

FPS Gamer

Bonuses at level 1: +1 Dex, +1 Con, +1Str, 14+con Score HP.

Trained Skills: Warfare, Choose 4 trained skills at 1st level.

Weapons: you like ☑ Guns, you dislike ☑ all other weapons and shields.

Encyclopedia of useless monster knowledge: +1 to all your attack rolls.

Armor type: Light armor only

Power Gamer: you may expend a hero dice to gain a +2 to the level of one of your powers, 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.

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.

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.

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.

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.

Head Shot recharge 30%

Ranged weapon

Target: one monster

Attack Dexterity vs. AC

Hit: 2 [WD] + Dexterity modifier damage.

Level 5 Hit: 3 [WD] + Dexterity modifier damage.

Level 10 Hit: 4 [WD] + Dexterity modifier damage.

Level 15

Level 20

Spray And Pray

Recharge 50%

Ranged weapon

Range: Close Cone 2

Target: all monsters in the cone

Attack Dexterity vs. AC

Hit: Dexterity modifier damage.

Level 3: Close Cone 3

Level 5 Hit: 1 [WD] + Dexterity modifier damage.

Level 7: Close Cone 4

Level 9: Close Cone 5

Level 11

Level 13

Level 15

Level 17

Level 19

BFG

Recharge 30%

Ranged 10

Target: One monster

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier damage.

Miss: Half damage.

Level 5: Hit: 4d6 + Charisma modifier damage.

Level 9: Hit: 6d6 + Charisma modifier damage.

Level 13

Level 17

Target: self

Effect: You may not move until the end of your next turn. You gain a +1 to your AC and AC until the end of your next turn.

Level 3: Effect: You may not move until the end of your next turn. You gain a +2 to your AC and AC until the end of your next turn.

Level 6: Effect: You may not move until the end of your next turn. You gain a +4 to your AC and AC until the end of your next turn.

Level 10: Effect: You may not move until the end of your next turn. You gain a +4 to your AC and AC, and a +5 to your attack power until the end of your next turn

Level 13

Level 16

Level 20

Noob Tube Recharge 30%

Ranged weapon

Target: one monster

Attack: Dexterity vs. AC

Hit: 2 [WD] + Dexterity modifier damage.

Level 2 Range: weapon blast 1

Level 4 Hit: 2 [WD] + Dexterity modifier damage and the targets are knocked down

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 Hit: 4 [WD] + Dexterity modifier damage and the targets are knocked down and dazed.

Level 12

Level 14

Level 16

Level 18

Level 20

Turrets Recharge 50%

Automated gun turrets are Computer controlled defense weapons that can operate independently without controller. When a target they perceive as an enemy enters their line of sight they will turn to it and open fire, so they always fire at the closest enemy. When they have no target, they will rotate and sweep around their fire arc which is 360. Turrets do not move so once it is placed it will stay there for the rest of the battle. If a turret is hit by an attack it will be destroyed and then maybe placed somewhere else.

Machine-gun turret

Ongoing 1

Immediate Interrupt

Trigger: when an enemy walks within range and lie of sight of the turret

Range: Close Cone 2

Target: all monsters in the cone

Attack Dexterity vs. AC

Hit: Dexterity modifier damage.

Level 3: Close Cone 2

Level 5: Close Cone 3

Level 7: Close Cone 4

Level 9: Close Cone 5

Level 11

Level 13

Level 15

Level 17

Level 19

Rocket Turret

Ongoing 1

Immediate interrupt

Trigger: when an enemy walks within range and lie of sight of the turret

Range: 5 Blast 1

Target: all creature's in the blast

Attack Dexterity vs. AC

Hit: Dexterity modifier damage.

Level 3: Range 8

Level 5: Range 10

Level 7: Blast 2

Elway Grenade Recharge 50%

Range: Strength /Blast 1

Target: all monster in the blast

Attack: Dexterity vs. AC

Hit: Dexterity modifier damage.

Level 2: Range: Strength+2 / Blast 1

Level 4: Hit: Dexterity modifier damage +2.

Level 6: Range: Strength+2 / 2 Blast 1

Level 8: Hit: Dexterity modifier damage +4.

Level 10: Range: Strength+2 / 3 Blast 1

Level 12

Level 14

Level 16

Level 18

Level 20

Power: Groundhog Recharge 30%

Level 9: Damage: +5

Level 11

Level 13

Level 15

Level 17

Level 19

Shield Turret

Ongoing 1

Range: Close Wall 3

Target: all creatures within the wall

Effect: Gain +2 to all defenses

Level 3: Effect: +4 to all defenses

Level 5: Range: Close Wall 4

Level 7: Range: Close Wall 5

Level 9: Range: Close Wall 6

Level 11

Level 13

Level 15

Level 17

Level 19

Power: Shields Recharge 75%

Gamer

Target: self

Trigger: you are hit by a attack

Effect: Until the end of your next turn, whenever an enemy hits you with an attack, you reduce the damage done by 1 point.

Level 5: Effect: Until the end of your next turn, whenever an enemy hits you with an attack, you reduce the damage done by 5 point.

Level 9: Effect: Until the end of your next turn, whenever an enemy hits you with an attack, you reduce the damage done by 10 point.

Utility Power: Game Shark Recharge at the end of the battle

Gamer

Target: Self

Effect: all your powers gain a +5% to there recharge.

Level 3 Effect: all your powers gain a +10% to their recharge.

Level 6 Effect: all your powers gain a +15% to their recharge.

Level 9 Effect: all your powers gain a +20% to their recharge.

Level 2	4hp+ con mod +1 trick +1 ability points +4 Power Points	Level 11	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points
Level 3	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points	Level 12	4hp+ con mod +1 trick +1 ability points +4 Power Points
Level 4	4hp+ con mod +1 trick +1 ability points +4 Power Points	Level 13	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points
Level 5	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points	Level 14	4hp+ con mod +1 trick +1 ability points +4 Power Points
Level 6	4hp+ con mod +1 trick +1 ability points +4 Power Points	Level 15	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points
Level 7	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points	Level 16	4hp+ con mod +1 trick +1 ability points +4 Power Points
Level 8	4hp+ con mod +1 trick +1 ability points +4 Power Points	Level 17	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points
Level 9	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points	Level 18	4hp+ con mod +1 trick +1 ability points +4 Power Points
Level 10	4hp+ con mod +1 trick +1 ability points +4 Power Points	Level 19	4HP+ con mod + 1 defense point +1 trick +2 skill points +4 Power Points
		Level 20	4hp+ con mod +1 trick +1 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	+2 movement	+2 to your dexterity	+1 to all your attack rolls	+5% recharge to all your

	+4 power points	+4 power points	+4 power points	+4 power points	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