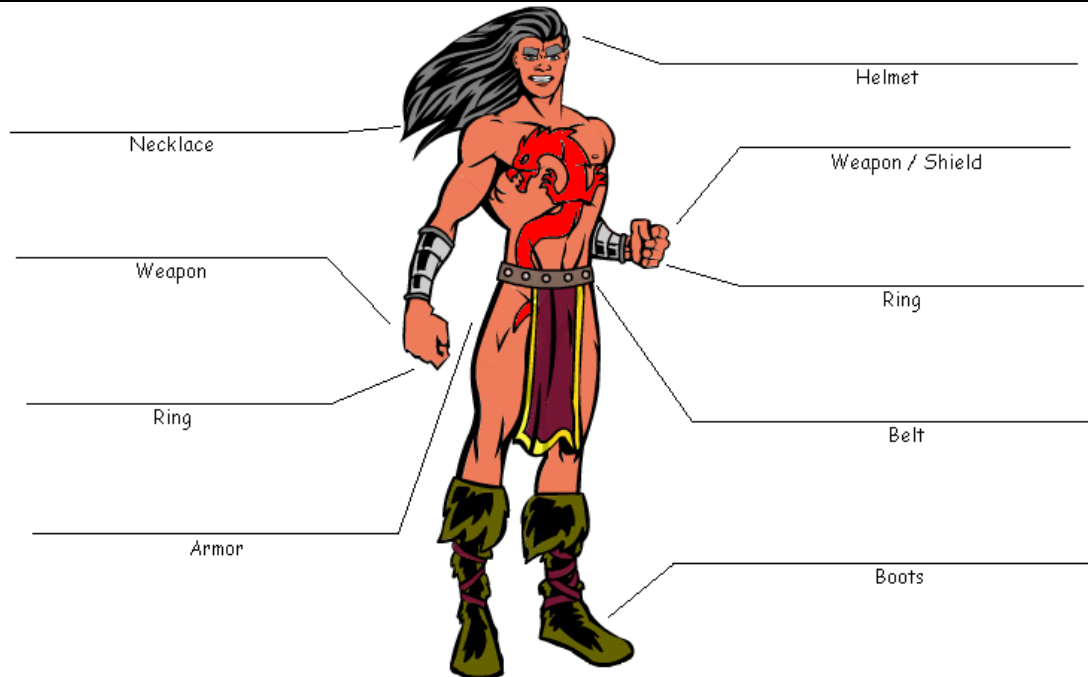


# Barbarian

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

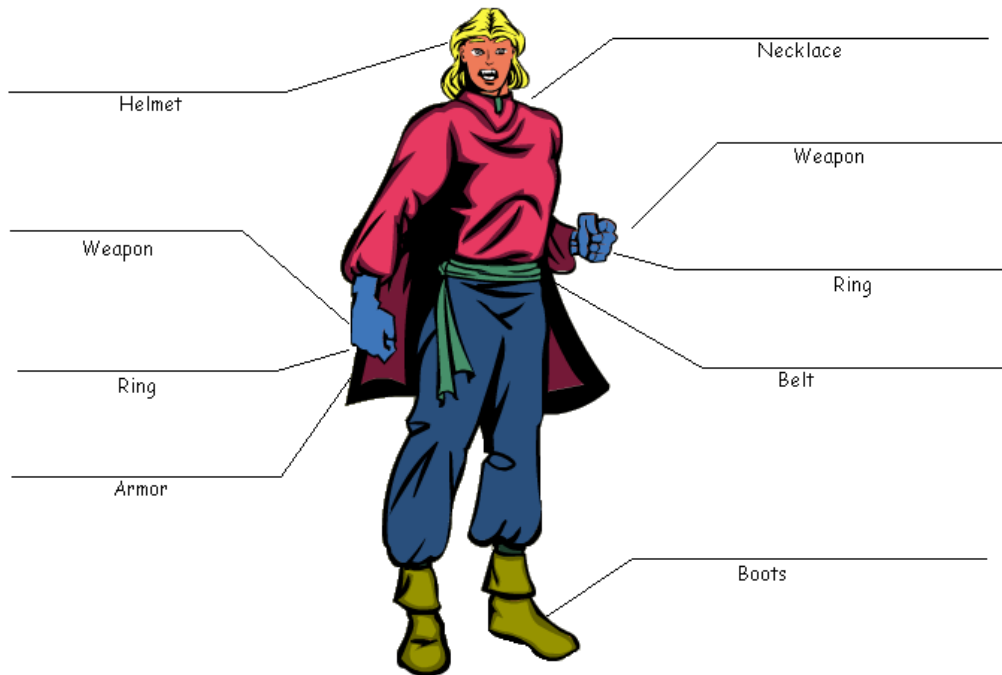
Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

**Abilities:**      Berserk – Once per Quest and during combat, the Barbarian may declare that he is 'going berserk', which grants him two extra combat dice. This effect remains until the Barbarian can no longer see any more enemies in his line of sight.

# Bard

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold	
<b>Items</b>	<div>1)</div> <div>2)</div> <div>3)</div> <div>4)</div> <div>5)</div> <div>6)</div> <div>7)</div> <div>8)</div> <div>9)</div> <div>10)</div> <div>11)</div> <div>12)</div>

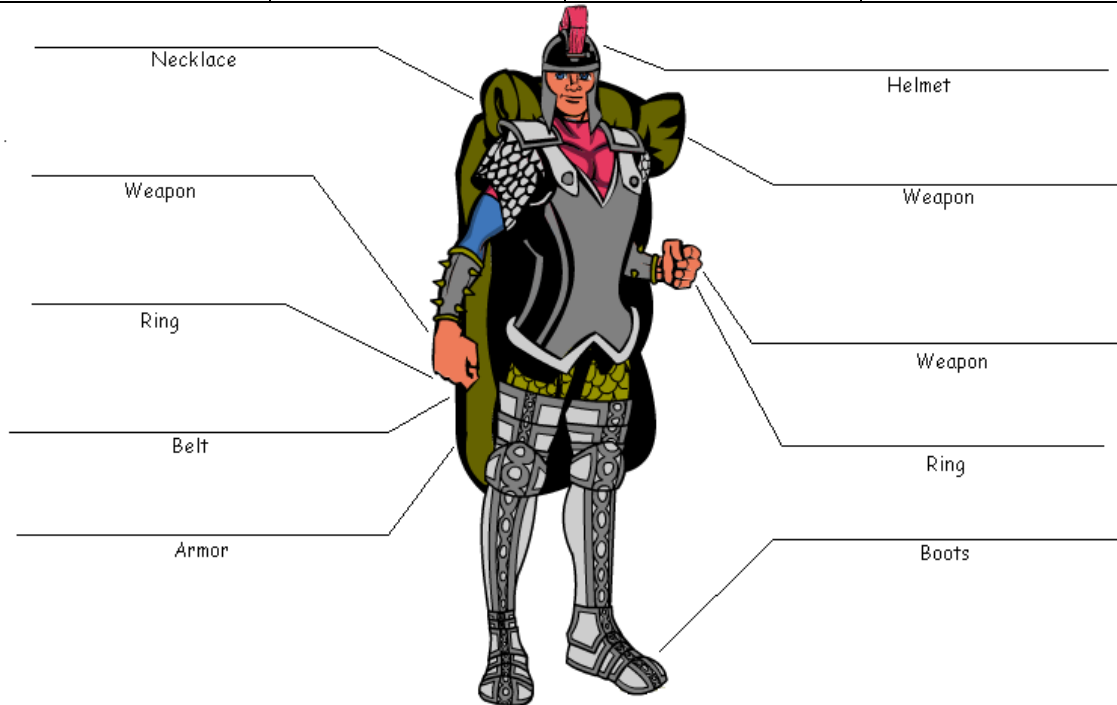
**Abilities:** Song Styles – Can use three songs in the Song deck per quest.  
Fleet Footing – Nimble footing, and without the wait of a major weapon, allows the bard to have one extra natural defend dice.

**Restrictions:** Shields, Chain Mail, Plate Mail, Staves, Bows, Crossbows, Axes, Halberds, Maces, Shortswords, Longswords, Broadswords

# Bounty Hunter

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

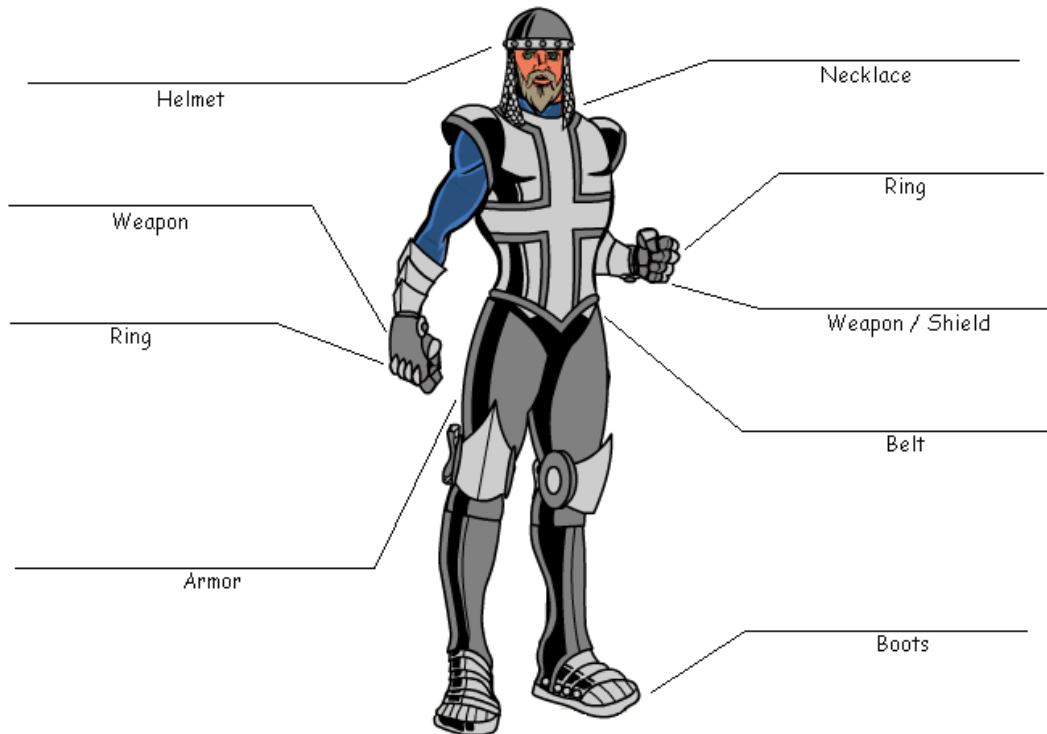
Abilities: Auto Equip – Ability to change weapons without using an action.  
Battle Readiness – Can have three weapons instead of two.  
King's Ransom – For every monster killed, a ransom is rewarded.

Restrictions: Shields

# Cleric

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

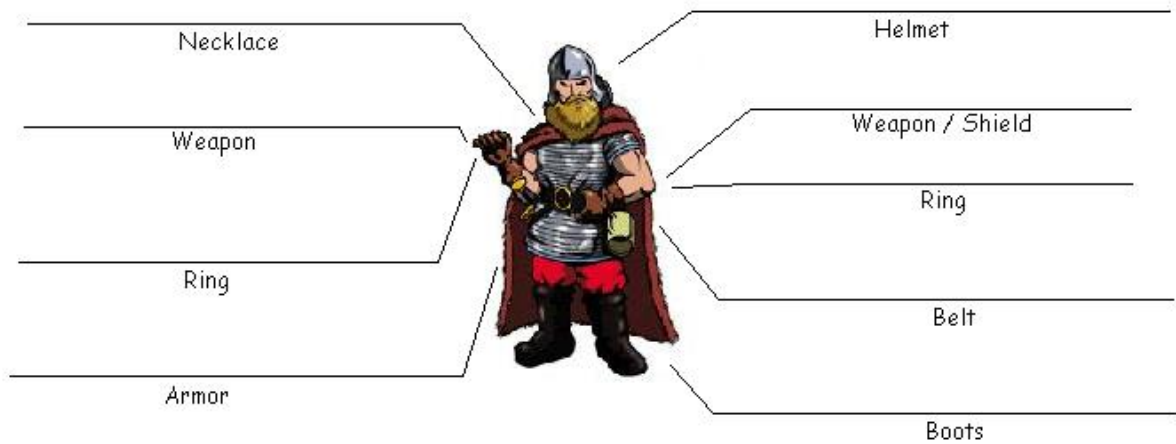
Abilities:     Exorcism – +1 attack dice against all undead.  
                   Light Grimoire – Ability to use the "Light" Spell deck.

Restrictions:   Bows, Crossbows, Shortswords, Longswords, Broadswords, Axes,  
                       Daggers, Halberds

# Dwarf

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

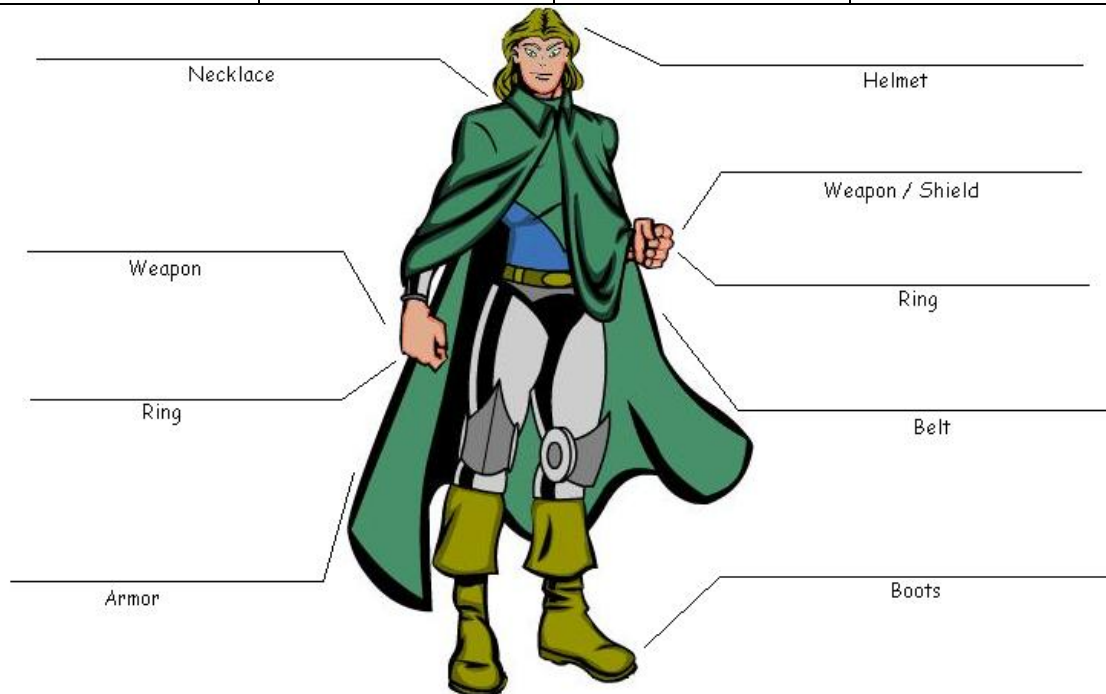
Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

Abilities: Trap Detection – Automatically detect any traps within three spaces of you when you end your movement.

# Elf

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

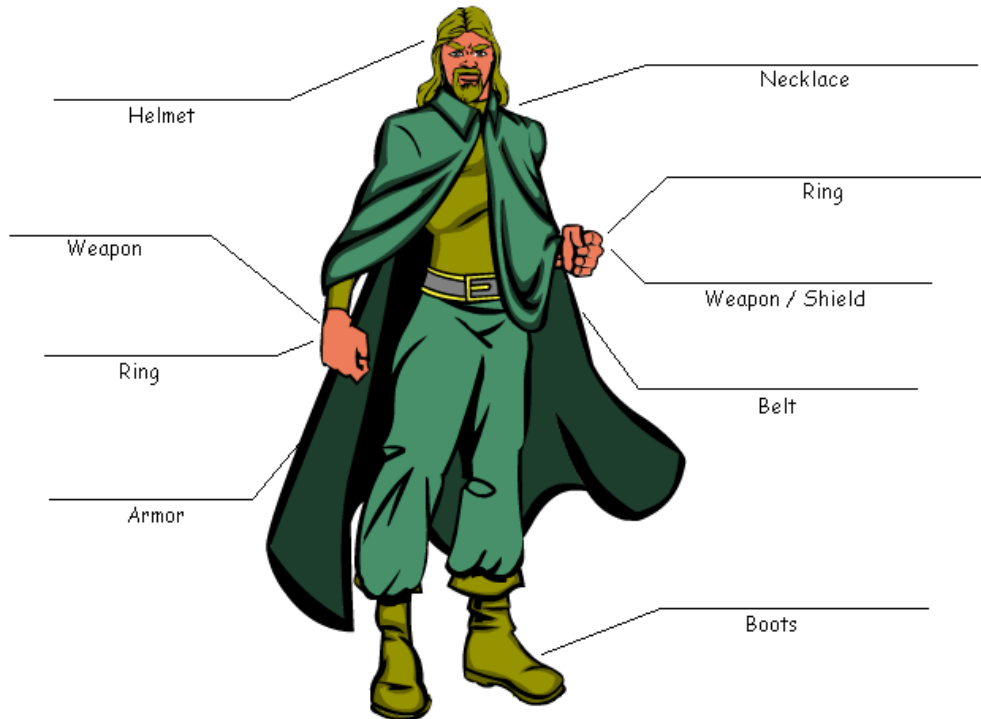
**Abilities:**     Legendary Aim – +1 Attack dice when using a bow or crossbow.  
                       Elven Grimoire – The Elf may use five out of the eight Elf spells every Quest.

**Restrictions:**    Plate Mail

# Ranger

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

**Abilities:**

Forage – Eliminates the need to purchase arrows. The Ranger can never run out of arrows or bolts, he has an endless supply.

Call of the Wild – At the beginning of each Quest roll a red die for an animal helper.

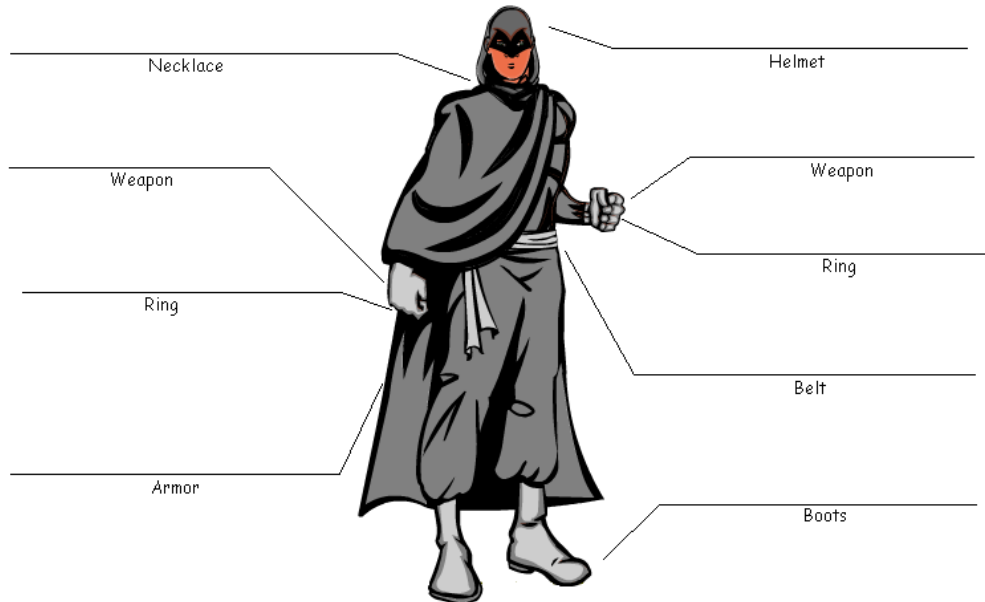
Dual Wield – When using Shortswords, ability to make two attacks.

**Restrictions:** Axes, Halberds, Plate Mail

# Rogue

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
Items	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

## Abilities:

Quick Feet – +2 to every movement roll.

Hide in Shadows – After move, use to get +1 defend dice.

Trap Sense – Disarm traps like Dwarf if you have a toolkit, otherwise disarm traps as if you have a toolkit.

Backstab – When attacking monster's backside, monster gets –1 defend dice. Only useable with a dagger.

## Restrictions:

Shields, Longswords, Broadswords, Axes, Halberds, Maces, Plate Mail, Chain Mail



# Seer

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold	
<b>Items</b>	<div>1)</div> <div>2)</div> <div>3)</div> <div>4)</div> <div>5)</div> <div>6)</div> <div>7)</div> <div>8)</div> <div>9)</div> <div>10)</div> <div>11)</div> <div>12)</div>

**Abilities:**

Innate Vision – you may detect both traps and secret doors on the same turn.

Ritual Grimoire – Ability to use the "Ritual" Spell deck.

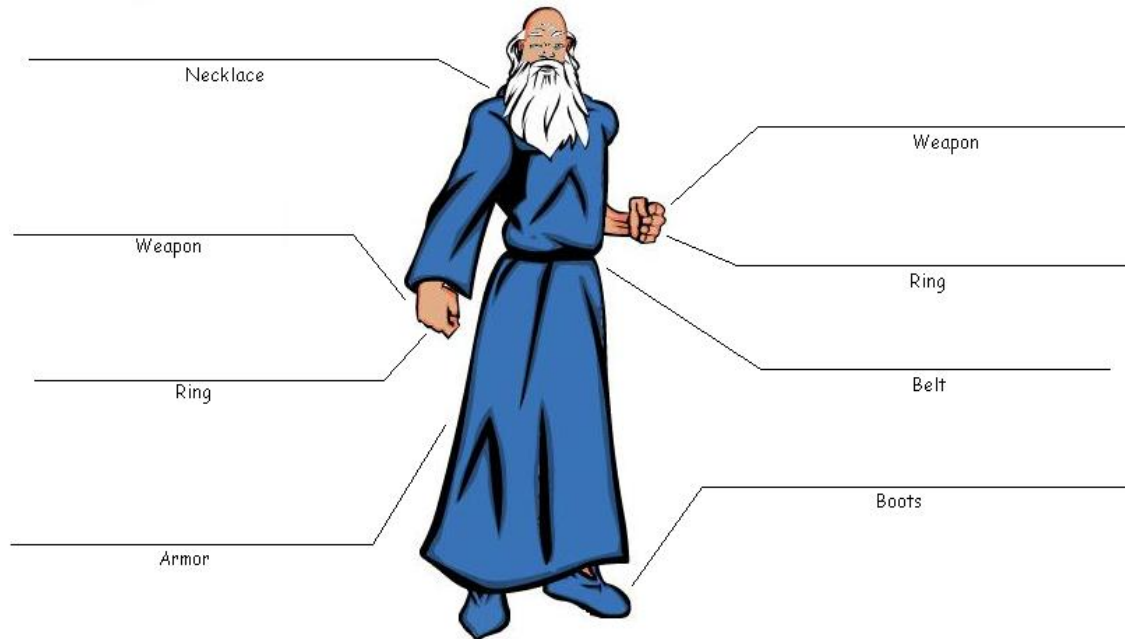
Third Eye – Ability to see what is behind any door at the expense of one Mind Point. If Mind Points hit zero, you become undead.

**Restrictions:** Shields, Helmets, Plate Mail, Leather Armor, Chain Mail, Halberds, Axes, Shortswords, Longswords, Broadswords, Maces

# Wizard

Name: \_\_\_\_\_

Attack	Defend	Body	Mind



## Body Point Tally –

Gold		
<b>Items</b>	1)	7)
	2)	8)
	3)	9)
	4)	10)
	5)	11)
	6)	12)

**Abilities:**     Magic Sight – Automatically detect any secret doors within two spaces of you when you end your movement.  
                       Element Grimoire – Ability to use the Element Spell Decks.

**Restrictions:**     Shields, Helmets, Plate Mail, Leather Armor, Chain Mail,  
                              Halberds, Axes, Shortswords, Longswords, Broadswords, Maces