

Hero

Level 10 = super hero

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.

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 well 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 book of items for a list of coloring pages and their components cost. See Cook Book In the big book of items for a list of recipes and their 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 every 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 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.

Healer

As a healer your job is to keep the party alive and ready to fight, but first you must make sure you won't die in the middle of a battle.

You gain the ability to make shots. See Shots in the Big book of items for a list of shots you can make and their component cost.

Rock star

As the Rock star it's your job to rock your allies to do awesome deeds and your foes into oblivion (and look good doing it)!

You gain the scream ability.

Scream: The sheer force of your scream (in just the right pitch) at just the right time makes your opponents and allies grovel at your feet in awe. Range: close cone 4, Attack: preform vs. Will. Hit: All creatures within the cone are unconscious (save ends).

You also gain one Groupie, groupies can carry your equipment through a dungeon, tell you how awesome you are, do meaningless tasks that you can't be bothered with and sometimes even die for you, groupies have no armor, can carry one weapon with an attack power = to your level, have 1 hit point, and 10 on all their defenses.

Silver Tongue

As the silver tong it is your job to talk yourself and the party out of a fight. Your job is also to find and make deals with quest givers, merchants, lords, ladies even kings if called for.

You gain the Silver tongued ability: Silver tongued: once per Battle you may attempt to talk you may out of fighting a monster. Melee attack, target: one monster, Attack: bluff, diplomacy or intimidate vs. Will, Hit: target monster is dominated (save ends). You may forgo a moving or attack action to give it to the controlled

monster. Once a day when haggling for items with a merchant you gain a +10 to your diplomacy or intimidate skill.

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.

Pick your Origin:

Alien

You are a being whose characteristics come from your alien planet. (Superman)

Ability Bonuses at First Level: +2 Str, +1 Con, +1 Int, 18+ your Con Score HP.

Trained Skills: Diplomacy and athletics. Choose 2 more trained skills at 1st level.

Weapons: you like none . You dislike none.

Object

Your powers come from an object that you either you created or you found. The object must take up one of your item slots, your choice. When creating your object keep in mind that this item the source of all your power and as such should represent your character and his powers. Objects are very power full items and like other items they too can be stolen, lost or tampered with by other creatures. (Ironman, green lantern, Thor)

Ability Bonuses at First Level: +2 int, +1 Con, +1 Wis, 13+ your Con Score HP.

Trained Skills: building and search: objects. Choose 2 more trained skills at 1st level.

Weapons: you like none . You dislike none

Mutant

Your powers are a direct result of some form of mutation either brought on by yourself or by inflicted on you by someone else. Mutations are very random and can happen at any time. (X-Men)

Ability Bonuses at First Level: roll a 1d6 three times

1. +1 Str
2. +1 Con
3. +1 Dex
4. +1 Wis
5. +1 Int
6. +1 Cha

3d6+ your Con Score HP.

Trained Skills. Choose 1d4 trained skills at 1st level.

Weapons: you like none . You dislike none.

Power type

Choose your Power Type, you may choose any combination of powers but may only choose 2 types, at level 5 you may choose a 3rd type. The power type you choose will give you access to **all** the powers in that type.

Power types:

Augmentation: The ability to enhance or weaken the powers of others
Enhance Attack
Recharge 50%
Target: one adjacent creature
Effect: +2 attack
Enhance Damage
Recharge 50%
Target: one adjacent creature
Effect: +4 damage
Enhance Range
Recharge 50%
Target: one adjacent creature
Effect: +2 to the targets range or +1 to their reach
Weaken Attack or Damage
Recharge 30%
Target: one adjacent creature
Attack: Con vs AC
Effect: target takes -2 attack or -5 damage
Power augmentation
Recharge 30%
Ongoing 1
Target: one adjacent ally
Effect: the ally chooses one power that he has, that power's level increases by 2 points.
Bestowal: The ability to bestow powers on others.
Regeneration
Recharge 30%
Ongoing 1
Target: one adjacent ally

<p>Effect: target ally gains health regeneration 2</p> <p>Invulnerability</p> <p>Recharge 30%</p> <p>Target: one adjacent ally</p> <p>Effect: target ally gains 10 temporary HP</p>	<p>Recharge 30%</p> <p>Requirement: you must have the sense lvl 1 power to use this power.</p> <p>Immediate reaction</p> <p>Trigger: when an enemy hits you with an attack.</p> <p>Effect: you gain one use of the power you absorbed once</p>
<p>Invisibility</p> <p>Target: one adjacent ally</p> <p>Recharge 30%</p> <p>Effect: target ally gains invisibility.</p>	<p>Absorption: The ability to absorb the powers and or the life force of others.</p> <p>Absorb Life</p> <p>Recharge 30%</p> <p>Melee</p> <p>Target: one monster</p>
<p>Power</p> <p>Recharge 30%</p> <p>Ongoing 1</p> <p>Target: one adjacent ally</p> <p>Effect: you may pick a power form those you have, the target ally gains the use of that power, the powers' level does not change but the target ally uses his attack and damage bonuses, you no longer have use of the power you chose.</p>	<p>Attack: con vs AC</p> <p>Hit: $1[WD] + \text{con modifier}$, you absorb half the damage dealt to the enemy.</p> <p>Absorb attack</p> <p>Recharge 50%</p> <p>Immediate reaction</p> <p>Trigger: when an enemy hits you with an attack.</p> <p>Effect: Attack: Con vs. AC</p> <p>Hit: you take no damage from the attack.</p>
<p>Wall-crawling</p> <p>Enemies don't block your movement, and terrain does not slow your movement while you're adjacent to a wall.</p>	<p>Absorb Power</p> <p>Recharge 30%</p> <p>Requirement: you must have the sense lvl 1 power to use this power.</p> <p>Immediate reaction</p> <p>Trigger: when an enemy hits you with an attack.</p> <p>Effect: you gain one use of the power you absorbed once.</p>
<p>Mimicry: The ability to copy the powers of others</p> <p>Mimicry</p> <p>Recharge 30%</p> <p>Requirement: you must have the sense lvl 1 power to use this power.</p> <p>Immediate reaction</p> <p>Trigger: whenever a monster you can see makes an attack against an ally you can see.</p> <p>Effect: you gain the use of that attack until the end of your next turn.</p>	<p>Consume</p> <p>Recharge 30%</p> <p>Requirement: you must have the sense lvl 1 power to use this power.</p> <p>Immediate reaction</p> <p>Trigger: when an enemy hits you with an attack.</p> <p>Effect: you gain one use of that power once and the monster can not use it (save ends).</p>
<p>Duplication</p> <p>Recharge 30%</p> <p>Requirement: you must have the sense lvl 1 power to use this power.</p> <p>Immediate reaction</p> <p>Trigger: whenever a monster hits you with an attack.</p> <p>Effect: you gain the use of that attack until you use this power again.</p>	<p>Negation: The ability to cancel or debilitate the powers and skills of others.</p> <p>Reactive disruption</p> <p>Recharge 30%</p>

<p>Immediate reaction</p> <p>Trigger: you are hit by a melee attack.</p> <p>Effect: you take half damage from that attack, and may make an immediate basic attack against the triggering monster.</p>	<p>Hit: the monster cannot use one attack he has already used until the end of your next turn.</p> <p>Sensing: The ability to sense and/or recognize the powers and skills of others.</p> <p>Sense</p> <p>Recharge 90%</p> <p>Range: LoS</p> <p>Effect: learn one defensive stat from the target, your choice, Or the DW describes to you one of the targets attacks in full, DW choice, Or learn the targets maximum HP.</p>
<p>Disintegrate</p> <p>Recharge 30%</p> <p>Immediate reaction</p> <p>Trigger: an enemy hits you with melee attack weapon.</p> <p>Effect: Attack: Con vs. AC</p> <p>Hit: the weapon is destroyed and can no longer be used by the triggering monster, if the monster has no weapon he takes your con + Level modifier damage instead.</p>	<p>Laser vision</p> <p>Heat vision</p> <p>Cold vision</p> <p>Teleportation</p> <p>Fly</p> <p>Death ray</p> <p>Elasticity</p> <p>Stasis field</p> <p>Portal</p> <p>Time travel</p> <p>Future sight</p> <p>Energy beam</p> <p>Energy armor</p> <p>Energy blast</p> <p>Healing</p> <p>Invisibility</p> <p>Invulnerability</p> <p>Mind control</p> <p>Natural armor</p> <p>Natural weapons</p> <p>Super strength</p> <p>Stealth</p> <p>Xray vision</p> <p>Night vision</p>
<p>Disruption</p> <p>Recharge 30%</p> <p>Immediate reaction</p> <p>Trigger: you or an adjacent ally is hit by a melee attack.</p> <p>Effect: take half damage from that attack.</p>	
<p>Power drain</p> <p>Recharge 30%</p> <p>Attack: Con vs. AC</p>	

Level 2	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 11	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 3	4HP+ con mod +2 skill points +4 power points +1 trick	Level 12	4hp+ con mod + 2 defense point +2 trick +2 Ability points +4 power points
Level 4	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 13	4HP+ con mod + 1 defense +2 skill points +4 power points
Level 5	4HP+ con mod +2 skill points +5 power points	Level 14	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 6	4hp+ con mod + 2 defense point +2 trick +2 Ability points	Level 15	4HP+ con mod +2 skill points +5 power points +1 trick

	+4 power points		
Level 7	4HP+ con mod +2 skill points +4 power points	Level 16	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 8	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 17	4HP+ con mod +2 skill points +4 power points
Level 9	4HP+ con mod +2 skill points +4 power points +1 trick	Level 18	4hp+ con mod + 2 defense point +2 trick +2 Ability points +4 power points
Level 10	4hp+ con mod + 2 defense point +1 trick +2 Ability points +5 power points	Level 19	4HP+ con mod +2 skill points +4 power points
		Level 20	4hp+ con mod + 2 defense point +1 trick +2 Ability points +5 power points