

Teacher

Bonuses at first level: +2 Int, +1 Cha, +1 Wis, 16+ your Con Score HP.

Trained Skills: Diplomacy and Intimidate. Choose 3 more trained skills at 1st level.

Weapons: you like ☞ staves, one handed guns, and light shields. You dislike ☞ two handed swords and maces.

Lessons: you may only have one lesson active at any one time. You do not gain the benefits from your own lessons. If two of the same lessons are active at one time the higher level over rides the lower, same lessons cannot stack.

Utility Power: Oral Hygiene

Target: self, simple action

Ongoing 1

Effect: All allies within 2 squares gain 3 temporary hit points at the beginning of your turn.

Armor type: light

Teachers guide book: you may expend one hero dice to allow one of your lessons to work on you until the end of the battle, you cannot expend more than one hero dice in this way per day.

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.

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 ever two levels here after (3, 5, 7, 9 etc.). If the controller scores a critical hit with an AOE attack the extra D4 is not multiplied.

Dungeon 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.

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 itself. 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: Inspiring Words Recharge 60%	Power: Home Work Recharge 60%
<p>Close cone 3</p> <p>Target: One or two Allies</p> <p>Effect: Target allies gain +1 Attack bonus until the end of your next turn.</p> <p>Level 2 Effect: Target allies gain +2 Attack bonus until the end of your next turn.</p> <p>Level 4 Effect: Target allies gain +3 Attack bonus until the end of your next turn.</p> <p>Level 6 Effect: Target allies gain +4 Attack bonus until the end of your next turn.</p> <p>Level 8 Effect: Target allies gain +5 Attack bonus until the end of your next turn.</p> <p>Level 10 Effect: Target allies gain +6 Attack bonus until the end of your next turn.</p>	<p>Range 6</p> <p>Target: one Monster</p> <p>Attack: Intelegents vs. Will</p> <p>Hit: 1d4 + Intelegents modifier damage and the target is stunned</p> <p>Level 2 Hit: 2d4 + Intelegents modifier damage and the target is stunned</p> <p>Level 4 Hit: 3d4 + Intelegents modifier damage and the target is stunned</p> <p>Level 6 Hit: 4d4 + Intelegents modifier damage and the target is stunned</p> <p>Level 8 Hit: 5d4 + Intelegents modifier damage and the target is stunned</p> <p>Level 10 Hit: 6d4 + Intelegents modifier damage and the target is stunned</p>
Power: Chalk Board Erasers Recharge 60%	Power: Duncce Recharge 40%
<p>Range: 10 Blast 1</p> <p>Target: all in the blast</p> <p>Attack: Intelligent vs. AC</p> <p>Hit: 1d4 + Intelligent modifier damage.</p> <p>Level 2 Hit: 1d6 + Intelligent modifier damage.</p> <p>Level 4 Hit: 1d8 + Intelligent modifier damage.</p> <p>Level 6 Range: 10 Blast 2</p> <p>Level 8 Hit: 1d10 + Intelligent modifier damage.</p> <p>Level 10 Hit: 1d12 + Intelligent modifier damage. 3</p>	<p>Range 12</p> <p>Target: one Monster</p> <p>Attack: Intelegents vs. Will</p> <p>Hit: 1d6 + Intelegents modifier damage.</p> <p>Level 3 Hit: 1d6 + Intelegents modifier damage and the target is immobilized.</p> <p>Level 5 Hit: 2d6 + Intelegents modifier damage and the target is immobilized.</p> <p>Level 7 Hit: 3d6 + Intelegents modifier damage and the target is immobilized.</p> <p>Level 9 Hit: 4d6 + Intelegents modifier damage and the target is immobilized.</p>
Power: Hit the books Recharge 40%	Power: Gold Star Recharge 40%
<p>Close cone 2</p> <p>Target all enemy's with in cone</p> <p>Attack: Intelligent vs. Will</p> <p>Hit: 2d4 + Intelligent modifier damage</p> <p>Level 3 Hit: 2d6 + Intelligent modifier damage</p> <p>Level 5 Close cone 3</p> <p>Level 7 Hit: 2d8 + Intelligent modifier damage</p> <p>Level 9 Close cone 4</p>	<p>Range: touch</p> <p>Target: one ally</p> <p>Effect: ally gains push 1 and knock down to all basic attacks until the end of the Battle.</p> <p>Level 3 Effect: ally gains push 2 and knock down to all basic attacks until the end of the Battle.</p> <p>Level 5 Effect: ally gains push 2, attack power bonus +1 and knock down to all basic attacks until the end of the Battle.</p> <p>Level 7 Effect: ally gains push 2, attack power bonus +2 and knock down to all basic attacks until the end of the Battle.</p> <p>Level 9 Effect: ally gains push 2, attack power bonus +4 and knock down to all basic attacks until the end of the Battle.</p>
power: Any One... Any One... Recharge 40%	Power: Teachers Pet Recharge 40%
<p>Close blast 1</p> <p>Target: all monsters in the blast</p> <p>Attack: Intelligent vs. Will</p> <p>Hit: 1[WD] + Intelligent modifier damage.</p> <p>Level 3 Hit: 1[WD] + Intelligent modifier damage and the target is asleep (save ends).</p> <p>Level 5 Hit: 2[WD] + Intelligent modifier damage and the target is asleep (save ends).</p> <p>Level 7 Close blast 2</p>	<p>Range touch</p> <p>Target: one monster</p> <p>Attack: Intelligent vs. Will</p> <p>Effect: Target monster becomes <u>your</u> ally (counts as being dominated, save ends).</p> <p>Level 3 Range 2</p> <p>Level 5 Range 4</p> <p>Level 7 Range 6</p> <p>Level 9 Range 10</p>

Level 9 <i>Close blast 3</i>	
Power: Honorable Mention Recharge 40%	Power: Honor Student Recharge 30%
<p>Range: 6</p> <p>Target: one ally</p> <p>Effect: one target ally gains +1 to Tough, and attack until the end of your next turn. (Does not stack with Honor Student).</p> <p>Level 3 Effect: one target ally gains +1 to, AC, and attack until the end of your next turn. (Does not stack with Honor Student).</p> <p>Level 5 Effect: one target ally gains +1 to, AC, Will, and attack until the end of your next turn. (Does not stack with Honor Student).</p> <p>Level 7 Effect: one target ally gains +2 to, AC, Will, and attack until the end of your next turn. (Does not stack with Honor Student).</p> <p>Level 9 Effect: one target ally gains +3 to, AC, Will, and attack until the end of your next turn. (Does not stack with Honor Student).</p>	<p>Ongoing 1</p> <p>Range: 6</p> <p>Target: one ally</p> <p>Effect: one target ally gains +1 to, AC, Will,</p> <p>Level 5 one target ally gains +2 to, AC, Will, (Does not stack with Honorable Mention).</p> <p>Level 10 one target ally gains +3 to, AC, Will, (Does not stack with Honorable Mention).</p>
<p>Climb the rope Target: self Ongoing 1 Effect: All allies within 6 squares gain + 1 Strength.</p> <p>Level 3 Effect: All allies within 6 squares gain + 2 Strength. Level 6 Effect: All allies within 6 squares gain + 3 Strength. Level 10 Effect: All allies within 6 squares gain + 4 Strength.</p> <p>Acid Target: self Ongoing 1 Effect: all allies within 6 squares gain ongoing 5 poison damage and -1 AC (save end both) to their basic attacks.</p> <p>Level 3 Effect: all allies within 6 squares gain ongoing 5 poison damage and -2 AC (save end both) to their basic attacks. Level 6 Effect: all allies within 6 squares gain ongoing 8 poison damage and -2 AC (save end both) to their basic attacks. Level 10 Effect: all allies within 6 squares gain ongoing 10 poison damage and -3 AC (save end both) to their basic attacks.</p> <p>Explosives Target: self Ongoing 1 Effect: all allies within 6 squares gain Close cone 1 (melee) Blast 1 (ranged) to their basic attacks.</p> <p>Level 3 Effect: all allies within 6 squares gain Close cone 2 (melee) Blast 2 (ranged) to their basic attacks. Level 6 Effect: all allies within 8 squares gain Close cone 2 (melee) Blast 2 (ranged) to their basic attacks. Level 10 Effect: all allies within 10 squares gain Close cone 2 (melee) Blast 2 (ranged) to their basic attacks.</p> <p>First aid Target: self Ongoing 1 Effect: all allies within 1 square gain your Intelligent modifier healing.</p> <p>Level 3 Effect: 1d4 +Intelligent modifier healing. Level 6 Effect: 1d6 +Intelligent modifier healing. Level 10 Effect: 1d8 +Intelligent modifier healing.</p> <p>Math 1+1=11 Target: self Ongoing 3 Effect: All allies within 6 squares gain + 11 damage to their attacks.</p> <p>Silver Target: Self Ongoing 1 Effect: All allies within 1 square gain silvered weapon until the end of the Battle. Silver can be applied to any weapon. Silvered weapons deal an extra +1d4 light damage.</p>	

Level 3 Effect: All allies within 1 square gain silvered weapon until the end of the Battle. Silver can be applied to any weapon. Silvered weapons deal an extra +1d6 light damage.

Level 6 Effect: All allies within 2 square gain silvered weapon until the end of the Battle. Silver can be applied to any weapon. Silvered weapons deal an extra +1d6 light damage.

Level 10 Effect: All allies within 2 square gain silvered weapon until the end of the Battle. Silver can be applied to any weapon. Silvered weapons deal an extra +1d8 light damage.

Strict

Target: self

Ongoing 1

Effect: All allies within 2 squares of you gain a + 2% chance to recharge their powers.

Level 3 Effect: All allies within 2 squares of you gain a + 5% chance to recharge their powers.

Level 6 Effect: All allies within 2 squares of you gain a + 8% chance to recharge their powers.

Level 10 Effect: All allies within 2 squares of you gain a + 12% chance to recharge their powers.

Level 2	4Hp+ con mod +1 defense point +1 trick +1 skill point +2 Ability points +4 power points	Level 11	Epic* +11 Hp +1 defense point +1 trick +1 skill points +1 Ability points +1 power points +1% Recharge
Level 3	4Hp+ con mod + 1 defense point +2 skill points +4 power points	Level 12	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 4	4Hp+ con mod + 1 defense point +1 trick +1 skill point +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 + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 6	4Hp+ con mod + 1 defense point +1 trick +1 skill point +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 + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 8	4Hp+ con mod + 1 defense point +1 trick +1 skill point +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 + 1 defense point +1 trick +1 skill point +2 Ability points +4 power points
Level 10	4Hp+ con mod + 1 defense point +1 trick +1 skill point +2 Ability points +5 power points	Level 19	4Hp+ con mod + 1 defense point +2 skill points +4 power points
		Level 20	4Hp+ con mod + 1 defense point +1 trick +1 skill point +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