

Character Mats

When a player begins their journey with the game, he or she will select one of the available character classes to play. Only one copy of each character class can be played in any given scenario. Each class has a unique set of abilities, so this is an important decision to make. When the box is first opened, the Brute , Tinkerer , Spellweaver , Scoundrel , Cragheart , and Mindthief are available.

Once a character class has been chosen, the player takes the corresponding character mat, character tokens, and that character's starting hand of Level 1 ability cards from the larger tuck box containing the character's symbol, as well as the miniature contained in the smaller character tuck box.

A CHARACTER MAT INCLUDES:

- A portrait , icon , and name  of the class.
- Indicators of the maximum hit points at each level  of the class. Players should use tracking dials  to track their hit points  and experience  during a scenario.
- The maximum number of ability cards the class can take into battle .
- A short reference  for the round structure.
- Designations along the border  for where to place **discarded**, **lost**, and **active** cards.
- The reference number of the event cards 

