

Lightning Controller

Bonuses at first level: +2 dexterity, 13+ your constitution Score HP.

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

Armor type: light

Weapons: you like ☑ All one handed swords and one handed guns. You dislike ☑ all axes.

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! The power you hold within crackles and sparks as bolts of electricity arc from your hands to the ground with a thunderous roar. Screaming all the power is drained from you in one burst, as it arcs its way between friend and foe. You hit enemies and allies alike, close blast 10, roll damage normally but do not apply the crit multiplier. 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 com 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:

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.

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.

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 you 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

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.

Lightning Wave

Recharge: 60%

Close wall 6

Special: Roll 1d6 to determine where the lightning will land. Before rolling choose a Hex adjacent to you and mark it as 1, from that point going left to right the numbers increase. Continue this until you run out of walls.

Target: all creatures in the wall

Attack: dex vs. AC

Hit: 1d4 + dex modifier lightning damage.

Effect: Each creature that was adjacent to each of your walls takes your Str modifier lightning damage. No bonuses of any kind may be added to this damage.

Level 2: Hit: 2d4 + dex modifier lightning damage

Level 4: Close wall 8.

Level 6:

Level 8:

Level 10:

Thunder Wave

Recharge: 40%

Special: this attack may only be used if the Lightning wave power was used on your last turn and must be placed in the same Origin square as lightning wave was.

Close Wave 2

Target: all creatures in the Wave

Effect: this attack hits automatically and deals your con modifier force damage. You may never add any damage bonuses to this power.

Level 5 simple action

Level 6-20 Effect: this attack hits automatically and deals your con modifier + the level of this power force damage. You may never add any damage bonuses to this power.

Lightning Shield **Recharge: 30%**

Ongoing 1

Target: self

Effect: you gain +1 power bonus to your AC until the end of your next turn.

Level 2 Effect: you gain +2 power bonus to your AC until the end of your next turn

Level 3 Effect: you gain +3 power bonus to your AC until the end of your next turn

Level 4 Effect: you gain +4 power bonus to your AC until the end of your next turn

Level 5 Effect: you gain +4 power bonus to your AC until the **battle**.

Lightning ball **Recharge: 40%**

Range: 8

Target: one monster

Attack: dex vs. AC

Hit: 1d4 + dex modifier lightning damage.

Level 2

Level 4

Level 6

Level 8

Level 10

Thunder Clap **Recharge: 40%**

Simple Action

Special: this power may only be used after a lightning power hits a target.

Range: Origin square blast 1

Target: all creatures in the blast

Effect: your con modifier force damage. No damage bonuses of any kind may be added to this attack.

Level 2-20 Effect: your con modifier + **the Level of this power** force damage. No damage bonuses of any kind may be added to this attack.

Lightning Breath **Recharge: 50%**

Close cone 2

Target: all creatures on the cone

Attack: vs. AC

Hit: 1d4 + dex modifier lightning damage

Level 2

Level 4

Level 6

Level 8

Level 10

Lightning Spear **Recharge: 50%**

Range: your con modifier

Target: one monster

Attack: dex vs. AC

Hit: 1d6 + dex modifier lightning damage.

Level 5 Hit: 3d6 + dex modifier lightning damage.

Level 10 Hit: 5d6 + dex modifier lightning damage.

Lightning Strike **Recharge: 40%**

Range: sight, blast 2

Target: all creatures in the blast

Attack dex vs. AC

Hit: 1d4+ con modifier lightning damage

Effect: you create a blast 2 zone from the origin square, any creature that starts its turn within the zone takes you con modifier lightning damage.

Level 2 Hit: 2d4+ con modifier lightning damage

Level 4 Hit: 3d4+ con modifier lightning damage

Level 6 Hit: 4d4+ con modifier lightning damage

Level 8 Hit: 3d6+ con modifier lightning damage

Level 10 Hit: 4d6+ con modifier lightning damage

Lightning punch **Recharge: 60%**

Melee

Target: one monster

Attack: dex vs. AC

Hit: 1WD + str modifier lightning damage

Level 4 Hit: 2WD + str modifier lightning damage

Level 8 Hit: 3WD + str modifier lightning damage

Level 12. Hit: 3WD + str modifier lightning damage and the target is dazed 1 (Save ends).

Thunder punch **Recharge: 40%**

Simple Action

Special: this power may only be used after using the lightning punch power, and must target the same monster.

Melee

Target: one monster

Effect: the target takes your con modifier force damage. No damage bonuses of any kind may be added to this attack.

Level 2-20 Effect: the target takes your con modifier + **the Level of this power** force damage. No damage bonuses of any kind may be added to this attack.

Lightning kick **Recharge: 60%**

Melee

Target one monster

Attack: dex vs. AC

Hit: 1WD + str modifier lightning damage

Level 2 Hit: 1WD + 1d4 + str modifier lightning damage

Level 4 Hit: 1WD +2d4 + str modifier lightning damage

Level 6 Hit: 1WD + 3d4 + str modifier lightning damage

Level 8 1WD + 3d4 + str modifier lightning damage and the target is Dazed 1 (save ends).

Level 10 2WD + 3d4 + str modifier lightning damage and the target is Dazed 1 (save ends).

Thunder kick **Recharge: 40%**

Simple Action

Special: this power may only be used after using the lightning kick power, and must target the same monster.

Melee

Target one monster

Effect: the target takes your con modifier force damage. No damage bonuses of any kind may be added to this attack. .

Level 2- 20 Effect: the target takes your con modifier + the level of this power force damage. No damage bonuses of any kind may be added to this attack.

Lightning Chain

Recharge: 50%

Immediate Reaction/ simple action

Trigger: whenever one of your lightning Attacks hits.

Effect: every monster adjacent to your target takes your Con modifier lightning damage, if the target was an ally the adjacent monsters take your Con modifier plus your ally's Con modifier lightning damage.

Lightning Speed

Recharge: 60%

Target: self

Effect: you gain a +1 bonus to your move until the end of your next turn

Level 2

Level 3

Level 4

Level 5.

Thunder speed

Recharge: 40%

Simple Action

Special: this power may only be used after using the lightning speed power.

Melee

Target: all monsters you moved passed.

Effect: your con modifier force damage. No damage bonuses of any kind may be added to this attack.

Level 5 free action

Level 10.

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