

Hunter

Bonuses at Level 1: +1 Dex, +1 Con, +1 Wis, +13+Con HP.

Trained Skills: Nature and Track, Choose 2 more trained skills at 1st level.

Weapons: you like all guns, one handed swords, and light shields.

Monster hunter: you may choose one of the favored enemy tricks at first level.

Armor type: Light armor only

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 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.

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 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 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 and AC when trying to avoid 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

Battle Power: The thrill of the hunt

Trigger: Whenever you reduce a monsters hit points to 0

Effect: you make a free basic attack against the closest enemy.

Ammunition: you start each battle with a chilly loaded weapon containing a max of 6 ammo, use a d6 to keep track of your current ammo in your gun. Every time you use a power it will expend a certain amount of ammunition, determined by the power, basic attacks do not use up your ammo but require at least one in your ammo pool to fire. In order to reload your gun you must expend a certain action, as follows:

Simple action +1 ammo

Move action + 1 ammo.

Attack action + 2 ammo.

One the roll of a natural 1 your gun is jammed you must spend the next attack action getting all the jam out of your gun. I don't know why there's jam in it there just is, ok!

Last Shot: you may expend a hero dice to deal max damage to your target(s), you may not expend more than one hero dice in this way per battle.

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: ...Shot

Requires: Ranged Weapon

Slow...

1 ammo

You shoot for the enemy's legs, feet, knees, whatever will slow them down.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[WD] +Dexterity modifier damage, and the target is slowed type 1 until the end of your next turn.

Level 2: 1[WD] +Dexterity modifier damage, and the target is slowed type 1 (Save ends)

Level 8: 2[WD] +Dexterity modifier damage, and the target is slowed type 1 until the end of the Battle.

Level 14: 2[WD] +Dexterity modifier damage, and the targets slowed type 2

Level 20: 2[WD] +Dexterity modifier damage, and the slowed type 3

Aimed...

1 ammo

You take your time and line up your sights, apply for wind, this shot has to hit!

Target: One creature

Attack: Dexterity +1 vs. AC

Hit: 1[WD] damage

Level 2: Attack: Dexterity +2 vs. AC

Level 4: Attack: Dexterity +3 vs. AC

Level 6: Attack: Dexterity +4 vs. AC

Level 8: Hit: 2 [WD] damage

Level 10: Hit: 2[WD] +Dexterity modifier damage

Level 12 Attack: Dexterity +6 vs. AC

Level 14 Attack: Dexterity +7 vs. AC

Level 16 Attack: Dexterity +8 vs. AC

Level 18 Attack: Dexterity +9 vs. AC

Level 20 Attack: Dexterity +10 vs. AC

Ground...

1 ammo

You load your weapon with timed highly concussive charges that will explode ones they are under the ground making escape hard.

Range: Weapon, Blast 1

Target: Each enemy in blast

Attack: Dexterity vs. AC

Hit: 1[WD] + Dexterity modifier damage.

Level 2: *Effect:* Until the end of your next turn, each square in the blast counts as difficult terrain.

Level 4: Range: weapon, blast 2

Level 6: Range: weapon, blast 3

Level 8: 2 [WD] + Dexterity modifier damage.

Level 10: 2 [WD] + Dexterity modifier damage and the targets are stunned type 1 (save ends).

Poison...

1 ammo

This ammunition has a hardened glass cylinder filled with highly poisonous fluid that will crack once the projectile has penetrated the targets armor.

Target: One monster

Attack: Dexterity vs. Tough

Hit: 1[WD] + Dexterity modifier damage

Level 2: 1[WD] + Dexterity modifier damage and the target takes an ongoing 2 poison damage (save ends)

Level 4: 1[WD] + Dexterity modifier damage and the target takes an ongoing 4 poison damage (save ends)

Level 6: 1[WD] + Dexterity modifier damage and the target takes an ongoing 8 poison damage (save ends)

Level 8: 1[WD] + Dexterity modifier damage and the target takes an ongoing 10 poison damage (save ends)

Level 10: 1[WD] + Dexterity modifier damage and the target takes an ongoing 12 poison damage (save ends)

Level 12 2[WD] + Dexterity modifier damage and the target takes an ongoing 12 poison damage (save ends)

Level 14 2[WD] + Dexterity modifier damage and the target takes an ongoing 14 poison damage (save ends)

Level 16 2[WD] + Dexterity modifier damage and the target takes an ongoing 16 poison damage (save ends)

Level 18 2[WD] + Dexterity modifier damage and the target takes an ongoing 18 poison damage (save ends)

Level 20 2[WD] + Dexterity modifier damage and the target takes an ongoing 18 poison damage **for 5 rounds.**

Barrage...

1 ammo per blast

You quickly release a volley of highly explosive ammunition into the Air that will explode over your enemies head raining down corrosive Death.

Range: Weapon, blast 1

Special: roll to hit for each blast separately.

Target: All in the blast

Attack: Dexterity vs. AC

Hit: 1 [WD] poison damage

Level 3: Range: Weapon two blast 1's

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

Level 7: Range: Weapon three blast 1's

Level 9: Hit: 2 [WD] +Dexterity modifier poison damage

Level 11 Range: Weapon, two blast 2

Level 13 Range: Weapon, three blast 2

Level 15 Range: Weapon, three blast 3

Level 17 Range: Weapon, three blast 4

Level 19 Range: Weapon, five blast 4

Risky...

2 ammo

Despite the danger all around you, you block it all out and focus on one target, leaving yourself open to attack.

Target: one monster

Attack: Dexterity vs. AC

Hit: 2 [WD] +Dexterity modifier damage. You grant a +2 attack bonus to the next enemy that attacks you, even if your attack misses.

Level 5 Hit: 3 [WD] +Dexterity modifier damage. You grant a +4 attack bonus to the next enemy that attacks you, even if your attack misses.

Level 10 Hit: 4 [WD] +Dexterity modifier damage. You grant a +6 attack bonus to the next enemy that attacks you, even if your attack misses.

Level 15 Hit: 5 [WD] +Dexterity modifier damage. You grant a +4 attack bonus to the next enemy that attacks you, even if your attack misses.

Level 20 hit: 5 [WD] +Dexterity modifier damage. You grant a +2 attack bonus to the next enemy that attacks you, even if your attack misses.

Multi...

2 ammo

Lightning quick you pull your gun(s) for its' holster and fire off a round at every monster you can.

Target: special

Attack: Dexterity vs. AC

Special: roll a d20 If an even number is rolled to hit: Target 4 different monsters within range. If an odd number is rolled: Target 2 different monsters within range.

Hit: 1 [WD] + Dexterity modifier damage

Level 5 Hit: 2 [WD] + Dexterity modifier damage

Level 10 Special: target all monsters within range and sight.

Level 15 Special: target all monsters within range and sight, or you may target the same monster up-to 3 times.

Level 20 Special: target all monsters within range and sight, or you may target the same monster up-to 6 times.

Explosive...

2 ammo

You fire a seemingly harmless shot into the middle of the hoard, it explodes in a fiery blast consuming all within.

Range: weapon, Blast 2

Target: All creatures the blast

Attack: Dexterity vs. AC

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

Level 5 Miss: half damage

Level 10 Range: weapon, Blast 3

Level 15 Hit: 3 [WD] +Dexterity modifier damage, and the targets are knocked down.

Level 20 Range: weapon, Blast 4

Power: Call... Recharge at the end of the encounter

Hunter

You may only have one pet active at any one time. Calling your pet is an attack action.

Bear

Hp: 35 + your Con modifier

Movement: 5

Melee Attack Bite: +4 + your str modifier vs. AC

Damage: 1d6

Melee Attack Claws: +5 + your str modifier vs. AC

Damage: 1d8

Effect: Place within two squares. Pet last until the end of the Battle.

Defenses: AC:18, will 13

Level 3: Improves Bears to a Dire Bear.

Hp: 50 + your Con modifier

Movement: 6

Melee Attack Bite: +8 + your Str modifier vs. AC

Damage: 1d8+ your Str modifier

Melee Attack Claws: Reach 2, +7 + your Str modifier vs. AC

Damage: 2d8 + your Str modifier

Defenses: AC:22, will 13

Effect: Place within two squares. Pet last until the end of the Battle.

Level 9: improves Dire Bears to an Ancient Dire Bear.

Hp: 60 + your Con modifier

Movement: 6

Melee Attack Bite: +8 + your Str modifier vs. AC

Damage: 2d8+ your Str modifier

Melee Attack Claws: Reach 2, +7 + your Str modifier vs. AC

Damage: 2d10 + your Str modifier

Defenses: AC:24, Will 14

Effect: Place within two squares. Pet last until the end of the Battle.

Level 15 improves ancient bear to epic bear

Hp: 70 + your on modifier

Movement: 6

Melee Attack Bite: +8 + your Str modifier vs. AC

Damage: 3d8+ your Str modifier

Melee Attack Claws: Reach 2, +7 + your Str modifier vs. AC

Damage: 3d10 + your Str modifier

Defenses: AC:26, Will 14

Effect: Place within two squares. Pet last until the end of the Battle.

Level 20 improves epic bear to uber bear

Hp: 80 + your Con modifier

Movement: 6

Melee Attack Bite: +8 + your Str modifier vs. AC

Damage: 4d8+ your Str modifier

Melee Attack Claws: Reach 3, +7 + your Str modifier vs. AC

Damage: 4d10 + your Str modifier

Defenses: AC:30, Will 14

Effect: Place within two squares. Pet last until the end of the Battle.

Tiger

Hp: 25 + your Con modifier

Movement: 6

Melee Attack Bite: +6 + your Dex modifier vs. AC

Damage: 2d6

Melee Attack Pounce: +4 + your Str modifier vs. AC

Damage: 1d8

Defenses: AC:14, Will 12

Effect: Place within two squares. Pet last until the end of the Battle.

Level 3: Improves Tiger to a Dire Tiger.

Hp: 30 + your Con modifier

Movement: 7

Melee Attack Bite: +8 + your Dex modifier vs. AC

Damage: 2d6+ your Dex modifier

Melee Attack Pounce: Reach 2, +7 + your Str modifier vs. AC

Damage: 1d8+ your Str modifier

Defenses: AC:18, Will 12

Effect: Place within two squares. Pet last until the end of the Battle.

Level 9: Improves Dire Tiger to an Ancient Dire Tiger.

Hp: 35 + your Con modifier

Movement: 7

Melee Attack Bite: +8 + your Dex modifier vs. AC

Damage: 3d6+ your Dex modifier

Melee Attack Pounce: Reach 2, +7 + your Str modifier vs. AC

Damage: 2d8+ your Str modifier

Defenses: AC:19, Will 13

Level 15 improves ancient tiger to epic tiger

Hp: 35 + your Con modifier

Movement: 7

Melee Attack Bite: +10 + your Dex modifier vs. AC

Damage: 3d6+ your Dex modifier

Melee Attack Pounce: Reach 3, +8 + your Str modifier vs. AC

Damage: 2d8+ your Str modifier

Defenses: AC:20, Will 13

Level 20 improves epic Tiger to uber tiger

Hp: 35 + your Con modifier

Movement: 7

Melee Attack Bite: +10 + your Dex modifier vs. AC

Damage: 6d6+ your Dex modifier

Melee Attack Pounce: Reach 3, +8 + your Str modifier vs. AC

Damage: 3d8+ your Str modifier

Defenses: AC:21, Will 14

Hawk

Hp: 20 + your Con modifier

Movement: Land 4, Fly: 7

Melee Attack Peck: +4 + your Dex modifier vs. AC

Damage: 1d4

Special: White Marker: Whenever the hawk flies over an enemy he may mark one out making it easier for you to hit, you gain a +1 power attack bonus.

Flying: when flying over an enemy the Hawk dose not provoke attacks of opportunity, but when it stops its movement it counts as landing.

Defenses: AC:10, Will 15

Effect: Place within two squares. Pet last until the end of the Battle.

Level 3: Improves Hawk to a Dire Hawk.

Hp: 25+ your Con modifier

Movement: Land 4, Fly: 9

Melee Attack Peck: +6 + your Dex modifier vs. AC

Damage: 1d8+ your Dex modifier

Special: White Marker: Whenever the hawk flies over an enemy he may mark one out making it easier for you to hit, you gain a +3 power attack bonus.

Flying: when flying over an enemy the Hawk dose not provoke attacks of opportunity, but when it stops its movement it counts as landing.

Defenses: AC:14, Will 19

Effect: Place within two squares. Pet last until the end of the Battle.

Level 9: Improves Dire Hawk to an Ancient Dire Hawk.

Hp: 30+ your Con modifier

Movement: Land 5, Fly: 10

Melee Attack Peck: +6 + your Dex modifier vs. AC

Damage: 2d8+ your Dex modifier

Special: White Marker: Whenever the hawk flies over an enemy he may mark one out making it easier for you to hit, you gain a +4 power attack bonus.

Flying: when flying over an enemy the Hawk dose not provoke attacks of opportunity, but when it stops its movement it counts as landing.

Defenses: AC:15, Will 22

Effect: Place within two squares. Pet last until the end of the Battle.

Level 15 improves ancient hawk to epic hawk

Hp: 35+ your Con modifier

Movement: Land 5, Fly: 10

Melee Attack Peck: +7 + your Dex modifier vs. AC

Damage: 2d8+ your Dex modifier

Special: White Marker: Whenever the hawk flies over an enemy he may mark one out making it easier for you to hit, you gain a +7 power attack bonus.

Flying: when flying over an enemy the Hawk dose not provoke attacks of opportunity, but when it stops its movement it counts as landing.

Defenses: AC:16,, Will 26

Effect: Place within two squares. Pet last until the end of the Battle.

Level 20 improves epic hawk to uber hawk

Hp: 35+ your Con modifier

Movement: Land 5, Fly: 10

Melee Attack Peck: +8 + your Dex modifier vs. AC

Damage: 3d8+ your Dex modifier

Special: White Marker: Whenever the hawk flies over an enemy he may mark one out making it easier for you to hit, you gain a + 10 power attack bonus.

Flying: when flying over an enemy the Hawk dose not provoke attacks of opportunity, but when it stops its movement it counts as landing.

Defenses: AC:17, Will 30

Effect: Place within two squares. Pet last until the end of the Battle.

Traps

All traps only occupy 1 square, you may not have multiple traps in one square. You may place a trap in a square adjacent to you, or you may throw a trap in a straight line a number of squares equal to your strength modifier +2. When a trap is sprung it is used up and must be reset.

Set Trap: you may set 1 trap.

Trigger: whenever an enemy starts its turn in a square where you have placed a trap or, an enemy moves through square where you have placed a trap, it takes damage specified by the effect on that trap.

Level 5 Set Trap: you may set up to 2 traps

Level 10 Set Trap: you may set up to 3 traps

Level 15 Set Trap: you may set up to 4 traps

Level 20 Set Trap: you may set up to 6 traps

Spike trap

Spikes shoot out of the ground, walls and ceiling piercing your prey many times over. .

Target: one creature

Effect: 2 damage

+ 1 damage per lvl and a +1 ongoing bleed damage every 2 levels

Fire trap

A fiery explosive springs up out of the ground and detonates in your preys face.

Target: one creature

Effect: 3 damage

+ 1 damage per lvl + blast 1 every 2 levels.

Ice trap

When the pressure plate is depressed it lets releases a quick cooling agent the freezes your preys feet, hindering its movement.

Target: one creature

Effect: 2 damage

+1 damage per lvl and slowed

Poison trap

Small Poison tipped needles lie concealed just under the surface of the ground.

Target: one creature

Effect: 1 damage

+2 ongoing Poison damage per lvl

Bear trap

Giant teeth like claws clap down hard on to your prey's leg.

Target: one creature

Effect: 3 damage

+2 damage per lvl

Favored enemy trap

Every trap is custom tailored to your enemy's weaknesses to inflict the most critical damage.

Target: one creature

Effect: 2 damage. X2 if monster is a favored enemy.

+ 1 damage per lvl

Level 2	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)	Level 11	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)
Level 3	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)	Level 12	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)
Level 4	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)	Level 13	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)
Level 5	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)	Level 14	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)
Level 6	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)	Level 15	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)
Level 7	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)	Level 16	5hp+ con mod +2 ability points +1 trick +1 defense point +5 Power points +1 Power point (For Pet ONLY)
Level 8	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)	Level 17	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)
Level 9	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)	Level 18	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)
Level 10	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)	Level 19	5HP+ con mod +1 defense point +2 skill points +4 Power points +1 Power point (For Pet ONLY)
		Level 20	5hp+ con mod +2 ability points +1 trick +1 defense point +4 Power points +1 Power point (For Pet ONLY)

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