

Sir Ragnar

You are one of the Empire's most powerful knights. Known for your bravery, leadership and skills in combat, you are respected among your peers and throughout the Empire.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3	4	6	4

Movement..... 2 Red Dice
Starting Weapon Longsword
Starting Armor..... Helmet, Chain Mail

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK

an adjacent monster.

CAST A SPELL

on yourself, another Hero or monster that you can "see." (Only the Wizard and Elf can cast spells.)

SEARCH FOR TREASURE

in the room you're in.

SEARCH FOR SECRET DOORS

in the room or corridor you're in.

SEARCH FOR TRAPS

in the room or corridor you're in.

DISARM A TRAP

on the square you're on.

Sneeks

You are an experienced Scout with a keen eye and steady hand. Your dwarf-like ability to disarm traps has earned you an important position among the ranks of Sir Ragnar's men.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	5	4	4

Movement..... 2 Red Dice
Starting Weapon Shortsword
Starting Armor..... Helmet, Chain Mail, Shield

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

CAST A SPELL
on yourself, another Hero or monster that you can "see." (Only the Wizard and Elf can cast spells.)

SEARCH FOR TREASURE
in the room you're in.

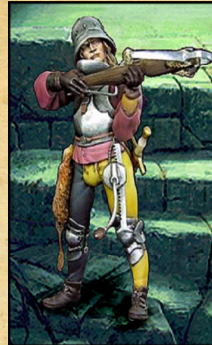
SEARCH FOR SECRET DOORS
in the room or corridor you're in.

SEARCH FOR TRAPS
in the room or corridor you're in.

DISARM A TRAP
on the square you're on.

Sarymor

You are a well-revered crossbowman. With keen eyes and a quick finger you take aim from afar.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3(1)	4	5	3

Movement..... 2 Red Dice
Starting Weapon Crossbow, Dagger
Starting Armor..... Helmet, Chain Mail

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

CAST A SPELL
on yourself, another Hero or monster that you can “see.” (Only the Wizard and Elf can cast spells.)

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in the room you’re in.

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on the square you’re on.

Garmin

You are a master of pole arms. Despite their seeming bulkiness, you swing the lance and halberd with no less elegance than a sword and always use your reach advantage to the best effect.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	4	5	3

Movement..... 2 Red Dice
Starting Weapon Spear
Starting Armor..... Helmet, Chain Mail

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

CAST A SPELL
on yourself, another Hero or monster that you can “see.” (Only the Wizard and Elf can cast spells.)

SEARCH FOR TREASURE
in the room you’re in.

SEARCH FOR SECRET DOORS
in the room or corridor you’re in.

SEARCH FOR TRAPS
in the room or corridor you’re in.

DISARM A TRAP
on the square you’re on.