

Getting Started

Follow these steps to create a character:

- 1) Pick a race
- 2) Pick a class
- 3) Pick one special ability (two for humans)
- 4) Pick one spell (if a Wizard)
- 5) Buy equipment

Races

Dwarf – Dwarves reduce all damage they take by one point. They have 16 Health Points.

Elf – Elves add one to their Action Point roll. They have 14 Health Points.

Half-Orc – Half-Orcs add one to all damage they deal with melee weapons. They have 17 Health Points.

Human – Humans can pick two special abilities when creating a character. They have 15 Health Points.

Kobold – Kobolds can perform a Power Charge action for 1 Action Point. They have 13 Health Points.

Special Abilities

Armor Training – a character with the Armor Training ability picks a specific armor (i.e. Light Plate) to train. He subtracts one from all damage he receives while using that armor to defend.

Blacksmith – a character with the Blacksmith ability can perform a Repair action for one Action Point.

Brawler – a character with the Brawler ability knocks his target down whenever the brawler successfully deals staggering damage.

Charge – a character with the Charge ability may make a Normal Attack without spending an Action Point when moving into a zone containing an enemy.

Cruel – when a character with the Cruel ability deals bleeding damage the resulting wound deals two damage instead of the usual one.

First Aid – a character with the First Aid ability can spend two Action Points to heal herself or another character in her zone for a number of Health Points equal to one card pulled from the deck. Receiving First Aid removes one bleed as well.

Flanker – a character with the Flanker ability deals double damage when melee attacking an enemy with at least one of the flanker's allies in the same zone.

Frenzy – a character with the Frenzy ability may immediately make one Normal Attack without spending an Action Point after eliminating an enemy.

Grizzled – a character with the Grizzled ability can stand up in a zone containing an enemy.

Intercept – a character with the Intercept ability may move one zone at any time during his enemy's Impulse.

Longshot – a character with the Longshot ability adds one to the range of any ranged weapon he is using.

Marksman – a character with the Marksman ability can ignore one piece of obstructing terrain (terrain that would otherwise require a cover pull) while making ranged attacks.

Medic – a character with the Medic ability can perform a Patch Up action for one Action Point.

Parry – if a character with the Parry ability successfully blocks a melee attack then the parrying character may immediately make a Normal Attack against the attacking character.

Quickdraw – a character with the Quickdraw ability can change weapons without spending an Action Point.

Quickshot – if a character with the Quickshot ability ends the Hero Impulse with an arrow notched then he may make a Normal Shot at any point during the Monster Impulse.

Shield Bash – if a character with the Shield Bash ability uses a shield to successfully block a melee attack then the attacking character must stagger one zone.

Spell Training – a character with the Spell Training ability picks a specific spell to train. He adds one to all damage he deals with that spell.

Sure-footed – a character with the Sure-footed ability ignores difficult terrain.

Sweeping Strikes – a character with the Sweeping Strikes ability hits up to two enemies in his zone with each attack.

Toss – if a character with the Toss ability successfully deals staggering damage (a club or wild card with the appropriate weapon), the target character must stagger two zones away from the tossing character. If this path would take the target character into a wall then he must take damage equal to one card pulled from the deck and be knocked down. This damage can be blocked with armor.

Weapon Training – a character with the Weapon Training ability picks a specific weapon (i.e. a Longsword) to train. He adds one to all damage he deals with that weapon.

Whirlwind – if a character tries to move out of a zone containing another character with the Whirlwind ability then the whirlwinding character may immediately make a Normal Attack against the moving character.

Spells

Airburst – if a caster successfully casts Airburst then he may choose one zone within his range to burst. Until the end of the caster's next Impulse any character in that zone can only defend with a maximum of one suit.

Blast – a Blast spell deals damage equal to the value of the casting card to all characters in one zone within range of the caster. This damage can be blocked with armor.

Curse – if a caster successfully casts Curse then the target character must take damage equal to the value of the casting card minus his defense pull at the end of each of his Impulses. The Curse can be removed by killing an ally.

Direct Damage – a Direct Damage spell deals damage equal to the value of the casting card to one character within the range of her the caster's channeling item. This damage can be blocked with armor.

Disarm – if the casting card (plus or minus relevant modifiers) of a Disarm spell exceeds the value of the target character's defense result then the target character must drop one weapon in his zone, chosen by the caster.

Entangle – an Entangle spell will keep a character in place. A target character within the caster's range is entangled by magic with Health Points equal to the difference between the casting pull and the defense pull. The target character cannot move until the entangling magic is reduced to zero Health Points through attacks.

Fear – if a caster successfully casts Fear then a target character within her range cannot make an Attack, Shot, or Cast in his next impulse. This spell can be blocked with armor.

Fortify – a caster may cast Fortify on any character within range. The fortified character adds the value of the casting card as a positive modifier to his next defense pull.

Heal – if a character successfully casts a Heal spell she may heal herself or a target character within the range of her channeling item for the value of the casting card.

Purify – if a caster successfully casts Purify then one character within his range is freed from a Curse.

Puddles – if a caster successfully casts Puddles then he may choose one zone within his range to moisten. Until the end of the caster's next Impulse the zone is considered difficult terrain.

Rejuvenate – if a character successfully casts a Rejuvenate spell then a target character within range of the channeling item can stand up immediately.

Shield – if a caster successfully casts Shield then he may choose one zone within his range to shield. Until the end of the caster's next Impulse the zone is considered to be protected by obstructing terrain (shots coming into or through that zone must make a cover pull).

Supersize – a caster may cast Supersize on any character within range. The supersized character adds the value of the casting card as a positive modifier to his next attack pull.

Wall of Fire – if a caster successfully casts Shield then he may choose one zone within his range to ignite. Until the end of the caster's next Impulse any character moving into or out of the target zone is subject to one Normal Attack, called by the caster.

Progression

Characters gain experience for having adventures.

- A character gains three experience points for participating in a major victory.
- A character gains two experience points for participating in a minor victory.
- A character gains one experience point for participating in a defeat.

Experience points can be spent to improve your character.

- To learn a new spell costs three experience points.
- To gain a new special ability costs six experience points.
- To add one point to a character's Health Points or Action Point modifier costs nine experience points.
- To gain a new class costs twelve experience points.

Equipment

Characters begin the game with 40 gold pieces.

Weapons

Dagger: A-1/D-1/Range: 2 *Bleed* (One-handed) 5 gold

Short Sword: A/D *Bleed* (One-handed) 10 gold

Longsword: A + 1/D *Bleed* (One-handed) 15 gold

Bastard Sword: A + 2/D *Stagger* (One-handed) 20 gold

Greatsword: A + 2/D *Knockdown* (Two-handed) 20 gold

Cutlass: A + 1/D *Sunder* (One-handed) 15 gold

Rapier: A/D+1 *Stagger* (One-handed) 15 gold

Hand Axe: A/D *Stagger* (One-handed) 10 gold

Battle Axe: A+1/D *Stagger* (One-handed) 15 gold

Great Axe: A + 2/D *Knockdown* (Two-handed) 20 gold

Spear: A+1/D+1 *Stagger* (Two-handed) 10 gold

Throwing Spear: A+1/D-2/Range: 2 *Stagger* (One-handed) 10 gold

Stout Spear: A+1/2D *Knockdown* (Two-handed) 25 gold

Mace: A + 1/D *Stagger* (One-handed) 15 gold

Warhammer: A+2/D *Knockdown* (Two-handed) 20 gold

Short Bow: A/Range: 6 *Bleed* (Two-handed) 15 gold

Longbow: A+1/Range: 7 *Bleed* (Two-handed) 20 gold

Crossbow. A+1/Range: 8 *Stagger* (Two-handed) 25 gold

Minor Wand. A/Φ/Range: 4 *Stagger* (Two-handed) 20 gold

Major Wand. A+1/Φ/Range: 5 *Knockdown* (One-handed) 25 gold

Minor Staff. A/D/Φ/Range: 4 *Stagger* (Two-handed) 25 gold

Major Staff. A+1/D/Φ/Range: 5 *Knockdown* (Two-handed) 30 gold

Armor

Robes. D 5 gold

Small Wooden Shield. D (One-handed) 10 gold

Light Leather. D + 1 15 gold

Heavy Leather. 2D + 1 20 gold

Large Wooden Shield. 2D (One-handed) 15 gold

Light Plate. 1D + 2 20 gold

Heavy Plate. 2D + 2 25 gold

Small Metal Shield. 1D + 1 (One-handed) 15 gold

Large Metal Shield. 2D + 1 (One-handed) 20 gold

Leather Helmet. 1D 10 gold

Metal Helmet. 1D + 1 15 gold

Potions

Health—drinking a health potion heals the drinker for a number of Health Points equal to one card pulled from the deck **5 gold**

Fortify—drinking a fortify potion adds the value of one card pulled immediately from the deck to the drinker's next defense pull **5 gold**

Overcharge—drinking a overcharge potion adds the value of one card pulled immediately from the deck to the drinker's next spell cast **5 gold**

Critical—drinking a critical potion adds the value of one card pulled immediately from the deck to the drinker's next attack or shot **5 gold**

Vitality—drinking a vitality potion allows the drinker to stand up immediately **5 gold**