

Parent

Bonuses at first Level: +1 con +1 int +1 Cha, 15+con Score HP

Trained Skills: Intimidate, Choose 2 more trained skills at 1st level.

Weapons: you like one or two handed swords and maces.

Armor type: Heavy

All seeing: as an immediate interrupt you can expend one hero dice to allow an ally within 6 squares of you to re-roll an attack he just missed. You cannot expend more than one hero dice in this way per day.

Jobs

At first level you may choose one of the following jobs:

Artist

As the artist it is your job to beautify everything around you to your idea of beauty anyway

You can now create coloring pages, see coloring pages in the big book of items for a list of coloring pages and their components cost.

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

You gain the sneak attack ability. Sneak attack: If you can catch a monster when it is unable to defend itself (e.g. sleeping, dazed, stunned, Helpless, etc.) you can strike at a vital area for extra damage. The assassin does extra damage whenever she flanks, is behind, or is effected by a special condition that allows you a surprise attack. This extra damage is 1D6 at level 1 and adds 1D6 for every two levels here after (Level 1,3,5,7 etc.). If the assassin scores a critical hit with the sneak attack the extra D6 is not multiplied. Extra damage from a sneak attack cannot be used in a ranged attack unless the target is within six squares of the assassin.

Builder

As the builder it's your job to make sure the party's weapons are sharp and armor is strong, but most of all that it is of the best quality.

You gain the armor smith or weapon smith trick as well as the powder of shininess ability. Powder of shininess: you may make one of your weapons sparkle and shine even in the dark. Once per day you may make your weapons shiny Add +1+your level damage or attack power to your weapon until the end of the day. May also be used as a light source.

Cook

As the cook it is your job to keep the party well fed and in shape. When you're not cooking you can be found looking for and trying out new ingredients to put into your cook book.

You gain a cook book to keep all your recipes in. In the big book of items for a list of coloring pages and their components cost. See Cook Book In the big book of items for a list of recipes and their components cost.

Crowd control

As a crowd controller it is your job to blow apart the many minions (and sometimes your allies if they get in your way) that may tie up an assassin or tank from getting to and killing the boss monster.

You gain the Crowd control ability: any time you target more than one monster in an AOE you do an extra D4 damage to those targets, and an extra D4 every two levels here after (3, 5, 7, 9 etc.). If the controller scores a critical hit with an AOE attack the extra D4 is not multiplied.

Dungeon delver

As a dungeon delver it's your job to scout out the caves ahead and disarm any traps that may lay ahead as well as to warn the party of dangerous monsters that may be above their ability.

You gain the ability to sense traps, and then break them. Sense traps: you are more aware of where traps would be placed and are ready for them when they go off. +1 to AC when trying to avoiding traps, and a further +1 at levels: 4, 8, and 10. Jam Traps: once a day when you are attempting to disarm a trap you may use this power. You gain a +5 to your traps skill for the purpose of disarming that trap.

Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

You gain the Jack of all trades trick and may use any of the job specific items in the items book.

Healer

As a healer your job is to keep the party alive and ready to fight, but first you must make sure you won't die in the middle of a battle.

You gain the ability to make shots. See Shots in the Big book of items for a list of shots you can make and their component cost.

Rock star

As the Rock star it's your job to rock your allies to do awesome deeds and your foes into oblivion (and look good doing it)!

You gain the scream ability.

Scream: The sheer force of your scream (in just the right pitch) at just the right time makes you opponents and allies grovel at your feet in awe. Range: close cone 4, Attack: preform vs. Will. Hit: All creatures within the cone are unconscious (save ends).

You also gain one Groupie, groupies can carry your equipment through a dungeon, tell you how awesome you are, do meaningless tasks that you can't be bothered with and sometimes even die for you, groupies have no armor, can carry one weapon with an attack power = to your level, have 1 hit point, and 10 on all their defenses.

Silver Tongue

As the silver tong it is your job to talk yourself and the party out of a fight. Your job is also to find and make deals with quest givers, merchants, lords, ladies even kings if called for.

You gain the Silver tongued ability: Silver tongued: once per Battle you may attempt to talk you may out of fighting a monster. Melee attack, target: one monster, Attack: bluff, diplomacy or intimidate vs. Will, Hit: target monster is dominated (save ends). You may forgo a moving or attack action to give it to the controlled monster. Once a

day when haggling for items with a merchant you gain a +10 to your diplomacy or intimidate skill.

Tank

As the tank it's your job to absorb most of the damage and keep the monsters busy so that they don't kill the more squishy characters

You gain the Armor specialization trick of your choice, +4hp, you also gain the Agro magnet Warrior Class power, if you already are a Warrior your mark form Agro magnet changes to read: any target that is marked must attack the placer of the mark if possible.

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself.

Power Points (PP): power points are what you use to level up your powers. Every character level you gain 4PP to spend on powers, you may only apply two PP to any one power per character level. For each PP you apply to a power that power gains a level, for example; if you apply 2 PP to a level 1 power, that power is now a level 3 power. The level of a power is not a level requirement, but the amount of time you have dedicated to training with and using the power, it also determines the Strength of the power its self. All powers start at level 0 and so must first be purchased with 1PP in order to be used, which you can then apply your PP to.

- Level 7 Hit:** 2[WD] + Strength modifier damage. One ally within 5 squares of you gains a +3 power bonus to attack rolls against the target until the end of your next turn.
- Level 9 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +4 power bonus to attack rolls against the target until the end of your next turn.
- Level 11 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +5 power bonus to attack rolls against the target until the end of your next turn.
- Level 13 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +6 power bonus to attack rolls against the target until the end of your next turn.
- Level 15 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +8 power bonus to attack rolls against the target until the end of your next turn.
- Level 17 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +10 power bonus to attack rolls against the target until the end of your next turn.
- Level 19 Hit:** 2[WD] + Strength modifier damage. One ally within 6 squares of you gains a +14 power bonus to attack rolls against the target until the end of your next turn.

Power: I'm The Leader Recharge 40%

Melee or Ranged, weapon, parent

Target: One creature

Power: Inspiring Words Recharge 80%

Melee, healing, Parent

Target: One Ally in 5 squares

Hit: The target uses a Band Aid+1d4

This power can be used a number of times equal to your healing skill

Level 2 Hit: The target uses a Band Aid+1d4+1

Level 4 Hit: The target uses a Band Aid+1d4+2

Level 6 Hit: The target uses a Band Aid+2d4+2

Level 8 Hit: The target uses a Band Aid+2d4+3

Level 10 Hit: The target uses a Band Aid+2d4+4

Level 12 Hit: The target uses a Band Aid+2d4+5

Level 14 Hit: The target uses a Band Aid+2d4+6

Level 16 Hit: The target uses a Band Aid+2d4+8

Level 18 Hit: The target uses a Band Aid+2d4+10

Level 20 Simple action

Power: Favored Recharge 60%

Melee, weapon, parent

Target: One creature

Attack: Strength vs. AC

Hit: 2[WD] + Strength modifier damage. One ally within 5 squares of you gains a +1 power bonus to attack rolls against the target until the end of your next turn.

Level 5 Hit: 2[WD] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Attack: Strength vs. AC (melee) Dexterity vs. AC (ranged)

Hit: 1 [WD] + Strength modifier damage (melee) 1[WD] + Dexterity modifier damage (ranged). Until the end of the Battle, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligent modifier.

Level 5 Hit: 2[WD] + Strength modifier damage (melee) 2[WD] + Dexterity modifier damage (ranged). Until the end of the Battle, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligent modifier.

Level 9 Hit: 3[WD] + Strength modifier damage (melee) 3[WD] + Dexterity modifier damage (ranged). Until the end of the Battle, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligent modifier.

Miss: Until the end of the Battle, you and each ally within 5 squares of you gain a +1 bonus to attack rolls against the target.

Level 13 Hit: 3[WD] + Strength modifier damage (melee) 3[WD] + Dexterity modifier damage (ranged). Until the end of the Battle, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 3 + your Intelligent modifier.

Miss: Until the end of the Battle, you and each ally within 5 squares of you gain a +3 bonus to attack rolls against the target.

Level 17 Hit: 3[WD] + Strength modifier damage (melee) 3[WD] + Dexterity modifier damage (ranged). Until the end of the Battle, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 6 + your Intelligent modifier.

Miss: Until the end of the Battle, you and each ally within 5 squares of you gain a +6 bonus to attack rolls against the target.

squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Power: Bossy Recharge 80%

Range, Parent

Range: line of sight

Target: One Monster

Attack: An ally of your choice makes a basic melee or ranged attack against target monster.

Hit: Allies basic attack damage

Level 4 Hit: Allies basic attack damage + 1

Level 6 Hit: Allies basic attack damage + 2

Level 8 Hit: Allies basic attack damage + 3

Level 10 Hit: Allies basic attack damage + your Charisma modifier.

Level 12 Hit: Allies basic attack damage + your Charisma modifier +1.

Level 14 Hit: Allies basic attack damage + your Charisma modifier +3.

Level 16 Hit: Allies basic attack damage + your Charisma modifier +5.

Level 18 Hit: Allies basic attack damage + your Charisma modifier +7.

Level 20 Hit: Allies basic attack damage + your Charisma modifier +10.

Level 5 Hit: 2[WD] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the Battle, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Level 9 Hit: 3[WD] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the Battle, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Miss: Choose one ally within 10 squares. Until the end of the Battle, the ally slides an adjacent ally 1 square after making a successful attack.

Level 13 Hit: 3[WD] + Strength modifier damage, and you slide an adjacent ally 4 square. Until the end of the Battle, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 2 square.

Miss: Choose one ally within 10 squares. Until the end of the Battle, the ally slides an adjacent ally 2 square after making a successful attack.

Level 17 Hit: 3[WD] + Strength modifier damage, and you slide an adjacent ally 8 square. Until the end of the Battle, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 4 square.

Miss: Choose one ally within 10 squares. Until the end of the Battle, the ally slides an adjacent ally 4 square after making a successful attack.

Power: Hold Yourself Up! Recharge 80%

Melee, weapon, parent

Target: One monster

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier damage.

Effect: Until the end of your next turn, allies adjacent to you gain a +1 power bonus to Will.

Level 5 Effect: Until the end of your next turn, allies adjacent to you gain a +1 power bonus to Will and cannot be pulled, pushed, or slid.

Level 7 Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to Will and cannot be pulled, pushed, or slid.

Level 9 Effect: Until the end of your next turn, allies adjacent to you gain a +3 power bonus to Will and cannot be pulled, pushed, or slid.

Level 11 Effect: Until the end of your next turn, allies adjacent to you gain a +4 power bonus to Will and cannot be pulled, pushed, or slid.

Level 13 Effect: Until the end of your next turn, allies adjacent to you gain a +5 power bonus to Will and cannot be pulled, pushed, or slid.

Level 15 Effect: Until the end of your next turn, allies adjacent to you gain a +8 power bonus to Will and cannot be pulled, pushed, or slid.

Level 17 Effect: Until the end of your next turn, allies adjacent to you gain a +10 power bonus to Will and cannot be pulled, pushed, or slid.

Level 19 Effect: Until the end of your next turn, allies adjacent to you gain a +12 power bonus to Will and cannot be pulled, pushed, or slid.

Power: Follow The Leader Recharge 30%

Melee, weapon, parent

Target: One creature

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the Battle, whenever you or an ally within 10

Level 2	4hp+ con mod + 2 defense point	Level 11	4hp+ con mod +2 defense point
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	+1 trick +2 Ability points +4 power points		+2 skill points +4 power points
Level 3	4hp+ con mod + 2 defense point +2 skill points +4 power points	Level 12	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 4	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 13	4hp+ con mod +2 defense point +2 skill points +4 power points
Level 5	4hp+ con mod +2 defense point +2 skill points +4 power points	Level 14	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 6	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 15	4hp+ con mod +2 defense point +2 skill points +4 power points
Level 7	4hp+ con mod +2 defense point +2 skill points +4 power points	Level 16	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 8	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 17	4hp+ con mod +2 defense point +2 skill points +4 power points
Level 9	4hp+ con mod + 2 defense point +2 skill points +4 power points	Level 18	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 10	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 19	4hp+ con mod +2 defense point +2 skill points +4 power points
		Level 20	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points

Let's Go Epic

Epic levels 11-15

At levels 11-15 if you choose to go Epic you are saying there's not a lot more you can learn from anyone but must make new discoveries on your own. To push yourself beyond what you've already become, that's what truly makes an epic hero. You may now choose one of the following epic attitudes: Aggressive, Defensive and, Passive. Then choose one of the following Epic bonuses: Harder, Better, Faster, or Stronger. You can only have one attitude and one epic bonus.

Attitude: Aggressive

Whenever you use hero dice to add to your attack power or damage roll you gain 10 temporary hit points. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	Crit +1 (20+1 = 19,20) +4 power points	+2 to your attack damage rolls +4 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points
Better	+1 to all your attack rolls +5 power points	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +4 power points	+1 movement +5 power points	+ 5 to <u>all</u> your damage rolls +4 power points
Faster	+1 to your initiative +4 power points	+2 movement +4 power points	+2 to your dexterity +4 power points	+1 to all your attack rolls +4 power points	+5% recharge to all your powers. +4 power points
Stronger	+ 2 to your damage rolls +4 power points	+1 to your movement +4 power points	+2 to your strength +4 power points	+1 to all your attack rolls +4 power points	+ 8 to <u>all</u> your damage rolls +4 power points

Attitude: Defensive

Whenever you use hero dice to add to your saving throw you gain +4 to all your defenses until the end of your next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	Physical damage resistance 5 +4 power points	+5 HP +4 power points	+1 to AC and Fort +4 power points	+1 to all your saving throws +4 power points	+1 to all your defenses +4 power points
Better	+2 to your constitution +4 power points	Physical damage resistance 5 +4 power points	+2 Defense point +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points
Faster	+1 to AC and Will +4 power points	+1 movement +5 power points	+1 to all your saving throws +5 power points	Fort + 2 +4 power points	+1 to AC +4 power points
Stronger	+ 5 HP +4 power points	+2 to your constitution +4 power points	+2 Defense point +4 power points	+1 to all your saving throws +4 power points	Physical damage resistance 5 +4 power points

Attitude: Passive

Whenever you use hero dice to add to one of your skill checks you gain +1 to the level of all your passive powers until the end of you next turn. Once per battle you can expend a hero dice on your turn to use this same power.

Epic Bonus	Benefits at level 11	12	13	14	15
Harder	+2 Defense point +4 power points	+1 Trick +4 power points	+1 to all your trained skills +4 power points	+1 con, dex, and int +4 power points	Fort + 2 +4 power points
Better	+1 trick +4 power points	+1 Trick +4 power points	Fort + 5 +4 power points	+1 to all your trained skills +4 power points	+1 str, con, dex, wis, int, cha +4 power points

Faster	+1 to your initiative +4 power points	+ 1 movement +4 power points	+5% recharge to all your powers. +4 power points	+1 trick +4 power points	+1 to all your saving throws +4 power points
Stronger	+1 Str, wis, cha +4 power points	+1 to all your trained skills +4 power points	+4 power points +4 power points (may only be spent on powers the deal damage, not passive powers)	+1 Str, wis and cha +4 power points	+1 trick +4 power points

