

RTS Gamer

Bonuses at first level: +2 Cha, +1 Con, +1 Dex, 14+your con score HP.

Trained Skills: Dungeoneering, Choose 2 trained skills at 1st level.

Weapons: you like ☐ Off Dex items, you dislike ☐ all other weapons and shields. You may use off hand items as weapons, Damage 1d4, critical range 20, critical multiplier x2.

Encyclopedia of useless monster knowledge: +1 to all your attack rolls.

Armor type: Light armor only

Band Aids: 6+ Constitution modifier.

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.

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 itself (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 level 1 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.

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 avoiding 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.

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.

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 tongued 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.

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.

Weapons Master

As the weapons master it is your job to make sure everyone is equipped and trained with the appropriate weapons, which means you must also keep up with all the current weapons and train in them yourself.

You gain the two weapon fighting or the weapon proficiency trick. You also gain the Sensei ability: Any ally within 2 of the Weapon Master benefits from the Master's experience with weapons. If an ally is using a weapon that the Weapon Master likes, they gain a +1 to attack power with that weapon. If there is more than one Weapons Master in a party, this ability does not stack.

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 Gamer: you may expend a hero dice to gain a +2 to the level of one of your powers, you cannot expend more than one hero dice in this way per day.

Minion master: you take damage for each one of your minions that is destroyed, the amount of damage you take is equal to the total HP of the minion that is destroyed. You have the same actions as everyone else, i.e. attack, move and simple action. You can use your Attack action, to attack with any one of your minions, you may use your Move action, to move any one of your minions, and you can use a simple action, to summon one minion within 2 squares of an ally, onto the battle field.

RTS Mode: when you enter a battle, as a **simple** action, your characters body diapers from the map and become just a pair of eyes looking down on the battle field. Well in this state remove your miniature from the board, but put a marker down where you were, creature may treat this square normally. Also while you are in RTS mode you cannot be directly attacked by creatures. If enough of your minions are destroyed so that your HP drops below half you total hit points, your body will reaper on the board where you first left the board. When your HP is again above half, you may reenter RTS mode, on your turn, as a **move** action.

Minions
Minions gain experience the longer they are in a battle, for each round of combat that a

DPS Minion
DPS minions don't have a lot of armor or hit points but what they lack in defenses they m

AC 14
Fort 0
Will 11
HP 5

Attack
Melee
Targets: one creature
Attack: +5+your level vs AC
Hit: 1d4+ minion level damage
Special: Critical 19+ X1.5 damage

Level 1 Attack: +8+your level vs AC or Dex
Level 2 HP 10
Level 3 Hit: 2d4+ minion level damage
Level 4 Hit: 3d4+ minion level damage
Level 5 Hit: 4d4+ minion level damage
Level 6 Hit: 5d4+ minion level damage
Level 7 Special: Critical 18+ X1.5 damage
Level 8 Attack: +10+your level vs AC or Dex
Level 9 Hit: 5d4+ minion level damage and the target is dazed (save ends)
Level 10 Special: Critical 17+ X2 damage

Tank Minion

AC 15
Fort 2
Will 10
HP 10

Attack
Melee
Targets: one creature
Attack: +5 +your level vs AC
Hit: 1d8+ minion level damage
Special: Critical 20, X2 damage

Level 1 AC 17
Level 2 HP 20
Level 3 Fort 5
Level 4 Hit: 1d8+ minion level damage and the target is marked
Level 5 AC 18
Level 6 AC 19
Level 7 AC 20
Level 8 AC 21

Level 9 Fort 8
Level 10 Hit: 1d12+ minion level damage and the target is marked

Controller Minion

AC 11
Fort 0
Will 16
HP 5

Attack
Rang 8
Targets: one creature
Attack: +5+your level vs Dex
Hit: 1d4+ minion level damage
Special: Critical 20 X1.5 damage

Level 1 Hit: 1d4+ minion level damage and the target is slowed (save ends)
Level 2 Hit: 1d4+ minion level damage and you may slide the target up to 3 squares in any direction.
Level 3 Miss: you may slide the target up to 3 squares in any direction.
Level 4 Hit: 1d4+ minion level damage and you may slide the target up to 3 squares in any direction.
Level 5 Hit: 2d4+ minion level damage and you may slide the target up to 3 squares in any direction.
Level 6 Range 8 Blast 1, targets: all creatures in blast
Level 7 HP 10
Level 8 AC 15
Level 9 Range 8 Blast 2, targets: all creatures in blast
Level 10 Hit: 2d4+ minion level damage and you may slide the target up to 3 squares in any direction.

Tech Tree

Factory
Ongoing
Effect: all minions gain +1 HP

Level 2
Level 4
Level 6
Level 8
Level 10
Level 12
Level 14
Level 16
Level 18
Level 20

Barracks
Ongoing
Effect: all minions gain +1 level

Level 2
Level 4
Level 6
Level 8
Level 10
Level 12
Level 14
Level 16
Level 18
Level 20

Armory
Ongoing
Effect: all minions gain +1 damage or +1 attack.

Level 2
Level 4
Level 6
Level 8
Level 10
Level 12
Level 14
Level 16

Level 18
Level 20

Utility Power: A. Y. B. A. B. T. U.

Immediate Reaction

Target: self

Trigger: You are hit by an attack

Effect: You take half damage from that attack. You then teleport 2 squares away.

Level 3: Effect: You take half damage from that attack. You then teleport 4 squares away.

Level 6: Effect: You take half damage from that attack. You then teleport a number of squares equal to your Face modifier.

Level 10: Effect: You take no damage from that attack. You then teleport a number of squares equal to your Face modifier.

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

