

Cowboy

Most warriors spend their time at the front of the battle letting their rage, and adrenaline carry them through the fight. However the Cowboy tends to linger back in a battle being able to keep his wits about him, and hold on to his convictions as a fighter to let skill and luck guide his aim in battle. Though the Cowboy tends to be in the back of a battle he is not afraid or incapable of getting up close, in fact the Cowboy excels in this aspect of battle as well.

Bonuses at first level: +1 Str, +1 Dex, +1 Wis, 15+ your Con Score HP.

Armor type: none

Weapons: you like all one or two handed guns and unarmed. You dislike shields.

Trained Skills: Endurance and track, Choose 2 more trained skills at 1st level.

Ambidextrous: you can use your "off-hand" as well as your "main-hand". Some of your powers let you use both weapons an a attack or make two attack in the same action. You may never take the two weapon fighting trick.

Mobile: you can expend a hero dice to gain another move action, you cannot expend more than one hero dice in this way per day.

Ammunition: All your weapons require some type of ammo, this is represented by the bullet cost of each of the Cowboys attacks. You start each encounter with a fully loaded gun, for each one handed gun you wield you gain 4 bullets, and 6 bullets if it is a two handed gun.

Guns: your guns can be a volatile weapon and because of this they have there own properties.

- **Reload:** you may spend one action to reload a gun with up to 2 bullets
- **Misfire:** when ever you roll a natural 1 or 2 the attack misses and the weapon becomes jammed. To repair your weapon you must spend an attack action to make a DC 8+ roll to clean out all the jelly. If your check fails your weapon is broken and can no longer be used in the currant encounter.
- **Firearm:** all your ranged weapons are counted as being guns, and gain a +1 to there crit chance.

Jobs

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

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 wells 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 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.

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.

Power: Careful Attack

Melee or Range, Weapon, Cowboy

Requirement: You Must be wielding a melee weapons or a ranged weapon. Bullet cost 2

Target: One creature

Attack: Strength + 1 vs. AC (melee) or Dexterity + 1 vs. AC (ranged).

Hit: 1[WD] damage (melee) or 1[WD] damage (ranged).

Level 2 Attack: Strength + 1 vs. AC (melee) or Dexterity + 1 vs. AC (ranged).

Level 4 Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Level 6 Attack: Strength + 3 vs. AC (melee) or Dexterity + 3 vs. AC (ranged).

Level 8 Attack: Strength + 4 vs. AC (melee) or Dexterity + 4 vs. AC (ranged).

Level 10 Hit: 2[WD] damage (melee) or 2[WD] damage (ranged).

Level 12 Attack: Strength + 5 vs. AC (melee) or Dexterity + 5 vs. AC (ranged).

Level 14 Attack: Strength + 6 vs. AC (melee) or Dexterity + 6 vs. AC (ranged).

Level 16 Attack: Strength + 7 vs. AC (melee) or Dexterity + 7 vs. AC (ranged).

Level 18 Attack: Strength + 8 vs. AC (melee) or Dexterity + 8 vs. AC (ranged).

Level 20 Attack: Strength + 10 vs. AC (melee) or Dexterity + 10 vs. AC (ranged).

Power: Twin Strike

Melee or Range, weapon, cowboy
Requirement: You Must be wielding two melee weapons or two ranged weapon.
Bullet cost 2
Targets: One or two Monsters
Attack: Strength vs. AC (one attack with each main weapon and off-hand weapon) or Dexterity vs. AC (one attack with each main weapon and off-hand weapon).
Hit: 1[WD] damage per attack.
Level 2 Hit: 1[WD] +1 damage per attack.
Level 4 Hit: 1[WD] +2 damage per attack.
Level 6 Hit: 1[WD] +3 damage per attack.
Level 8 Hit: 1[WD] +4 damage per attack.
Level 10 Hit: 1[WD] +5 damage per attack.
Level 12 Hit: 1[WD] +6 damage per attack.
Level 14 Hit: 1[WD] +7 damage per attack.
Level 16 Hit: 1[WD] +8 damage per attack.
Level 18 Hit: 1[WD] +9 damage per attack.
Level 20 Hit: 1[WD] +10 damage per attack.

Power: Evasive Strike

Melee or Range, weapon, cowboy
Requirement: You Must be wielding a melee weapons or a ranged weapon.
Bullet cost 2
Target: One Monster
Special: You can move a number of squares equal to 1 either before or after the attack.
Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 1 [WD] + Strength modifier damage (melee) or [WD] + Dexterity modifier damage (ranged).

Level 2 Special: You can move a number of squares equal to 2 either before or after the attack.
Level 4 Hit: 1 [WD] +1 + Strength modifier damage (melee) or [WD] +1 + Dexterity modifier damage (ranged).
Level 6 Special: You can move a number of squares equal to 3 either before or after the attack.
Level 8 Special: You can move a number of squares equal to 3 either before or after the attack without provoking attacks of opportunity.
Level 10 Hit: 1 [WD] +4 + Strength modifier damage (melee) or [WD] +4 + Dexterity modifier damage (ranged).
Level 12 Special: You can move a number of squares equal to 4 either before or after the attack without provoking attacks of opportunity.
Level 14 Special: You can move a number of squares equal to 5 either before or after the attack without provoking attacks of opportunity.
Level 16 Hit: 1 [WD] +7 + Strength modifier damage (melee) or [WD] +7 + Dexterity modifier damage (ranged).
Level 18 Special: You can move a number of squares equal to 6 either before or after the attack without provoking attacks of opportunity.
Level 20 Special: You can move a number of squares equal to 7 either before or after the attack without provoking attacks of opportunity.

Trick Shot

Range, weapon, cowboy
Requirement: You Must be wielding a ranged weapon.
Bullet cost 2
Target: One Monster
Attack: Dexterity vs. AC, make two attack rolls
Hit: Dexterity modifier damage per attack.

Level 2 Hit: Dexterity modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 4 Hit: Dexterity +1 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 6 Hit: Dexterity +2 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 8 Hit: Dexterity +3 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 10 Hit: Dexterity +4 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 12 Hit: Dexterity +5 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 14 Hit: Dexterity +6 modifier damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 16 Hit: Dexterity modifier +7 damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 18 Hit: Dexterity modifier +8 damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.
Level 20 Hit: 1 [WD] + Dexterity modifier +8 damage per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.

Cattle Prod

Melee or Ranged, Weapon, Lighting, cowboy
Requirement: You Must be wielding melee or ranged weapon.
Bullet cost 3
Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged).
Target: One Monster
Hit: 1[WD] (melee) or 1[WD] (ranged). And an ongoing 2 lightning damage (save ends). Choose an adjustment target to take 2 lightning damage And an ongoing 1 lightning damage (save ends)

Level 3 Hit: 1[WD] (melee) or 1[WD] (ranged). And an ongoing 3 lightning damage (save ends). Choose an adjustment target to take 3 lightning damage And an ongoing 3 lightning damage (save ends)
Level 5 Hit: 1[WD] (melee) or 1[WD] (ranged). And an ongoing 4 lightning damage (save ends). Choose an adjustment target to take 4 lightning damage And an ongoing 4 lightning damage (save ends)
Level 7 Miss: Half damage to primary target
Level 9 Hit: 1[WD] +4 Lightning damage (melee) or 1[WD] +4 lightning damage (ranged). And an ongoing 4 lightning damage (save ends). Choose an adjustment target to take 4 lightning damage And an ongoing 4 lightning damage (save ends)
Level 11 Hit: 1[WD] +5 lightning damage (melee) or 1[WD] +5 lightning damage (ranged). And an ongoing 5 lightning damage (save ends). Choose an adjustment target to take 5 light damage And an ongoing 5 lightning damage (save ends)
Level 13 Miss: Half damage to primary target and one adjacent target.
Level 15 Hit: 1[WD] +6 lightning damage (melee) or 1[WD] +6 lightning damage (ranged). And an ongoing 6 lightning damage (save ends). Choose an adjustment target to take 6 light damage And an ongoing 6 lightning damage (save ends)
Level 17 Hit: 1[WD] +8 lightning damage (melee) or 1[WD] +8 lightning damage (ranged). And an ongoing 8 lightning damage (save ends). Choose an adjustment target to take 8 light damage And an ongoing 8 lightning damage (save ends)
Level 19 Miss: Half damage to primary target and two adjacent target

Iron Fists

Melee, weapon, cowboy
Requirement: You Must be wielding two melee weapons.
Bullet cost 3
Attack: Strength vs. AC (main weapon) Dexterity vs. AC (off hand weapon).
Target: One Monster
Hit: str modifier damage (main weapon) str modifier damage (off-hand weapon).

Level 2 Hit: str modifier +1 damage (main weapon) str modifier +1 damage (off Dexterity weapon).
Level 4 Special: +1 to your AC until the end of your next turn.
Level 6 Hit: str modifier +2 damage (main weapon) str modifier +1 damage (off Dexterity weapon).

Level 8 Special: +2 to your AC until the end of your next turn.
 Level 10 Hit: str modifier +2 damage (main weapon) str modifier +2 damage (off Dexterity weapon).
 Level 12 Special: +3 to your AC until the end of your next turn.
 Level 14 Hit: str modifier +3 damage (main weapon) str modifier +3 damage (off Dexterity weapon).
 Level 16 Special: +4 to your AC until the end of your next turn.
 Level 18 Hit: str modifier +4 damage (main weapon) str modifier +4 damage (off Dexterity weapon).
 Level 20 Special: +5 to your AC until the end of your next turn.

Unbalance

Melee, Cowboy
 Bullet cost 1
 Immediate Reaction
 Trigger: An enemy misses you with a melee attack.
 Effect: Slide the enemy into a square adjacent to you

Level 3 Effect: Slide the enemy into a square adjacent to you and gain +1 attack power bonus against it until the end of your next turn
 Level 5 Effect: Slide the enemy into a square adjacent to you and gain +2 attack power bonus against it until the end of your next turn
 Level 7 Effect: Slide the enemy into a square adjacent to you and gain +3 attack power bonus against it until the end of your next turn
 Level 9 Effect: Slide the enemy into a square adjacent to you and gain +4 attack power bonus against it until the end of your next turn
 Level 11 Effect: Slide the enemy into a square adjacent to you and gain +5 attack power bonus against it until the end of your next turn
 Level 13 Effect: Slide the enemy into a square adjacent to you and gain +5 attack power bonus against it until the end of the battle.
 Level 15 Effect: Slide the enemy into a square adjacent to you and gain +6 attack power bonus against it until the end of the battle.
 Level 17 Effect: Slide the enemy into a square adjacent to you and gain +7 attack power bonus against it until the end of the battle.
 Level 19 Effect: Slide the enemy into a square adjacent to you and gain +8 attack power bonus against it until the end of the battle.

Disrupt

Melee or Range, weapon, Cowboy
 Bullet cost 1
 Immediate Interrupt
 Trigger: You or an ally is attacked by a monster.
 Target: The attacking monster.
 Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged).

Level 3 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 1.
 Level 5 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 2.
 Level 7 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3.
 Level 9 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 4.
 Level 11 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 5.
 Level 13 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 6.
 Level 15 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 7.
 Level 17 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 8.

Level 19 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 9.

Six Shot

Range or Weapon, Cowboy
 Bullet cost 4
 Target: one – six monsters
 Attack: Dexterity vs. AC
 Hit: One monster, 1 [WD] + Dexterity modifier damage
 Two - four monsters, 1 [WD]
 Five or six monsters Dexterity modifier damage.

Level 5 Hit: One monster, 2 [WD] + Dexterity modifier damage
 Two - four monsters, 2 [WD]
 Five or six monsters Dexterity modifier plus twice your level damage
 Level 9
 Level 13
 Level 17 .

Bulls Strength

Melee, Weapon, Cowboy
 Bullet cost 1
 Target: One Monster
 Attack: Strength vs. AC
 Hit: 1[WD] + Strength modifier damage. You gain a +3 to your Strength modifier until the end of your next turn.

Level 5 Hit: 1[WD] + Strength modifier damage. You gain a +6 to your Strength modifier until the end of your next turn.
 Level 9 Hit: 1[WD] + Strength modifier damage. You gain a +9 to your Strength modifier until the end of your next turn.
 Level 13 Hit: 2[WD] + Strength modifier damage. You gain a +9 to your Strength modifier until the end of your next turn.
 Level 17 Hit: 2[WD] + Strength modifier damage. You gain a +9 to your Strength modifier until the end of the battle.

Show Down

Range or Weapon, Cowboy
 Bullet cost 4
 Prerequisite: the Target must be weakened
 Target: one monster
 Attack: Dexterity vs. AC
 Hit: 2 [WD] + dexterity modifier damage.

Level 5 Miss: Half damage.
 Level 9 Hit: 3 [WD] + dexterity modifier damage.
 Level 13 Miss: Half damage and the target is slowed type 2(save ends).
 Level 17 Hit: 4 [WD] + dexterity modifier damage.

Lasso + Shoot

Range, weapon, Cowboy

With one hand you expertly throw your lasso tying up your enemy and in the same motion yank him off his feet, and with the other hand you pull your pistol and shoot him as he is yanked closer.

Bullet cost 2

Range: Strength modifier

Target: One Monster

Attack: Dexterity vs. AC

Hit: 1[WD] + Dexterity modifier damage and the target is pulled 1 square toward you.

Level 3 Hit: 1[WD] + Dexterity modifier damage and the target is pulled 3 square toward you.

Level 5 Hit: 1[WD] + Dexterity modifier damage and the target is pulled 5 square toward you

Level 7 Hit: 1[WD] + Dexterity modifier damage and the target is pulled 7 square toward you

Level 9 Miss: the Target is pulled 3 squares toward you.

Level 11 Hit: 2[WD] + Dexterity modifier damage and the target is pulled 7 square toward you

Level 13 Hit: 2[WD] + Dexterity modifier damage and the target is pulled 7 square toward you and is restrained until the end of your next turn.

Level 15 Hit: 2[WD] + Dexterity modifier damage and the target is pulled 7 square toward you and is restrained (save ends).

Level 17 Miss: half damage and the Target is pulled 3 squares toward you.

Level 19 Hit: 2.5[WD] + Dexterity modifier damage and the target is pulled 7 square toward you and is restrained (save ends).

Power: Bull Strike

Melee or Ranged, weapon, Cowboy

Requirement: You Must be wielding a melee weapons or a ranged weapon.

Bullet cost 2

Targets: One or two creatures

Attack: Strength vs. AC (one attack with each main weapon and off-hand weapon) or Dexterity vs. AC (one attack with each main weapon and off-hand weapon).

Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target. If both attacks hit the same target, you push the target a number of squares equal to 1.

Level 3 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target. If both attacks hit the same target, you push the target a number of squares equal to 2.

Level 5 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target. If both attacks hit the same target, you push the target a number of squares equal to 3.

Level 7 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1+ your Wisdom modifier.

Level 9 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 2 squares. If both attacks hit the same target, you push the target a number of squares equal to 1+ your Wisdom modifier.

Level 11 Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 3 squares. If both attacks hit the same target, you push the target a number of squares equal to 1+ your Wisdom modifier.

Level 13 Hit: 2[WD] + Strength modifier damage (melee) or 2[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 3 squares. If both attacks hit the same target, you push the target a number of squares equal to 1+ your Wisdom modifier.

Level 15 Hit: 2[WD] + Strength modifier damage (melee) or 2[WD] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 3 squares. If both attacks hit the same target, you push the target a number of squares equal to 2+ your Wisdom modifier.

Level 17 Attack: Strength vs. AC (two attacks with each weapon main weapon and off-Dexterity weapon) or

Dexterity vs. AC (one attack with each main weapon and off-Dexterity weapon).

Level 19 Miss: half damage.

Power: Hit And Run

Melee or Ranged, weapon, Cowboy

Requirement: You Must be wielding a melee weapons or a ranged weapon.

Bullet cost 3

Target: One or two creatures

Attack: Strength vs. AC (melee weapon) or Dexterity vs. AC (ranged), two attacks

Special: After the first attack, you may move a number of squares equal to 1.

Hit: 1[WD] + Strength modifier damage (melee) or 1[WD] + Dexterity modifier damage (ranged) per attack.

Level 3 Special: After the first attack, you may move a number of squares equal to 2.

Level 5 Special: After the first attack, you may move a number of squares equal to 3.

Level 7 Hit: 2[WD] + Strength modifier damage (melee) or 2[WD] + Dexterity modifier damage (ranged) per attack.

Level 9 Special: After the first attack, you may move a number of squares equal to 4.

Level 11 Special: After the first attack, you may move a number of squares equal to your movement.

Level 19 Hit: 3[WD] + Strength modifier damage (melee) or 3[WD] + Dexterity modifier damage (ranged) for the first attack. 2[WD] + Strength modifier damage (melee) or 2[WD] + Dexterity modifier damage (ranged) for the second attack.

Power: Dynamite

Melee or Ranged, weapon, AOE, Cowboy

(Melee ;) Close Blast 3 (Ranged;) range 8 blast 3

Requirement: You Must be wielding a melee weapons or a ranged weapon.

Bullet cost 4

Target: All in blast (including self if in melee)

Attack: Strength vs. AC(melee) or Dexterity vs. AC (ranged)

Hit: 1 [WD] + Strength modifier damage (melee) or 1 [WD] + Dexterity modifier damage (ranged)

Level 3 Hit: 1 [WD] + Strength modifier damage (melee) or 1 [WD] + Dexterity modifier damage (ranged) and the target is deafened type 1 (save ends).

Level 5 Miss: Knock down and deafened until the end of your next turn.

Level 7 Hit: 2 [WD] + Strength modifier damage (melee) or 2 [WD] + Dexterity modifier damage (ranged) and the target is deafened type 1(save ends).

Level 9 Hit: 2 [WD] + Strength modifier damage (melee) or 2 [WD] + Dexterity modifier damage (ranged) and the target is knock down and deafened type 2 until the end of your next turn.

Level 11 Miss: half damage and the targets are Knock down and deafened type 2 until the end of your next turn.

Level 13 (Melee ;) Close Blast 4 (Ranged;) range 10 blast 3

Level 15 Target: All in blast (excluding self if in melee)

Level 17 Miss: half damage and the targets are Knock down and deafened type 2(save ends).

Level 19 Hit: 3 [WD] + Strength modifier damage (melee) or 3 [WD] + Dexterity modifier damage (ranged) and the target is knock down and deafened type 2 (save ends).

Power: Hail of Bullets

Ranged, weapon, AOE, Cowboy

Bullet cost 6

Range: weapons, Blast 3

Requirement: You Must be wielding a ranged weapon.

Target: All in the blast
Attack: Dexterity vs. AC
Hit: 2 [WD] damage.

Level 5 Hit: 2 [WD] + Dexterity modifier damage.
Level 9 Hit: 2 [WD] + Dexterity modifier damage and the targets are knocked down until the end of your next turn.
Level 15 Hit: 2 [WD] + Dexterity modifier damage and the targets are knocked down and slowed type 3 until the end of your next turn.

Power: Sudden Strike

Ranged, weapon, cowboy
Requirement: You Must be wielding a Ranged weapons.
Bullet cost 3
Target: One Monster
Attack: Dexterity vs. AC
Hit: 1[WD] damage (off-Dexterity weapon).
Effect: You shift 1 square and make a secondary attack.
Secondary Attack: Dexterity vs. AC (main weapon)

Hit: 1[WD] +Dexterity modifier damage (main weapon), and the target-1 AC until the end of your next turn.
Level 5 Hit: 1[WD] damage (off-Dexterity weapon).
Effect: You shift 2 square and make a secondary attack against the target.
Secondary Attack: Dexterity vs. AC (main weapon)
Hit: 1[WD] +Dexterity modifier damage (main weapon), and the target-2 AC until the end of your next turn.
Level 9 Hit: 1[WD] damage (off-Dexterity weapon).
Effect: You shift 4 square and make a secondary attack against the target.
Secondary Attack: Dexterity vs. AC (main weapon)
Hit: 1[WD] +Dexterity modifier damage (main weapon), and the target-3 AC until the end of your next turn.
Level 15 Target: One or two Monsters.

Power: Striding Attack

Melee or Ranged, weapon, cowboy
Requirement: You Must be wielding a melee weapons or a ranged weapon.
Bullet cost 6
Target: One monster
Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2 [WD] + Strength modifier damage (melee) or 2 [WD] + Dexterity modifier damage (ranged).
Miss: half damage.

Level 5 Hit: 2 [WD] + Strength modifier damage (melee) or 2 [WD] + Dexterity modifier damage (ranged). You may move up to half your movement.
Level 9 Hit: 2 [WD] + Strength modifier damage (melee) or 2 [WD] + Dexterity modifier damage (ranged). You may move your movement.
Level 15 Miss: half damage and you may move up to half your movement.

Utility power Bounty Hunter

Cowboy
Immediate action
Trigger: you kill a "Boss" Monster
Effect: You may make a free basic attack against the closest monster.

Level 3 Effect: You may make a free basic attack against the closest monster and you gain gold equal to the monsters level.
Level 6 Trigger: you kill a "Boss" or "Giant" Monster.
Level 9 Effect: You may make a free basic attack against a monster you can reach and you gain gold equal to the monsters level.
Level 12 Effect: You may make a free basic attack against a monster you can reach and you gain gold equal to the monsters level x2.
Level 15 Effect: You may make a free basic attack against a monster you can reach and you gain gold equal to the monsters level x3.
Level 17 Trigger: you kill a monster that is not a minion.
Level 20 Effect: You may make a free basic attack against a monster you can reach and you gain gold equal to the monsters level x4.

Utility power: Liquid Courage

Cowboy
Bullet cost 1
Effect: all your Powers gain damage equal to your Charisma modifier, this effect last a number of turns equal to your constitution modifier.

Level 4: this attack becomes a simple action.

Utility power: The Quick and Everyone Else

Cowboy
Bullet cost 1
Trigger: When you kill a monster
Effect: +1 to your initiative, and may move 1 square.

Level 3 Effect: +2 to your initiative, and may move 1 square.
Level 6 Effect: +2 to your initiative, and may move 2 square.
Level 9 Effect: +3 to your initiative, and may move 3 square.
Level 12 Effect: +4 to your initiative, and may move 4 square.
Level 15 Effect: +8 to your initiative, and may move your movement
Level 18 Effect: you move to the top of the initiative and may move your movement.

Utility power: Gunslinger

Cowboy
Bullet cost 1
Effect: + 1 to all your attack rolls and + 2 to your damage rolls until the end of the Battle.

Level 3 Effect: + 2 to all your attack rolls and + 3 to your damage rolls until the end of the Battle.
Level 6 Effect: + 2 to all your attack rolls and + 5 to your damage rolls until the end of the Battle.
Level 9 Effect: + 3 to all your attack rolls and + 6 to your damage rolls until the end of the Battle.
Level 12 Effect: + 4 to all your attack rolls and + 6 to your damage rolls until the end of the Battle
Level 15 Effect: + 5 to all your attack rolls and + 7 to your damage rolls until the end of the Battle
Level 18 Effect: + 5 to all your attack rolls and + 10 to your damage rolls until the end of the Battle

Utility power: Long arm of the Law

Cowboy
Bullet cost 1
Effect: you gain +1 to your reach. And + 2 to your melee attack power.

Level 3 Effect: you gain +1 to your reach. And + 3 to your melee attack power.
Level 6 Effect: you gain +1 to your reach. And + 4 to your melee attack power.
Level 9 Effect: you gain +1 to your reach. And + 5 to your melee attack power.
Level 12 Effect: you gain +1 to your reach. And + 6 to your melee attack power.
Level 15 Effect: you gain +1 to your reach. And + 8 to your melee attack power.
Level 18 Effect: you gain +1 to your reach. And + 12 to your melee attack power.

Level 2	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 11	Epic* 4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 3	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 12	4hp+ con mod + 2 defense point +1 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 point +2 skill points +4 power points
Level 5	4HP+ con mod + 1 defense point +2 skill points +4 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 +1 trick +2 Ability points +4 power points	Level 15	4HP+ con mod + 1 defense point +2 skill points +4 power points
Level 7	4HP+ con mod + 1 defense point +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 + 1 defense point +2 skill points +4 power points
Level 9	4HP+ con mod + 1 defense point +2 skill points +4 power points	Level 18	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points
Level 10	4hp+ con mod + 2 defense point +1 trick +2 Ability points +4 power points	Level 19	4HP+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	4hp+ 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

Epic Cowboy
Gunfighter, the Loner or, the Working Cowboy.

Gunfighters are hardened by a life that is ruled by the quickness of the draw and the accuracy of aim. Gunfighters can be found all over the west, on both sides of the law. Sometimes they are soldiers of fortune, and sometimes they are card sharps. Other times they find their calling in law enforcement. Their skill with a gun is the key to their survival and success.

The Loner. A cowboy who lives alone and avoids the company of other men. He is a drifter. Without a tether to family or community, the wandering cowboy is viewed with great suspicion. Usually the loner nurses a troubled past

The working cowboy actually works with cows. he will herd or drive cattle to market, and make a hard living off the land. The working cowboy is usually depicted as sleeping outside, under the stars, with his head on his bedroll and his boots nearby. His life is difficult and full of jeopardy, but he is a noble figure.

Power: Sharp Shooter	Power: Mobile Attack
<p>Ranged weapon, Aggressive attitude: Gunfighter</p> <p>Target: one monster</p> <p>Attack: Dex vs. AC</p> <p>Special: + 1 to your critical range.</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p> <hr/> <p>Ranged weapon, Defensive attitude: Loner</p> <p>Target: one monster</p> <p>Attack: Dex vs. AC</p> <p>Special: +5 attack power if no ally is within 4 squares of you</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p> <hr/> <p>Ranged Weapon, Passive attitude: The working cowboy</p> <p>Target: one monster</p> <p>Attack: Dex vs. AC</p> <p>Special: +8 damage if one of your allies within 5 squares of you is weakened</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p>	<p>Ranged weapon, Aggressive attitude: Gunfighter</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One or two creatures</p> <p>Attack: Dexterity vs. AC</p> <p>Special: After the attack, you can move a number of squares equal to your dexterity modifier.</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p> <hr/> <p>Ranged weapon, Defensive attitude: Loner</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One or two creatures</p> <p>Attack: Dexterity vs. AC</p> <p>Special: After the attack, you can move a number of squares equal to your Wisdom modifier.</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p> <hr/> <p>Ranged Weapon, Passive attitude: The working cowboy</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One or two creatures</p> <p>Attack: Dexterity vs. AC</p> <p>Special: Before or after the attack, you can move a number of squares equal to your Wisdom modifier.</p> <p>Hit: 2 [W] + Dexterity modifier damage.</p>
Power: Dawn Till Dusk	Power: Quick Draw
<p>Melee Weapon, Aggressive attitude: Gunfighter</p> <p>Target: one monster</p> <p>Attack: Strength vs. AC</p> <p>Hit: 2 [W] + Strength modifier damage, and the targets initiative is reduced equal to your dexterity modifier.</p> <hr/> <p>Melee Weapon, Defensive attitude: Loner</p> <p>Target: one monster</p> <p>Attack: Strength vs. AC</p> <p>Hit: 2 [W] + Strength modifier damage, and your initiative is increased equal to your wisdom modifier.</p> <hr/> <p>Melee Weapon, Passive attitude: The working cowboy</p>	<p>Ranged weapon, Aggressive attitude: Gunfighter</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One monster</p> <p>Attack: Dex +2 vs. AC</p> <p>Hit: 2 [W] + dexterity damage.</p> <p>Special: Your initiative increases by + 4 until the end of the Battle.</p> <p>Miss: Your initiative increases by + 1 until the end of the Battle.</p> <hr/> <p>Ranged weapon, Defensive attitude: Loner</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One monster</p>

<p>Target: one monster</p> <p>Attack: Strength vs. AC</p> <p>Hit: 2 [W] + str modifier damage, and the targets initiative is reduced equal to your wisdom modifier.</p>	<p>Attack: Dex +2 vs. AC</p> <p>Hit: 2 [W] + dexterity damage.</p> <p>Special: Your reflex increases by +2 until the end of the Battle.</p> <p>Miss: Your reflex increases by + 1 until the end of the Battle.</p> <hr/> <p>Ranged weapon, Passive attitude: The working cowboy</p> <p>Requirement: You must be wielding two ranged weapon.</p> <p>Target: One monster</p> <p>Attack: Dex +2 vs. AC</p> <p>Hit: 2 [W] + dexterity damage.</p> <p>Special: You increases all adjacent allies initiative by +2 until the end of the Battle.</p> <p>Miss: You increases all adjacent allies initiative by +1 until the end of the Battle.</p>
Power: Me My Self And I	Power: Stampede
<p>Ranged or melee weapon, Defensive attitude: Loner</p> <p>Target: one to three monsters</p> <p>Attack: Dex vs. AC (ranged) Strength vs. AC (Melee)</p> <p>Hit: 2 [W] + dex modifier (ranged) 2 [W] + str modifier (melee) damage.</p> <p>Miss: half damage.</p>	<p>Melee Weapon, Passive attitude: The working cowboy</p> <p>Wall 5</p> <p>Target: all in wall</p> <p>Attack: Strength vs. AC</p> <p>Hit: 2 [W] + strength modifier damage and the target is knocked down and stunned (save ends stun).</p>