

RPG Gamer

Bonuses at first level: +2 Cha, +1 Con, +1 Dex, 10+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 Dex 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

Jobs

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

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 gook of items for a list of coloring pages and there components cost. See Cook Book In the big gook 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.

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.

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

Power: ⚡⚡⚡Start Select (Bolt of Chaos) Recharge 60%	Power: ⚡⚡⚡(m&ms) Recharge 60%
<p>Range 10</p> <p>Primary Target: One monster</p> <p>Primary Attack: Charisma vs. Will</p> <p>Hit: 1d4 + Charisma modifier damage.</p> <p>Chaos is good: If you rolled an even number for the Primary attack roll, make a secondary attack.</p> <p>Secondary Target: One monster within 5 squares of the target last hit by this power</p> <p>Secondary Attack: Charisma vs. AC</p> <p>Hit: 1d4 damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a Monster only once with a single use of this power.</p> <p>Level 2: Hit Primary: 2d4 + Charisma modifier damage. Hit Secondary: 2d4</p> <p>Level 4: Hit Primary: 3d4 + Charisma modifier damage. Hit Secondary: 2d4</p> <p>Level 6: Hit Primary: 3d4 + Charisma modifier damage. Hit Secondary: 3d4</p> <p>Level 8: Hit Primary: 4d4 + Charisma modifier damage. Hit Secondary: 3d4</p> <p>Level 10: Hit Primary: 5d4 + Charisma modifier damage. Hit Secondary: 4d4</p> <p>Level 12</p> <p>Level 14</p> <p>Level 16</p> <p>Level 18</p> <p>Level 20</p>	<p>Range 20</p> <p>Target: One monster</p> <p>Attack: Charisma vs. AC</p> <p>Hit: 1d4 + Charisma modifier damage.</p> <p>Effect: Roll 1d6 and apply the following: 1. no effect 2. The target is stunned 3. The target is knocked down 4. + 5 Fire damage 5. + 5 Lighting damage 6. + 5 Cold damage and the target is slowed.</p> <p>Special: This power can be used as a ranged basic attack.</p> <p>Level 2: Hit: 2d4 + Charisma modifier damage.</p> <p>Level 4: Hit: 2d6 + Charisma modifier damage.</p> <p>Level 6: Hit: 3d4 + Charisma modifier damage.</p> <p>Level 8: Hit: 3d6 + Charisma modifier damage.</p> <p>Level 10: Hit: 4d4 + Charisma modifier damage.</p> <p>Level 12</p> <p>Level 14</p> <p>Level 16</p> <p>Level 18</p> <p>Level 20</p>

Power: Dragon Shout Recharge 60%	Power: Fire Ball Recharge 50%
<p>Close cone 2</p> <p>Target: One enemy</p> <p>Attack: Charisma vs. AC</p> <p>Hit: $1d4 + \text{Charisma modifier}$ damage, and you push the target 1 square.</p> <p>Special: This power can be used as a ranged basic attack.</p> <p>Level 2: <i>Hit:</i> $2d4 + \text{Charisma modifier}$ damage, and you push the target 1 square.</p> <p>Level 4: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ damage, and you push the target 1 square.</p> <p>Level 6: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ damage, and you push the target 2 square.</p> <p>Level 8: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ damage, and you push the target 3 square.</p> <p>Level 10: Range 2 Cone 3</p> <p>Level 12 <i>Hit:</i> $4d4 + \text{Charisma modifier}$ damage, and you push the target 3 square.</p> <p>Level 14</p> <p>Level 16</p> <p>Level 18</p> <p>Level 20</p>	<p>Range 10 Blast 2</p> <p>Target: all in the blast</p> <p>Attack: Charisma vs. Will</p> <p>Hit: $1d4 + \text{Charisma modifier}$ damage.</p> <p>Level 2: <i>Hit:</i> $2d4 + \text{Charisma modifier}$ damage.</p> <p>Level 4: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ damage.</p> <p>Level 6: <i>Hit:</i> $4d4 + \text{Charisma modifier}$ damage.</p> <p>Level 8: <i>Hit:</i> $5d4 + \text{Charisma modifier}$ damage.</p> <p>Level 10: <i>Hit:</i> $5d4 + \text{Charisma modifier}$ damage and the targets takes an ongoing 5 fire damage (save ends).</p> <p>Level 12</p> <p>Level 14</p> <p>Level 16</p> <p>Level 18</p> <p>Level 20</p>
Power: Frost Recharge 40%	Power: Thunder Push Recharge 40%
<p>Ranged 10</p> <p>Target: One monster</p> <p>Attack: Charisma vs. AC</p> <p>Hit: $2d6 + \text{Charisma modifier}$ damage, and the target takes a -1 penalty to AC until the end of your next turn.</p> <p>Level 3: <i>Hit:</i> $2d6 + \text{Charisma modifier}$ damage, and the target takes a -2 penalty to AC until the end of your next turn.</p> <p>Level 5: <i>Hit:</i> $2d6 + \text{Charisma modifier}$ damage, and the target takes a -3 penalty to AC until the end of your next turn.</p> <p>Level 7: <i>Hit:</i> $2d6 + \text{Charisma modifier}$ damage, and the target takes a -6 penalty to AC until the end of your next turn.</p> <p>Level 9: <i>Hit:</i> $3d6 + \text{Charisma modifier}$ damage, and the target takes a -6 penalty to AC until the end of the Battle.</p> <p>Level 11</p> <p>Level 13</p> <p>Level 15</p> <p>Level 17</p> <p>Level 19</p>	<p>Ranged 10</p> <p>Target: One monster</p> <p>Attack: Charisma vs. AC</p> <p>Hit: $2d4 + \text{Charisma modifier}$ light damage, and you push the target 1 square.</p> <p>Level 3: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ light damage, and you push the target 1 square.</p> <p>Level 5: <i>Hit:</i> $4d4 + \text{Charisma modifier}$ light damage, and you push the target 1 square.</p> <p>Level 7: <i>Hit:</i> $5d4 + \text{Charisma modifier}$ light damage, and you push the target 1 square.</p> <p>Level 9: Ranged 10 blast 2, <i>Target:</i> all creatures in the blast.</p> <p>Level 11</p> <p>Level 13</p> <p>Level 15</p> <p>Level 17</p> <p>Level 19</p>
Power: Poisonous Breath Recharge 40%	Power: Fire Aura Recharge 80%
<p>Range Close cone 3</p> <p>Target: All in the cone</p> <p>Attack: Charisma vs. AC</p> <p>Hit: $2d4 + \text{Charisma modifier}$ poison damage, and the target takes a -1 penalty to Fort until the end of your next turn.</p> <p>Level 3: <i>Hit:</i> $2d4 + \text{Charisma modifier}$ poison damage, and the target takes a -2 penalty to Fort until the end of your next turn.</p> <p>Level 5: <i>Hit:</i> $2d4 + \text{Charisma modifier}$ poison damage, and the target takes a -4 penalty to Fort until the end of your next turn.</p> <p>Level 7: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ poison damage, and the target takes a -5 penalty to Fort until the end of your next turn.</p> <p>Level 9: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ poison damage, and the target takes a -8 penalty to Fort until the end of the Battle.]</p> <p>Level 11</p>	<p>Range Close Blast 1</p> <p>Target: all enemies in the blast</p> <p>Attack: Charisma vs. AC</p> <p>Hit: $2d4 + \text{Charisma modifier}$ fire damage.</p> <p>Effect: Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes $1d4$ fire damage.</p> <p>Level 3: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ fire damage.</p> <p>Level 5: <i>Hit:</i> $3d4 + \text{Charisma modifier}$ fire damage.</p> <p>Level 7: <i>Hit:</i> $4d4 + \text{Charisma modifier}$ fire damage.</p> <p>Level 9: <i>Effect:</i> Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes $2d6$ fire damage.</p> <p>Level 11</p> <p>Level 13</p>

<p>Level 13 Level 15 Level 17 Level 19</p>	<p>Level 15 Level 17 Level 19</p>
Power: Lighting Shield Recharge 40%	Power: Ride The Lighting Recharge 40%
<p>Range Close blast 1</p> <p>Target: Each enemy in blast</p> <p>Attack: Charisma vs. AC</p> <p>Hit: 3d6 + Charisma modifier damage.</p> <p>Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square. The enemy also takes 5 lightning damage (save ends)</p> <p>Level 5: Hit: 4d6 + Charisma modifier damage. Level 9: Hit: 4d6 + Charisma modifier damage. Miss: Half damage. Level 13 Level 17</p>	<p>Range Close cone 2</p> <p>Primary Target: All monsters in the cone</p> <p>Primary Attack: Charisma vs. Will</p> <p>Hit: 2d6 + Charisma modifier Lightning damage.</p> <p>Effect: You jump a number of squares equal to your movement + your Charisma modifier in the direction of your attack. This movement does not provoke opportunity attacks. Then make a secondary attack.</p> <p>Secondary Target: Each creature in cone Secondary Attack: Charisma vs. AC</p> <p>Hit: 2d6 Lightning damage, and you push the secondary target 1 square.</p> <p>Level 5: Hit Primary: 3d6 + Charisma modifier Lightning damage Hit Secondary: 3d6 Lightning damage, and you push the secondary target 1 square. Level 9: Range Close cone 3 Level 13 Level 17</p>
Utility Power: A. Y. B. A. B. T. U. Recharge 70%	Utility Power: Reflect Recharge 70%
<p>Gamer</p> <p>Immediate Reaction</p> <p>Target: self</p> <p>Trigger: You are hit by an attack</p> <p>Effect: You take half damage from that attack. You then teleport 2 squares away.</p> <p>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.</p>	<p>Gamer</p> <p>Immediate Reaction</p> <p>Range: Close cone 2</p> <p>Trigger: You are hit by an area or a close attack</p> <p>Target: One monster in cone</p> <p>Effect: The triggering attack also hits the target monster for half damage.</p> <p>Level 3: Range: Close cone 3 Level 6: Effect: The triggering attack also hits the target monster for the same amount of damage you take. Level 10: Effect: The triggering attack also hits the target monster for the same full damage and you take half damage.</p>
Utility Power: Game Shark Recharge at the end of the battle	
<p>Gamer</p> <p>Target: Self</p> <p>Effect: all your powers gain a +5% to their recharge.</p> <p>Level 3 Effect: all your powers gain a +10% to their recharge. Level 6 Effect: all your powers gain a +15% to their recharge. Level 9 Effect: all your powers gain a +20% to their recharge.</p>	

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