

## Pre-Heroic Characters

At the beginning of the pre-heroic tier, your character is still a normal person, although strange and extraordinary events will soon awaken the spark of heroism within them. Initially, your only abilities come from your race, but you quickly begin to gain abilities from what will soon be your character class. The Pre-heroic tier deals largely with the genesis of your character, and the events that lead to them becoming a hero. You may find yourself up against bandits, slavers, murderers or kidnappers, saving family and friends and fighting for your own life. Your ordinary world will be shattered, and you will find yourself thrust into danger, adventure and uncertainty.

## Creating a Pre-Heroic Character

### Ability Scores

#### Commoner Array

Take these six numbers and assign them to your abilities in any way you like: **13, 11, 10, 9, 8, 7**. Apply your racial ability adjustments after you assign the scores to your abilities.

As you go up levels, you get points to spend on upgrading your scores as per method 2 in the Players Handbook (pg 17). When upgrading an ability score, pay the difference in cost between your current score and the new score.

### Hit-Points

Pre-heroic characters start with two hit points. Any attack that would reduce an unbloodied pre-heroic character to zero hit points reduces them to one hit point instead.

A pre-heroic character reduced to zero hit points is unconscious. They do not begin dying unless they are damaged again. An unconscious character can activate their second wind to use a healing surge.

## Character Advancement

Pre-heroic characters do not gain experience points in the same way as normal characters. Instead, they reach moments that kindle a spark of heroism, giving them access to new abilities.

Sparks	Ability points (total)	Hit points	Healing surges	Powers	Trained skills	Weapon Proficiencies*	Racial Powers°
0		2	Con mod	None	+0	None	1/day•
1 <sup>st</sup>	4 (4)	1/2 con score	1	1 at-will power 1/encounter	+1	+1 simple	1/day•

2 <sup>nd</sup>	4 (8)	Full con score	2	2 at-will powers 1/encounter	+2	+1 simple	
3 <sup>rd</sup>	4 (12)		3	1 encounter power 1/day	+3	+1 Simple or military	1/encounter
4 <sup>th</sup>	5 (17)	1/2 class bonus	4	At-wills at will, encounter power 2/day	+4	+ 1 simple, military or superior	
5 <sup>th</sup>	6 (23)	Full HP	Full amount	Full powers	+5	All for class	

\*You can only gain proficiencies in weapons allowed for your class. Implements count as simple weapons.

° For Dwarves, 'Stand Your Ground' counts as a power that is usable 1/encounter. At 3<sup>rd</sup> spark, it is used as read. This is true for any at-will racial power.

• I am unsure as to when this should be gained.

**NOTE:** when you reach your fifth spark, you become a 1st-level adventurer, and gain any abilities not listed here. This includes defense bonuses, feats and class features.

## Progression

There are three basic ways to adjudicate how and when sparks are gained:

### Milestone Progression

Characters gain a spark when they complete a milestone. Only encounters that relate directly to the storyline can count towards a milestone for this purpose. If you wish for advancement to take longer, simply require more milestones to be reached.

### Story Progression

The DM designs a story tailored around the characters, with each character having specific moments and events that can trigger a spark. With this model, it is important to make sure that the PC's advance at a relatively even rate.

### Action Point Progression

Similar to milestone progression, action points allow players to activate their new powers in dramatic combat situations. A character can spend an action point to allow a spark to occur.

## Sparks in Combat

Sparks can be activated in combat using either Story or Action Point progression. When a spark is activated in combat, it is a powerful and cinematic moment. The character gets to spend a free healing surge, and make an attack with the power that they just gained access to, without expending that power.

Other bonuses for gaining a spark (ability points, HP, skills, etc), are not calculated until the end of the encounter.