|  |  |  |
| --- | --- | --- |
| MONK | | Your faith prohibits you from using Weapons, Armour, Shields, and Helmets.  When you defeat a monster, add 1 to Attack, Defence, Mind, Speed, or 5 to Max HP. The total added to an attribute this way cannot exceed 2xDLV of the monster in the case of Attack or Defence, DLV in the case of Mind or Speed, or 5xDLV in the case of Max HP. |
| Attack  Defence  Mind  Speed  Max HP | 3  3  3  3  15 |
| PRIEST | | **White** Spells.  **Banish Undead**: For each undead enemy in the combat, roll d8. If the result is greater than its DLV, that enemy is defeated. |
| Attack  Defence  Mind  Speed  Max HP | 4  4  6  4  35 |
| DRUID | | **White** Spells.  Immune to **Acid**. Weak to **Fire**.  Animals and Plants naturally love you and will not attack. You can move through a tile containing Animals or Plants without ending you turn. In a fight they will always fight on your side (but not automatically become followers). |
| Attack  Defence  Mind  Speed  Max HP | 4  5  4  4  30 |
| SAGE | | **Grey** Spells.  You automatically identify all potions and scrolls you come across. You also do not feel compelled to wear cursed Items. |
| Attack  Defence  Mind  Speed  Max HP | 4  4  6  4  30 |
| DWARF | | On account of your stubbornness, you only takes half damage from Magic Spells and are strong against the elements.  Since you are familiar with underground tunnels, you subtract 1 from secret door rolls and don`t get lost in the Dark Chamber. |
| Attack  Defence  Mind  Speed  Max HP | 6  5  3  3  35 |

|  |  |  |
| --- | --- | --- |
| Fool | | Your GP target is half that of the other players. This does not apply if you began as another character and were changed into the Fool while in the dungeon.  **Dance Comically**: Choose a manlike enemy and roll d8. If the result is greater than its mind, it becomes neutral. |
| Attack  Defence  Mind  Speed  Max HP | 3  2  2  3  30 |
| ALCHEMIST | | You automatically identify all Potions you find.  When at rest you can discard two potions to draw from the Potion deck.  In a laboratory you may skip a turn to turn an Item into gold. |
| Attack  Defence  Mind  Speed  Max HP | 4  4  4  4  30 |
| Stupendous  champion | | Your GP target is twice that of the other players.  **Boast about exploits**: For each enemy with Mind greater than 1, roll d8. If the total is greater than that enemy’s DLV, it becomes **afraid**. *(On its turn it tries to FLEE. If it doesn’t get away it makes a Mind check to see whether it is still afraid.)* |
| Attack  Defence  Mind  Speed  HP | 9  9  4  4  45 |
| necromancer | | You begin with a random Undead follower from DLV1.  **Control Undead**: An undead enemy becomes your follower, provided the total level of Undead under your control does not exceed your Mind. |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
| ELEMENTAL  master | | **Black** Spells.  Strong against the elements.  **Channel the Elements**: Choose an element *(fire, ice, lightning, or acid)*. Until combat ends, or you use this ability again, the next time you sustain damage from a source of this element, you may redirect the damage to another target. |
| Attack  Defence  Mind  Speed  HP | 4  5  5  4  30 |

|  |  |  |
| --- | --- | --- |
| HOBBIT | | Whenever you enter a dungeon level you has not been to before, draw an Item from that level`s Item Deck.  Immune to Poison.  You take half damage from Spells. |
| Attack  Defence  Mind  Speed  HP | 4  5  3  5  25 |
| brute | | You never learned to read, so you cannot use scrolls or spells.  Armour found in the dungeon is too small for your enormous frame. You ignore the Weight penalty from heavy Items.  When searching for secret doors, you may choose to succeed automatically, at the cost of 5 HP. You can automatically open locked doors. |
| Attack  Defence  Mind  Speed  HP | 8  7  2  3  50 |
| Paladin | | **White** Spells.  Immune to Disease.  You are too honourable to offer bribes.  **Banish Undead**: For each undead enemy in the combat, roll d8. If the result is greater than its DLV, that enemy is defeated. |
| Attack  Defence  Mind  Speed  HP | 5  5  3  4  35 |
| THIEF | | **Climbing**.  You subtract 1 from your secret door rolls. You can also open any lock in the dungeon.  When you surprise an enemy, add 4 to his first attack roll. |
| Attack  Defence  Mind  Speed  HP | 4  4  3  6  30 |
| BARD | | **Grey** Spells.  **Soothe with Song**: Roll d8. For each animal in the combat, if the total is greater than its DLV, that animal becomes neutral.  **Melt Hearts**: Choose a humanoid and roll 2d8. If both dice are greater than its Mind, it becomes your follower. |
| Attack  Defence  Mind  Speed  HP | 3  4  3  5  30 |

|  |  |  |
| --- | --- | --- |
| Summoner | | **Black** Spells.  **Summon Minion**: Draw a card from the Monster Deck of a DLV no greater than your Mind. This Monster assists you for this combat, then gets shuffled back into the deck. |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
| FAERIE | | **White** Spells.  **Black** Spells.  **Flying**.  Immune to **Lightning**.  You cannot lift Items with Weight.  If you roll 8 on an Attack roll, the enemy goes to **sleep**. |
| Attack  Defence  Mind  Speed  HP | 2  7  4  7  20 |
| Mage | | **Black** Spells.  **Grey** Spells. |
| Attack  Defence  Mind  Speed  HP | 2  3  7  4  25 |
| ELF | | **Black** Spells.  Strong against **Ice** and **Acid**.  Subtract 1 from your secret door rolls. |
| Attack  Defence  Mind  Speed  HP | 5  4  4  5  30 |
| NINJA | | **Climbing**.  Add 2 to your initiative and escape rolls. You may not use Armour, Helmets, or Shields.  **Shadow Strike**: Make a normal Attack, but subtract 6 from the roll. If it connects, the target misses its next turn. |
| Attack  Defence  Mind  Speed  HP | 7  3  3  6  30 |

|  |  |  |
| --- | --- | --- |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |

|  |  |  |
| --- | --- | --- |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |
|  | |  |
| Attack  Defence  Mind  Speed  HP | 4  4  4  4  30 |

|  |  |
| --- | --- |
| Character Profile | Character Profile |
| Character Profile | Character Profile |
| Character Profile | Character Profile |
| Character Profile | Character Profile |
| Character Profile | Character Profile |