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

All movements and actions needs to be within reason

	Base	Adjusted
M Attack	8+	
Dexterity	11+	
Intellect	11+	
Strength	7+	
Social	10+	
Perception	9+	
R Attack	15+	

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:		Role: Dama	age
Damage	5	4 3		2	1
Weapon:		Armor:		•	

	Base	Adjusted
M Attack	7+	
Dexterity	9+	
Intellect	11+	
Strength	8+	
Social	12+	
Perception	10+	
R Attack	14+	

 Good Trait	

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
1 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: Heali	ng
Damage	5	4 3		2	1
Weapon:			Armor:		

All movements and actions needs to be within reason

Base	Adjusted
11+	
10+	
7+	
13+	
11+	
8+	
8+	
	11+ 10+ 7+ 13+ 11+ 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 poisions, 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	Class: Archer		Title: Marksman		age
Damage	5	4 3		2	1
Weapon:		Armor:			

	Base	Adjusted
M Attack	13+	
Dexterity	8+	
Intellect	11+	
Strength	10+	
Social	7+	
Perception	10+	
R Attack	7+	

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

Pet Wrangler - As a lover of animals they are drawn to

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		ol	
Damage	5	4	3	2	1
Weapon:			Armor:		

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All movements and actions needs to be within reason

Base	Aajustea
11+	
12+	
6+	
12+	
9+	
10+	
9+	
	12+ 6+ 12+ 9+ 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		age	
Damage	5	4	3	2	1
Weapon:			Armor:	•	

	Base	Adjusted
M Attack	15+	
Dexterity	9+	
Intellect	8+	
Strength	12+	
Social	10+	
Perception	11+	
R Attack	7+	

 Go	ood Trai	it	

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:		Title: Holy		Role: Heali	ng
Damage	5	4	3	2	1
Weapon:			Armor:		

*All movements and actions	s needs to be
within reason*	

Base	Adjusted
11+	
9+	
7+	
12+	
9+	
10+	
8+	
	11+ 9+ 7+ 12+ 9+ 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

1 Movement and 1 Action Per 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	ss: Priest Title: Demonic		onic	Role: Dama	age
Damage	5	4 3		2	1
Weapon:			Armor:		

	Base	Adjusted
M Attack	12+	
Dexterity	10+	
Intellect	9+	
Strength	11+	
Social	9+	
Perception	12+	
R Attack	7+	

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: Assas		sin	Role: Dama	age	
Damage	5	4 3		2	1
Weapon:	_	_	Armor:	_	

	Base	Adjusted
M Attack	8+	
Dexterity	7+	
Intellect	10+	
Strength	13+	
Social	12+	
Perception	7+	
R Attack	10+	

Hero Action 1 2
Uncanny Dodge - Lightning quick,
your oppenents only see a blur.
Take no damage this turn. Extra
movement away from oppenent

Character Bio: A mercenary who does not hide in the shadows (no stealth) but will stand toe to toe with any foe dealing damage with their quick strikes.

Good Trait

Bad Trait

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

All movements and actions needs to be within reason

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

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

Class: Shadow Title: Rogue		e	Role: Contr	ol	
Damage	5	4 3		2	1
Weapon:			Armor:		

	Base	Adjusted
M Attack	11+	
Dexterity	8+	
Intellect	7+	
Strength	11+	
Social	12+	
Perception	7+	
R Attack	12+	

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.

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 oppenent 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 Tit		Title: Shaman		Role: Healing/Damage	
Damage	5	4 3		2	1
Weapon:			Armor:		

Adjusted

	Good Trait

All movements and actions needs to be within reason

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

Bad Trait

Enemy Life Points

Green - 1 HP

Blue - 2 HP

Red - 5 HP

Painted Figures - 1 HP

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

Base

11+

10+

7+

9+

13+

11+

8+

M Attack

Dexterity

Intellect

Strength Social

Perception

Hero Action

R Attack

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.*

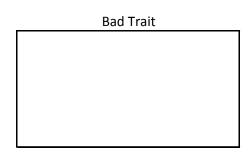
Class: Mystic	Class: Mystic Title: Druid		Title: Druid Role: Tank/Damage		['] Damage
Damage	5	4 3		2	1
Weapon:		Armor:	•		

	Base	Adjusted
M Attack	11+	
Dexterity	11+	
Intellect	9+	
Strength	6+	
Social	12+	
Perception	9+	
R Attack	8+	

Good Trait	

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	summo	n spirit
animal (You	r Choic	e) 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 but cannot heal

Character Starter Attacks: Constricting vines, Quicksand, Whirlwind

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

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

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All movements and actions needs to be within reason

	Dase	Aujusteu
M Attack	7+	
Dexterity	8+	
Intellect	9+	
Strength	12+	
Social	13+	
Perception	10+	

11+

Race

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

R Attack

Shadow Kick: From a distance you leap forwards and strike your enemy causing up to 2 Dmg.

Bad Trait

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

Character Bio: From childhood you were raised for one thing and one thing only, the protection of your temple and your fellow monks

Character Starter Attacks Quick Kick, Iron Palm Strike, Tornado Punch

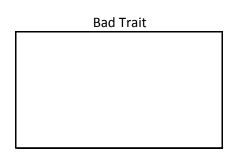
Class: Monk Title		Title: Priest	tle: Priest		Role: Healing	
Damage	5	4	3	2	1	
Weapon:			Armor:			

	Base	Adjusted
M Attack	11+	
Dexterity	9+	
Intellect	6+	
Strength	10+	
Social	12+	
Perception	8+	
R Attack	12+	

Good Trait				
<u> </u>				

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
Chain Heal: Yo	u can hea	l up to 3
allies within ra	nge 1 poi	nt of health.



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

Character Bio: Your parents saw great things in you and sent you away to master the art of healing

Character Starter Attacks
Lightning Kick, Multi
Strike, Focus Heal

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

	Base	Adjusted
M Attack	11+	
Dexterity	11+	
Intellect	7+	
Strength	12+	
Social	6+	
Perception	8+	
R Attack	10+	

All movements and actions needs to be within reason

1 Movement and 1 Action Per Turn

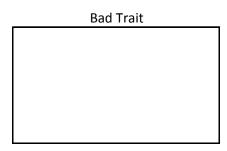
No player team up attacks.

Heroic Abilities count as an action.

Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

Teleport: Attuned to the
Arcane arts you can teleport
anywhere on the board



Enemy Life Points

Green - 1 HP

Blue - 2 HP Red - 5 HP

Painted Figures - 1 HP

Character Bio: You were always amazed by traveling magicians you decided to study the arcane arts and become one yourself.

Character Starter Attacks Spell Suppresion, Arcane Fire, Nether Tempest, Arcane Barrage, Slow, Disorient

Class: Bard		Title: Arcane Healer		Role: Healing	
Damage	5	4	3	2	1
Weapon:			Armor:		

	Base	Adjusted
M Attack	10+	
Dexterity	12+	
Intellect	6+	
Strength	9+	
Social	8+	
Perception	7+	
R Attack	11+	

 Good Trait

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
Guardian of Life: Heals self and all allies within range by 2

Bad Trait

Enemy Life Points Green - 1 HP

Blue - 2 HP Red - 5 HP

Painted Figures - 1 HP

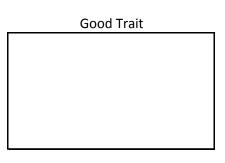
Character Bio: You found an old book called "The healing of life through the years" and have been hooked on healing all you can.

Character Starter Attacks Cure Wonds, Orb of Life, Healing Breeze, Holy Strike

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

*All movements and actions needs to be
within reason*

	Base	Adjusted
M Attack	7+	
Dexterity	9+	
Intellect	12+	
Strength	6+	
Social	10+	
Perception	11+	
R Attack	15+	



No player team up attacks.
Heroic Abilities count as an action.
Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

1 Movement and 1 Action Per Turn

Thunder Clap: Hit all adjacent enemies for 2 DMG.

Bad Trait

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

Character Bio: Raised in the wild by the local tribe you were bred for defending your friends and striking fear into your enemies. Character Starter Attacks Shield Slam, Shield Wall, Dragon Roar, Colossus Smash

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

	Base	Adjusted
M Attack	7+	
Dexterity	8+	
Intellect	13+	
Strength	6+	
Social	14+	
Perception	13+	
R Attack	12+	

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

Taste For Blood: Once combat begins your eyes are red and you drink the blood of your enemies, 1+ Action this turn.

Bad Trait

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

Character Bio: The 300 Spartans were destroyed by you and you alone. Bred and raised for war that is all you know in life.

Character Starter Attacks Execute, Ravage, Raging Blow, Agonizing Chop