

XP Budget	2 players	3 players	4 players	5 players	6 players
Level 1 Encounter	200	300	400	500	600
Level 2 Encounter	250	375	500	625	750
Level 3 Encounter	300	450	600	750	900
Level 4 Encounter	350	525	700	875	1050
Level 5 Encounter	400	600	800	1000	1200
Level 6 Encounter	500	750	1000	1250	1500
Level 7 Encounter	600	900	1200	1500	1800
Level 8 Encounter	700	1050	1400	1750	2100
Level 9 Encounter	800	1200	1600	2000	2400
Level 10 Encounter	1000	1500	2000	2500	3000

Skill Check DCs			
Level	Easy	Moderate	Hard
1	9	13	17
2	10	14	18
3	11	15	19
4	12	16	20
5	13	17	21
6	14	18	22
7	15	19	23
8	16	20	24
9	17	21	25
10	18	22	26

Skill Challenges			XP by Skill Challenge Level									
Complexity	Successes	Typical DCs	1	2	3	4	5	6	7	8	9	10
1	4	4 moderate	100	125	150	175	200	250	300	350	400	500
2	6	5 moderate, 1 hard	200	250	300	350	400	500	600	700	800	1000
3	8	6 moderate, 2 hard	300	375	450	525	600	750	900	1050	1200	1500
4	10	7 moderate, 3 hard	400	500	600	700	800	1000	1200	1400	1600	2000
5	12	8 moderate, 4 hard	500	625	750	875	1000	1250	1500	1750	2000	2500

Skill	Task	DC
<b>Acrobatics</b>	Escape restraints (move action)	Easy, moderate or hard
	Move half-speed while balancing (move action)	Moderate
<b>Athletics</b>	Climb rope at half-speed (move action)	Easy
	Climb rough cliff at half-speed (move action)	Moderate
	Climb smooth wall at half-speed (move action)	Hard
	Jump across a chasm (part of a move action)	5 per square jumped
	Swim through rough water at half-speed (move action)	Moderate
<b>Conspiracy</b>	Recall basics of a significant event (no action)	Easy
	Identify symbols/goals of a cryptic alliance (no action)	Moderate
	Recall details of a significant event (no action)	Moderate
	Recall story that pertains to current situation (no action)	Hard
<b>Insight</b>	See through another's lie (no action)	Opposed Interaction
	Gain an advantage in a negotiation (no action)	Moderate or hard
<b>Interaction</b>	Gather common information, negotiate a deal, talk someone out of attacking you, talk a security robot into letting you pass, bully someone to do what you want (standard action)	Moderate (hard if hostile)
<b>Mechanics</b>	Hot-wire a car, pick a padlock, repair an engine, drive a motorcycle, fly a helicopter, jury-rig a new machine	Moderate or hard
<b>Nature</b>	Find food and water for yourself	Moderate
	Find food and water for the group	Hard
	Find your way across trackless terrain	Moderate
	Avoid a hazard	Moderate or hard
<b>Perception</b>	Find an obvious clue (no action or minor)	Easy
	Discover a well-hidden object (no action or minor)	Moderate
	Follow faint tracks on stone or metal (no action or minor action)	Hard
	Eavesdrop on a nearby conversation (no action or minor action)	Easy
	Hear whispers through a door (no action or minor action)	Hard
	Notice someone hiding from you (no action or minor action)	Opposed Stealth
<b>Science</b>	Operate a computer	Moderate
	Identify radiation effects on the environment	Moderate
	Defuse a suitcase nuke	Hard
	Hack into a secure network	Hard
	Reprogram an android	Hard
<b>Stealth</b>	Become hidden (at the end of a move action)	Opposed Perception
	Move your speed while remaining hidden (move action)	Opposed Perception +5

Condition	Effect
<b>Blinded</b>	You can't see. Your targets have total concealment against you. You take a -10 penalty to Perception checks. You grant combat advantage. You can't flank.
<b>Dazed</b>	You grant combat advantage. You don't get all your actions on your turn: You can only take a standard action, a move action, or a minor action. You can still take any number of free actions, but you can't take immediate actions or opportunity actions.
<b>Deafened</b>	You can't hear anything. You take a -10 penalty to Perception checks.
<b>Dominated</b>	You can't take actions. Instead, the dominating creature chooses one action for you to take on your turn: standard, move, minor, or free. The only powers it can make you use are at-will powers. You grant combat advantage. You can't flank.
<b>Dying</b>	You're dying while at 0 hit points or fewer. The condition ends as soon as you gain hit points. You're unconscious (see below). You make a death saving throw every round.
<b>Helpless</b>	You grant combat advantage.
<b>Immobilized</b>	You can't move from your square, but you can teleport and can be forced to move by a pull, a push, or a slide.
<b>Prone</b>	You're lying down. (If you're climbing, you fall. If you're flying, you fall safely to the ground.) You grant combat advantage to enemies making melee attacks against you, but you get a +2 bonus to all defenses against ranged attacks from non-adjacent enemies. You take a -2 penalty to attack rolls. You can move only by crawling, by teleporting, or by a pull, a push, or a slide.
<b>Restrained</b>	You can't move from your square (not even by a push, a pull, or a slide), but you can teleport. You grant combat advantage. You take a -2 penalty to attack rolls.
<b>Slowed</b>	Your speed becomes 2 if it was higher. You can't increase your speed above 2. This speed applies to all your movement modes, but not to teleportation or to a pull, a push, or a slide. If you're slowed while moving, you must stop if you have already moved 2 or more squares.
<b>Stunned</b>	You can't take actions. (If you're flying, you fall safely to the ground unless you can hover.) You grant combat advantage. You can't flank.
<b>Surprised</b>	You can't take actions. You grant combat advantage. You can't flank.
<b>Unconscious</b>	You're helpless and unaware of your surroundings. You can't take actions. You take a -5 penalty to all defenses. You fall prone, if possible. You can't flank.
<b>Weakened</b>	Your attacks deal half damage. Ongoing damage you deal is not affected, and neither is damage that doesn't come from an attack roll.



### Far-Go Key Locations

1. Far-Go House (hostel)
2. Preese Table (restaurant)
3. Salty Mug (tavern)
4. Garrison
5. Armory
6. The Surplus (general store)
7. Apothecary
8. Speaker's House
9. Speaker's Jewels (currency exchange)
10. Farmer's Meet
11. Merchant's Hall
12. Bazaar
13. Cook's Prognostications
14. The Great Library
15. Deep Thought (smoke shop)
16. Dah-Koh-Tah School
17. Temple of the Religious Ones
18. Shelter of the White Hand
19. Cask and Barrel (winery)

Light Weapons (Dex or Int)	Accuracy	Damage	Range
Unarmed, quick	+3	1d4	
Melee, one-handed	+3	1d8	
Melee, two-handed	+3	1d12	
Ranged, one-handed	+3	1d8	5
Ranged, two-handed	+3	1d12	10
Gun, one-handed	+4	1d8	10
Gun, two-handed	+4	1d12	20

Heavy Weapons (Str or Con)	Accuracy	Damage	Range
Unarmed, powerful	+2	1d8	
Melee, one-handed	+2	1d10	
Melee, two-handed	+2	2d8	
Ranged, one-handed	+2	1d10	5
Ranged, two-handed	+2	2d8	10
Gun, one-handed	+2	2d6	10
Gun, two-handed	+2	2d10	20

Basic Attack	
<b>At-Will</b>	<b>Physical, Weapon</b>
<b>Standard Action</b> Melee or Ranged weapon	
<b>Target:</b> One creature	
<b>Attack:</b> Str/Con or Dex/Int modifier + your level + weapon accuracy	
<b>Hit:</b> 1 [weapon damage] + Str/Con or Dex/Int modifier + your level physical damage	

Armor Type	Benefit	Speed
Light	+3 armor bonus to AC (add Dex/Int modifier to AC)	-
Heavy	+7 armor bonus to AC	-1
Shield	+1 shield bonus to AC	-

Character Statistics	
<b>Hit Points at 1<sup>st</sup> Level</b>	12 + your Constitution score
<b>Bloodied Value</b>	½ your hit points, rounded down
<b>Hit Points per Level</b>	5
<b>Fortitude Defense</b>	10 + your level + higher of your Strength or Constitution modifiers
<b>Reflex Defense</b>	10 + your level + higher of your Dexterity or Intelligence modifiers
<b>Will Defense</b>	10 + your level + higher of your Wisdom or Charisma modifiers
<b>Armor Class</b>	10 + your level + armor bonus + shield bonus + higher of your Dexterity or Intelligence modifiers (if wearing light or no armor)
<b>Speed</b>	6 +/- modifiers from your origin
<b>Initiative Modifier</b>	your Dexterity modifier + your level + other modifiers
<b>Attack Bonus (Weapon)</b>	your best modifier from the weapon's key ability score pair + your level + weapon accuracy modifier
<b>Attack Bonus (Power)</b>	the power's key ability modifier + your level + power accuracy modifier (or weapon accuracy modifier if the power works with a weapon)
<b>Skill Bonus</b>	the key ability score modifier + your level + other modifiers

Random Origin Table			
d20	d12 1-5 (Core)	d12 6-10 (FiFG)	d12 11-12 (LoG)
1	Android	AI	Antimatter Blaster
2	Cockroach	Alien	Demon
3	Doppelganger	Arachnoid	Octopoid
4	Electrokinetic	Cryokinetic	Photonic
5	Empath	Ectoplasmic	Reanimator
6	Felinoid	Entropic	Regenerator
7	Giant	Exploding	Saurian
8	Gravity Controller	Fungoid	Vampiric
9	Hawkoid	Gelatinous	
10	Hypercognitive	Magnetic	
11	Mind Breaker	Mythic	
12	Mind Coercer	Nightmare	
13	Plant	Plaguebearer	
14	Pyrokinetic	Plastic	
15	Radioactive	Prescient	
16	Rat Swarm	Reanimated	
17	Seismic	Shapeshifter	
18	Speedster	Simian	
19	Telekinetic	Temporal	
20	Yeti	Wheeled	
Engineered Human as secondary origin if primary and secondary origins match			

Total XP	Level	Benefit
0	1st	Origin traits, both novice powers
500	2nd	First critical hit benefit
1,000	3rd	First utility power
2,000	4th	Second Alpha mutation, first vocation feat
3,000	5th	First expert power
4,000	6th	Second critical hit benefit
5,000	7th	Second utility power, second vocation feat
6,500	8th	Third Alpha mutation
8,500	9th	Second expert power
10,000	10th	Uber feature, third vocation feat

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

End of Encounter Checklist
<input type="checkbox"/> Players who used ammo two or more times are out.
<input type="checkbox"/> Check Omega Charge for used Omega Tech cards.
<input type="checkbox"/> Replace Alpha Mutation cards.
<input type="checkbox"/> Receive experience point rewards.
<input type="checkbox"/> Draw Omega Tech card rewards ( <i>optional, depends on encounter rewards</i> ).
<input type="checkbox"/> Roll on Ancient Junk table ( <i>optional, depends on encounter rewards</i> ).
<input type="checkbox"/> Short rest to regain all hit points ( <i>optional, five minutes</i> ).
<input type="checkbox"/> Long rest to go up a level ( <i>optional, six hours, once per day</i> ).

### Consolidated Junk Table

1, 1	Roll twice on this table	7, 8	Electric toothbrush	14, 5	Punching bag
1, 2	15-inch computer monitor	7, 9	Eraser	14, 6	Radar detector
1, 3	20-lb. dumbbell	7, 10	Exercise bike	14, 7	Radio cell phone
1, 4	8 GB RAM stick	8, 1	Exercise treadmill	14, 8	Rappelling harness
1, 5	Air compressor	8, 2	Explorer's kit	14, 9	Remote control
1, 6	Ammo	8, 3	Eyeglasses	14, 10	Rope (100 ft.)
1, 7	Ashtray	8, 4	First aid kit	15, 1	Rubber hip waders
1, 8	Aviator's goggles	8, 5	Flint and steel	15, 2	Saxophone
1, 9	Baby car seat	8, 6	Flower vase	15, 3	Sci-fi serial on DVD
1, 10	Backpack	8, 7	Fly fishing pole	15, 4	Silverware set
2, 1	Bag of chips	8, 8	Foosball table	15, 5	Skateboard
2, 2	Bag of hard candy	8, 9	Fuel (8 gallons)	15, 6	Slide projector
2, 3	Bedroll	8, 10	Fur-lined slippers	15, 7	Small hand mirror
2, 4	Beer, 6-pack	9, 1	Garage-door opener	15, 8	Smiley-face T-shirt
2, 5	Bike helmet	9, 2	Gas grill	15, 9	Smoke detector
2, 6	Bike lock	9, 3	Gas mask	15, 10	Snow boots
2, 7	Binoculars	9, 4	Generator	16, 1	Socket wrench set
2, 8	Blue jeans	9, 5	Glue (white)	16, 2	Spade
2, 9	Board game	9, 6	Golf balls (4)	16, 3	Spatula
2, 10	Bolt cutter	9, 7	Golf club	16, 4	Stapler
3, 1	Bottle of hand lotion	9, 8	Grappling hook	16, 5	Steel mirror
3, 2	Bottle of nail polish	9, 9	Green plastic soldiers	16, 6	Stocking cap
3, 3	Bottle of pinot noir	9, 10	Hammer	16, 7	String of holiday lights
3, 4	Box of cake mix	10, 1	Handcuffs, steel	16, 8	Subwoofer
3, 5	Box of cigars	10, 2	Hearing aid	16, 9	Sunglasses
3, 6	Box of diapers	10, 3	Heavy flashlight	16, 10	Supercrazy glue
3, 7	Boxing gloves	10, 4	High-heeled shoes	17, 1	Swim goggles
3, 8	Butane lighter	10, 5	Hockey stick	17, 2	Swimsuit
3, 9	Camcorder	10, 6	Yellow sponge cake	17, 3	Tablet computer
3, 10	Camera flash cube	10, 7	Inflatable kiddie pool	17, 4	Taxi mileage meter
4, 1	Camera lens	10, 8	Inflatable life vest	17, 5	Tennis racket
4, 2	Can of compressed air	10, 9	Interface cable	17, 6	Tent
4, 3	Canoe	10, 10	Jug of maple syrup	17, 7	Tin of sardines
4, 4	Canteen	11, 1	Jumper cables	17, 8	Tin of smoked almonds
4, 5	Car stereo	11, 2	Kaleidoscope	17, 9	Tire iron
4, 6	Carpet steamer	11, 3	Lamp shade	17, 10	Tire-pressure gauge
4, 7	Catcher's mitt	11, 4	Lantern	18, 1	Toy dump truck
4, 8	Ceiling fan	11, 5	Laptop computer	18, 2	Toy gun
4, 9	Cell phone	11, 6	Leather football	18, 3	Toy water pistol
4, 10	Cell-phone earpiece	11, 7	LED light bulb	18, 4	Trail rations (10 days)
5, 1	Cellophane tape	11, 8	Lighter	18, 5	Tweezers and nail file
5, 2	Chem-stick (4)	11, 9	Map, local	18, 6	Umbrella
5, 3	Climber's kit	11, 10	Matches	18, 7	Vacuum cleaner
5, 4	Clock radio	12, 1	Metal lunch box	18, 8	Violin
5, 5	Cologne	12, 2	Mini fridge	18, 9	Water purifier
5, 6	Coloring book	12, 3	Model airplane	18, 10	Water-bubble level
5, 7	Compass	12, 4	Nail clippers	19, 1	Webcam
5, 8	Construction hazard light	12, 5	Night-vision goggles	19, 2	Weed whacker
5, 9	Cordless drill	12, 6	Nose-hair clipper	19, 3	Welder's gloves
5, 10	Cordless mouse	12, 7	Pack of antacid tablets	19, 4	White board
6, 1	Corporate logo T-shirt	12, 8	Pack of crayons	19, 5	Wicked witch costume
6, 2	Croquet set	12, 9	Package of fruity gum	19, 6	Windshield scraper
6, 3	Crowbar	12, 10	Pajamas	19, 7	Winter outfit
6, 4	Day-glow vest	13, 1	Paper clips (20)	19, 8	Wireless keyboard
6, 5	Deck of cards	13, 2	Parachute, large	19, 9	Wireless router
6, 6	Desktop computer tower	13, 3	Perfume	19, 10	Wristwatch
6, 7	Digital camera	13, 4	Physician's coat	20, 1	Location-specific junk
6, 8	Digital photo frame	13, 5	Pipe wrench	20, 2	Location-specific junk
6, 9	Digital thermometer	13, 6	Pitons (10)	20, 3	Location-specific junk
6, 10	Duct tape	13, 7	Plastic purse	20, 4	Location-specific junk
7, 1	DVD player	13, 8	Plastic trash can	20, 5	Location-specific junk
7, 2	Earphones	13, 9	Plastic water bottle	20, 6	Location-specific junk
7, 3	Electric blanket	13, 10	Pogo stick	20, 7	Location-specific junk
7, 4	Electric blender	14, 1	Portable stove	20, 8	Location-specific junk
7, 5	Electric extension cord	14, 2	Portable table saw	20, 9	Location-specific junk
7, 6	Electric fan	14, 3	Printer/scanner	20, 10	Location-specific junk
7, 7	Electric razor	14, 4	Programming manual		

### Starting Gear

d4, d10	Gear	Description
1, 1	Beer, 6-pack	
1, 2	Binoculars	+5 to Perception checks to observe distant details
1, 3	Bolt cutter	+5 to Strength checks to cut chains, ropes, etc.
1, 4	Camera, digital	
1, 5	Canoe	capacity 600 lb.; speed 3 mph
1, 6	Car, sedan	averages 55 mph overland; gets 20 mpg; seats six
1, 7	Chem-stick (4)	casts dim light in 6-square radius for 5 hours
1, 8	Climber's kit	grappling hook, hammer, pitons (10), rappelling harness, rope (100 ft.)
1, 9	Compass	+2 to Nature checks for navigation
1, 10	Crowbar	+2 to Strength checks to force open doors and compartments
2, 1	Draft horse	can pull a wagon at 3 mph
2, 2	Duct tape	
2, 3	First aid kit	+1 to Science checks for healing; 5 uses
2, 4	Fuel	5 gallons
2, 5	Gas mask	gain resist 5 poison against gas attacks
2, 6	Generator	provides power; runs 8 hours on 1 gallon of fuel
2, 7	Handcuffs, steel	DC 25 Strength check to break
2, 8	Heavy flashlight	creates a zone of illumination in a close blast 20
2, 9	Keelboat	capacity 10 tons; speed 2 mph; requires a crew of at least 4
2, 10	Lantern	8 hours of lamp fuel; illuminates a 10-square radius
3, 1	Laptop computer	
3, 2	Lighter	
3, 3	Map, local	+1 to Nature checks for navigation in map area
3, 4	Matches	box of 50
3, 5	Motorcycle	average 40 mph overland; gets 35 mpg; seats two.
3, 6	Night-vision goggles	gain darkvision 10 but take a -5 penalty to Perception checks
3, 7	Pickup truck	averages 45 mph overland, 60 mph in ideal conditions; 10 mpg; capacity 2,500 lbs; seats three in front, six in back.
3, 8	Portable stove	burns for 8 hours
3, 9	Radio cell phone	range 1 mile
3, 10	Riding horse	averages 5 mph overland; includes riding gear.
4, 1	Steel mirror	
4, 2	Supercrazy glue	
4, 3	Tent	
4, 4	Umbrella	
4, 5	Wagon	capacity 1 ton
4, 6	Water purifier	water not included; purifies ½ gallon of water in 10 minutes
4, 7	Winter outfit	+1 to checks against cold
4, 8	Roll twice on this table	
4, 9	Roll twice on Ancient Junk table	
4, 10	Player chooses one item from this list	
	Explorer's kit	backpack, bedroll, canteen (½ gallon of water), flint and steel, trail rations (10 days), rope (100 ft.)

Skill	Task	DC
Acrobatics	Escape restraints (move action)	Easy, moderate or hard
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Athletics	Climb rope at half-speed (move action)	Easy
	Climb rough cliff at half-speed (move action)	Moderate
	Climb smooth wall at half-speed (move action)	Hard
	Jump across a chasm (part of a move action)	5 per square jumped
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Conspiracy	Recall basics of a significant event (no action)	Easy
	Identify symbols/goals of a cryptic alliance (no action)	Moderate
	Recall details of a significant event (no action)	Moderate
	Recall story that pertains to current situation (no action)	Hard
Insight	See through another's lie (no action)	Opposed Interaction
	Gain an advantage in a negotiation (no action)	Moderate or hard
Interaction	Gather common information, negotiate a deal, talk someone out of attacking you, talk a security robot into letting you pass, bully someone to do what you want (standard action)	Moderate (hard if hostile)
Mechanics	Hot-wire a car, pick a padlock, repair an engine, drive a motorcycle, fly a helicopter, jury-rig a new machine	Moderate or hard
Nature	Find food and water for yourself	Moderate
	Find food and water for the group	Hard
	Find your way across trackless terrain	Moderate
	Avoid a hazard	Moderate or hard
Perception	Find an obvious clue (no action or minor)	Easy
	Discover a well-hidden object (no action or minor)	Moderate
	Follow faint tracks on stone or metal (no action or minor action)	Hard
	Eavesdrop on a nearby conversation (no action or minor action)	Easy
	Hear whispers through a door (no action or minor action)	Hard
	Notice someone hiding from you (no action or minor action)	Opposed Stealth
Science	Operate a computer	Moderate
	Identify radiation effects on the environment	Moderate
	Defuse a suitcase nuke	Hard
	Hack into a secure network	Hard
	Reprogram an android	Hard
Stealth	Become hidden (at the end of a move action)	Opposed Perception
	Move your speed while remaining hidden (move action)	Opposed Perception +5

Condition	Effect
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<b>Dazed</b>	You grant combat advantage. You don't get all your actions on your turn: You can only take a standard action, a move action, or a minor action. You can still take any number of free actions, but you can't take immediate actions or opportunity actions.
<b>Deafened</b>	You can't hear anything. You take a -10 penalty to Perception checks.
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<b>Stunned</b>	You can't take actions. (If you're flying, you fall safely to the ground unless you can hover.) You grant combat advantage. You can't flank.
<b>Surprised</b>	You can't take actions. You grant combat advantage. You can't flank.
<b>Unconscious</b>	You're helpless and unaware of your surroundings. You can't take actions. You take a -5 penalty to all defenses. You fall prone, if possible. You can't flank.
<b>Weakened</b>	Your attacks deal half damage. Ongoing damage you deal is not affected, and neither is damage that doesn't come from an attack roll.