

Pirate

Bonuses at first level: +1Str +1 wis +1 Cha, 13+con Score HP

Trained Skills: Choose 3 trained skills at 1st level.

Weapons: you like 🗡 all one handed guns and swords, you dislike 🛡 all two handed melee weapons, and Heavy shields.

Armor type: Light armor

Utility Power: Its a pirates life for me.

Trigger: Whenever you Roll a natural 10+ when making a successful attack against an enemy.

Effect: you steal 1d10 gold from the enemy.

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.

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 there components cost. See Cook Book In the big book of items for a list of recipes and there 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.

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.

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.

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.

Natures wrath: You may expend one hero dice to ignore the recharge requirements of one power this turn, you may not expend more than one hero dice in this way per

Power: *Biting Storm*

Recharge: *7 gold + power level*

Ranged weapon

Target: *One creature*

Attack: *Wisdom vs. AC*

Hit: *1 [WD] + Wisdom modifier damage.*

Level 2 Hit: *1 [WD] + Wisdom modifier damage. and the target and each enemy adjacent to it take a -1 penalty to attack rolls until the start of your next turn*

Level 4 Hit: *1 [WD] + Wisdom modifier damage. and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn*

Level 6 Hit: *1 [WD] + Wisdom modifier damage. and the target and each enemy adjacent to it take a -3 penalty to attack rolls until the start of your next turn*

Level 8 Hit: *1 [WD] + Wisdom modifier damage. and the target and each enemy adjacent to it take a -4 penalty to attack rolls until the start of your next turn*

Level 10 Hit: *1 [WD] + Wisdom modifier damage. and the target and each enemy adjacent to it take a -5 penalty to attack rolls until the start of your next turn*

Power: *Sea of Destruction*

Recharge: *4 Gold + power level*

Range: *5 cone 2*

Target: *All Monsters in the cone*

Attack: *Charisma vs. AC*

Hit: *1d6 + Charisma modifier.*

Level 2 Hit: *1d6 + Charisma modifier. All monsters that are hit by this attack are knocked down.*

Level 4 Hit: *2d6 + Charisma modifier. All monsters that are hit by this attack are knocked down.*

Level 6 Range: *10 cone 2*

Level 8 Hit: *3d6 + Charisma modifier. All monsters that are hit by this attack are knocked down.*

Level 10 Hit: *4d6 + Charisma modifier. All monsters that are hit by this attack are knocked down.*

Power: Captains Rage Recharge 6 Gold+ power level Melee weapon Target: One creature Attack: Strength vs. AC Hit: 1[WD] + Strength modifier. The target monsters take a -1AC until the end of the Battle. Level 3 Hit: 2[WD] + Strength modifier. The target monsters take a -2AC until the end of the Battle. Level 5 Hit: 3[WD] + Strength modifier. The target monsters take a -4AC until the end of the Battle. Level 7 Hit: 3[WD] + Strength modifier. The target monsters take a -8AC until the end of the Battle.	Power: Dead men Tell no Tales Recharge 7 Gold + power level Ranged weapon Target: All Monsters in range Attack: Wisdom vs. AC Hit: 1 [WD] + Wisdom modifier damage. Miss: half damage Level 5 Hit: 2 [WD] + Wisdom modifier damage. Level 9 Hit: 3 [WD] + Wisdom modifier damage.
Power: ARRRRG! Recharge 6 Gold+ power level Range: 10 Target: One monster Attack: Charisma vs. AC Hit: 2d6 + Charisma modifier. Level 3 Hit: 3d6 + Charisma modifier. Level 5 Hit: 3d6 + Charisma modifier, the target is feared. Level 7 Hit: 4d6 + Charisma modifier, the target is feared.	Power: ARRR Recharge 7 Gold+ power level Range: 10 Target: One monster Attack: Charisma vs. AC Hit: 2d6 + Charisma modifier. Each adjacent monster takes 5 damage. Level 5 Hit: 2d6 + Charisma modifier. Each adjacent monster takes 10 damage. Level 9 Hit: 2d6 + Charisma modifier. Each adjacent monster takes 15 damage.
Power: Walk The Plank Recharge 6 Gold+ power level Melee weapon Target: One creature Attack: Strength vs. AC Hit: 1[WD] + Strength modifier damage and the target is pushed 1 square. Level 3 Hit: 1[WD] + Strength modifier damage and the target is pushed 3 squares. Level 5 Hit: 2[WD] + Strength modifier damage and the target is pushed 3 squares. Level 7 Hit: 3[WD] + Strength modifier damage and the target is pushed 3 squares.	Power: Ya Irty Land Lober Recharge 7 Gold+ power level Ranged weapon Target: One creature Attack: Wisdom vs. AC Hit: 1 [WD] + Wisdom modifier damage. Level 5 Hit: 1 [WD] + Wisdom modifier damage. Until the end of your next turn you can target one additional monster within range Level 9 Hit: 2 [WD] + Wisdom modifier damage. Until the end of your next turn you can target one additional monster within range
	Power: GAARRR! Recharge 7 Gold + power level Range: 12 Target: One monster Attack: Charisma vs. AC Hit: 2d6 + Charisma modifier. Each adjacent monster takes 5 splash damage. Level 5 Hit: 2d6 + Charisma modifier. Each adjacent monster takes 10 splash damage. Level 9 Hit: 2d10 + Charisma modifier. Each adjacent monster takes 10 splash damage.

Power: Storm of Swords **Recharge 4 Gold+ power level**
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier

Special: +1 damage for each sword you are wielding x the level of this power.

Level 3 Hit: 1[WD] + 2x Strength modifier

Level 6 Close: blast 1

Level 10 Hit: 2[WD] +2x Strength modifier

Power: Five Storms **Recharge 6 Gold + power level**
Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2 [WD] + Wisdom modifier damage.

Level 3 Range: weapon, **Blast 1**

Level 5 Range: weapon, **Blast 2**

Level 7 Range: weapon, **Blast 3**

Power: Hurricane Shout **Recharge 6 Gold + power level**
Range: Close cone 2

Target: All Monsters in the cone

Attack: Charisma vs. AC

Hit: 2d6 + Charisma modifier. All monsters that are hit by this attack are knocked back 1 square.

Level 3 Hit: 2d6 + Charisma modifier. All monsters that are hit by this attack are knocked back **2 square**.

Level 5 Hit: 3d6 + Charisma modifier. All monsters that are hit by this attack are knocked back 2 square.

Level 7 Hit: 3d6 + Charisma modifier. All monsters that are hit by this attack are knocked back **3 square**.

Level 9 Range: **Close cone 3**

Power: The Seven Seas **Recharge 6 Gold + power level**
Ranged weapon

Target: One Monster

Attack: Wisdom vs. AC

Hit: 1 [WD] + Wisdom modifier

Level 3 Hit: 1 [WD] + Wisdom modifier **and the target is immobilized (save ends).**
Level 5 Hit: 2 [WD] + Wisdom modifier and the target is immobilized (save ends).

Level 7 Hit: 2 [WD] + Wisdom modifier **and the target takes an ongoing 5 water damage and is immobilized (save ends both).**

Power: YAARRGI **Recharge 6 Gold + power level**
Range: 8

Target: One monster

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier and each adjacent monster takes 5 damage.

Level 5 Hit: 2d6 + Charisma modifier and each adjacent monster **takes 8 damage. Miss: Half damage.**

Level 9 Hit: 2d8 + Charisma modifier and each adjacent monster **takes 10 damage. Miss: Half damage.**

Power: X Marks The Spot **Recharge 7 Gold + power level**
Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1 [WD] + Wisdom modifier damage and the target is marked.

Level 5 Hit: 2 [WD] + Wisdom modifier damage and the target is marked.

Level 9 Hit: 3 [WD] + Wisdom modifier damage and the target is marked.

Power: Hook **Recharge 7 Gold + power level**
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1 [WD] + Strength modifier and the target is grabbed.

Level 5 Hit: 2 [WD] + Strength modifier and the target is grabbed. **Miss: Half damage.**

Level 9 Hit: 3 [WD] + Strength modifier and the target is grabbed.

Power: The Pirates Code **Recharge 7 Gold + power level**
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1 [WD] + Strength modifier. You may move up to half your movement after dealing damage.

Level 5 Hit: 2 [WD] + Strength modifier. You may move up to half your movement after dealing damage.

Level 9 Hit: 3 [WD] + Strength modifier. You may move up to half your movement after dealing damage.

Power: Cleave Him To The Brisket **Recharge 7 Gold+ power level**
Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1 [WD] + Strength modifier and the target takes an ongoing 8 (save ends).

Level 5 Hit: 2 [WD] + Strength modifier and the target takes an ongoing 8 (save ends).

Level 9 Hit: 3 [WD] + Strength modifier and the target takes an ongoing 8 (save ends).

Power: Booty

Recharge X Gold

Special: this power does not recharge at the end of a battle. The recharge of this power is equal to the amount of gold you used on it last.

Reaction

Trigger: When you make a successful attack against an enemy.

Effect: You may add bonus damage equal to the amount of gold you wish to spend on this power up to 100 Gold.

Level 5 Effect: You may add bonus damage equal to the amount of gold you wish spend on this power **X1.5** up to 100 Gold.

Level 10 Effect: You may add bonus damage equal to the amount of gold you wish spend on this power **X2** up to 100 Gold.

Level 2	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points 50 Gold	Level 11	3hp+ con mod + 1 defense point +2 skill points +4 power points 1000Gold
Level 3	3hp+ con mod + 1 defense point +2 skill points +4 power points 100 Gold	Level 12	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 4	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points 150 Gold	Level 13	3hp+ con mod + 1 defense point +2 skill points +4 power points
Level 5	3hp+ con mod + 1 defense point +2 skill points +4 power points 200 Gold	Level 14	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 6	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points 250 Gold	Level 15	3hp+ con mod + 1 defense point +2 skill points +4 power points
Level 7	3hp+ con mod + 1 defense point +2 skill points +4 power points 300 Gold	Level 16	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 8	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points 350 Gold	Level 17	3hp+ con mod + 1 defense point +2 skill points +4 power points
Level 9	3hp+ con mod + 1 defense point +2 skill points +4 power points 400 Gold	Level 18	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 10	3hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points 450Gold	Level 19	3hp+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	3hp+ 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

