

## Spy

**Bonuses at first level:** +1 Int, +1 Str, +1 Dex, 15+con Score HP.

**Armor type:** light,

**Weapons:** you like all guns and unarmed, you dislike staffs.

**Trained Skills:** Diplomacy and Warfare Choose 3 more trained skills at 1st level.

**Under Cover:** Each day you may choose to use two different jobs, with all of that jobs bonuses. The jobs level will be half of the Spy's character level; do not round the job level up.

**Missions:** Choose one mission at the beginning of the day, your mission will determine your load out (i.e. powers), these will not change until the beginning of the next day so choose wisely.

**Utility Power:** *Plan B* once per day, you may change the mission you picked for the day, to another mission.

**Spy:** you may expend your hero dice to gain knowledge about all the monsters you can see. 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:

#### 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 its self (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 level1 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.

#### Bounty hunter

As a bounty hunter, also known as a recovery agent, it is your job to capture fugitives, usually alive, for a monetary reward (bounty).

You gain the Bounty ability. Bounty: once per battle you may mark one target as your bounty. Any damage done by you, to your bounty will be counted as nonlethal damage until the target is knocked unconscious or killed. You also gain an attack bonus equal to your level when attacking your bounty. When returning to a town, you will receive 10, times your level in gold leaf as a reward for each "bounty" apprehended and brought back alive. In addition you gain a +2 bonus to your intimidate or diplomacy skill when rolling against your bounty. If your bounty runs away or is part of a quest you will gain a +2 bonus to track and search: monster when hunting your bounty.

#### 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 there 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 tonged 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.

#### 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.

You gain the two weapon fighting or the weapon proficiency Trick. You also gain the Sensei ability: Any ally within 2 of the Weapon Master benefits from the Master's experience with weapons. If an ally is using a weapon that the Weapon Master likes, they gain a +1 to attack power with that weapon. If there is more than one Weapons Master in a party, this ability does not stack.

**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.

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Missions:

Assassinate

When you make a surprise attack you gain + 1 to your critical range

Load out:

Main weapons: Sniper rifle

Silencer or Scope.

Secondary: SMG

Silencer or Scope.

Melee weapon: Knife

Gear: Binoculars, All in one Watch,

Behind Enemy Lines

When Sneaking all your melee attacks gain the uncontentionous status effect (save ends).

Load out:

Main weapons: Shotgun

Slugs or Rubber bullets.

Secondary weapon: Pistol

Silencer or Scope.

Melee weapon: Knife

Gear: Binoculars, All in one Watch, Camera

Infiltrate

When Sneaking all your melee attacks gain the uncontentionous status effect (save ends).

Load out:

Main weapons: Pistol

Silencer or Scope.

Secondary weapon: Dart Gun

Knock out darts, Blind Darts

Melee weapon: Taser

Gear: All in one Watch, Stealth field generator.

Blow Up

You gain a + 5 power attack bonus to all your attacks vs. monsters that are bigger then you

Load out:

Main weapons: Rocket launcher

Laser Guided, Frag

Secondary Weapons: Explosives,

Cluster grenade, Timed, Flash bang, mines

Melee weapon: Knife

Gear: Binoculars, All in one Watch,

Capture

All your attacks gain the uncontentionous status effect (save ends).

Load out:

Main weapons: Dart Gun

Knock out darts, Blind Darts

Secondary weapon: Pistol

Silencer or Scope.

Melee weapon: Taser

Gear: Binoculars, All in one Watch, Camera

Sabotage

You gain a + 1 to your sneak skill

Load out:

Main weapons: Shotgun

Slugs or Rubber bullets

Secondary weapons: Explosives,

Cluster grenade, Timed, Flash bang, mines

Melee weapon: Knife

Gear: Binoculars, All in one Watch

Power: Pistol Recharge 60%	Power: Knife Recharge 60%
<p>Ranged weapon</p> <p>Target: one monster</p> <p>Special choose one: Silencer: you may make a ranged attack while sneaking without being spotted. Scope: +2 attack power and +1 to your critical range.</p> <p>Attack Dexterity vs. AC</p> <p>Hit: 1 [WD] + Dexterity modifier damage.</p> <p>Level 5 Hit: 2 [WD] + Dexterity modifier damage. Level 10 You may equip both Specials (Silencer and Scope) for this attack power.</p>	<p>Melee weapon</p> <p>Target: one monster</p> <p>Attack: Str vs. AC</p> <p>Hit: 1[WD] + Strength modifier damage</p> <p>Level 2 Hit: 2[WD] + Strength modifier damage Level 4 Hit: 2[WD] + Strength modifier damage and an ongoing 3 bleeding damage Level 6 Hit: 3[WD] + Strength modifier damage and an ongoing 5 bleeding damage Level 8 Hit: 3[WD] + Strength modifier damage and an ongoing 8 bleeding damage Level 10 Hit: 3[WD] + Strength modifier damage and an ongoing 11 bleeding damage</p>
Power: Dart gun Recharge 60%	Power: Taser Recharge 60%
<p>Ranged Weapon</p> <p>Target: one monster</p> <p>Attack: Dexterity vs. Tough</p> <p>Hit: 1 [WD] + Dexterity modifier damage (see below)</p> <p>Special: choose one; Knock out darts: and the target is asleep until the end of your next turn. Blind darts: and the target is blinded until the end of your next turn.</p> <p>Level 2 Knock out darts: and the target is asleep for 2 rounds Level 4 Blind darts: and the target is blinded for 2 rounds Level 6 Knock out darts: and the target is asleep for 3 rounds Level 8 Blind darts: and the target is blinded for 3 rounds Level 10 Hit: 2 [WD] + Dexterity modifier damage</p>	<p>Melee weapon</p> <p>Reach 2</p> <p>Target: one monster</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: Dexterity modifier damage and the target is helpless until the end of your next turn.</p> <p>Level 2 Hit: Dexterity modifier damage and the target is helpless for 2 rounds Level 4 Hit: Dexterity modifier damage and the target is helpless for 3 rounds Level 6 Hit: Dexterity modifier damage and the target is helpless for 4 rounds Level 8 Hit: Dexterity modifier damage and the target is helpless for 5 rounds Level 10 Hit: 1[WD] + Dexterity modifier damage and the target is helpless for 5 rounds</p>
Sniper rifle Recharge 30%	Rocket launcher Recharge 60%
<p>Ranged weapon</p> <p>Target: one monster</p> <p>Special choose one: Silencer: you may make a ranged attack while sneaking without being spotted. Scope: +2 attack power and +1 to your critical range.</p> <p>Attack Dexterity vs. AC</p> <p>Hit: 2 [WD] + Dexterity modifier damage.</p> <p>Level 5 Hit: 3 [WD] + Dexterity modifier damage. Level 10 You may equip both Specials (Silencer and Scope) for this attack power.</p>	<p>Ranged weapon</p> <p>Target: one monster</p> <p>Special: Laser guided: + 4 attack power Frag: + 1 critical range</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2 [WD] + Dexterity modifier damage.</p> <p>Level 2 Range: weapon blast 1 Level 4 Hit: 2 [WD] + Dexterity modifier damage and the targets are knocked down and dazed. Level 6 Hit: 2 [WD] + Dexterity modifier damage and the targets are knocked down and dazed. Level 8 Hit: 3 [WD] + Dexterity modifier damage and the targets are knocked down and dazed. Level 10 You may equip both Specials (Laser guided and Frag) for this attack power.</p>
Cluster Grenade Recharge 50%	Timed Explosives Recharge 50%
<p>Ranged Weapon</p> <p>Range: = Strength modifier +4</p> <p>Target: all creatures in the blast.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[WD] + Dexterity modifier damage.</p> <p>Level 3 Range: = Strength modifier Blast 1 Level 5 Hit: 1[WD] + Dexterity modifier damage and the targets are dazed (save ends).</p>	<p>Melee weapon</p> <p>Target: one monster</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: the next time the monster attacks or moves it takes your Dexterity modifier damage.</p> <p>Level 3 Hit: the next time the monster attacks or moves it takes 1[WD] +Dexterity modifier damage. Level 5 Hit: the next time the monster attacks or moves it takes 1[WD] +Dexterity modifier damage and all adjacent creatures take 5 damage.</p>

Level 7 Range: = Strength modifier + 3 Blast 1	Level 7 Hit: the next time the monster attacks or moves it takes 1[WD] +Dexterity modifier damage and all adjacent creatures take 5 damage and are knocked down.
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Flash Bang Recharge 50%	Mines Recharge 60%
<p>Ranged Weapon</p> <p>Range: = Strength modifier +4</p> <p>Target: all creatures in the blast</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[WD] + Dexterity modifier damage and the target is blinded until the end of your next turn</p> <p>Level 3 Range: = Strength modifier Blast 1</p> <p>Level 5 Hit: 1[WD] + Dexterity modifier damage and the targets are blinded (save ends).</p> <p>Level 7 Range: = Strength modifier + 3 Blast 1</p>	<p>Range: = Strength modifier+4</p> <p>Effect you create a 1x1 square that has a mine in it, any creature that moves into the square sets it off.</p> <p>Blast 1</p> <p>Target: all creatures in the blast</p> <p>Attack: Intelligent vs. AC</p> <p>Hit: Intelligent modifier damage.</p> <p>Level 2 Effect you create a 1x2 square that has a mine in it, any creature that moves into the square sets it off.</p> <p>Level 4 Effect you create a 1x3 square that has a mine in it, any creature that moves into the square sets it off.</p> <p>Level 6 Hit: 1[WD] + Intelligent modifier damage.</p> <p>Level 8 Effect you create a 1x4 square that has a mine in it, any creature that moves into the square sets it off.</p> <p>Level 10 Effect you create a 1x5 square that has a mine in it, any creature that moves into the square sets it off.</p>
Power: SMG Recharge 50%	Power: Shotgun Recharge 50%
<p>Ranged weapon</p> <p>Range: Close Cone 2</p> <p>Target: all monsters in the cone</p> <p>Special choose one: Silencer: you may make a ranged attack while sneaking without being spotted.</p> <p>Scope: +2 attack power and +1 to your critical range.</p> <p>Attack Dexterity vs. AC</p> <p>Hit: Dexterity modifier damage.</p> <p>Level 3: Close Cone 3</p> <p>Level 5 Hit: 1 [WD] + Dexterity modifier damage.</p> <p>Level 7: Close Cone 4</p> <p>Level 9: You may equip both Specials (Silencer or Scope) for this attack power.</p>	<p>Ranged weapon</p> <p>Range: Close Cone 2</p> <p>Target: all monsters in the cone</p> <p>Special choose one: Slugs: you gain a +5 bonus to damage with this attack.</p> <p>Rubber bullets: this attack only dose half damage but gains the dazed special condition (save ends)</p> <p>Attack Dexterity vs. AC</p> <p>Hit: 1 [WD] + Dexterity modifier damage.</p> <p>Level 3: Close Cone 3</p> <p>Level 5 Hit: 2 [WD] + Dexterity modifier damage.</p> <p>Level 7: Close Cone 4</p> <p>Level 9: You may equip both Specials (Slugs and Rubber bullets) for this attack power.</p>

Utility Power: Binoculars Recharge 50%	Utility Power: Stealth Field Generator Recharge 30%
<p>Spy</p> <p>Target: one monster:</p> <p>Simple Action</p> <p>Effect: you gain a + 1 attack power when attacking the target and the target is marked.</p> <p>Level 3 Effect: you gain a + 3 attack power when attacking the target and the target is marked</p> <p>Level 6 Effect: you gain a + 5 attack power when attacking the target and the target is marked</p> <p>Level 10 Effect: you gain a + 7 attack power when attacking the target and the target is marked</p>	<p>Spy</p> <p>Target: Self</p> <p>Simple Action</p> <p>You Gain a +2 to your sneak skill</p> <p>Level 3 You Gain a +3 to your sneak skill</p> <p>Level 6 You Gain a +5 to your sneak skill</p> <p>Level 10 You are invisible (DC spot 30) Ongoing 1</p>
Utility Power: All in one watch Recharge 50%	Utility Power: Camera Recharge 50%
<p>spy</p> <p>Reaction: when you miss with an attack</p> <p>Free action</p> <p>Target: self</p> <p>Effect: you may re-roll any failed rolls to hit of a 1.</p> <p>Level 3 Effect: you may re-roll any failed rolls to hit of a 2-.</p> <p>Level 5 Effect: you may re-roll any failed rolls to hit of a 4-.</p> <p>Level 7 Effect: you may re-roll any failed rolls to hit of a 6-.</p> <p>Level 9 Effect: you may re-roll any failed rolls to hit of a 8-.</p>	<p>Spy</p> <p>Range: 4</p> <p>Target: one monster</p> <p>Effect: you may ask the DM to revel one of the targets defenses.</p> <p>Level 3 Effect: you may ask the DM to revel one of the targets defenses or total HP</p> <p>Level 6 Effect: you may ask the DM to revel one of the targets defenses, total Hp or Current Hp</p> <p>Level 10 Effect: you may ask the DM to revel one of the targets defenses, total Hp, Current Hp or attacks.</p>

Level 2	4Hp+ con mod +1 defense point +1 trick +1 skill point +2 Ability points +4 power points	Level 11	Epic* +11 Hp +1 defense point +1 trick +1 skill points +1 Ability points +1 power points +1% Recharge
Level 3	4Hp+ con mod + 1 defense point +2 skill points +4 power points	Level 12	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 4	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points	Level 13	4Hp+ con mod + 1 defense point +2 skill points +4 power points
Level 5	4Hp+ con mod + 1 defense point +2 skill points +4 power points	Level 14	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 6	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points	Level 15	4Hp+ con mod + 1 defense point +2 skill points +4 power points
Level 7	4Hp+ con mod + 1 defense point +2 skill points +4 power points	Level 16	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 8	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points	Level 17	4Hp+ con mod + 1 defense point +2 skill points +4 power points
Level 9	4Hp+ con mod + 1 defense point +2 skill points +4 power points	Level 18	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 10	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +5 power points	Level 19	4Hp+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	4Hp+ con mod + 1 defense point +1 trick +1 skill point +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
<b>Harder</b>	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
<b>Better</b>	+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
<b>Faster</b>	+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
<b>Stronger</b>	+ 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
<b>Harder</b>	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
<b>Better</b>	+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
<b>Faster</b>	+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
<b>Stronger</b>	+ 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
<b>Harder</b>	+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
<b>Better</b>	+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
<b>Faster</b>	+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
<b>Stronger</b>	+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