

Fire Controller

Role: Damager/controller

Bonuses at first level: +2 Con, +1 Str, +13+constitution Score HP.

Armor type: None

Weapons: you like ☞ All Axes and hammers. You dislike ☞ all swords and Guns.

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

Resist fire: as a fire controller you have a resistance to fire damage equal to your class level.

Hot Head: you are immune to all diseases and poisons.

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.

Jobs

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

Assassin

As the Assassin it's your job to, sneak in behind enemy lines unseen to do massive amounts of damage.

You gain the sneak attack ability. Sneak attack: If you can catch a monster when it is unable to defend its self (e.g. sleeping, dazed, stunned, Helpless, etc.) you can strike at a vital area for extra damage. The assassin does extra damage whenever she flanks, is behind, or is effected by a special condition that allows you a surprise attack. This extra damage is 1D6 at level1 and adds 1D6 for every two levels here after (Level 1,3,5,7 etc.). If the assassin scores a critical hit with the sneak attack the extra D6 is not multiplied. Extra damage from a sneak attack cannot be used in a ranged attack unless the target is within six squares of the assassin

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.

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.

Wild Power:

1d20. -9 if a natural 1 was rolled. +9 if a 20 was rolled.

5 or lower. I can't control it! Your power boils up from within you causing the very earth and stone around you to melt, and at the same time incinerate any vegetation around you. You hit enemies and allies alike, close blast10, roll damage normally but do not apply the crit multiplier. Even if you are not included in the AOE, you are hit by the attack, take half damage and you are stunned until the end of your next turn, from the backlash of so much power leaving your body at once.

6-10. I can't hold it much longer! Your power swells up within you begging to be released, you know you must give in to it, but it's going to hurt. You hit the enemy and roll damage normally but do not apply the crit multiplier to your damage roll. Even if you are not included in the AOE, you are hit by the attack and take half damage from the backlash.

11-15. Power overwhelming. Your power clears the fog in your mind, allowing you to see your enemy with intense clarity, only to immediately abandon you. You hit the enemy and roll crit damage normally. With a multiplier of + 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 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.

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.

Fiery Weapon

Recharge: 90%

Your weapon is a blaze as it smashes into your opponent, burning him to a crisp wherever your weapon touches him.

Target: Self

Effect: your weapon gains bonus fire damage equal to your level.

Power Level 5 your weapon gains bonus fire damage equal to your level + your con modifier.

Power Level 10 Simple action

Power Level 15 Target: self or one adjacent ally.

Fire Breath

Recharge: 50%

You exhale a bout of flame from your mouth engulfing your enemies in a fiery death.

Close cone 2

Target: all creatures in cone

DC: power level +9

Hit: 1[WD]+ Con modifier damage

Power Level 2 Hit: 1[WD]+ Con modifier damage and an ongoing 2 fire damage (save ends)

Power Level 4 Close cone 3

Power Level 6 Hit: 1[WD]+ Con modifier damage and an ongoing 6 fire damage (save ends)

Power Level 8 Close cone 4

Power Level 10 Hit: 1[WD] + Con modifier damage and an ongoing 10 fire damage (save ends).

Combustion

Recharge: 50%

Everything can be flammable, in fact the air itself can burn, it just has to get hot enough...

Ranged

Target: one monster

DC: power Power Level +9

Hit: 1 WD + str mod fire damage

Effect: you create a cone 3 area starting at the target and spreading out away from you. All creatures in the cone take damage equal to your con modifier.

Power Level 3 **Effect:** you create a cone 4 area starting at the target and spreading out away from you. All creatures in the cone take damage equal to your con modifier.

Power Level 5 Hit: 2 WD + str mod fire damage.

Power Level 7 **Effect:** you create a cone 5 area starting at the target and spreading out away from you. All creatures in the cone take damage equal to your con modifier.

Power Level 9 Hit: 2 WD + str mod fire damage and an ongoing 9 fire damage (save ends).

Power Level 11 **Effect:** you create a cone 5 area starting at the target and spreading out away from you. All creatures in the cone take damage equal to your con modifier + your level.

Blazing Ring

Recharge: 30%

It Burns burns burns.

Ongoing

Melee

Target: self

Effect: immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 2 fire damage.

Power Level 3 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 3 fire damage. You also gain a **Shield 5**.

Power Level 6 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 6 fire damage. You also gain a **Shield 10**.

Power Level 9 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 9 fire damage. You also gain a **Shield 20**.

Power Level 12 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 12 fire damage. You also gain a **Shield 30**.

Power Level 15 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 15 fire damage. You also gain a **Shield 40**.

Power Level 18 **Effect:** immediate reaction. **Trigger:** whenever you are hit by melee attack, the attacker takes 20 fire damage. You also gain a **Shield 55**.

Fire Blade

Recharge: 50%

You force the fire you control into a single curved line for you to wield as a deadly Axe.

Requirement: must have at least one hand free to wield the axe with.

Ongoing

Melee

Target: Self

Effect: you gain a 1 handed fire axe. 1d6 damage, crit range 19+, crit multiplier x1.5, special: Mass Crit.

Power Level 3: special: well this power is active you gain the two weapon fighting trick.

Power Level 6: Simple action

Power Level 9: **Effect:** you gain a 1 handed fire axe. 1d8 damage, crit range 19+, crit multiplier x1.5, special: Mass Crit.

Power Level 12: **Effect:** you gain a 1 handed fire axe. 2d6 damage, crit range 19+, crit multiplier x1.5, special: Mass Crit.

Power Level 15: **Effect:** you gain a 1 handed fire axe. 2d8 damage, crit range 19+, crit multiplier x1.5, special: Mass Crit.

Power Level 18: **Effect:** you gain a 1 handed fire axe. 2d10 damage, crit range 19+, crit multiplier x1.5, special: Mass Crit.

Fire Bomb

Recharge: 30%

A slow burning ball of flame that can destroy whole towns if not careful.

ongoing

Special: you create a flaming ball in a square within 10 of you.

Target one monster or an empty square.

DC: power level +9, if targeting an empty square the attack automatically hits.

Hit: if targeting a monster, 1WD + con mod fire damage.

Effect: all monsters that start their turn adjacent to the fire bomb take your con modifier fire damage.

As a move action you may move the fire bomb up to 4 squares.

As a free action you may dismiss the fire bomb or if the fire bomb is not up kept, causing a **blast 1** centered on the fire bomb. All creatures in the blast take 1 WD + your con modifier fire damage.

Power Level 5: **Effect:** all monsters that start their turn adjacent to the fire bomb take your con modifier fire damage.

As a move action you may move the fire bomb up to 5 squares.

As a free action you may dismiss the fire bomb or if the fire bomb is not up kept, causing a **blast 2** centered on the fire bomb. All creatures in the blast take 2 WD + your con modifier fire damage.

Power Level 10: **Effect:** all monsters that start their turn adjacent to the fire bomb take your level + your con modifier fire damage.

As a move action you may move the fire bomb up to 6 squares.

As a free action you may dismiss the fire bomb or if the fire bomb is not up kept, causing a **blast 3** centered on the fire bomb. All creatures in the blast take 4 WD + your con modifier fire damage.

Fire Wave

Recharge: 50%

You let loose a torrent of liquid flame, like water it rolls out from you burning all it touches.

Close wave 1

Target all in the cone

DC: Power level +9

Hit: 1WD + Con mod fire damage

Power Level 3: Close wave 2

Power Level 6: hit: 1 WD+ con modifier fire damage and an ongoing 5 fire damage (save ends).

Power Level 9: hit: 1 WD+ con modifier fire damage and an ongoing 8 fire damage (save ends).

Power Level 11: hit: 1 WD+ con modifier fire damage and an ongoing 11 fire damage (save ends).

Power Level 13: Close wave 3

Power Level 15: hit: 1 WD+ con modifier fire damage and an ongoing 14 fire damage (save ends).

Power Level 17:

Power Level 19:

Fire Storm

Recharge: 30%

A intense flame burst form your hands and spreads out around you swirling and twisting as if there were a strong wind.

Range: close burst 2

Target: all creatures in the burst

DC: Power level +9

Hit: 1 WD

Power Level 2: Range: close burst 3

Power Level 3: Range: close burst 4

Power Level 5: Choose one **Range: 5 Burst 3**, or **Range: close burst 4**.

If you chose the close burst, the power coursing through our body amplifies your abilities, all your attacks that target a single target, gain the Splash and ongoing special rules.

Fire wall

Recharge: 50%

You create a solid wall of flame to surround you or all that might hurt you.

Close line 4

Target all in the wall

Attack: vs. AC

Hit: your Con modifier fire damage and an ongoing 2 fire damage (save ends)

Power Level 3 Close Line 5

Power Level 6 Hit: your Con modifier fire damage and an ongoing 6 fire damage (save ends)

Power Level 9 Hit: your Con modifier fire damage and an ongoing 10 fire damage (save ends)

Power Level 11 Hit: your Con modifier fire damage and an ongoing 18 fire damage (save ends)

Power Level 13 Close Line 6

Fire shield

Recharge: 50%

You flatten a small but intense flame and surround yourself with it.

Target: self or one adjacent ally

Effect: target gains +1 AC until the end of your next turn.

Power Level 3: Choose one: Effect: target gains +2 AC until the end of your next turn .Or: immediate interrupt. Trigger: when you are hit by a melee attack. Effect: attacker takes your con modifier damage.

Power Level 6: Choose one: Effect: target gains +4 AC until the end of your next turn .Or: immediate interrupt. Trigger: when you are hit by a melee attack. Effect: attacker takes your con modifier damage.

Power Level 9: Effect: target gains +4 AC until the end of your next turn Also: immediate interrupt. Trigger: when you are hit by a melee attack. Effect: attacker takes your con modifier damage

Power Level 11:

Fire Spears

Recharge: 90%

Special: No damage or damage bonuses of any kind may be added to this power.

Range: strength mod

Target one monster

Attack: this attack requires no roll and automatically hits its target.

Effect: you deal your con modifier fire damage to the target. No damage bonuses of any kind can be added onto this power.

Power Level 2-20: Target: a number of monsters equal to the level of this power.

Fire Jet

Recharge: 60%

Simple action

Target: self

Effect: You gain flight until the end of the battle

Fireball

Recharge: 30%

Range: 8 blast 1

Target: all in the blast

DC: Power level +9

Hit: your con modifier fire damage.

Level 2 Hit: your con modifier fire damage and an ongoing 2 fire damage (save ends).

Power Level 3 Hit: your con modifier fire damage and an ongoing 3 fire damage (save ends).

Power Level 4 Hit: your con modifier fire damage and an ongoing 4 fire damage (save ends).

Power Level 5 Hit: your con modifier fire damage and an ongoing 5 fire damage (save ends).

Power Level 6 Hit: your con modifier fire damage and an ongoing 6 fire damage (save ends).

Power Level 7 Hit: your con modifier fire damage and an ongoing 7 fire damage (save ends).

Power Level 8 Hit: your con modifier fire damage and an ongoing 8 fire damage (save ends).

Power Level 9 Hit: your con modifier fire damage and an ongoing 10 fire damage (save ends).

Power Level 10 Range: 8 blast 4

Propulsion

Recharge: 50%

Move action

Target: self

Effect: until the end of your next turn you gain +1 to your movement.

Dragons Fire

Recharge: 30%

It's really sticky, and it burns.

Target: self

Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 2 fire damage.

Power Level 3: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 5 fire damage.

Power Level 6: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 7 fire damage.

Power Level 9: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 9 fire damage.

Power Level 11: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 11 fire damage.

Power Level 13: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 13 fire damage.

Power Level 15: Effect: All your fire AOE Attacks gain: the rule **ongoing** and create an area wherever they landed. ANYONE starting and/or ending their turn within that Area takes 15 fire damage.

Wild Fire

Recharge: 10%

An uncontrollable fire that rages across a battle field destroying or crippling all in its path.

Target: all creatures, that's right all of them. Even you and the stuff you can't see.

DC: power level +9,

Hit: your con modifier fire damage.

Wild Effect: roll on the chart below:

1: increase the damage by 5 fire damage, this can stack.

2: all creatures take ongoing damage equal to your level (save ends).

3: allies are unaffected by this attack.

4: all creatures are feared type 1.

5: every square on the battle field now counts as difficult terrain.

6: roll 2d6 and apply both separately to this chart.

7: this power counts as being recharged

8: this attack does double damage. Roll 1d4 and apply it to this chart.

9: roll 1d3 and 1d4 then apply both separately to this chart.

10: roll 1d2, 1d3 and 1d4 then apply all separately to this chart.

Cauterize

Recharge: 30%

You carefully and sometimes painfully burn the disease out of your allies.

Target: one ally

Effect: roll on the chart below:

1: you deal 1d8 damage to the targeted ally and remove 1 status effect.

2: you deal 1d6 damage to the targeted ally and remove up to 2 status effects.

3: you deal 1d4 damage to the targeted ally and remove up to 3 status effects.

4: you may remove up to 4 status effects.

| | | | |
|----------|---|----------|---|
| 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

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 | + 1 movement | +5% recharge to all | +1 trick | +1 to all your saving |

| | | | | | |
|-----------------|-------------------------------------|--|--|--|-----------------------------|
| | +4 power points | +4 power points | your powers. +4 power points | +4 power points | 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 |