

Class:		Title:		Role:	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack		
Dexterity		
Intellect		
Strength		
Charm		
Perception		

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
Heroic Abilities count as an action.
Heroic Abilities are an automatic success
Can use Heroic Abilities on anyones turn

Hero Action

1	2
---	---

Bad Trait

Enemy Life Points
Green - 1 HP
Blue - 2 HP
Red - 5 HP
Painted Figures - 1 HP

Character Bio:

Character Starter Attacks

Class:		Title:		Role:	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack		
Dexterity		
Intellect		
Strength		
Charm		
Perception		

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
Heroic Abilities count as an action.
Heroic Abilities are an automatic success
Can use Heroic Abilities on anyones turn

Hero Action

12

Bad Trait

Enemy Life Points
Green - 1 HP
Blue - 2 HP
Red - 5 HP
Painted Figures - 1 HP

Character Bio:

Character Starter Attacks

Class: Knight		Title: Guardian		Role: Tank	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	8+	
Dexterity	12+	
Intellect	11+	
Strength	7+	
Charm	10+	
Perception	9+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.

Heroic Abilities count as an action.

Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

Hero Action 1 2

Defensive Stance: For one turn you can negate up to 2 points of Damage.

Bad Trait

Enemy Life Points

Green - 1 HP

Blue - 2 HP

Red - 5 HP

Painted Figures - 1 HP

Character Bio: Protector of your allies who relies on brute strength and melee weapons to destroy your enemies.

Character Starter Attacks:
Body Blow, Mass Spell
Reflection, Headbutt, Disarm

Class: Knight		Title: Warrior		Role: Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	7+	
Dexterity	9+	
Intellect	11+	
Strength	8+	
Charm	12+	
Perception	10+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

"Brooklyn Rage!!!": Joey would be proud, allows for an extra attack this turn

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: A battle-hardened master of melee weapons who seeks to destroy all enemies no matter the cost using many different types of attacks,

Character Starter Attacks:
 Savage Slash, Silverwing Slash, Raging Blow, Rallying Cry

Class: Archer		Title: Woodsman		Role: Healing	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	9+	
Dexterity	10+	
Intellect	7+	
Strength	12+	
Charm	11+	
Perception	8+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.

Heroic Abilities count as an action.

Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

Hero Action 1 2

Cure Wounds: You have become one with herbal healing, may heal (self or allies) up to 2 points this turn. Must be adjacent

Bad Trait

Enemy Life Points

Green - 1 HP

Blue - 2 HP

Red - 5 HP

Painted Figures - 1 HP

Character Bio: A master of herbs and poisons, the Woodsmans can add posion and healing effects to their arrows.

Character Starter Attacks:
Powershot, Black Arrow,
Choking Gas, Hidden
Traps

Hidden Traps last until activated

Can heal allies but must be adjacent

Class: Archer		Title: Marksman		Role: Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	9+	
Dexterity	8+	
Intellect	11+	
Strength	10+	
Charm	7+	
Perception	10+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Pet Wrangler - As a lover of animals they are drawn to you. Summon pet (player choice) for 1 turn.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: The bow being their weapon of choice who excels in bringing down enemies from afar.

Character Starter Attacks:
 Cobra Shot, Rapid Fire,
 Arching Shot, Keen Arrow

Class: Mage		Title: Frost		Role: Control	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	9+	
Dexterity	12+	
Intellect	6+	
Strength	12+	
Charm	9+	
Perception	10+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Rewind Time - Being a master of control you get to re-roll once per turn.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: Skilled in the element of water you deal cold damage and slow your foes to hinder movement.

Character Starter Attacks:
 Deep Freeze, Ice Spear,
 Freezing Gust, Slippery
 Ground

Class: Mage		Title: Fire		Role: Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	9+	
Dexterity	9+	
Intellect	8+	
Strength	12+	
Charm	10+	
Perception	11+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action	1	2
Scorched Earth - Burning all that is around makes you smile, enemies take 3 damage. (Player chooses where to allocate)		

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: Since your were a small child you were able to manifest flames to burn anyone who displeased you.

Character Starter Attacks:
 Fireball, Flamestrike,
 Conjure Flame, Immolate

Class: Priest		Title: Holy		Role: Healing	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	10+	
Dexterity	9+	
Intellect	7+	
Strength	12+	
Charm	9+	
Perception	10+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Mass Heal: In the heat of battle when all seems lost you can heal all allies by 2.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: There is no anger, only peace. You have a direct conduit to the gods that allow you to heal and do minor damage.

Character Starter Attacks:
 Healing touch, Purify,
 Holy Strike, Spear of Light

Can heal from a distance as well as revive fallen players.

Class: Priest		Title: Demonic		Role: Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	8+	
Dexterity	10+	
Intellect	9+	
Strength	11+	
Charm	9+	
Perception	12+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Mind Fray - Can allocate up to 2 damage to anyone nearby.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: A master of demonic magic, other priests despise your affection for the dark arts. You call on the spirits of the dead and even death itself to overpower your enemies.

Character Starter Attacks:
 Devouring Plague, Mind Spike, Life Siphon, Soul Fire

Class: Shadow		Title: Assassin		Role: Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	8+	
Dexterity	7+	
Intellect	10+	
Strength	11+	
Charm	12+	
Perception	7+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Uncanny Dodge - Lightning quick, your opponents only see a blur. Take no damage this turn. Extra movement away from opponent

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: A mercenary who does not hide in the shadows but will stand toe to toe with any foe dealing damage with their quick strikes.

Character Starter Attacks:
 Locust Fury, Golden Fox Strike, Impale, Iron Palm, No Stealth

Class: Shadow		Title: Rogue		Role: Control	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	10+	
Dexterity	8+	
Intellect	9+	
Strength	11+	
Charm	12+	
Perception	7+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Shadow Step: Move behind your opponet for an instant hit for 2 Damage.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: A dark stalker who leaps from the shadows to take out enemies using poisons and quick attacks that not so much hurts their opponet but hinders them.

Character Starter Attacks:
 Blinding Powder, Shadow Form, Unseen Fury,Enduring Toxin

If player attacks while stealth and misses then they cannot become stealth again until the next turn

Class: Mystic		Title: Shaman		Role: Healing/Damage	
Damage	5	4	3	2	1
Weapon:		Armor:			

	Base	Adjusted
Attack	8+	
Dexterity	10+	
Intellect	8+	
Strength	9+	
Charm	12+	
Perception	11+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.
 Heroic Abilities count as an action.
 Heroic Abilities are an automatic success
 Can use Heroic Abilities on anyones turn

Hero Action 1 2

Mass Heal - You value life of your allies, heals everyone by 1.

Bad Trait

Enemy Life Points
 Green - 1 HP
 Blue - 2 HP
 Red - 5 HP
 Painted Figures - 1 HP

Character Bio: A master in rituals involving the earth elements. You can use your powers for damage or healing all that is around you.

Character Starter Attacks:
 Thunderstorm, Earth Shield,
 Elemental Totems, Revive

Can heal from a distance as well as revive fallen players.

Class: Mystic		Title: Druid		Role: Tank/Damage	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
Attack	8+	
Dexterity	11+	
Intellect	9+	
Strength	6+	
Charm	10+	
Perception	12+	

Good Trait

1 Movement and 1 Action Per Turn

No player team up attacks.

Heroic Abilities count as an action.

Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

Hero Action 1 2

Name: Can summon spirit animal (Your Choice) to use for 1 turn

Bad Trait

Enemy Life Points

Green - 1 HP

Blue - 2 HP

Red - 5 HP

Painted Figures - 1 HP

Character Bio: Attuned with nature and the wildlife. You have the ability to transform into animals like shadowcats and bears to defeat your enemies.

Character Starter Attacks:
Constricting vines,
Quicksand, Whirlwind

If player attacks while stealth and misses then they cannot become stealth again until the next turn