

# Hero Quest

Name	Class
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## Equipment

Head

Right Hand

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).



Dagger (25)



Staff (100)



Wand (125)



Hand Axe (200)



Broadsword (250)



Rapier (250)



Crossbow (350)



Battle Axe (450)



Helmet (125)



Bracers (550)



Plate Mail (850)



Shield (150)



Antidote (300)



Holy Water (400)



Restoration (500)



### 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.

### Disarm a trap

On the square you're standing on.

### Legend

- Combat dice amount
- Diagonal attack
- Ranged weapon
- Throwble
- 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