

## Shape shifter

**Bonuses at first level:** 10+ your con Score HP.

**Armor type:** light

**Weapons:** you like ⚔ daggers. You dislike ⚔ shields.

**Trained Skills:** nature, track, Choose 1 more trained skills at 1st level.

**Race:** the shape shifter counts as both a class and a race, and as such you may never choose a race when building your hero, but may shift into different races even half-breeds, with the shape shift class power.

**Class Power:** shape shift: Once per day you may change your race. at level 3 you may shift twice per day, at level 6 you may shift three times per day and gain the ability to shape shift into anything you wish, but you always keep you same size and mass that you are, at level 9 you may shift four times per day.

**Jobs At** first level you may choose one of the fallowing 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 gook of items for a list of coloring pages and there 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 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.

**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.

**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.

**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.

**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 using the power and the strength of the power it's self

**Weapons:** for every other class level in Shape Shifter you may add one extra damage dice (i.e. one at class level 3,5,7,9, ect).

**Claws,** Damage: 1d4, crit range 19,20, multiplier x1.5.

**Teeth,** Damage 1d6, crit range 20, multiplier x2.

**Stinger,** Damage 1d4 and ongoing 5 poison, Crit range 20, multiplier x1.5.

**Breath,** Damage 1d6, crit range 20, multiplier 1.5.

**Tail,** damage 1d8, crit range 20, multiplier x2.

#### Beast Form: Tiger Ongoing 1 Recharge at the end of the battle

Tiger

Size: medium

Weapons: Claws, Teeth

Bonus modifier: + 1 strength +1 dexterity modifier (+1 dex modifier for every level in the shape shifter class)

HP: +2 per S.S. lvl + S.S HP

Recharge 60%

Bite

Required form: Tiger, Bear, Wasp, Dolphin

Target: one monster

Attack: strength vs. AC

Hit: 1[WD]+ strength modifier damage

Level 2 Hit: 1[WD]+ strength modifier damage and an ongoing 2 bleeding damage

Level 4 Hit: 1[WD]+ strength modifier damage and an ongoing 5 bleeding damage

Level 6 Hit: 2[WD]+ strength modifier damage and an ongoing 10 bleeding damage

Level 8 Hit: 2[WD]+ strength modifier damage and an ongoing 15 bleeding damage

Level 10 Hit: 2[WD]+ strength modifier damage and an ongoing 20 bleeding damage

Level 12

Level 14

Level 16

Level 18

Level 20

#### Beast Form: Bear Ongoing 1 Recharge at the end of the battle

Bear

Size: Medium

Weapons: Claws, Teeth

Bonus modifier: + 2 strength modifier (+1 str modifier for every level in the shape shifter class)

HP: +3 per S.S. lvl + S.S HP

Recharge 60%

Crush

Required form: Bear

Target: one monster

Attack: strength vs. AC

Hit: 1[WD]+ strength modifier damage

Level 5 Hit: 1[WD]+ strength modifier damage and the target is grabbed

Level 10 Hit: 1[WD]+ strength modifier damage, the target is grabbed and you may make a second attack bite against the same target

Level 15

Level 20

#### Beast Form: Wasp Ongoing 1 Recharge at the end of the battle

Wasp

Size: Tiny

Weapons: Stinger

Bonus modifier: +2 dexterity modifier (+1 dex modifier for every level in the shape shifter class)

HP: +1 per S.S. lvl + S.S HP

#### Beast Form: Dolphin Ongoing 1 Recharge at the end of the battle

Dolphin

Size: Medium

Weapons: Beak (counts as teeth) breath

Bonus Modifier: +2 dexterity modifier (+1 dex modifier for every level in the shape shifter class)

HP:+ 2 per S.S. lvl + S.S HP

Recharge 50%

Fly

Required form: Wasp, Dragon

Effect; you ignore difficult terrain until the end of your next turn.

Level 4 Effect; you ignore difficult terrain until the g of the battle.

#### Beast Form: Half Dragon Ongoing 1 Recharge at the end of the battle

Half Dragon:

Size: Medium

Recharge 60%

**Sting**  
**Required form:** Wasp  
**Target:** one monster  
**Attack:** strength vs. AC  
**Hit:** 1[WD]+ strength modifier damage

**Level 2 Hit:** 1[WD]+ strength modifier damage and an ongoing 2 poison damage (save ends).

**Level 4 Hit:** 1[WD]+ strength modifier damage and an ongoing 4 poison damage (save ends).

**Level 6 Hit:** 1[WD]+ strength modifier damage and an ongoing 6 poison damage (save ends).

**Level 8 Hit:** 1[WD]+ strength modifier damage and an ongoing 8 poison damage (save ends).

**Level 10 Hit:** 1[WD]+ strength modifier damage and an ongoing 10 poison damage (save ends).

Level 12  
Level 14  
Level 16  
Level 18  
Level 20

**Level 2 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 2 Poison damage (save ends)

**Level 4 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 4 Poison damage (save ends)

**Level 6 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 6 Poison damage (save ends)

**Level 8 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 8 Poison damage (save ends)

**Level 10 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 8 Poison damage (save ends) simple action.

Level 12  
Level 14  
Level 16  
Level 18  
Level 20

Recharge 60%

**Swipe**

**Required form:** Tiger, Bear  
**Target:** two monsters  
**Attack:** strength vs. AC  
**Hit:** 1[WD]

**Level 2 Hit:** 1[WD]+ strength modifier damage  
**Level 4 Target:** three monsters

**Level 6 Hit:** 1[WD]+ strength modifier damage and an adjacent monster takes damage equal to your strength modifier damage.

**Level 8 Target:** four monsters

**Level 10 Hit:** 1[WD]+ strength modifier damage and an adjacent monster takes damage equal to your strength modifier damage.

Level 12  
Level 14  
Level 16  
Level 18  
Level 20

Recharge 60%

**Pounce**

**Required form:** Tiger  
**Target:** one monster  
**Attack:** dexterity vs. AC

**Hit:** 1[WD]+ dexterity modifier damage

**Level 2 Special:** you may move equal to 2 before making this attack without provoking an attack of opportunity.

**Level 4 Special:** you may move equal to 3 before making this attack without provoking an attack of opportunity.

**Level 6 Hit:** Special: you may move equal to 4 before making this attack without provoking an attack of opportunity.

**Level 8 Hit:** 2[WD]+ dexterity modifier damage

**Level 10 Hit:** Special: you may move equal to 5 before making this attack without provoking an attack of opportunity.

Level 12  
Level 14  
Level 16

Recharge 60%

**Breath poison**

**Required form:** Wasp, Dragon  
**Close cone 2**

**Target:** all creatures in cone  
**Attack:** Dexterity vs. AC

**Hit:** 1[WD]+ dexterity modifier damage

**Breath fire**  
**Required form:** Dragon  
**Close cone 2**

**Target:** all creatures in cone  
**Attack:** Dexterity vs. AC

**Hit:** 1[WD]+ dexterity modifier damage

**Level 2 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 2 fire damage (save ends)

Level 4 Close cone 3

**Level 6 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 6 fire damage (save ends)

Level 8 Close cone 4

**Level 10 Hit:** 1[WD]+ dexterity modifier damage and an ongoing 6 fire damage (save ends) simple action.

Level 12  
Level 14  
Level 16  
Level 18  
Level 20

level 18  
Level 20

Recharge 60%

Breath Ice

Required form: Dragon

Close cone 2

Target: all creatures in cone

Attack: Dexterity vs. AC

Hit: 1[WD]+ dexterity modifier damage

Level 2 Hit: 1[WD]+ dexterity modifier damage and an ongoing  
2 ice damage (save ends)

Level 4 Close cone 3

Level 6 Hit: 1[WD]+ dexterity modifier damage, ongoing 2 ice  
damage and the target is slowed (save ends both)

Level 8 Close cone 4

Level 10 Hit: 1[WD]+ dexterity modifier damage, ongoing 2 ice  
damage and the target is slowed (save ends both) simple  
action.

Level 12

Level 14

Level 16

Level 18

Level 20

Recharge 60%

Swim

Required form: Bear, dolphin

Target: self

Effect: + 2 to your athletics check when swimming.

Level 2 Effect: + 4 to your athletics check when swimming.

Level 4 Effect: + 6 to your athletics check when swimming.

Level 6 Effect: + 8 to your athletics check when swimming.

Level 8 Effect: + 10 to your athletics check when swimming.

Level 10 Effect: + 12 to your athletics check when swimming.

Level 12

Level 14

Level 16

level 18

level 20

Recharge 60%

Shoot Poison

Required form: Wasp, Dragon, Dolphin

Range 8

Target: one monster

Attack: Dexterity vs. AC

Hit: 1[WD]+ dexterity modifier damage

Level 2 Hit: 1[WD]+ dexterity modifier damage and an ongoing  
2 poison damage (save ends).

Level 4 Hit: 1[WD]+ dexterity modifier damage and an ongoing  
4 poison damage (save ends).

Level 6 Hit: 1[WD]+ dexterity modifier damage and an ongoing  
6 poison damage (save ends).

Level 8 Hit: 1[WD]+ dexterity modifier damage and an ongoing  
8 poison damage (save ends).

Level 10 Hit: 1[WD]+ dexterity modifier damage and an  
ongoing 10 poison damage (save ends).

Level 12

Level 14

Level 16

Level 18

Level 20

Recharge 30%

Tail sweep

Required form: Dragon, Dolphin

Imedeate interrupt

Target: one monster

Trigger: you are flanked by an enemy

Effect: make a basic tail attack against the triggering enemy.

Level 3 Effect: make a basic tail attack against the triggering  
enemy and the target is knocked down

Level 6 Target: all adjacent monsters

Level 9 Effect: make a basic tail attack against the triggering  
enemy and the target is knocked down and dazed (save ends).

Level 12 Blast 2. Target: all monsters in the blast.

Level 15 Effect: make a tail attack against the triggering  
enemy. 2 [WD] + str modifier and the target is knocked down  
and dazed (save ends).

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