of squares equal to 1 + your Dexterity modifier.

LEVEL 7 ENCOUNTER EVOCATIONS

Cacophonous Disruption Seeker Attack 7

The bustle of a busy city street surrounds your foe and spreads to those who can hear it.

Encounter ♦ Primal, Thunder, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 2d10 + Wisdom modifier thunder damage, and the target and each enemy within 2 squares of the target is deafened and takes a penalty to opportunity attacks equal to your Wisdom modifier until the end of your next turn.

Special: You can use this power as a ranged basic attack.

LEVEL 9 DAILY EVOCATIONS

Plague of Rats **Seeker Attack 9**

Harried by a swarm of sewer rats, those you mark with your arrows attract even more vermin by the minute.

Daily ♦ **Primal, Poison, Weapon**

Standard Action **Area burst 1** within weapon range

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target takes ongoing 5 poison damage (save ends). Whenever the target fails a saving throw against the ongoing damage, it falls prone and grants combat advantage until the start of its next turn.

Miss: Half damage, and the target grants combat advantage (save ends).

LEVEL 10 UTILITY EVOCATIONS

Urban Stride **Seeker Utility 10**

Your time among such large numbers of people has enabled you to master the art of the urban stride.

Encounter ♦ **Primal**

Move Action **Personal**

Effect: You shift one-half your speed, ignoring difficult terrain. You can move through enemy's squares during the shift, but you can't end there.

LEVEL 13 ENCOUNTER EVOCATIONS

Rubble and Debris **Seeker Attack 13**

Your shots arrive with a host of urban earth spirits that surround your foes with wreckage.

Encounter ♦ **Primal, Weapon**

Standard Action **Ranged weapon**

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target treats all squares as difficult terrain until the end of your next turn. If you target only one creature, the target takes an additional 1[W] damage.

Special: You can use this power against one target as a ranged basic attack.

LEVEL 15 DAILY EVOCATIONS

Forgotten Arrow **Seeker Attack 15**

Your target hasn't disappeared, but rather simply been forgotten amongst the crowd.

Daily ♦ **Illusion, Primal, Weapon**

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is forgotten (save ends). While forgotten, the target does not occupy a space, has line of effect and line of sight to no creature, and no creature has line of effect or line of sight to it. If the target saves against this effect while occupying the same square as another creature, it reappears in the nearest space of its choice.

Miss: Half damage, and the target is forgotten until the end of your next turn.

Special: You can use this power as a ranged basic attack.

LEVEL 16 UTILITY EVOCATIONS

Midnight Chill Bolt Seeker Utility 16

You bring the desolate chill of the streets in the dead of night to your target in this magical piece of crafted ammunition.

Daily ♦ Cold, Primal

Minor Action **Personal**

Effect: You create a midnight chill bolt that lasts until your next extended rest. When you hit with a ranged weapon attack, you can choose to expend the midnight chill bolt to cause one target of the attack to take 5 cold damage and be immobilized until the end of your next turn.

Citybond: While immobilized, the target also takes a penalty to attack rolls equal to your Dexterity modifier.

LEVEL 17 ENCOUNTER EVOCATIONS

Putrid Wind Spirit Seeker Attack 17

While the air spirits you call don't mind the stench of urban decay, your foe might.

Encounter ♦ Poison, Primal, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier poison damage, and the target is dazed until the end of your next turn. While dazed, enemies adjacent to the target take a -2 penalty to attack rolls.

Special: You can use this power as a ranged basic attack.

LEVEL 19 DAILY EVOCATIONS

Distracting Spirit Crowd Seeker Attack 19

The spirits of the city's lost and broken come to your aid, marching on your enemies in a throng of ghostly figures.

Daily ♦ Necrotic, Primal, Weapon

Standard Action **Area burst 2 within
weapon range**

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier necrotic damage, and all creatures have concealment against the target, or total concealment if the target is more than 5 squares away (save ends).

Miss: Half damage, and all creatures have concealment against the target until the end of your next turn.

LEVEL 22 UTILITY EVOCATIONS

Citywalk Seeker Utility 22

Your connection to the urban environment has grown, and you swim through the city itself like water.

Daily ♦ Primal, Teleportation

Minor Action **Personal**

Effect: Until the end of the encounter, whenever you start your turn next to blocking terrain, you can use a minor action to teleport up to 5 squares to a square on the other side of the blocking terrain, even if you don't have line of sight to the destination.

URBAN CHAMPION

"This is my city. Let me introduce you to it, or perhaps it will introduce itself."

Prerequisite: Seeker, Citybond class feature, *inevitable shot* power

Most natural leaders shun the cities, thinking these places anathema, but a city is a living thing, just another ecosystem to its inhabitants. The spirits of wood, mud, and vermin call it home, and even processed materials like metal and stone retain their essence relatively unharmed. This is a shocking revelation to many primal characters, to be sure, but it is an important one, and you wish to spread your knowledge to anyone who will listen.

You walk in a primal grey area, a strange symbiosis between man and nature, secular and spiritual, martial and primal. You stalk in dark alleys, speak to rats and crows, and punish those who would defile your home. You are often at odds with traditionalists, but you would rather be an outcast than turn a deaf ear to the spirits; the city is your home, and your charge.

URBAN CHAMPION PATH FEATURES

Crowd Control Action (11th Level): When you spend an action point to make a ranged attack and hit or miss, you can expend your *inevitable shot* to make a ranged basic attack against each enemy adjacent to one target of the attack, using the target's space as the origin square.

Wisdom of the Streets (11th Level): You gain training in Streetwise, and your Bluff, Diplomacy, Intimidate, and Streetwise checks are based on your Wisdom modifier.

In addition, once per day, you can use the Speak with Nature ritual without expending components. If you are speaking to a natural beast or plant commonly found in an urban environment, you can use Streetwise instead of Nature for the ritual's key skill.

Second Chances (16th Level): You gain an additional use of *inevitable shot* per encounter.

URBAN CHAMPION EVOCATIONS

Murderous Shot Urban Champion Attack 11

Your bolt is a beacon to the birds of the city, and crow and pigeon alike descend as a cloud on your foes.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + 1d6 + Wisdom modifier damage, and the target is harried until the end of your next turn. While harried, whenever the target or an enemy within 2 squares of the target takes an action that provokes opportunity attacks from adjacent enemies, that creature takes 1d6 damage.

Special: You can use this power as a ranged basic attack.

Scattershot Bolt Urban Champion Utility 12

Perfect for dispersing riotous crowds, this magical projectile splits into hundreds of smaller bolts on impact.

Daily ♦ Primal

Minor Action Personal

Effect: You create a scattershot bolt that lasts until your next extended rest. When you hit with a ranged weapon attack, you can choose to expend the scattershot bolt to cause each enemy adjacent to one target of the attack to take damage equal to your Dexterity modifier and be pushed 1 square away from that target.

Spirit of Hunger Urban Champion Attack 20

A primal spirit of the city's hunger comes upon your enemy, slowly sapping its strength.

Daily ♦ **Necrotic, Primal, Psychic, Weapon**

Standard Action **Ranged** weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage and 2d12 necrotic and psychic damage.

Miss: Half damage and 1d12 necrotic and psychic damage.

Effect: The target takes ongoing 10 necrotic and psychic damage and is weakened (save ends both).

First Failed Saving Throw: The target takes ongoing 10 necrotic and psychic damage and is unconscious (save ends both).