

Hero

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	0	0	2	Heroic Power 1, Heroes Creed
02	1	1	1	1	3	
03	2	1	1	1	3	Heroic Power 2
04	3	2	2	2	4	Truth and Justice
05	3	2	2	2	4	Heroic Power 3
06	4	3	3	3	5	Nemesis
07	5	3	3	3	5	Heroic Power 4
08	6/1	3	3	3	6	Symbol
09	7/2	4	4	4	6	Heroic Power 5
10	7/2	4	4	4	7	
11	8/3	5	5	5	7	Heroic Power 6
12	9/4	5	5	5	8	Archrival
13	10/5	6	6	6	8	Heroic Power 7
14	11/6/1	6	6	6	9	
15	11/6/1	6	6	6	9	Heroic Power 8
16	12/7/2	7	7	7	10	
17	13/8/3	7	7	7	10	Heroic Power 9
18	14/9/4	8	8	8	11	Super-villain
19	15/10/5	8	8	8	11	Heroic Power 10
20	15/10/5	9	9	9	12	Stuff of Legends

Before one can rise to a title of superhero one must first prove their skill and worth to the world. Heroes may look on glance as a weak class choice but the constant gaining of new powers that in turn can change the base stats of the class to higher and greater lengths, as well as open new attacks, skills and abilities that are restricted to this class only.

Heroic Power - the player gains one new power equal to a cost of 5 Build points. The player can chose not to gain a power when this is gained and the 5 points go towards the characters build points for a higher level power to be bought later. When the player buys a new power any remaining points not spent go to the players reserve build points.

Heroes Creed – A hero has to have a creed for which they take action, Failure to uphold this creed prevents further advancement in the hero class.

Revenge Creed – Players with this creed must always be working towards their revenge

Protector Creed – Players with this creed will never let others be harmed if they can help it

Lover of Peace Creed – Players will work to always bring peace to the world

Right Wrongs Creed – Player will always work to correct the wrongs done to others

Voice of the Voiceless Creed – Player will take missions to seek out those that prey on the lives of others

Responsibility Creed – Player will not allow a wrong be committed around them without taking action against it

Honor Code Creed – Player has a strong sense of honor and even in fighting will treat their opponents with honor

Monetary Creed – Player will only act if they get involved if they paid in someway

Insanity Creed – Player will do whatever they want when they want, the creed is broken if they constantly follow orders to the letter

Truth, Honor and Justice – Hero player gets to add their level in hero in damage and in the following skills, Intimidation, Diplomacy, Stealth, Notice, Knowledge Law

Nemesis – The player can choose one race, organization, guild, or class and get bonus +2 on all actions against those that fall under this choice

Symbol – The hero player gains the effect of the feat Leadership

Archrival – Choose a second Nemesis with +4 on any targets that fit both nemesis titles

Super-villain – Choose a third Nemesis with +6 on any targets that fit under all three, +4 on if they fall under only two, or standard +2 if they fall under only one.

Stuff of Legends – Player has become a legend for their great deeds and is awarded 20 Build points

Weapon Proficiencies:

Simple

Armor Proficiencies:

None

Hit Die: 1d8

Skills: (points per level 40 + INT MOD),

Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech