

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

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

Hero Action      1      2

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

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

Good Trait

Bad Trait

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

\*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: Knight		Title: Warrior		Role: Damage	
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

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 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: Healing	
Damage	5	4	3	2	1
Weapon:			Armor:		

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

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		

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

Good Trait

Bad Trait

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

\*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

\*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
M Attack	13+	
Dexterity	8+	
Intellect	11+	
Strength	10+	
Social	7+	
Perception	10+	
R Attack	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

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

Hero Action      1      2

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

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

Good Trait

Bad Trait

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

\*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: Mage		Title: Fire		Role: Damage	
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+	

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

Hero Action      1      2

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

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.

Good Trait

Bad Trait

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

\*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

\*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
M Attack	12+	
Dexterity	10+	
Intellect	9+	
Strength	11+	
Social	9+	
Perception	12+	
R Attack	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

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
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 opponents only see a blur. Take no damage this turn. Extra movement away from opponent		

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		Role: Control	
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+	

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:			

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

	Base	Adjusted
M Attack	11+	
Dexterity	10+	
Intellect	7+	
Strength	9+	
Social	13+	
Perception	11+	
R Attack	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

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

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 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:		

	Base	Adjusted
M Attack	7+	
Dexterity	8+	
Intellect	9+	
Strength	12+	
Social	13+	
Perception	10+	
R Attack	11+	

Hero Action	1	2
Shadow Kick: From a distance you leap forwards and strike your enemy causing up to 2 Dmg.		

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

Good Trait

Bad Trait

Character Starter Attacks

Quick Kick, Iron Palm Strike, Tornado Punch

\*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: Monk		Title: 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+	

Hero Action      1      2

Chain Heal: You can heal up to 3 allies within range 1 point of health.

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

Good Trait

Bad Trait

Character Starter Attacks  
Lightning Kick, Multi Strike, Focus Heal

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: 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+	

Hero Action	1	2
Teleport: Attuned to the Arcane arts you can teleport anywhere on the board		

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

Good Trait

Bad Trait

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

\*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: 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

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

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:		

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

Hero Action      1      2

Thunder Clap: Hit all adjacent enemies for 2 DMG.

Character Bio: Raised in the wild by the local tribe you were bred for defending your friends and striking fear into your enemies.

Good Trait

Bad Trait

Character Starter Attacks  
Shield Slam, Shield Wall,  
Dragon Roar, Colossus Smash

\*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: 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+	

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

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