

Warrior

Warriors are adept at combat and are trained to protect the other members of their party. Warriors can come from many different backgrounds and varying fighting styles. Bodyguards, soldiers, bandits, swordsman, or mercenary, are all warriors. Warriors are very tough and know how to take a hit, they are also experts in hand to hand combat. Warriors can usually be found in the front lines of combat bashing and slicing monsters while taking blow after blow to protect their allies.

Bonuses at First Level: +1Str, +1 Con, +1 Dex, +20 + your con Score Hp.

Role: Defender

Trained Skills: Endurance and Warfare. Choose 1 more trained skills at 1st level.

Weapons: You like medium and heavy shields, one and two melee weapons, you dislike one and two ranged weapons.

Armor type: medium or heavy

Rage: whenever an ally takes damage from a monsters attack you may attempt to recharge one of your powers

Natural Tank: you may roll your hero dice to reduce the amount of damage you take from an attack by the number rolled on the dice x2, you may not use more than one hero dice per attack.

Utility Power: Aggro magnet

Target: one monster

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

Effect: that enemy counts as being marked until the end of the Battle or until you attack another monster.

At Level 5: if you do not multi-class aggro magnet gains a blast 2 range.

Jobs

At first level you may choose one of the fallowing 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 monstre 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.

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 wells 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 gook of items for a list of coloring pages and there components cost. See Cook Book In the big gook of items for a list of recipes and there components cost.

Dungeon deliver

As a dungeon deliver 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.

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, +5HP, 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.

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.

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.

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.

Power: Cleave
Recharge 50%
Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[WD] + Strength modifier damage, and 1 enemy adjacent to you takes damage equal to your Strength modifier
Level 2 Hit: 1[WD] + Strength modifier damage, and 2 enemies adjacent to you takes damage equal to your Strength modifier.
Level 4 Hit: 1[WD] + Strength modifier damage, and 3 enemies adjacent to you takes damage equal to your Strength modifier.
Level 6 Hit: 1[WD] + Strength modifier damage, and 4 enemies adjacent to you takes damage equal to your Strength modifier.
Level 8 Hit: 1[WD] + Strength modifier damage, and 5 enemies adjacent to you takes damage equal to your Strength modifier.
Level 10 Hit: 1[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier.
Level 12 Hit: 1[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier+2.
Level 14 Hit: 1[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier+4.
Level 16 Hit: 1[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier+6.
Level 18 Hit: 1[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier+8.
Level 20 Hit: 2[WD] + Strength modifier damage, and all enemies adjacent to you takes damage equal to your Strength modifier+10.

Power: Below The Belt
Recharge 30%
Melee weapon
Target: One creature
Attack: Strength vs. Tough
Hit: 1[WD] + Strength modifier damage
Level 3 Hit: 1[WD] + Strength modifier damage and the target is helpless (save ends).
Level 5 Hit: 2[WD] + Strength modifier damage and the target is helpless and dazed (save ends both).
Level 7 Hit: 2[WD] + Strength modifier damage and the target is helpless, dazed, and feeble (save ends all).
Level 15 Hit: 2[WD] + Strength modifier damage and the target is helpless, dazed type1, feeble and knocked down (save ends all).
Level 19 Hit: 3[WD] + Strength modifier damage and the target is helpless, dazed type 1, feeble and knocked down (save ends all).

Power: Cone Get Some
Recharge 30%
Close Blast 2
Target: Each enemy in Blast you can see
Effect: Each target Must move up to 1 squares and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close Blast 1).
Attack: Strength vs. AC
Hit: 1[WD] + Strength modifier damage.

Power: Sure Blow
Recharge 50%
Melee weapon
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 1[WD] damage.
Level 2 Attack: Strength + 2 vs. AC
Level 4 Attack: Strength + 3 vs. AC
Level 6 Hit: 2[WD] damage.
Level 8 Attack: Strength + 4 vs. AC
Level 10 Attack: Strength + 5 vs. AC
Level 12 Attack: Strength + 6 vs. AC
Level 14 Attack: Strength + 8 vs. AC
Level 16 Attack: Strength + 10 vs. AC
Level 18 Attack: Strength + 12 vs. AC
Level 20 Attack: Strength + 14 vs. AC,

Power: Warriors Wrath
Recharge 30%
Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 1[WD] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
Level 3 Hit: 1[WD] + Strength modifier damage, and the target takes a -4 penalty to AC until the end of your next turn.
Level 5 Hit: 2[WD] + Strength modifier damage, and the target takes a -4 penalty to AC until the end of your next turn.
Level 7 Hit: 2[WD] + Strength modifier damage, and the target takes a -6 penalty to AC until the end of your next turn.

<p>Power: Shield Breaker Recharge 30% Melee weapon</p> <p>Target: One creature Attack: Strength vs. AC</p> <p>Hit: 1[WD] + Strength modifier damage, and the target takes an ongoing 5 damage and -1 AC (save ends).</p> <p>Level 5 Hit: 2[WD] + Strength modifier damage, and the target takes an ongoing 5 damage and -2 AC (save ends).</p> <p>Level 10 Hit: 2[WD] + Strength modifier damage, and the target takes an ongoing 10 damage and -4 AC (save ends).</p> <p>Level 15 Hit: 2[WD] + Strength modifier damage, and the target takes an ongoing 15 damage and -4 AC (save ends).</p> <p>Level 20 Hit: 2[WD] + Strength modifier damage, and the target takes an ongoing 15 damage and -8 AC (save ends).</p>	<p>Power: Reaping Strike Recharge 50% Melee weapon</p> <p>Target: One creature Attack: Strength vs. AC</p> <p>Hit: 1[WD] + Strength modifier damage.</p> <p>Level 2 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier.</p> <p>Level 4 Miss: Half damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.</p> <p>Level 6 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 2.</p> <p>Level 8 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 4.</p> <p>Level 10 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 6.</p> <p>Level 12 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 8.</p> <p>Level 14 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 10.</p> <p>Level 16 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 12.</p> <p>Level 18 Special: If you're wielding a two-handed weapon, you deal extra damage equal to your Strength modifier + 14.</p> <p>Level 20 Hit: 2[WD] + Strength modifier damage.</p>
<p>Power: Brutal Strength Recharge 30% Melee weapon</p> <p>Target: One creature Attack: Strength vs. AC</p> <p>Hit: 2 [WD] + Strength modifier damage.</p> <p>Level 5 Miss: you do not expended this power.</p> <p>Level 10 Hit: 3 [WD] + Strength modifier damage.</p> <p>Level 15 Hit: 3 [WD] + double your Strength modifier damage.</p> <p>Level 20 Hit: 3 [WD] + triple your Strength modifier damage.</p>	<p>Power: Covering Attack Recharge 50% Melee weapon</p> <p>Target: One creature Attack: Strength vs. AC</p> <p>Hit: 1[WD] + Strength modifier damage.</p> <p>Level 3 Hit: 1[WD] + Strength modifier damage, and an ally adjacent to the target can move up to 2 squares.</p> <p>Level 5 Hit: 2[WD] + Strength modifier damage, and an ally adjacent to the target can move up to 2 squares.</p> <p>Level 7 Hit: 2[WD] + Strength modifier damage, and an ally adjacent to the target can move up to 4 squares.</p> <p>Level 9 Hit: 2[WD] + Strength modifier damage, and an ally adjacent to the target can move up to 6 squares.</p>
<p>Power: Shift the Battle Recharge 30% Close cone 2</p> <p>Target: Each enemy in cone you can see Attack: Strength vs. AC</p> <p>Hit: 2[WD] + Strength modifier damage, and you slide the targets 1 square.</p> <p>Miss: Half damage.</p> <p>Level 5 Close cone 4</p> <p>Level 10 Hit: 3[WD] + Strength modifier damage, and you slide the targets 2 squares.</p> <p>Level 15 Hit: 3[WD] + Strength modifier damage, and you slide the targets up to 6 squares.</p> <p>Level 20 Close cone 5</p>	

<p>Power: Recuperating Strike Recharge 30% Melee weapon</p> <p>Requirement: You Must be wielding a two-Handed weapon.</p> <p>Target: One creature</p> <p>Attack: Strength vs. AC</p> <p>Hit: $1[WD] + \text{Strength modifier damage}$, and you gain temporary hit points equal to your Constitution modifier. If you are weakened, the number of temporary hit points you gain equals $2 + \text{your Constitution modifier}$.</p> <p>Level 3 Hit: $1[WD] + \text{Strength modifier damage}$, and you gain temporary hit points equal to your Constitution modifier. If you are weakened, the number of temporary hit points you gain equals $5 + \text{your Constitution modifier}$.</p> <p>Level 5 Hit: $2[WD] + \text{Strength modifier damage}$, and you gain temporary hit points equal to your Constitution modifier. If you are weakened, the number of temporary hit points you gain equals $5 + \text{your Constitution modifier}$.</p> <p>Level 7 Hit: $2[WD] + \text{Strength modifier damage}$, and you gain temporary hit points equal to your Constitution modifier. If you are weakened, the number of temporary hit points you gain equals $8 + \text{your Constitution modifier}$.</p>	<p>Power: Bladed Aura Recharge 30% Melee weapon</p> <p>Ongoing 1</p> <p>Target: self</p> <p>Effect: Any Monster that starts its turn adjacent to you takes damage equal to your Strength modifier.</p> <p>Level 5 Effect: Any Monster that starts its turn adjacent to you takes damage equal to your Strength modifier +4.</p> <p>Level 10 Effect: Any Monster that starts its turn adjacent to you takes damage equal to your Strength modifier +8.</p> <p>Level 15 Effect: Any Monster that starts its turn adjacent to you takes damage equal to your Strength modifier +12.</p> <p>Level 20 Effect: Any Monster that starts its turn adjacent to you takes damage equal to your Strength modifier +18.</p>
<p>Power: Careless Blow Recharge 30% Melee weapon</p> <p>Target: One creature</p> <p>Attack: Strength -2 vs. AC</p> <p>Hit: $2[WD] + \text{Strength modifier damage}$.</p> <p>Level 3 Attack: Strength -4 vs. AC Hit: $3[WD] + \text{Strength modifier damage}$</p> <p>Level 7 Attack: Strength -6 vs. AC Hit: $4[WD] + \text{Strength modifier damage}$</p> <p>Level 11 Attack: Strength -8 vs. AC Hit: $5[WD] + \text{Strength modifier damage}$</p> <p>Level 15 Attack: Strength -10 vs. AC Hit: $6[WD] + \text{Strength modifier damage}$</p> <p>Level 19 Attack: Strength -15 vs. AC Hit: $7[WD] + \text{Strength modifier damage}$</p>	<p>Power: Thicket of Blades Recharge 30% Ongoing 1</p> <p>Close blast 1</p> <p>Target: Each enemy in the blast you can see</p> <p>Attack: Strength vs. AC</p> <p>Hit: $1[WD] + \text{Strength modifier damage}$, and the target is slowed type 1 (save ends).</p> <p>Level 5: Close blast 3</p> <p>Level 10: Hit: $2[WD] + \text{Strength modifier damage}$, and the target is slowed type 1 (save ends).</p>
<p>Power: Get Over Here Recharge 30% Melee weapon</p> <p>Range: reach 2</p> <p>Target: One creature</p> <p>Attack: Strength vs. AC</p> <p>Hit: $2 [WD] + \text{Strength modifier damage}$. You pull the target monster 2 squares till it's adjacent to you.</p> <p>Level 5 Miss: half damage and you move the Target 2 squares till it's adjacent to you.</p> <p>Level 10 Hit: $3 [WD] + \text{Strength modifier damage}$. You pull the target monster 2 squares till it's adjacent to you.</p> <p>Level 15 Range: reach 3</p> <p>Level 20 Hit: $3 [WD] + \text{Strength modifier damage}$. You pull the target monster 3 squares till it's adjacent to you</p>	<p>Crushing blow recharge 30%</p> <p>Requirement: you must be wielding to two-handed weapon.</p> <p>Melee</p> <p>Attack: str vs fort</p> <p>Hit: $1 WD + \text{strength modifier damage}$ and the target is dazed (save ends).</p> <p>Level 5 Hit: $2 WD + \text{double your strength modifier damage}$ and the target is dazed (save ends).</p> <p>Level 10 miss: the target is dazed (save ends).</p> <p>Level 15 Hit: $3 WD + \text{triple your strength modifier damage}$ and the target is dazed (save ends).</p>
<p>Power: Into the Frey (stance) Recharge 30% Simple action</p> <p>Ongoing 1</p> <p>Special: you may never have more than one stands active at any one time</p> <p>Target: self</p> <p>Effect: you gain a bonus to your movement when charging equal to half your level</p>	

Utility power: Guardian

Recharge 30%

Warrior

simple action

Range: touch

Target: one adjacent ally.

Effect: The targets gain a +1 shield bonus to AC until the end of the Battle.**Level 3 Effect:** The targets gain a +1 shield bonus to AC until the end of the Battle. If you are using a shield, increase the bonus to +2**Level 6 Effect:** The targets gain a +1 shield bonus to AC until the end of the Battle. If you are using a shield, increase the bonus to +2 and apply it to your allies Doge defense as well.**Level 9 Effect:** The targets gain a +2 shield bonus to AC until the end of the Battle. If you are using a shield, increase the bonus to +4 and apply it to your allies Doge defense as well.**Level 12 Effect:** The targets gain a +3 shield bonus to AC until the end of the Battle. If you are using a shield, increase the bonus to +5 and apply it to your allies Doge defense as well.**Attack stance**

Recharge 30%

Simple action

Ongoing 1

Special: you may never have more than one stands active at any one time
Target: self**Effect:** you gain a strength or dexterity score bonus equal to your AC. Your AC take a -10 penalty while this power is active.**Defensive stance**

Recharge 30%

Simple action

Ongoing 1

Special: you may never have more than one stands active at any one time
Target: self**Effect:** you gain an AC defense bonus equal to your strength or dexterity modifier whichever is higher. You may never add your strength or dexterity modifier to any of your damage rolls, including power attacks.**Unbeatable (stance)**

Recharge 30%

Simple action

Ongoing

Special: you may never have more than one stands active at any one time
Target: self**Effect:** when making death saving throws you come back with 1HP on a 15+. this power must be active before entering the unconscious state.**Dance of death (stance)**

Recharge 30%

Simple action

Ongoing

Special: you may never have more than one stands active at any one time
Target: self**Effect:** when charging or using a charging power you do not provoke attack of opportunity, also any monsters that you move past while charging take damage equal to your dexterity modifier.**Utility power: Unstoppable**

Recharge 30%

Simple action

Target: Self

Effect: You gain temporary hit points equal to your Con modifier.**Level 3 Effect:** You gain temporary hit points equal to $1d6 + \text{your Con modifier}$.**Level 6 Effect:** You gain temporary hit points equal to $2d6 + \text{your Con modifier}$.**Level 9 Effect:** You gain temporary hit points equal to $3d6 + \text{your Con modifier}$.**Level 12 Effect:** You gain temporary hit points equal to $4d6 + \text{your Con modifier}$.**Level 15 Effect:** You gain temporary hit points equal to $5d6 + \text{your Con modifier}$.**Level 18 Effect:** You gain temporary hit points equal to $6d6 + \text{your Con modifier}$.**Unbreakable**

Recharge 30%

Simple action

Ongoing

Special: you may never have more than one stands active at any one time**Target:** self**Effect:** Your AC can never be lowered by attacks, status effects or abilities done by monsters.**Utility power: It's only a flesh wound**Recharge 30%
warrior

Target: Self

simple action

Effect: You gain regeneration 2 when you are Weakened.**Level 3 Effect:** You gain regeneration 4 when you are Weakened.**Level 6 Effect:** You gain regeneration 5 when you are Weakened.**Level 9 Effect:** You gain regeneration 8 when you are Weakened.**Level 12 Effect:** You gain regeneration 10 when you are Weakened.**Level 15 Effect:** You gain regeneration 12 when you are Weakened.**Level 18 Effect:** You gain regeneration 14 when you are Weakened**Utility power: Awareness**Recharge 30%
Warrior

simple action

Target: self

Effect: You gain a +2 bonus to your initiative check. Use this power after rolling your initiative.**Level 3 Effect:** You gain a +5 bonus to your initiative check. Use this power after rolling your initiative.**Level 6 Effect:** You gain a +7 bonus to your initiative check. Use this power after rolling your initiative.**Level 9 Effect:** You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

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

Epic* At level 11 you may choose to go epic , if you do you may not use the level chart above but must use the epic level chart from here on.

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 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	+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