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

|                | Base | Adjusted | Good Trait                |  |
|----------------|------|----------|---------------------------|--|
| Attack         |      |          |                           | 1 Movement and 1 Action Per Turn         |
| Dexterity      |      |          |                           |  |
| Intellect      |      |          |                           | No player team up attacks.               |
| Strength       |      |          |                           | Heroic Abilities count as an action.     |
| Charm          |      |          |                           | Heroic Abilities are an automatic succes |
| Perception     |      |          |                           | Can use Heroic Abilities on anyones turi |
|                |      |          |                           |  |
| 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 |  |
|                |      |          |                           |  |
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| Class:   |  | Title: |        | Role: |   |
|----------|--|--------|--------|-------|---|
| Damage 5 |  | 4      | 3      | 2     | 1 |
| Weapon:  |  | •      | Armor: |       |   |

|                | Base | Adjusted | Good Trait                |  |
|----------------|------|----------|---------------------------|--|
| Attack         |      |          |                           | 1 Movement and 1 Action Per Turn   |
| Dexterity      |      |          |                           |  |
| Intellect      |      |          |                           | No player team up attacks.   |
| Strength       |      |          |                           | Heroic Abilities count as an action.   |
| Charm          |      |          |                           | Heroic Abilities are an automatic succe  |
| Perception     |      |          |                           | Can use Heroic Abilities on anyones tur  |
| Hero Action    | 1    | 2        | Bad Trait                 | Enemy Life Points<br>Green - 1 HP<br>Blue - 2 HP<br>Red - 5 HP<br>Painted Figures - 1 HP |
| Character Bio: |      |          | Character Starter Attacks |  |
|                |      |          |                           |  |

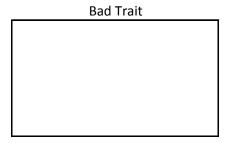
| Class: Knight |  | Title: Guardian |        | Role: Tank |   |
|---------------|--|-----------------|--------|------------|---|
| Damage 5      |  | 4               | 3      | 2          | 1 |
| Weapon:       |  |                 | Armor: |            |   |

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

| <br>Good Trait |  |
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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.



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

"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 |  |
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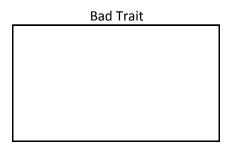
No player team up attacks.

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



**Enemy Life Points** 

Green - 1 HP

Blue - 2 HP

Red - 5 HP

Painted Figures - 1 HP

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

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

<sup>\*</sup>Hidden Traps last until activated\*

<sup>\*</sup>Can heal allies but must be adjacent\*

| Class: Archer Title: Marks |  | sman   | Role: Dama | age |
|----------------------------|--|--------|------------|-----|
| Damage 5 4                 |  | 3      | 2          | 1   |
| Weapon:                    |  | Armor: |            |     |

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

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

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 | ass: Mage Title: Frost |     |        | Role: Contr | ol |
|-------------|------------------------|-----|--------|-------------|----|
| Damage      | 5                      | 4 3 |        | 2 1         |    |
| Weapon:     |                        |     | Armor: |             |    |

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

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

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 | Class: Mage Title: Fire |   |        | Role: Dama | age |
|-------------|-------------------------|---|--------|------------|-----|
| Damage 5    |                         | 4 | 3      | 2          | 1   |
| Weapon:     |                         |   | Armor: |            | •   |

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

| Good Trait |  |  |  |  |
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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

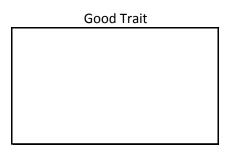
Painted Figures - 1 HP

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

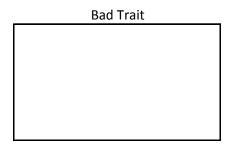
| Class: Priest | Class: Priest Title: Holy |        |   | Role: Heali | ng |
|---------------|---------------------------|--------|---|-------------|----|
| Damage 5 4    |                           | 3      | 2 | 1           |    |
| Weapon:       |                           | Armor: |   |             |    |

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



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

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



**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

<sup>\*</sup>Can heal from a distance as well as revive fallen players.\*

| Class: Priest | lass: Priest Title: Demo |   | onic Role: Damage |   | age |
|---------------|--------------------------|---|-------------------|---|-----|
| Damage        | 5                        | 4 | 3                 | 2 | 1   |
| Weapon:       |                          |   | Armor:            |   |     |

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

| _ | Good Tra | it |
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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

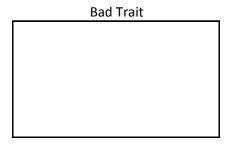
| Class: Shadow Tit |           | Title: Assas | sin    | Role: Damage |  |
|-------------------|-----------|--------------|--------|--------------|--|
| Damage            | age 5 4 3 |              | 2      | 1            |  |
| Weapon:           |           |              | Armor: |              |  |

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

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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 oppenents only see a blur.
Take no damage this turn. Extra
movement away from oppenent



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

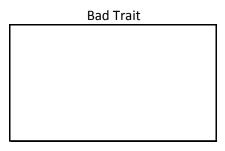
| Class: Shadow Title: Ro |   | Title: Rogu | ue Role: Control |   | ol |
|-------------------------|---|-------------|------------------|---|----|
| Damage                  | 5 | 4 3         |                  | 2 | 1  |
| Weapon:                 |   | ,           | Armor:           | , |    |

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

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

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



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

Painted Figures - 1 HP

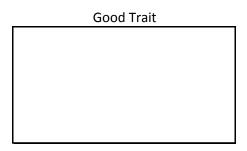
Character Bio: A dark stalker who leaps from the shadows to take out enemies using poisons and quick attacks that not so much hurts their oppenent but hinders them.

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

<sup>\*</sup>If player attacks while stealth and misses then they cannot become stealth again until the next turn\*

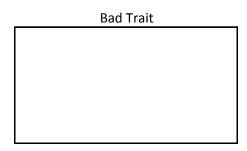
| Class: Mystic | s: Mystic Title: Shaman |   | an     | Role: Heali | ng/Damage |
|---------------|-------------------------|---|--------|-------------|-----------|
| Damage        | 5                       | 4 | 3 2    |             | 1         |
| Weapon:       |                         |   | Armor: |             |           |

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



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

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



**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

<sup>\*</sup>Can heal from a distance as well as revive fallen players.\*

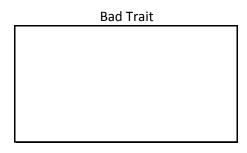
| Class: Mystic | Title: Druid Role: Tank/Damage |   | /Damage |   |   |
|---------------|--------------------------------|---|---------|---|---|
| Damage        | 5                              | 4 | 3       | 2 | 1 |
| Weapon:       |                                | • | Armor:  | • |   |

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

| <br>Good Trait |  |
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No player team up attacks. Heroic Abilities count as an action. Heroic Abilities are an automatic success Can use Heroic Abilities on anyones turn

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



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

<sup>\*</sup>If player attacks while stealth and misses then they cannot become stealth again until the next turn\*