

# Hero Quest

Name	Class
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## Equipment

Head

Right Hand

Back

Arms

Armour

Left hand

Feet



Attack Dice	Defend Dice	Starting Points	
		Body	Mind

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

### 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).

### 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.

### Search for traps

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

### Disarm a trap

On the square you're standing on.



#### Dagger (25)



#### Hand Axe (200)



#### Crossbow (350)



#### Helmet (125)



#### Chain Mail (500)



#### Plate Mail (850)



#### Dexterity (100)



#### Speed (200)



#### Holy Water (400)



#### Staff (100)



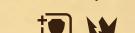
#### Broadsword (250)



#### Battle Axe (450)



#### Bracers (550)



#### Shield (150)



#### Battle (200)



#### Antidote (300)



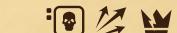
#### Restoration (500)



#### Wand (125)



#### Rapier (250)



#### Tool Kit (250)

Disarm Traps

### 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 die for defence

-1 Movement die