

## Doctor

Bonuses at Level 1: +1 Int, +1 Wis, 12+Con Score HP

Trained Skills: Healing, Choose 3 more at first level.

Weapons: you like ☑ one handed swords, you dislike ☑ all two handed weapons.

Armor type: none

### 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 there components cost.

### Jack of all trades master of none

As the Jack of all trades it's your job to fill the void in your party help out when and where ever needed.

You gain the Jack of all trades trick and may use any of the job specific items in the items book

### 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 there component cost.

### Silver Tongue

As the silver tong it is your job to talk yourself and the party out of a fight. Your job is also to find and make deals with quest givers, merchants, lords, ladies even kings if called for.

You gain the Silver tonged ability: Silver tongued: once per Battle you may attempt to talk you may out of fighting a monster. Melee attack, target: one monster, Attack: bluff, diplomacy or intimidate vs. Will, Hit: target monster is dominated (save ends). You may forgo a moving or attack action to give it to the controlled monster. Once a day when haggling for items with a merchant you gain a +10 to your diplomacy or intimidate skill.

**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.

**Natural Healer:** you may expend one hero dice to grant an adjacent ally healing equal to their Con score as a simple action. You cannot expend more than one hero dice in this way per day.

### Healing Words Recharge 80%

#### Ranged, healing

**Special:** This power may only be used a number of time equal to your healing skill per day

**Target:** One Ally in 5 squares

**Hit:** The target heals 1d4+ your healing skill

**Level 2 Hit:** The target heals 1d4+your skill+1

**Level 4 Hit:** The target heals 1d4+your skill +2

**Level 6 Hit:** The target heals 2d4+your skill +2

**Level 8 Hit:** The target heals 2d4+your skill +3

**Level 10 Hit:** The target heals 2d4+your skill +4

**Level 12 Hit:** The target heals 2d6+your skill +5

**Level 14 Hit:** The target heals 2d6+your skill +6

**Level 16 Hit:** The target heals 2d8+your skill +8

**Level 18 Hit:** The target heals 2d8+your skill +10

**Level 20 Simple action**

### Band aids Recharge 100%

#### Ranged, healing

**Special:** This power may only be used a number of time equal to your healing skill per day

**Target:** self or one adjacent ally

**Effect:** the target heals equal to your healing skill

**Level 2 Hit:** The target heals your healing skill +1

**Level 4 Hit:** The target heals your healing skill +2

**Level 6 Hit:** The target heals your healing skill +3

**Level 8 Hit:** The target heals your healing skill +4

**Level 10 Hit:** The target heals your healing skill +5

**Level 12 Hit:** The target heals your healing skill +8

**Level 14 Hit:** The target heals your healing skill +10

**Level 16 Hit:** The target heals your healing skill +12

**Level 18 Hit:** The target heals your healing skill +14

**Level 20 Simple action**

### Power Scalpel Recharge 60%

#### Melee

This power cab be used a number of time equal to your healing skill

**Target:** one monster

**Attack:** Intelligent vs. AC

**Hit:** 1 [WD] + your Intelligent modifier damage.

**Level 3:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 5 bleeding damage (save ends).

**Level 5:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 8 bleeding damage (save ends).

**Level 7:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 8 bleeding damage for 4 rounds.

**Level 10:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 8 bleeding damage.

**Level 12 Hit:** 1 [WD] + your Intelligent modifier damage, and an ongoing 10 bleeding damage.

**Level 14 Hit:** 1 [WD] + your Intelligent modifier damage, and an ongoing 12 bleeding damage.

**Level 16:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 14 bleeding damage.

**Level 18:** Hit: 1 [WD] + your Intelligent modifier damage, and an ongoing 16 bleeding damage.

**Level 20:** Hit: 2 [WD] + your Intelligent modifier damage, and an ongoing 16 bleeding damage.

### Power Emergency Recharge 80%

#### Melee

This power may only be used 3+1/2 level times a day.

**Target:** one adjacent ally

**Effect:** you heal the target your healing skill

**Level 3:** Effect: you heal the target your healing skill + their con modifier.

**Level 5:** Effect: you heal the target your healing skill + their con modifier +3

**Level 7:** Range 4. Effect: you heal the target your healing skill + their con modifier +3

**Level 10:** Effect: you heal the target your healing skill + their con modifier +6.

**Level 13 Effect:** you heal the target your healing skill + their con modifier +9

**Level 16 Effect:** you heal the target your healing skill + their con modifier +12

**Level 19Effect:** you heal the target your healing skill + their con modifier +20

### **Power Padded Room Recharge 60%**

#### **Ongoing 1**

**Target:** one monster

**Effect:** you create a 2x2 area

**Special:** whenever a monster starts its turn within the area you may make an attack with this power.

**Attack:** Intelligent vs. Will

**Hit:** all the monsters in the area take damage equal to your Wisdom modifier.

**Level 5:** Hit: all monsters in the area take damage equal to your Wisdom modifier, and are deafened (save ends).

**Level 10:** Hit: all the monsters in the area take damage equal to your Wisdom modifier, and are deafened and immobilized (save ends).

**Level 15:** Hit: all the monsters in the area take damage equal to your Wisdom modifier +5, and are deafened and immobilized (save ends).

**Level 20:** Hit: all the monsters in the area take damage equal to your Wisdom modifier+10, and are deafened and immobilized (save ends).

### **Power: ER Recharge 60%**

#### **Ongoing 1**

**Range:** 6 blast 3

**Target:** all creatures in blast

**Attack:** Intelligent vs. Will

**Hit:** all creatures in the blast are unconscious (save ends).

**Effect:** you create a 1x1 area waiting room where the blast hit, all creatures who end their turn within this area are immobilized (1 round).

**Level 3:** Effect: you create a 1x1 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (1 round).

**Level 5:** Effect: you create a 2x1 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (1 round).

**Level 7:** Effect: you create a 3x1 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (2 round).

**Level 10:** Effect: you create a 3x2 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (2 round).

**Level 13:** Effect: you create a 3x3 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (2 round).

**Level 16:** Effect: you create a 3x4 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (2 round).

**Level 20:** Effect: you create a 3x4 square waiting room where the blast hit, monsters adjacent to the area get pulled in at the end of their turn, all creatures who end their turn within this area are immobilized (3 round).

### **Bossy Recharge 80%**

#### **Range, support**

**Range:** line of sight

**Target:** One Monster

**Attack:** An ally of your choice makes a basic melee or ranged attack against target monster.

**Hit:** Allies basic attack damage

**Level 4** Hit: Allies basic attack damage + 1

**Level 6** Hit: Allies basic attack damage + 2

**Level 8** Hit: Allies basic attack damage + 3

**Level 10** Hit: Allies basic attack damage + your Charisma modifier.

**Level 12** Hit: Allies basic attack damage + your Charisma modifier +1.

**Level 14** Hit: Allies basic attack damage + your Charisma modifier +3.

**Level 16** Hit: Allies basic attack damage + your Charisma modifier +5.

**Level 18** Hit: Allies basic attack damage + your Charisma modifier +7.

**Level 20** Hit: Allies basic attack damage + your Charisma modifier +10.

### **Power Immunize Recharge 60%**

**Target:** self or one adjacent ally

**Effect:** until the end of the Battle target gains resist poison 2, resist physical damage 1.

**Level 3:** Effect: until the end of the Battle target gains resist poison 3, resist physical damage 2.

**Level 5:** Effect: until the end of the Battle target gains resist poison 4, resist physical damage 3.

**Level 7:** Effect: until the end of the Battle target gains resist poison 5, resist physical damage 4. Also grant the target one saving throw.

**Level 10:** Effect: until the end of the Battle target gains resist poison 5, resist physical damage 5, and 5 temporary hit points. Also grant the target one saving throw.

**Level 13:** Effect: until the end of the Battle target gains resist poison 8, resist physical damage 8, and 8 temporary hit points. Also grant the target one saving throw.

**Level 16:** Effect: until the end of the Battle target gains resist poison 11 resist physical damage 11, and 11 temporary hit points. Also grant the target one saving throw.

**Level 19:** Effect: until the end of the Battle target gains resist poison 14, resist physical damage 14, and 14 temporary hit points. Also grant the target one saving throw.

### **Power Check Up Recharge 60%**

**Range** 4 close blast 1

**Target:** all Creatures in blast

**Attack:** Intelligent vs. AC

**Special:** if the blast is centered on an ally the targeted ally takes no damage from this attack.

**Hit:** 1 [WD] + Intelligent modifier damage, and the target monster is pushed 1 square away from the ally.

**Level 3:** Special: target ally gains +1 AC and 3 temporary Hp

**Level 5:** Special: target ally gains +1 AC and 5 temporary Hp

**Level 7:** Special: target ally gains +2 AC and 7 temporary Hp

**Level 10:** Special: target ally gains +2 AC and 10 temporary Hp

**Level 13:** Special: target ally gains +3 AC and 10 temporary Hp

**Level 16:** Special: target ally gains +3 AC and 13 temporary Hp

**Level 19:** Special: target ally gains +4 AC and 16 temporary Hp

### **Power: Defibrillator Recharge 40%**

**Immediate interrupt**

**Target:** one adjacent ally

**Trigger:** one adjacent ally fails their last death save or dies from any other effect.

**Effect:** you may make a healing check on target ally with a DC of 18 if passed the target ally escapes death and has 1 Hp.

**Level 5:** Trigger: one adjacent ally fails their last death save or dies from any other effect.

**Effect:** you may make a healing check on target ally with a DC of 23 if passed target ally escapes death and has 10 Hp.

**Level 10:** Trigger: one adjacent ally fails their last death save or dies from any other effect.

**Effect:** you may make a healing check on target ally with a DC of 25 if passed target ally escapes death and has half Hp.

**Level 15:** Trigger: one adjacent ally fails their last death save or dies from any other effect.

**Effect:** you may make a healing check on target ally with a DC of 30 if passed target ally escapes death and has full Hp.

**Level 20** gain range:4

**Level 10:** Effect: Heal an ally equal to their con modifier and if the target is an ally, grant that ally a saving throw with a bonus +5. If the target is an enemy, that enemy takes damage equal to your healing skill +4.

**Level 13:** Effect: Heal an ally equal to their con modifier + 1d4 and if the target is an ally, grant that ally a saving throw with a bonus +5. If the target is an enemy, that enemy takes damage equal to your healing skill +6

**Level 16:** Effect: Heal an ally equal to their con modifier + 2d4 and if the target is an ally, grant that ally a saving throw with a bonus +5. If the target is an enemy, that enemy takes damage equal to your healing skill +7.

**Level 20:** Effect: Heal an ally equal to their con modifier + 2d6 and if the target is an ally, grant that ally a saving throw with a bonus +7. If the target is an enemy, that enemy takes damage equal to your healing skill +8.

### **Utility Power: Monster Transplant Recharge 50%**

**Doctor, transmutation**

**Immediate reaction**

**Ongoing 1**

**Trigger:** when you score a critical hit against a monster.

**Effect:** you may graft parts of the monster you just hit onto yourself. These enhancements only last until the end of the Battle.

**Effect:** Arms +1 damage and Legs: +1 movement.

**Level 5:** Add Wings: fly your movement.

**Level 7:** Add Vital organs: HP Regeneration +4.

**Level 10:** Add Brain: +5 to your attack power.

**Level 13:** add skin: +2 AC

**Level 16:** add claws and teeth: + 10 damage

**Level 20:** add glands: you gain one of the monsters attacks (DWs choice).

### **Utility Power: Healing Recharge**

**Doctor**

**Simple Action**

**Target:** Self

**Effect:** all your powers gain a +5% chance to recharge.

**Level 3** Effect: all your powers gain a +10% chance to recharge.

**Level 6** Effect: all your powers gain a +15% chance to recharge.

**Level 9** Effect: all your powers gain a +20% chance to recharge.

**Level 12** Effect: all your powers gain a +25% chance to recharge.

**Level 15** Effect: all your powers gain a +30% chance to recharge.

**Level 18** Effect: all your powers gain a +35% chance to recharge.

### **Power: Healing Blast Recharge 60%**

**Range** 10 blast 1

**Special:** This power may only be used a number of times equal to your healing skill per day

**Target:** all in the blast

**Effect:** Heal an ally equal to their con modifier and grant that ally a saving throw with a bonus +2.

**Level 3:** Effect: Heal an ally equal to their con modifier and if the target is an ally, grant that ally a saving throw with a bonus +2. If the target is an enemy, that enemy takes damage equal to your healing skill.

**Level 5:** Effect: Heal an ally equal to their con modifier and if the target is an ally, grant that ally a saving throw with a bonus +2. If the target is an enemy, that enemy takes damage equal to your healing skill +2.

**Level 7:** Effect: Heal an ally equal to their con modifier and if the target is an ally, grant that ally a saving throw with a bonus +4. If the target is an enemy, that enemy takes damage equal to your healing skill +3.

#### **Utility Power Medicine Recharge 50%**

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**Doctor, healing**

**simple action**

**Target:** self

*Effect: Any healing that you do are increased by 1d4*

*Level 3: Effect: Any healing that you do are increased by 2d4.*

*Level 5: Effect: Any healing that you do are increased by 3d4.*

*Level 7: Effect: Any healing that you do are increased by 3d4, and grants the target ally 5 temporary hit points.*

*Level 10: Effect: Any healing that you do are increased by 3d4+1, and grants the target ally 10 temporary hit points.*

*Level 13 Effect: Any healing that you do are increased by 3d4+4, and grants the target ally 10 temporary hit points.*

*Level 16 Effect: Any healing that you do are increased by 3d4+7, and grants the target ally 10 temporary hit points.*

*Level 20 Effect: Any healing that you do are increased by 3d4+10, and grants the target ally 15 temporary hit points.*

#### **Utility power Stethoscope Recharge 50%**

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**Doctor**

**simple action**

**Immediate reaction**

**Trigger:** a monster ends its turn adjacent to you.

*Effect: you may check its current HP.*

*Level 3: Trigger: a monster end's its turn within three squares of you*

*Level: 6 Effect: you may check its current HP and one of its defenses (your choice).*

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

### 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
<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	Crit +1 (20+1 = 19,20) +4 power points	Damage Multiplier +0.5 (X2+0.5 = X2.5) +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 <u>all</u> 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 <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
<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

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
<b>Harder</b>	+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
<b>Better</b>	+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
<b>Faster</b>	+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
<b>Stronger</b>	+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