

Level 1

Second Wind (once per day)

- You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain HP equal to 1d10 + your level.

Inspirational Words (three times per day)

- You inspire others to do great things! As a bonus action, roll 1d6 and choose someone other than yourself within 60 feet of you. On their turn, the recipient can add the number you rolled to one of their d20 rolls. Only one such bonus can be used at a time.

Level 2

Reckless Attack

- You may choose to ignore your combat training and instead attack recklessly. Doing so gives you advantage on all melee weapon attack rolls during this turn, but attack rolls against you also have advantage until the start of your next turn.

Level 3

Critical Upgrade

- Your weapon attacks score a critical hit on a roll of 19 or 20.

Inspirational Words Upgrade

- When using your Inspirational Words ability, roll 1d8 (instead of 1d6).

Level 4

Deflect Missiles

- When you are hit by a ranged weapon attack, you can use your reaction to deflect or catch the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your DEX modifier.

Ability Score Upgrade

- Increase one ability score by 2, or increase two ability scores by 1 each, up to a maximum of 18. Check to see if the ability modifier(s) also change.

Level 5

Extra Attack

- You can attack twice, instead of once, whenever you take the attack action.

Proficiency Upgrade

- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.

WARRIOR

■ HERO INFO SHEET ■

What is your name, hero?

What is the first thing people notice about you?

Level

* You gain new skills and abilities over time, as shown on the back cover of this booklet.
In addition, your HP maximum increases by 5 + your CON modifier every time you level up.

"Heroes Without the Handbook" is by Jason Ermer and available at www.mythematics.org/heroes.

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