

The Berserker

You are the Berserker. Your combat skills are unparalleled, as is your thirst for blood. However, you consider a defensive attitude a dishonor, for the gods only give strength to true warriors.



Bonus

The Berserker may carry two weapons and use them for two separate attacks per turn. In return, he may not wear body armor.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	8	2

Movement..... 2 Red Dice

Barbarian Champion 

The Protector

You are the Protector. As an expert in the art of combat, you possess the courage to take on the most savage creatures. For you, the lives of your companions are even more valuable than your own.



Bonus

The Protector may exchange position with any friendly figure standing on an adjacent square before or after his movement. This exchange does not count as an action of its own.

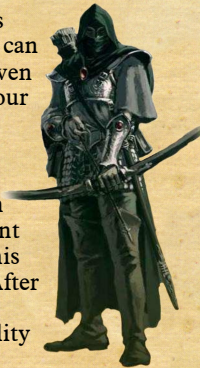
Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	7	3

Movement..... 2 Red Dice

Barbarian Champion 

The Assassin

You are the Assassin. Your given talents make you apt and fast as lightning. You can strike a killing blow before the enemy even knows of your presence. Discretion is your most important ally.




Bonus

The Assassin may exchange his position with any monster standing on an adjacent square before or after his movement. This does not count as an action of its own. After exchanging positions, the Assassin may attack. The Elven Assassin loses his ability to cast spells.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	7	3

Movement..... 2 Red Dice

Elf Champion 

The Sage

You are the Sage. You excel in many fields, and your versatility is your greatest skill in battle. Fighter, marksman, alchemist, and sorcerer – you are all at once.



Bonus

Before each Quest, the Sage may exchange his spells for a number of potions from the treasure deck. For every spell card he retires after picking his set, he may choose and keep two different potions, but never two or more of the same.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	5	5

Movement..... 2 Red Dice

Elf Champion 

The Necromancer

You are the Necromancer. Although your magic is bound to occult powers, your allegiance belongs to the Empire and its Heroes. You consider summoning an army of the dead to oppose the minions of chaos a valid form of battle – unfortunately, nobody admires such impious magic.



Bonus

Before each Quest, the Necromancer could get the Death and Spirit spell sets. However, because of his dubious reputation he may never recruit Companions or Men-at-Arms.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	4	6

Movement..... 2 Red Dice

Wizard Champion 

The Seer

You are the Seer. Your occult knowledge favors you with precognition in combat. Yet your greatest allies in battle are good fortune and destiny.




Bonus

The Seer chooses just two sets of spells before a Quest, but whenever he would have to discard a spell he first rolls a combat die: a skull result means the Seer keeps the card for re-use.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	4	6

Movement..... 2 Red Dice

Wizard Champion 

The Slayer

You are the Slayer. Once a dishonored Dwarf, you now seek to expunge your faults in massacre and blood. Life means little to you in contrast to the number of enemies that fall victims to your blade.

Bonus

Once each Quest, the slayer choose one monsters card and keep it. When he fights against him, white shield dices are always considered as skull dices.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	6	4

Movement..... 2 Red Dice

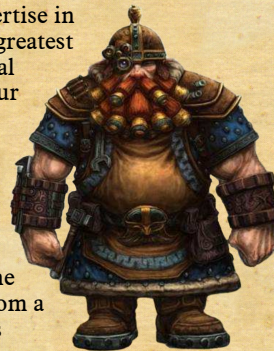
Dwarf Champion 

The Revealer

You are the Revealer. Your expertise in traps and their removal is your greatest asset. Still, your Dwarven martial talents certainly are of use to your allies.

Bonus

The Revealer may search for treasure or traps and secret doors even in the presence of monsters. In addition, every time the Revealer sustains damage from a trap, he may defend against it as though it were a normal attack.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	4	6

Movement..... 2 Red Dice

Dwarf Champion 