

Gravity Controller

Bonuses at first level: +2 con, 13 + Constitution score health points

Armor type: light or medium

Weapons: you like ☞ All one handed hammers. You dislike ☞ all swords.

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

Fly: you hover a few inches of the ground defying gravity. You ignore difficult terrain.

Power Ranks; you can have a power rank equal to twice your class level.

Wild Power: The raw power you wield sometimes gets out of control and forces its way out of you, sometimes you can control where that power is directed, other times it explodes violently. When attacking if you roll a natural 20 or a natural 1, roll again on the chart below.

1d20. -9 if a natural 1 was rolled. +9 if a 20 was rolled.

5 or lower. I can't control it! Your power lashes out sending everything within 100 feet of you to rise far into the air just to be pulled right back down again with crushing force. You hit enemies and allies alike, close blast 10, roll damage normally but do not apply the crit multiplier. Creatures that would normally not take falling damage are still effected by this Attack. Even if you are not included in the AOE, you are hit by the attack, take half damage and you are stunned until the end of your next turn, from the backlash of so much power leaving your body at once.

6-10. I can't hold it much longer! Your power swells up within you begging to be released, you know you must give in to it, but it's going to hurt. You hit the enemy and roll damage normally but do not apply the crit multiplier to your damage roll. Even if you are not included in the AOE, you are hit by the attack and take half damage from the backlash.

11-15. Power overwhelming. Your power clears the fog in your mind, allowing you to see your enemy with intense clarity, only to immediately abandon you. You hit the enemy and roll crit damage normally. With a multiplier of x2. You take damage = to your con modifier.

16-20. So much power. You are one with the power within you, it heightens your senses, and allows you to strike your enemy with intense power. You hit the enemy and roll crit damage normally with a multiplier of x3.

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

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 ever 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.

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.

Centered Gravity

Close blast 2

Target: all monsters in blast

Attack: con vs AC

Hit: 1d4 + con modifier damage and the targets are pulled 1 square in a straight line towarded you.

Level 2 hit: 2d4 + con modifier damage and the targets pulled are 1 square in a straight line towarded you.

Level 4 close blast 4

Level 6 3d4 + con modifier damage and the targets are pulled 1 square in a straight line towarded you.

Level 8 close blast 8.

Level 10 4d4 + con modifier damage and the targets are pulled 1 square in a straight line towarded you.

More Gravity

Range 8 blast 1

Target: all monsters in blast

Attack: con vs AC

Effect: you create a zone where your blast lands, equal to the size of your blast. The zone counts as difficult terrain.

Hit: 1d4 + con modifier damage

Level 2

Level 4

Level 6

Level 8

Level 10

Less Gravity

Range 8 blast 1

Effect: you create a zone where your blast lands, equal to the size of your blast. The zone counts as free movement for all creatures.

Sideways Gravity

Immediate Interrupted

Trigger: when a monster moves adjacent to you.

Effect: the monster is moved a number of squares directly away from you equal to 1.

Level 3 Effect: the monster is moved a number of squares directly away from you equal to 2.

Level 6 Effect: the monster is moved a number of squares directly away from you equal to 3

Level 9 Effect: the monster is moved a number of squares directly away from you equal to your con modifier

Gravity Hammer

Melee

Attack: str vs AC

Hit: 1 [WD] + con modifier.

Level 2 Hit: 1 [WD] + con modifier and the target is knocked down.

Level 4 effect: you may shift the target up to 1 square.

Level 6 Hit: 1 [WD] + con modifier and the target is knocked down and immobilized (save ends immobile).

Level 8 effect: you may shift the target up to 2 square.

Level 10 effect: you may shift the target up to 3 square.

Level 12 Hit: 2 [WD] + con modifier and the target is knocked down and immobilized (save ends immobile).

Level 14 effect: you may shift the target up to 4 square.

Level 16 effect: you may shift the target up to 5 square.

Level 18 effect: you may shift the target up to 6 square.

Level 20 Hit: 3 [WD] + con modifier and the target is knocked down and immobilized (save ends immobile).

Gravity Well

Range: 10 blast 1

Target: all creatures in the blast

Attack; vs. AC

Hit: 1d4 + con modifier and the targets are pulled one square towards the center of the gravity well.

Gravity Shield

Target: self

Effect: you gain a + 2 to your defenses against ranged attacks.

Gravity Weapon

Ongoing 1

Target: self or one adjacent ally.

Special: you may choose one of the conditions below to effect the weapon.

Lighter: effect: you gain a +2 attack power bonus and a -2 attack damage.

Heavier: effect: you gain a +2 damage bonus and a -2 attack power.

Gravity Pull

Range: 5

Target: one creature

Attack: vs. AC

Hit: 1d4+ con modifier damage and the target is pulled up to 3 squares

Gravity Ball

Range: 8

Target; one monster

Attack: con vs. AC

Hit: 1d6 + con modifier damage.

Gravity Wave

Close cone 2

Target: all creatures in the cone

Attack: vs. AC

Hit: 1d4 + con modifier damage and the targets are pushed back one square.

Black Hole

Close blast 4

Target: all creatures in the blast

Attack; vs. AC

Hit: 1d4 + con modifier damage and the targets are pulled so that they are adjacent to you, if they can not be adjacent

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