

## Earth Controller

### Role:

**Bonuses at first Level:** +2 Con, 20+ your Con score.

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

**Weapons:** you like ☑ all hammers and Staff weapons. You dislike ☑ all guns.

**Armor type:** Heavy

### 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.

#### 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 and 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.

#### 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.

### Tank

As the tank it's your job to absorb most of the damage and keep the monsters busy so that they don't kill the more squishy characters

You gain the Armor specialization trick of your choice, +5HP, you also gain the Agro magnet Warrior Class power, if you already are a Warrior your *mark* form Agro magnet changes to read: any target that is marked must attack the placer of the mark if possible.

**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! Your power lashes out as stalagmites rise out of the earth and the ground around you rips apart. 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 attack, 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 + x.5. 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 automatically roll max damage with a multiplier of + X1.

**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.

**DC:** Some Powers create their own DC with which the monsters must meet or beat. If the monster rolls lower than the DC it fails the check and is hit by the attack, if the monster meets or beats the DC it is not hit by the attack. The DC the monster must meet to dodge the power is, the powers level plus 9.

Stone

Recharge 100%

*You call to your friends, the stones in the ground, urging them to do your bidding and then send them hurtling towards your opponent.*

**Range 6**

**Target:** one monster

**DC:** power level +9

**Hit:** your con modifier earth damage

**Level 2:** Range: 8

**Level 4:** Target: up to **two** monster

**Level 6:** Hit: **this powers Level +** your con modifier earth damage

**Level 8:** Target: up to **three** monster

**Level 10:** Target: up to **four** monster

**Level 12:**

**Level 14:**

**Level 16:**

**Level 18:**

**Level 20:**

Dust Cloud

Recharge 100%

*Many small stones, dirt, sand and rocks in circle you in a vortex, and whips into anyone who wishes to get close to you do you harm, like thousands of small needles.*

**Close** blast 1

**Ongoing**

**Target:** self

**Effect:** all squares in the AOE count as difficult terrain, until the Dust Cloud is no longer sustained.

**Level 2:** Close Blast 2

**Level 4:** **Choose one** Close Blast 2, or Range 6 Blast 1

**Level 6:** **secondary effect: any creature that ends its turn within the cloud takes your con modifier earth damage.**

**Level 8:** secondary effect: any creature that ends its turn within the cloud takes your con modifier earth damaged **and is blind 1 (save ends).**

**Level 10:**

**Level 12:**

**Level 14:**

**Level 16:**

**Level 18:**

**Level 20:**

Earth Fist

Recharge 30%

*Pointing your weapon at you enemy you call to the ground to smash your enemy, it obeys. A granite hard fist juts from the earth, smashing into your opponent.*

**Melee**

**Target** one monster

**Attack:** con vs. AC

**Hit:** 2 WD + con modifier earth damage

**Level 5:** **Hit:** 2 WD + con modifier earth damage and the target is pushed back one.

**Level 10:**

**Level 15:**

**Level 20:**

Earth Hand

Recharge 80%

*A giant hand forms from the dirt, grabs ahold of your opponent and slams him repeatedly into the ground.*

**Melee**

**Target:** one monster

**DC:** 9+ power Level

**Hit:** your con modifier earth damage and the target counts as being grabbed.

**Level 3:** **Hit:** your con modifier **+2** earth damage and the target counts as being grabbed.

**Level 5:**

**Level 7:**

**Level 9:**

**Level 11:**

Earth launch

Recharge 30%

*The ground erupts form under your enemy and launches them into the air.*

**Range** 10

**Target:** one monster

**DC:** 9+ power Level

**Hit:** 1 WD earth damage and the target is pushed one square.

**Level 3** **Hit:** 1 WD earth damage and the target is pushed one square and knocked down.

**Level 6** **Hit:** 2 WD earth damage and the target is pushed one square and knocked down.

**Level 9**

Earth wall

Recharge 50%

*Once again you call upon the ground to do your bidding and it obeys, a mile high chunk of earth and rock erupt into the air to create a barrier between you and your enemies.*

**Close** Wall 2

**Ongoing** 1

**Target** all in the line

**DC:** 9+ power Level

**Effect:** you create an area where the AOE lands, that area now counts as impassable terrain, has 50 HP and will be hit automatically if targeted.

**Hit:** all creatures in the AOE take 2 earth damage and are move 2 square and must end an a square that is not effected by the AOE.

**Level 2:** Close Wall 3

**Level 4:** Close Wall 4

**Level 6:** **Hit:** all creatures in the AOE take 5 earth damage and are move 3 square and must end an a square that is not effected by the AOE.

**Level 8:** Close Wall 5

**Level 10:** Close Wall 8

Earth Wave

Recharge 50%

*Smashing your weapon into the ground you send a tidal wave of earth into your enemies pushing them back.*

**Close** Wave 2

**Target:** all enemy's in the cone

**DC:** 9+ power Level

**Hit:** 1 WD earth damage and the targets are pushed back one square.

**Level 3:** **Hit:** 1 WD earth damage and the targets are pushed back 2 squares.

**Level 5:** **close** Wave 3

**Level 7:** **close** wave 4

**Level 9:**

Rock Slide

Recharge 60%

*Thousands of small rocks roll upon the ground around you causing your enemy's to slip and slide, hindering their movement.*

**Melee**

**Target:** one monster

**Attack** con vs. Ac

**Hit:** 1WD earth damage and the target is slid 1 square.

**Level 3:** **Hit:** 1WD earth damage and the target is slid **up to 2** squares.

**Level 5:** **Hit:** 1WD earth damage and the target is slid **up to 3** squares.

**Level 7:** **Hit:** 1WD earth damage and the target is slid **up to 4** squares.

**Level 9:**

**Level 11:**

**Level 13:**

**Level 15:**

**Level 17:**

**Level 19:**

Earth bomb

Recharge 30%

*Even the earth floating in space obeys your commands. Seemingly from nowhere a chunk of solid rock falls from the sky and smashes into your enemy.*

**Range:** 6

**Target:** one monster

**DC:** 9+ power Level

**Hit:** 2WD +con modifier earth damage

**Level 5**

**Level 10**

Earth Armor

Recharge 90%

*A mud like substance emerges from the ground, envelopes you and then solidifies into iron hard stone protecting you from all that would do you harm.*

**Ongoing 1**

**Target** self

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

Level 3 **Effect:** you gain a +2 bonus to your AC until the end of your next turn

Level 6 **Effect:** you gain a +3 bonus to your AC until the end of your next turn

Level 9 **Target** self or one ally you can see.

Level 12

Level 15

Level 18

Magnetization

Recharge 100%

*The small stones and rocks swirling about you become magnetized with the polar opposite of the ground allowing you to levitate a few feet off the ground.*

**Target:** self

**Effect:** you gain flight until the end of your turn.

Level 3 **Effect:** you gain flight for **2 turns**.

Level 6 **Effect:** you gain flight for **5 turns**

Level 9 **Effect:** you gain flight **until the end of the battle**.

Earth quake

Recharge 30%

*The ground beneath your feet shake violently those chunks of Earth, rock and stone jut out of the ground pummeling all that might do you Harm.*

**Close Burst 3**

**DC:** 9+ power Level

**Target:** all in the blast

**Effect:** all of the terrain in the AOE count as difficult terrain, any walls or impassable terrain is destroyed and also counts as difficult terrain.

**Hit:** 1 WD earth damage and the targets are knocked down

Level 5 **Hit:** **2 WD** earth damage and the targets are knocked down **until the end of your next turn**.

Level 10 **Close Burst 4**

Level 15 **Hit:** **3 WD** earth damage and the targets are knocked down until the end of your next turn.

Level 20 **Miss:** All targets in the burst take half damage.

Lava

Recharge 50%

**Range** 5 line 3

**Target** all in the line

**Attack:** Con vs. Ac

**Hit:** 1WD earth and Fire damage and the targets take an ongoing 2 earth/fire damage (save ends).

**Level 2:** Range 6 **Line 5**.

**Level 3 Miss:** all targets in the line take half damage.

**Level 4-20 Hit:** 1WD earth and Fire damage and the targets take ongoing earth/fire damage **equal to the level of this power** (save ends).

Entomb

Recharge 80%

**Range:** 2

**Target:** one monster

**DC:** 9+ power Level

**Hit:** your con modifier earth damage and the target is immobilized (save ends).

**Level 5 Hit:** your con modifier earth damage and the target **takes an ongoing 5 earth damage** and is immobilized (save ends both).

**Level 10**

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

## Let's Go Epic

### Epic levels 11-15

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 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
<b>Harder</b>	+2 Defense point +4 power points	+1 Trick +4 power points	+1 sk +4
<b>Better</b>	+1 trick +4 power points	+1 Trick +4 power points	For +4
<b>Faster</b>	+1 to your initiative +4 power points	+ 1 movement +4 power points	+5 po +4
<b>Stronger</b>	+1 Strength +4 power points	+1 to all your trained skills +4 power points	+4 +4 on th pa

Epic Bonus	Benefits at level 11	12	13	14	15
<b>Harder</b>	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	+1 Strength +4 power points	+1 to all your trained skills +4 power points
<b>Better</b>	+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 all your damage rolls +4 power points
<b>Faster</b>	+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
<b>Stronger</b>	+ 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 all your damage rolls +4 power points

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
<b>Harder</b>	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	+1 Strength +4 power points	+1 to all your trained skills +4 power points
<b>Better</b>	+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 all your damage rolls +4 power points
<b>Faster</b>	+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
<b>Stronger</b>	+ 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 all 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
<b>Harder</b>	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
<b>Better</b>	+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
<b>Faster</b>	+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
<b>Stronger</b>	+ 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

