

HERO QUEST

Name

Class

Equipment

Right Hand

Arms

Armour

Head

Back

Left hand

Feet

Attack Dice

Defend Dice

Starting Points

Body

Mind

Gold

Potions and items

Champion

1 2 3 4 5 6 7 8 9 10 11 12 13 14

On a turn, a hero does one of the following:

Moves and then performs an action or performs an action and then moves

Movement

A hero moves by rolling red dice. They cannot move diagonally. They cannot take part of their move, perform an action, and then resume their move

Search for treasure

In the room you're in and with no monsters present.

Search for secret doors

In the room or corridor you're in with no monsters present.

Search for traps

In the room or corridor you're in with no monsters present.

Attack

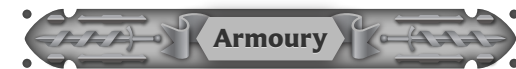
An adjacent monster. Some weapons allow diagonal attacks or ranged (line of sight) attacks.

Cast a spell or ability

On yourself, another hero or monster that you can see (line of sight).

Disarm a trap

On the square you're standing on.



Dagger (25)



Staff (100)



Wand (125)



Shortsword (150)



Hand Axe (200)



Broadsword (250)



Rapier (250)



Longsword (350)



Crossbow (350)



Battle Axe (450)



Tool Kit (250)

Disarm Traps

Helmet (125)



Shield (150)



Chain Mail (500)



Bracers (550)



Plate Mail (850)



Legend

Combat dice amount

Diagonal attack

Ranged weapon

Throwable

Can't be used with a shield

Only for a specific hero

Certain heroes can't use

+1 Combat die for defence

+2 Combat dice for defence

-1 Movement die

Dexterity (100)

Battle (200)

Speed (200)

Antidote (300)

Holy Water (400)

Restoration (500)