

Bonuses per Level: +2 Reflex +8 HP

Bonuses at First Level: +2 Str, +1 Con, +1 Cha, 25 + your Con Score HP.

Trained Skills: Endurance and intimidate. Choose 1 more trained skills at 1st level.

Weapons: You like ☐ unarmed, you dislike ☐ armor and shields. Your unarmed attacks deal 1d6 damage instead of 1d4, and a critical multiplier of x2.
Armor type: none

Enraged: whenever you make a successful attack with a power that has the Enraged keyword, you may make an extra attack using a power with the same keyword.

Jobs

At first level you may choose one of the following jobs:

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 there components cost. See Cook Book In the big book of items for a list of recipes and there components cost.

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.

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 tonged 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 you 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.

Class Power: *The chair*
Target: one monster

Wrestler

Attack: Strength vs. AC

Hit: 1[W] + Str modifier damage and the target is dazed (save ends).

Inner Rage: whenever you are hit by an attack you may attempt to recharge one of your powers.

Simple Grab: at level 5 the wrestler gains this ability. A grab becomes a simple action instead of an attack action.

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.

Smack Down: you may expend your hero dice to gain an extra 1d8 of damage before after declaring an attack, you may not expend more than one hero dice in this way per day.

Power: Beat down Recharge 50%

You and you're always getting up on the monster and severely beat him.
Melee

Special: *If you are weakened this power gains the "enraged" keyword.*

Target: *one monster*

Attack: *Str vs. AC*

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

Level 2: *Hit: 1 [WD] + Str + 2 damage for each ally adjacent to the target.*

Level 4: *Hit: 1 [WD] + Str + 3 damage for each ally adjacent to the target.*

Level 6: *Hit: 1 [WD] + Str + 5 damage for each ally adjacent to the target.*

Level 8: *Hit: 1 [WD] + Str + 7 damage for each ally adjacent to the target.*

Level 10: *Hit: 1 [WD] + Str + 10 damage for each ally adjacent to the target.*

Level 12: *Hit: 1 [WD] + Str + 12 damage for each ally adjacent to the target.*

Level 14: *Hit: 1 [WD] + Str + 14 damage for each ally adjacent to the target.*

Level 16: *Hit: 1 [WD] + Str + 16 damage for each ally adjacent to the target.*

Level 18: *Hit: 1 [WD] + Str + 20 damage for each ally adjacent to the target.*

Level 20: *Hit: 1 [WD] + Str + 20 damage for each ally adjacent to the target*

and the target is stunned type 1 (save ends).

Power: Bump Recharge 50%

Using your entire body slam into your opponent knocking them hard to the ground.

Melee

Special: *If you are weakened this power gains the "enraged" keyword.*

Target: *one monster*

Attack: *Str vs. AC*

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

Level 2: *Hit: 1 [WD] + Str modifier damage and the target is knocked down*
Level 4: *Hit: 1 [WD] + Str modifier damage and the target is knocked down, and dazed until the end of your next turn.*

Level 6: *Hit: 2 [WD] + Str modifier damage and the target is knocked down, and dazed until the end of your next turn.*

Level 8: *Hit: 2 [WD] + Str modifier damage and the target is knocked down, and dazed type 1 (save ends)*

Level 10: *Hit: 3 [WD] + Str modifier damage and the target is knocked down, and dazed type 1 (save ends)*

Level 12 Hit: 3 [WD] + Str modifier damage, **you may push the target 1 square**, and the target is knocked down, and dazed type 1 (save ends)
Level 14 Hit: 3 [WD] + Str modifier damage, **you may push the target 2 square**, and the target is knocked down, and dazed type 1 (save ends)
Level 16 Hit: 3 [WD] + Str modifier damage, **you may push the target 3 square**, and the target is knocked down, and dazed type 1 (save ends)
Level 18 Hit: 3 [WD] + Str modifier damage, **you may push the target 3 square**, and the target is knocked down, and **dazed type 2** (save ends)
Level 20 Hit: 3 [WD] + Str modifier damage, **you may push the target 3 square**, and the target is knocked down, and **dazed type 3** (save ends)

Power: Cheap Shot Recharge 50%

Take the opportunity when your opponent isn't looking to hit them hard as you can.

Melee

Prerequisite: The monster Must be facing away from you or be flanked by an ally

Target: one monster

Attack: Str vs. AC

Hit: 1[WD] + Str modifier damage

Level 2: Hit: 1 [WD] + Str + **4 damage**
Level 4: Hit: 1 [WD] + Str + **6 damage**
Level 6: Hit: 1 [WD] + Str + **8 damage**
Level 8: Hit: 1 [WD] + Str + **10 damage**
Level 10: Hit: 1 [WD] + Str + **12 damage**
Level 12: Hit: 1 [WD] + Str + **14 damage**
Level 14: Hit: 1 [WD] + Str + **16 damage**
Level 16: Hit: 1 [WD] + Str + **18 damage**
Level 18: Hit: 1 [WD] + Str + **20 damage**
Level 20: Hit: 1 [WD] + Str + **26 damage**

Power: Bust Open Recharge 50%

As your fist connects with the exposed flesh of your opponent you twist just at the right moment to cause the skin to crack and bleed.

Melee

Target: one monster

Attack: Str vs. AC

Hit: 1[WD] + Str modifier damage

Level 2: Hit: 1 [WD] + Str modifier damage **and the target takes an ongoing 2 bleeding damage (save ends)**
Level 4: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **4 bleeding damage (save ends)**
Level 6: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **6 bleeding damage (save ends)**
Level 8: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **8 bleeding damage (save ends)**
Level 10: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **10 bleeding damage (save ends)**
Level 12: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **12 bleeding damage (save ends)**
Level 14: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **14 bleeding damage (save ends)**
Level 16: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **16 bleeding damage (save ends)**
Level 18: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **18 bleeding damage (save ends)**
Level 20: Hit: 1 [WD] + Str modifier damage and the target takes an ongoing **20 bleeding damage (save ends)**

Power: Double Team Recharge 30%

You and your ally gang up on your opponent.

Melee

Target: one monster

Attack: Str. vs. AC

Effect: one ally adjacent to the monster may make a free basic attack.

Hit: 1[WD] + Str modifier damage

Level 3 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their damage equal to your Charisma modifier.

Level 5 Hit: **2 [WD]** + Str modifier damage

Level 7 Hit: **3 [WD]** + Str modifier damage

Level 9 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their damage equal to your Charisma modifier **+2**.

Level 11 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their **Attack and damage** equal to your Charisma modifier **+2**.

Level 13 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their **Attack and damage** equal to your Charisma modifier **+4**.

Level 15 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their **Attack and damage** equal to your Charisma modifier **+6**

Level 17 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their **Attack and damage** equal to your Charisma modifier **+8**

level 19 Effect: one ally adjacent to the monster may make a free basic attack with a bonus to their **Attack and damage** equal to your Charisma modifier **+10**

Power: Screwjob Recharge 30%

Melee

Finishing move: you or the target Must be weakened

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD] + Str modifier damage

Level 5: Hit: **3 [WD]** + Str modifier damage and the target takes an ongoing **5 bleeding damage**

Level 10: Hit: **4 [WD]** + Str modifier damage and the target takes an ongoing **8 bleeding damage**

Level 15 Hit: **4 [WD]** + Str modifier damage and the target takes an ongoing **13 bleeding damage**

Level 20 Hit: **4 [WD]** + Str modifier damage and the target takes an ongoing **18 bleeding damage**

Power: Five Moves of Doom Recharge 30%

The monster thinks it has you beat but, when you're near deTrick that's when you're the most dangerous.

Melee

Finishing move: Target Must be weakened

Target: one monster

Attack: Str vs. AC

Hit: 2[WD] + Str modifier damage

Level 3: Hit: **3 [WD]** + Str modifier damage

Level 5: Hit: **4 [WD]** + Str modifier damage

Level 7: Hit: **5 [WD]** + Str modifier damage

Level 19 Hit: **5 [WD] X2 (no damage bonuses of any kind maybe added to this attack including crit damage).**

Power: Crimson Mask Recharge 30%

Melee

Finishing move: Target Must be weakened

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD]

Level 5: Hit: 4 [WD]

Level 10: Hit: 5 [WD]

Level 15: Hit: 6 [WD]

Level 20: Hit: 6 [WD] and the target is stunned save ends.

Power: Clothesline Recharge 30%

Melee

Special: this attack can only be used when charging.

Target: one monster

Attack: Str vs. AC

Effect: you may make a basic melee attack against every monster you move past

Hit: 1[WD] +Strength modifier damage

Level 3 Special: this attack can only be used when charging and does not provoke opportunity attacks.

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

Level 7: Hit: 2 [WD] +Strength modifier damage and the target is grabbed.

Level 9: Hit: 2 [WD] +Strength modifier damage and the target is grabbed. You may shift the target up to 1 square, the target must stay adjacent to you.

Level 11: Effect: you may make a basic melee attack against every monster you move past with a +2 bonus to your damage roll.

Level 13: Effect: you may make a basic melee attack against every monster you move past with a +4 bonus to your damage roll.

Level 15: Effect: you may make a basic melee attack against every monster you move past with a +6 bonus to your damage roll.

Level 17: Effect: you may make a basic melee attack against every monster you move past with a +8 bonus to your damage roll.

Level 19: Effect: you may make a basic melee attack against every monster you move past with a +10 bonus to your damage roll.

Power: Head Drop Recharge 30%

Melee

Prerequisite: the target must be grabbed

Special: If you are weakened this power gains the “enraged” keyword.

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD] + Str modifier damage

Level 5: Hit: 3 [WD] + Str modifier damage and the target is dazed (save ends).

Level 10: Hit: 4 [WD] + Str modifier damage and the target is stunned (save ends).

Level 15: special: if a critical hit is rolled with this attack you may add an extra x0.5 to your crit multiplier.

Level 20: special: if a critical hit is rolled you may add an extra x1.0 to your crit multiplier.

Power: Rest Hold Recharge 30%

Prerequisite: the target Must be grabbed

Target: one monster

Attack: Str vs. AC

Hit: you take healing equal to 2 x your character level.

Miss: you gain healing equal to your level.

Level 5 hit: you take healing equal to 3 x your character level.

Level 7 hit: you take healing equal to 4 x your character level.

Level 9 hit: you take healing equal to 5 x your character level.

Level 11 hit: you take healing equal to 6 x your character level.

Level 13 hit: you take healing equal to 7 x your character level.

Level 15 hit: you take healing equal to 8 x your character level.

Level 17 hit: you take healing equal to 9 x your character level.

Level 19 hit: you take healing equal to 10 x your character level.

Power: Gorilla slam Recharge 30%

Melee

Prerequisite: the target must be grabbed

Target: one monster

Attack: Str vs. AC

Hit: 3 [WD]

Level 2: Special: If you are weakened this power gains the “enraged” keyword.

Power: Choke Slam Recharge 30%

Melee

Prerequisite: the target must be grabbed

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD] + str modifier damage and the target is dazed type 1 (until the grab is broken)

Level 2: Special: If you are weakened this power gains the “enraged” keyword.

Power: Dragon Sleeper Recharge 30%

Melee

Prerequisite: the target must be grabbed

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD] + str modifier damage and the target is Sleep type2 (until the grab is broken)

Level 2: Special: If you are weakened this power gains the “enraged” keyword.

Power: Leg Lock Recharge 30%

Melee

Prerequisite: the target must be grabbed

Target: one monster

Attack: Str vs. AC

Hit: 2 [WD] + str modifier damage and the target is Immobilized (until the grab is broken)

Level 2: Special: If you are weakened this power gains the “enraged” keyword.

Utility Power: Receipt Recharge 30%

Wrestler

Immediate interrupt

Target: Self

Trigger: when a monster hits you with a critical melee attack.

Effect: you may make a basic melee attack against that monster.

Level 3 Effect: you may make a basic melee attack against that monster with a bonus to your attack power equal to your con modifier.

Level 6 Effect: you may make a basic melee attack against that monster with a bonus to your attack power equal to your con modifier+1.

Level 10 Effect: you may make a basic melee attack against that monster with a bonus to your attack power equal to your con modifier +3.

Level 14 Effect: you may make a basic melee attack against that monster with a bonus to your attack power equal to your con modifier +5.

Level 18 Trigger: when a monster hits you with a melee attack.

Utility Power: False Comeback Recharge 30%

Wrestler

Immediate interrupt

Target: Self

Trigger: you are reduced to 0 hit points or fewer

Effect: you may make a basic attack against one adjacent monster

Level 3 Effect: you may make a basic attack two adjacent monster

Level 6 Effect: you may make a basic attack four adjacent monster

Level 10 Effect: you may make a basic attack against every adjacent monster with a bonus to your damage equal to your con modifier

Level 14 10 Effect: you may make a basic attack against every adjacent monster with a bonus to your damage equal to your con modifier

Level 18 10 Effect: you may make a basic attack against every adjacent monster with a bonus to your damage equal to your con modifier

Utility Power: Clean Finish Recharge 30%

Wrestler

Immediate reaction

Trigger: when you reduce a monster to 0 hit points

Effect: you may attempt to recharge one of your powers.

Utility Power: Blind Tag Recharge 30%

Wrestler

Immediate reaction

Target: Self

Trigger: when a monster hits you with a melee attack.

Effect: the monster counts as hitting an adjacent ally, the ally takes the hit instead of you and is stunned (save ends) along with any other effects from the attack.

Level 3 Effect: the monster counts as hitting an adjacent ally, the ally takes the hit instead of you and is **Dazed** (save ends) along with any other effects from the attack.

Level 6 Effect: the monster counts as hitting an adjacent ally, the ally takes the hit instead of you and is **knocked down** along with any other effects from the attack.

Level 10 Effect: the monster counts as hitting an adjacent ally, the ally **takes the hit instead of you**.

Level 14 Effect: the monster counts as hitting an adjacent ally, the ally takes the hit instead of you **with the damage reduced equal to your con modifier**.

Level 18 Effect: the monster counts as hitting an adjacent ally, the ally takes the hit instead of you **with the damage reduced equal to your con modifier + 1/2 level**.

Utility Power: False Finish Recharge 30%

Wrestler

Immediate interrupt

Target: Self

Trigger: you are reduced to 0 hit points or fewer

Effect: you gain 3 Hit points at the beginning of your next turn

Level 3 Effect: you gain 6 Hit points at the beginning of your next turn

Level 6 Effect: you gain 12 Hit points at the beginning of your next turn

Level 10 Effect: you gain 24 Hit points at the beginning of your next turn

Level 14 Effect: you gain 36 Hit points at the beginning of your next turn

Level 18 Effect: you gain 48 Hit points at the beginning of your next turn

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
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

