

Dungeon Crawler Tactics Player's Handbook



v0.8

*Collated, imagined, and expanded upon by
Todd Alexander*



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Intro and Info

The Dungeon Crawler Tactics game is a cooperative campaign game. You and your fellow Heroes must work as a team to succeed in the adventures that unfold independently or as part of a larger plot.

In DCT, Hero development is equally important to the experience as is the tactical combat scenarios. Each Hero begins with the same base stats and no Powers. Choose your Hero's species, then select a Job. Heroes are created using Jobs. These are predefined packages of Powers as well as access to groups of At-Will, Utility and Daily Powers. In this way, DCT is backwards compatible with the existing D&D Adventures board games that originally inspired it but is now highly extensible. Finally, develop your Hero the Job packages used to build them, advance with experience obtained in battle and choose how to spend it.

Dungeon Crawler Tactics is inspired by many great games of the past, video and tabletop. A large debt is owed to the fan community on [boardgamegeek](http://boardgamegeek.com). There is an actively developed treasure trove of adventures, cards and inspiring homebrew ideas there. Similarly, the [D&D Adventure System Wiki](http://dndwiki.com)



is an invaluable resource for rules and references for all of the many excellent Adventure System board games that have been released. I know many individuals deserve credit for their homebrew additions to the games. I will try to accumulate a more complete credit section/citations as time goes on. At this point I have accessed, collated and been inspired by so many contributions it is not possible to remember them all.

[TODO - look through resources for attributions that can be added.]



Hero Creation

<i>Species</i>	<i>HP</i>	<i>AC</i>	<i>Speed</i>	<i>Surge Value</i>	<i>Innate Power</i>
Human	2	---	1	1	---
Dwarf	2	1	-2	1	Cast Iron Stomach
Elf	-1	2	2	1	---
Halfling	-1	---	3	---	Hide
Half-Elf	---	1	2	1	---
Half-Orc	2	1	---	1	---
Dragonborn	1	2	-1	---	Hurled Breath
Skaven	-1	1	2	---	Distant Diversion
Minataur	3	---	-1	---	Charge
Yuan-ti	2	---	2	---	---



1. Choose a Species

The Base Hero represents a generic humanoid creature. This is the base Hero that your Species modifies.

Base Char:

Level 1, XP 0, GP 0

AC 16, 7HP, Speed 7, Surge Value 4

1.1. Human¹

Species	HP	AC	Speed	Surge Value	Innate Power
Human	2	---	1	1	---

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant species in the world. Their empires and nations are vast, sprawling things, and the citizens of these societies carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is best Heroized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshipping noble families in the most cosmopolitan cities. Humans' curiosity and ambition often triumph over their predilection for a sedentary lifestyle, and many leave their homes to explore the

¹ [D20 Humans](#)

innumerable forgotten corners of the world or lead mighty armies to conquer their neighbors, simply because they can.

Physical Description: The physical Heroistics of humans are as varied as the world's climes. From the dark-skinned tribesmen of the southern continents to the pale and barbaric raiders of the northern lands, humans possess a wide variety of skin colors, body types, and facial features. Generally speaking, humans' skin color assumes a darker hue the closer to the equator they live. At the same time, bone structure, hair color and texture, eye color, and a host of facial and bodily phenotypic Heroistics vary immensely from one locale to another. Cheekbones may be high or broad, noses aquiline or flat, and lips full or thin; eyes range wildly in hue, some deep set in their sockets, and others with full epicanthic folds. Appearance is hardly random, of course, and familial, tribal, or national commonalities often allow the knowledgeable to identify a human's place of origin on sight, or at least to hazard a good guess. Humans' origins are also indicated through their traditional styles of bodily decoration, not only in the clothing or jewelry worn, but also in elaborate hairstyles, piercing, tattooing, and even scarification.

Society: Human society comprises a multitude of governments, attitudes, and lifestyles. Though the oldest human cultures trace their histories thousands of years into the past, when compared to the societies of other species like elves and dwarves, human society seems to be in a state of constant flux as empires fragment and new kingdoms subsume the old. In general, humans are known for their flexibility, ingenuity, and ambition. Other

species sometimes envy humans their seemingly limitless adaptability, not so much biologically speaking but in their willingness to step beyond the known and press on to whatever might await them. While many or even most humans as individuals are content to stay within their comfortable routine, there is a dauntless spirit of discovery endemic to humans as a species that drives them in striving toward possibilities beyond every horizon.

Adventurers: Ambition alone drives countless humans, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, social status, or arcane knowledge. A few pursue adventuring careers simply for the thrill of danger. Humans hail from myriad regions and backgrounds, and as such can fill any role within an adventuring party.

Female Names: Alerdene, Alinza, Aula, Bach Hien, Belka, Beshkee, Chammady, Chao, Do Quyen, Eshe, Eudomia, Gerda, Hiriko, Ilinica, Indah, Ingirt, Izora, Jalket, Jayazi, Kaede, Kalizama, Kamshi, Lestari, Leyli, Marisan, Me’amesa, Meilin, Mirelinda, Mpaandi, Nalmida, Nanya, Narantuyaa, Ntisi, Pasara, Pontia, Que Xuan, Revhi, Runa, Sahba, Shirin, Shivkah, Sinkitah, Surechinua, Udara, Umie, Valki, Waajida, Xemne, Xue, Zalika, Zova.

Male Names: Aakif, Andrezi, Arasmes, Bahram, Baolo, Barid, Batsaikhan, Belor, Budi, Darvan, Dolok, Eilif, Garidan, Gellius, Hadzi, Hamengku, Harisko, Iacobus, Jaali, Jianguo, Kjell, Kousei, Kronug, Menas, Mitabu, Narsius, Nonek, Pateba, Pratavh, Qorchi, Ragnar, Rubani, Seckor, Shokamb, Shuo, Sunaki, Suryo, Tabansi, Teruawa, Thanh Liem, Toan Hao,

Tomorbataar, Tuong Kinh, Ursion, Vachedi, Viorec, Yekskeya, Zaiho, Zhen.

1.2. Dwarf²

Species	HP	AC	Speed	Surge Value	Innate Power
Dwarf	2	1	-2	1	Cast Iron Stomach

Dwarves are a stoic but stern species, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage species like orcs and goblins. More than any other species, dwarves have acquired a reputation as dour and humorless artisans of the earth. It could be said that their history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

Physical Description: Dwarves are a short and stocky species, and stand about a foot shorter than most humans, with wide, compact bodies that account for their burly appearance. Male and female dwarves pride themselves on the long length of their hair, and men often decorate their beards with a variety of clasps and intricate braids. Clean-shavenness on a male dwarf is a sure sign of madness, or worse—no one familiar with their species trusts a beardless dwarven man.

² from [D20 Dwarf](#)



Society: The great distances between dwarves' mountain citadels account for many of the cultural differences that exist within their society. Despite these schisms, dwarves throughout the world are Heroized by their love of stonework, their passion for stone- and metal-based craftsmanship and architecture, and their fierce hatred of giants, orcs, and goblinoids. In some remote enclaves, such as those areas where these species are uncommon or unheard of, dwarves' fixation on security and safety combined with their rather pugnacious nature leads them to find enemies or at least rivals wherever they settle. While they are not precisely militaristic, they learned long ago that those without axes can be hewn apart by them, and thus dwarves everywhere are schooled to be ready to enforce their rights and claims by force of arms. When their patience with diplomacy is exhausted, dwarves do not hesitate to adopt what they call "aggressive negotiations."

Adventurers: Although dwarven adventurers are rare compared to humans, they can be found in most regions of the world. Dwarves often leave the confines of their redoubts to seek glory for their clans, to find wealth with which to enrich the fortress-homes of their birth, or to reclaim fallen dwarven citadels from racial enemies. Dwarven warfare is often Heroized by tunnel fighting and melee combat, and as such most dwarves tend toward Jobs such as fighters and barbarians.

Male Names: Dolgrin, Grunyar, Harsk, Kazmuk, Morgrym, Rogar.

Female Names: Agna, Bodill, Ingra, Kotri, Rusilka, Yangrit.

1.3. Elf³

Species	HP	AC	Speed	Surge Value	Innate Power
Elf	-1	2	2	1	---

The long-lived elves are children of the natural world, similar in many superficial ways to fey creatures, though with key differences. While fey are truly linked to the flora and fauna of their homes, existing as the nearly immortal voices and guardians of the wilderness, elves are instead mortals who are in tune with the natural world around them. Elves seek to live in balance with the wild and understand it better than most other mortals. Some of this understanding is mystical, but an equal part comes from the elves' long lifespans, which in turn gives them long-ranging outlooks. Elves can expect to remain active in the same locale for centuries. By necessity, they must learn to maintain sustainable lifestyles, and this is most easily done when they work with nature, rather than attempting to bend it to their will. However, their links to nature are not entirely driven by pragmatism. Elves' bodies slowly change over time, taking on a physical representation of their mental and spiritual states, and those who dwell in a region for a long period of time find themselves physically adapting to match their surroundings, most noticeably taking

³ from [D20 Elves](#)



on coloration that reflects the local environment.

Society: Many elves feel a bond with nature and strive to live in harmony with the natural world. Although, like most, elves prefer bountiful lands where resources are plentiful, when driven to live in harsher climates, they work hard to protect and shepherd the region's bounty, and learn how to maximize the benefit they receive from what little can be harvested. When they can carve out a sustainable, reliable life in deserts and wastelands, they take pride as a society in the accomplishment. While this can make them excellent guides to outsiders they befriend who must travel through such lands, their disdain of those who have not learned to live off the scant land as they

Adventurers: Many elves embark on adventures out of a desire to explore the world, leaving their secluded realms to reclaim forgotten elven magic or search out lost kingdoms established millennia ago by their ancestors. This need to see a wider world is accepted by their societies as a natural part of becoming mature and experienced individuals. Such elves are expected to return in some few decades and take up lives in their homelands once more, enriched both in treasure and in worldview. For those elves raised among humans, however, life within their homes—watching friends and family swiftly age and die—is often stifling, and the ephemeral and unfettered life of an adventurer holds a natural appeal. Elves generally eschew melee because of their relative frailty, preferring instead to engage enemies at range. Most see combat as unpleasant even when needful, and prefer it be done as quickly as possible, preferably without getting close enough to smell their foes. This preference for

making war at a distance, coupled with their natural accuracy and grasp of the arcane, encourages elves to pursue Jobs such as wizards and rangers.

Male Names: Caladrel, Heldalel, Lanliss, Meirdrarel, Seldlon, Talathel, Variel, Zordlon.

Female Names: Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara.

*Halfling*⁴

Species	HP	AC	Speed	Surge Value	Innate Power
Halfling	-1	---	3	---	Hide

Optimistic and cheerful by nature, blessed with uncanny luck, and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone to violent or emotional outbursts as some of the more volatile species. Even in the jaws of catastrophe, halflings almost never lose their sense of humor. Their ability to find humor in the absurd, no matter how dire the situation, often allows halflings to distance themselves ever so slightly from the dangers that surround them. This sense of detachment can also help shield them from terrors that might immobilize their allies.

⁴ [D20 Halflings](#)



Physical Description: Halflings rise to a humble height of 3 feet. They prefer to walk barefoot, leading the bottoms of their feet to become roughly calloused. Tufts of thick, curly hair warm the tops of their broad, tanned feet.

Their skin tends toward a rich cinnamon color and their hair toward light shades of brown. A halfling's ears are pointed, but proportionately not much larger than those of a human.

Halflings prefer simple and modest clothing. Though willing and able to dress up if the situation demands it, their racial urge to remain quietly in the background makes them rather conservative dressers in most situations. Halfling entertainers, on the other hand, make their livings by drawing attention, and tend to go overboard with gaudy and flashy costumes.

Society: Rather than place their faith in empires or great causes, many halflings prefer to focus on the simpler and humbler virtues of their families and local communities. Halflings claim no cultural homeland and control no settlements larger than rural assemblies of free towns. Most often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Many halflings lead perfectly fulfilling lives in the shadow of their larger neighbors, while some prefer more nomadic lives, traveling the world and experiencing all it has to offer.

Adventurers: Their inherent luck coupled with their insatiable wanderlust makes halflings ideal candidates for lives of adventure. Though perfectly willing to pocket any valuables they come across, halflings often care more for the new experiences adventuring brings them than

for any material reward. Halflings tend to view money as a means of making their lives easier and more comfortable, not as an end in and of itself. Other such vagabonds often put up with this curious species in hopes that some of their mystical luck will rub off. Halflings see nothing wrong with encouraging this belief, not just in their traveling companions, but also in the larger world. Many try to use their reputation for luck to haggle for reduced fare when traveling by ship or caravan, or even for an overnight stay at an inn. They meet with mixed success, but there are just enough stories circulating about the good fortune that befalls people traveling with halflings to give even the most skeptical pause. Of course, some suspect that halflings deliberately spread these reports for just that reason.

Male Names: Antal, Boram, Hyrgan, Jamir, Lem, Miro, Sumak, Tribin, Uldar, Vraxim.

Female Names: Anafa, Bellis, Etune, Filiu, Irlana, Marra, Pressi, Rilka, Sistra, Wyssal, Yamyra.

1.5. Half-Elf

Species	HP	AC	Speed	Surge Value	Innate Power
Half-Elf	---	1	2	1	---

Elves have long drawn the covetous gazes of other species. Their generous lifespans, magical affinity, and inherent grace each contribute to the admiration or bitter envy of their neighbors. Of all their traits, however, none so entrance their



human associates as their beauty. Since the two species first came into contact with each other, humans have held up elves as models of physical perfection, seeing in these fair folk idealized versions of themselves. For their part, many elves find humans attractive despite their comparatively barbaric ways, and are drawn to the passion and impetuosity with which members of the younger species play out their brief lives.

Physical Description: Half-elves stand taller than humans but shorter than elves. They inherit the lean build and comely features of their elven lineage, but their skin color is normally dictated by their human side. While half-elves retain the pointed ears of elves, theirs are more rounded and less pronounced. Their eyes tend to be human-like in shape, but feature an exotic range of colors from amber or violet to emerald green and deep blue. This pattern changes for half-elves of drow descent, however. Such elves are almost unfailingly marked with the white or silver hair of the drow parent, and more often than not have dusky gray skin that takes on a purplish or bluish tinge in the right light, while their eye color usually favors that of the human parent.

Society: Their lack of a unified homeland and culture forces half-elves to remain versatile, able to conform to nearly any environment. While often considered attractive to both species for the same reasons as their parents, half-elves rarely fit in with either humans or elves, as both species see too much evidence of the other in them. This lack of acceptance weighs heavily on many half-elves, yet others are bolstered by their unique status, seeing in their lack of a formalized culture the ultimate freedom. As a result, half-elves are incredibly adaptable, capable of

adjusting their mind-sets and talents to whatever societies they find themselves in. Even half-elves welcomed by one side of their heritage often find themselves caught between cultures, as they are encouraged, cajoled, or even forced into taking on diplomatic responsibilities between human and elven kind. Many half-elves rise to the occasion of such service, seeing it as a chance to prove their worth to both species. Others, however, come to resent the pressures and presumptions foisted upon them by both species and turn any opportunity to broker power, make peace, or advance trade between humans and elves into an exercise in personal profit.

Adventurers: Half-elves tend to be itinerants, wandering the lands in search of a place they might finally call home. The desire to prove themselves to the community and establish a personal identity—or even a legacy—drives many half-elf adventurers to lives of bravery. Some half-elves claim that despite their longevity, they perceive the passage of time more like humans than elves, and are driven to amass wealth, power, or fame early on in life so they may spend the rest of their years enjoying it.

Males Names: Calathes, Encinal, Iradli, Kyras, Narciso, Quinray, Seltziel, Zirul.

Female Names: Cathran, Elsbeth, Iandoli, Kieyanna, Lialda, Maddela, Reda, Tamarie.

1.6. Half-Orc ⁵

Species	HP	AC	Speed	Surge Value	Innate Power
Half-Orc	2	1	---	1	---

As seen by civilized species, half-orcs are monstrosities, the result of perversion and violence—whether or not this is actually true. Half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Half-orcs as a whole resent this treatment, and rather than play the part of the victim, they tend to lash out, unknowingly confirming the biases of those around them. A few feared, distrusted, and spat-upon half-orcs manage to surprise their detractors with great deeds and unexpected wisdom—though sometimes it’s easier just to crack a few skulls. Some half-orcs spend their entire lives proving to full-blooded orcs that they are just as fierce. Others opt for trying to blend into human society, constantly demonstrating that they aren’t monsters. Their need to always prove themselves worthy encourages half-orcs to strive for power and greatness within the society around them.

Physical Description: Half-orcs average around 6 feet tall, with powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these “tusks,” combined with heavy brows and slightly pointed ears, give them their notoriously

bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful. Despite these obvious orc traits, half-orcs are as varied as their human parents.

Society: Unlike half-elves, where at least part of society’s discrimination is born out of jealousy or attraction, half-orcs get the worst of both worlds: physically weaker than their orc kin, they also tend to be feared or attacked outright by humans who don’t bother making the distinction between full orcs and half bloods. Even on the best of terms, half-orcs in civilized societies are not exactly accepted, and tend to be valued only for their physical abilities. On the other hand, orc leaders have been known to deliberately spawn half-orcs, as the half breeds make up for their lack of physical strength with increased cunning and aggression, making them natural leaders and strategic advisors. Within orc tribes, half-orcs find themselves constantly striving to prove their worth in battle and with feats of strength. Half-orcs raised within orc tribes are more likely to file their tusks and cover themselves in tribal tattoos. Tribal leaders quietly recognize that half-orcs are often more clever than their orc cousins and often apprentice them to the tribe’s shaman, where their cunning might eventually strengthen the tribe. Apprenticeship to a shaman is a brutal and often short-lived distinction, however, and those half-orcs who survive it either become influential in the tribe or are eventually driven to leave.

Adventurers: Staunchly independent, many half-orcs take to lives of adventure out of necessity, seeking to escape their painful pasts or improve their lot through force of arms. Others, more optimistic or desperate for acceptance, take up the

⁵ [D20 half-orc](#)



mantle of crusaders in order to prove their worth to the world. Half-orcs raised in orc societies often take up the brutish ways of those around them, becoming fighters, barbarians, or rangers. Half-orcs who survive their shaman training may eventually succeed their masters as tribal shamans, or flee the tribe and practice their magic as outcasts or explorers.

Males names: Ausk, Davor, Hakak, Kizziar, Makoa, Nesteruk, Tsadok.

Female names: Canan, Drogheda, Goruza, Mazon, Shirish, Tevaga, Zeljka.

1.7. Dragonborn

<i>Species</i>	<i>HP</i>	<i>AC</i>	<i>Speed</i>	<i>Surge Value</i>	<i>Innate Power</i>
Dragonborn	1	2	-1	---	Hurled Breath

Dragonkin are considered a species of great presence and ability, but driven by greed and arrogance. Such a young species should be more humble, or at least less demanding. And yet, the dragonkin have fought and won so many battles that their arrogance is justified. Their penchant for battle and their success at seizing plunder make many wonder whether they are especially favored by the gods.

Dragonkin are powerful scaled humanoids, clawed and fearsome in size and strength. As might be expected, the resilience and arrogance of humans fused with the scaly magic and toughness of dragons is a powerful combination. Most dragonkin have gray, brown, tan, gold, silver, or black scales; rarely, some display

red-orange, green-yellow, or star-like blue-and-black scales.

The dragonkin divide themselves into four elemental types, supposedly purebred lineages of dragonkin, though there is a great deal of mixing among them as well and hybrids are not uncommon. The flame or fire dragonkin (who bear yellow, golden, or orange scales, with red crests) are the most common, followed by wind or storm dragonkin (blue, white, silver, or gray scales, with black crests). The stone or cave dragonkin are relatively uncommon (brown, gray, black, or rarely white scales, with purple or white crests). Rarest of all are the wave or tide dragonkin breeds, gold, blue, or green-scaled with bright green or yellow crests. More common than the purebreds and outside the traditional elemental divisions are the soldier dragonkin, who sport brassy or tan scales with black or rust-colored crests.

Dragonkin males and females are distinct. All have clawed hands and feet, their faces are dominated by short snouts, and their eyes are deep and golden or black. Beyond that, though, male dragonkin are larger, horned or crested, and considerably heavier. Their tails are short and often spiked. Female dragonkin are faster, smaller, and wiry, with longer lashing tails. They sometimes have a frill or collar of contrasting color.

Dragonkin wear armor normally, since their own scales are only slightly more protective than human or dwarven skin. All dragonkin are heavy and slow for their size, but they also exude a commanding presence, a sense of destiny that scalykind and non-scaly species alike find compelling.

1.8. Skaven

Species	HP	AC	Speed	Surge Value	Innate Power
Skaven	-1	1	2	---	Distant Diversion

"Steeling themselves, the pitiful remnants of the city's once proud populace descended. In the ancient halls of kingship they found the Dwarfs, now naught but gnawed bones and scraps of cloth. And there they saw by the dying light of their torches the myriad eyes about them, glittering like liquid midnight as the rats closed in for the kill. The manlings stood back to back and fought for their lives, but against such implacable ferocity and countless numbers of the verminous horde, their weapons were useless. The tide of monstrous rats flowed over them one by one, dragging them down to be torn apart, the yellow chisel-teeth sinking into their soft-flesh, the dark furred mass drowning their pitiful screams with their hideous chittering..."

—Translated from the Tilean tale "The Doom of Kavzar" also called "The Curse of Thirteen."^[2m]

The Skaven, sometimes known as the Ratmen, the Ratkin or the Children of the Horned Rat,^[1a] are a malevolent and diabolical species of large humanoid rat-creatures that inhabits a massive inter-continental underground empire known in their tongue simply as the Under-Empire,^[2i] where at the very heart

of Skavendom lies the horrific city of Skavenblight,^[2h] the species capital city and the probable birthplace of the Skaven species.^[2m] The Skaven as a whole are a cruel, treacherous and highly numerous species that have since spread their loathsome corruption to the farthest corners of the Warhammer World. From deep below the earth, these scavengers have built a vast Empire, whose military power and incomprehensible numbers has the potential to smother the kingdoms of the Old World in a seething tide of violence and anarchy. It is believed by all of Skaven-kind that the world is destined to be theirs, for they consider themselves the Supreme Master Species, undeniably superior in every way to all the other species of the World.^[1e]

This unwavering belief stems from the promises made by their horrifically malevolent deity, known by many legendary names, but his most well-known title is that of the Horned Rat. The Horned Rat is known as the Harbinger of Corruption and Disease, the embodiment of all things the Skaven are or ever will be, and whose worship over the Under-Empire is both supreme and absolute.^[1i] Within the cruel hierarchy of the Under-Empire, the wishes and demands of the Horned Rat is issued and maintained by the ruthless tyranny of the Council of Thirteen, an organisation that consist of the twelve most powerful Warlords within the Under-Empire whilst the thirteenth seat is reserved for the Horned Rat himself. It is due only to the Council's harsh tyranny that the Under-Empire remains unified in some shape or form for centuries, for none could ever hope to overcome the legions



of warriors the Council has under their iron-fisted rule.^[1k]

Out of all the mortal civilisations within the greater world, no single species, neither the ruthless barbarian tribes of the north nor the savage greenskins of the east can be compared in terms of instability to that of the Skaven Under-Empire. The Skaven species as a whole is extremely divided, often far more divided than perhaps any other species known in existence. Such disunion and ruthless lack of cooperation stems from the Skaven's insatiable need to survive, thrive, and reign tyrannical over his brethren. To a Skaven, there is no such thing as pity, remorse, compassion, or cooperation. There is simply survival, survival in a turbulent society that only spares those that possess the brute strength, extreme cunning, and the vicious instinct to outmanoeuvre and kill the opposition, no matter the cost or the body count of either friend or foe.^[1e] Though no matter how divided their species may be, they are nonetheless unified in a single cause, and that cause is to conquer the surface world and bring about the Great Ascendancy, where it is said that the Horned Rat's children will swarm across the face of the earth and claim all of it as their own.^[2n]

The Skaven, in terms of physical appearance, look almost exactly like large bipedal rats, possessing just enough intelligence to make simple tools and converse in a developed language. The more gifted among them are able to learn complex mathematics and rudimentary engineering. Skaven have an expected lifespan of about a handful of years or less;

that said, were it not for the (often violent) internal competition of their species, they might live to be in their 20's. More powerful members of Skaven society tend to live longer, even hundreds of years, due to the use of drugs, magic, or frequent use/exposure to the unstable magical substances .

Most have brown, often dirty or matted fur, with large fangs in the upper jaw structure, red blood-shot eyes, over-grown claws, and a naked tail growing to the size of its body length. The large majority of Skaven are normally malnourished, having scrawny arms and legs, and lacking greatly in terms of strength or weight. Though physically weaker than most species, Skaven are naturally faster, more agile, and natural diggers. As such, a Skaven can never truly go head to head with a human, and due to their cowardly nature, they will more likely run than engage in direct conflict. Only when cornered will a Skaven fight with a reckless sense of rage.^[1b]

1.9. Minataur

<i>Species</i>	<i>HP</i>	<i>AC</i>	<i>Speed</i>	<i>Surge Value</i>	<i>Innate Power</i>
Minataur	3	---	-1	---	Charge

the glazed bovine eyes of this bull-headed humanoid betray a feral cunning. With the torso of a muscular human, this beast is covered with thick, shaggy fur from the waist down. Its gnarled and callused



hands grip the haft of a massive axe, the edge stained from the blood of its previous victims. With a furious snort and a stamp of its hooves, it lowers its deadly horns.

Nothing holds a grudge like a minotaur. Scorned by the civilized species centuries ago and born from a deific curse, minotaurs have hunted, slain, and devoured lesser humanoids in retribution for real or imagined slights for as long as anyone can remember. Many cultures have legends of how the first minotaurs were created by vengeful or slighted gods who punished humans by twisting their forms, robbing them of their intellects and beauty, and giving them the heads of bulls. Yet most modern minotaurs hold these legends in contempt and believe that they are not divine mockeries but divine paragons created by a potent and cruel demon lord named Baphomet.

The traditional minotaur's lair is a maze, be it a legitimate labyrinth constructed to baffle and confuse, an accidental one such as a city sewer system, or a naturally occurring one such as a tangle of caverns and other underground passageways. Employing their innate cunning, minotaurs use their maze lairs to vex unwary foes who seek them out or who simply stumble into the lairs and become lost, slowly hunting the intruders as they try in vain to find a way out. Only when despair has truly set in does the minotaur move in to strike at its lost victims. When dealing with a group, minotaurs often let one creature escape, to spread the tale of horror and lure others to their mazes in hope of slaying the beasts. Of course, to minotaurs, these would-be heroes make for delicious meals.

Minotaurs might also be found in the employ of a more powerful monster or evil creature, serving it so long as they can still hunt and dine as they please. Usually, this means guarding some powerful object or valuable location, but it can also be a sort of mercenary work, hunting down the foes of its master.

Minotaurs are relatively straightforward combatants, using their horns to horribly gore the nearest living creature when combat begins.

1.10. *Yuan-ti*

<i>Species</i>	<i>HP</i>	<i>AC</i>	<i>Speed</i>	<i>Surge Value</i>	<i>Innate Power</i>
Yuan-ti	2	---	2	---	---

The serpent creatures known as Yuan-ti are all that remains of an ancient, decadent human empire. Ages ago their dark gods taught them profane, cannibalistic rituals to mix their flesh with that of snakes, producing a caste-based society of hybrids in which the most snakelike are the leaders and the most humanlike are spies and agents in foreign lands

Yuan-ti player Heros are Yuan-ti Pureblood- called a pureblood for short. Yuan-ti purebloods serve a special role in their society by being agents, assassins, liaisons or spies as they can hide their serpentine features very easily. Yuan-ti pureblood names either female names or male names has the "Hissing Sound, Heat or Scent Variations as names" which is



ending with the letter “S” also Z, SH, T, L, V, TH, H type of sounds too.

Male Names: Akris, Athanos, Daziss, Ischyros, Kress, Mariss, Oshphim, Salethar, Sarek, Selanu, Sellak, Shanastar, Shiraal, Silass, Thaxos, Tithian, Xamres, Xutan, Zorai, Zureth.

Female Names: Ashissa, Caress, Daisha, Deryssa, Ibisiss, Ivaniss, Lalassu, Nassirah, Nessa, Nysia, Pyrrha, Saaveed, Sadai, Salah, Shallia, Suehra, Thassia, Veeshis, Ydriss, Zivlil.



Species Mods Table

<i>Species</i>	<i>HP</i>	<i>AC</i>	<i>Speed</i>	<i>Surge Value</i>	<i>Innate Power</i>
Human	2	---	1	1	---
Dwarf	2	1	-2	1	Cast Iron Stomach
Elf	-1	2	2	1	---
Halfling	-1	---	3	---	Hide
Half-Elf	---	1	2	1	---
Half-Orc	2	1	---	1	---
Dragonborn	1	2	-1	---	Hurled Breath
Skaven	-1	1	2	---	Distant Diversion
Minataur	3	---	-1	---	Charge
Yuan-ti	2	---	2	---	---



Species Innate Powers

All Species' Innate Powers can be considered passive (i.e., always apply) unless otherwise stated.

Cast-Iron Stomach

You get a +5 bonus to rolls to end the Poisoned condition.

Charge

At-Will Power

Move up to your speed, then attack one adjacent Monster.

Attack +8

Damage 1

Hide

Use at the end of your Hero Phase. Remove your Hero from play. At the start of your next Hero Phase, place your Hero on any square within 5 squares of where you started. While your Hero is out of play, you do not draw Encounter cards for any reason.

Hurled Breath

At-Will Power

You hurl fiery draconic breath, engulfing your foes a short distance away.

Use at the start of your Hero Phase. Until the start of your next Hero Phase, your Hero regains 1HP whenever you successfully hit with an attack.



2. Choose a Job

Summary:

1. Choose to start with 30XP
or
Select a Job and Add/subtract Job Mods to
Hero
A Job is a combination of stat mods, At-Will/Daily/UTIL powers and a Hero power
 - a. When there is a conflict between any stats or power directives in building a Hero the player is allowed the final choice of which is used.
2. A player can spend XP to buy a Power from a different Job or Specialty for an increased price.
3. A player can also spend XP to buy a Common Power or Wushu martial arts style set of Powers
4. If your Species offers an Innate Power choose between it and the one listed for your Job.

If you wish to build a customized Hero from the ground up begin with a Hero with a Species and 30XP. Choose a Job, Disadvantage, Common Power or Wushu Style to spend your Hero's XP on as you see fit. See what combinations you can come up with. Also, remember, as your Hero completes adventures they will gain XP that they can then return here to spend as well.

Job Mods Table

Some Jobs are "sub-Jobs" of other, parent Jobs. These "sub-Jobs" are called Specialties. Specialties are similar, but slightly different versions of their parent Job. This comes into play when categorizing and choosing a Job or Specialty when creating a Hero. It also is important when leveling up a Hero and spending XP to directly buy another Job or Specialty's Power.

Wushu Monks and Asian Fantasy Jobs - Wushu Monks have perfected unarmed combat into the martial arts. Some also specialize in a specific type of weapon. Others supplement their unarmed arts with arcane or divine powers.



New Heroes begin with the following number of Powers available for them to select. Select a Job that defines what type of Powers they will be. For descriptions of each job and their associated Powers see [the Job Powers section](#).

At-Will: 2

Utility: 1

Daily: 2

							Job Power Types		
Job	Sub-Job	HP	AC	Speed	Surge Value	Job Power	Util	At-Will	Daily
Fighter		2	1	---	1	Heavy Strike	FTR	FTR	FTR
Barbarian	FTR	3	-1	-1	1	Rage	BAR	BAR	BAR
Monk - Heavy	FTR	---	1	1	---	Unarmored AC Bonus Unarmed Attack Bonus	RGE	FTR	PLD
Monk - Wushu	FTR	-1	1	---	---	Select 1 Wushu Style	PLD	NJA	SAM
Paladin	FTR	1	---	---	1	Healing Hands	PLD	PLD	PLD
Ranger	FTR	---	---	---	2	Monster Slayer	RGE	FTR	RGE
Samurai	FTR	2	2	-1	-1	Kiai	SAM	SAM	SAM
Archer		-1	2	3	---	Clustered Shot	ARC	ARC	ARC
Kyudoka	ARC	2	2	-1	-1	Select 1 Wushu Style	SAM	ARC	SAM
Rogue		---	2	2	---	Sneak Attack	RGE	RGE	RGE
Assassin	RGE	1	---	---	1	Executioner's Blade	ASN	ASN	ASN
Ninja	RGE	-1	2	3	-2	Disarm	NJA	NJA	NJA
Sniper	RGE	-1	1	2	---	Clustered Shot	RGE	ARC	RGE
Wizard		-2	-1	3	4	Mage Hand	WIZ	WIZ	WIZ
Battle	WIZ	1	---	---	1	Lightning Bolt	WIZ	FTR	WIZ



Mage									
Night blade	WIZ	---	-1	2	1	Executioner's Noose	WIZ	ASN	WIZ
Alchemist	WIZ	---	-1	2	1	Does not discard Potions	WIZ	RGE	WIZ
Sorcerer		-1	-2	4	3	Innate Magic	SCR	SCR	SCR
Wu Jen	SCR	-1	-1	1	1	Select 1 Wushu Style	SCR	SCR	SCR
Warlock		2	1	---	1	Curse	WAR	WAR	WAR
Cleric		1	2	---	1	Healing Hands	CLR	CLR	CLR
Warpriest	CLR	2	1	-1	---	Healing Hands	CLR	FTR	CLR
Shukenja	CLR	0	1	---	-1	Select 1 Wushu Style	CLR	CLR	SAM
Shaman		1	2	---	1	Spirit Companion	SHM	SHM	SHM
Druid	SHM	1	1	1	-1	Spirit Companion	SHM	CLR	SHM

Hero Disadvantages

When creating a Hero the player can choose to take a Disadvantage. A Disadvantage is a flaw or handicap that affects the Hero. In exchange for taking a Disadvantage the Hero gains XP that can then be used later.

Age

When leveling up, the Hero does not gain HP, AC or Surge Value bonuses.

XP value: 20

Bad Knee

"I used to be an adventurer like you..."

The Hero takes a permanent -1 penalty to their Speed. Can be taken twice.

XP value: 10



Bad Negotiator

Between Adventures the Hero can only sell treasure cards for 25% of face value.

Brittle

When taking damage take +1 damage.

XP value: 20

Clumsy

The Hero takes a permanent -1 penalty to their AC.

XP value: 20

In addition to leveling up the job your Hero has, a XP can be spent on buying Powers directly. This is more expensive than leveling up a class. Also, without leveling up the Hero does not gain an increase in HP, AC and surge Value.

<i>Job desired Power Belongs to</i>	<i>Example</i>	<i>XP Cost</i>
Different Specialty of current Job	A Ranger wants to buy a Paladin Power. Both are Specialties of the Fighter Job	At-Will 25 Utility 20 Daily 20
Parent class of current Job	A Ranger wants to buy a Fighter Power	At-Will 20 Utility 15 Daily 15
Different Job than Parent job	A Ranger wants to buy a Rogue Power	At-Will 25 Utility 20 Daily 20
Different Specialty of of different Job	A Ranger wants to buy an Assassin Power	At-Will 30 Utility 25 Daily 25



Common Powers

Common Powers are available to any Hero at any point. They are not restricted by Job or Specialty.

Weapons Training

XP Cost: 10xp

The Hero is skilled in a specific type of weapon and gains a +2 bonus to attack rolls when using the type of weapon. Marital Training can be purchased for the following types of weapons:

Sword Training

Dagger Training

Axe Training

Staff Training

Hammer Training

Thick Skinned

XP Cost: 15

The Hero gains a permanent +1 AC bonus. This skill can be purchased multiple times for stacking bonuses (i.e., +1AC 15xp, +2AC 30xp, etc.)

Second Wind

XP Cost: 20

At-Will Power. The Hero hero gains their Surge Value in HP and a +2 AC until the start of their next Hero phase.

Sprinter

XP Cost: 15

The Hero gains a permanent +1 Speed bonus. This skill can be purchased multiple times for stacking bonuses.

Phoenix Feather

XP Cost: 20

The Hero gains a permanent +1 Surge Value bonus. This skill can be purchases multiple times for stacking bonuses.



Pick Lock

XP Cost: 20

The Hero gains a +5 bonus when attempting to unlock a locked door or chest.

Companion

XP Cost: varies by type of companion

Animal

XP: 20

Melee

AC 11

HP 5

Speed 5

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Ranged

AC 11

HP 5

Speed 5

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Guardian

XP: 30

Melee

AC 11



HP 5

Speed 5

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Ranged

AC 11

HP 5

Speed 5

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Mount

XP: 20

Hero shares a square with the Mount Companion. The pair move based on the Speed of the Mount. If killed, the Mount can be revived when the owning Hero uses a Surge Token.

Pack Animal - Draft Horse, Rhino, large Riding Lizard

AC 11

HP 5

Speed 5

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Scout - Horse, Riding Bird, bipedal Riding Lizard



AC 11

HP 2

Speed 10

Δ if attacked Mount will move away from the attacker.

Δ If no Hero is riding the pack Animal it targets the owning Hero during the Hero's Villan Phase.

[1-10] will move toward closest Hero

Companion Advantages:

- Armored - +1AC for each 5xp spent
- War-Trained - +1HP for each 5xp spent.
- Swift - +1 Speed for each 5xp spent.

Blood Oath

XP Cost: 10

The Hero chooses one type of Monster. When attacking that type of Monster the Hero gains a +2 to Attack rolls and does an extra +1 damage for a successful hit. Examples of types of Monsters are:

- Undead
- Aberrations (including Monstrosities and Outsiders)
- Humanoids
- Reptiles
- Beasts (including Animals and Vermin)

Wushu Styles

Wushu represents the perfect of specific martial arts styles. Each can be purchased with a Hero's XP just as a standard Job or Common Power would be. Each Wushu style requires an initial XP purchase and grants an initial set of Powers. Further Powers within that Wushu style can be purchased for XP but are also based on the Hero's level, requiring continued perfection of the style.



Wushu Style	XP Cost	HP	AC	Speed	Surge Value	Number of Wushu Power Uses as 1 Action	Wushu Power	Level Available
Kukmakyu	30	---	1	---	1	3	Strike	1/2/3
							Kick	1
							Move	1
							Mental	1
Kenku	30	2	2	-1	-1	1	Kick	1/2/3
							Strike	1
							Throw	4
							Move	5
Khutte	30	-1	2	3	-2	2	Lock	1/2/3
							Strike	1/2
							Kick	2
							Move	4
							Mental	5
Jujutsu	30	-1	1	2	---	2	Throw	1/2/3/4
							Move	1/3
							Vital Area	1/2
							Mental	1/2/3

Leveling Up

Between scenarios a Hero can spend their XP to level up. Raising your Hero's Level increases their Hit Points, Armor Class, and Surge Value. It also allows you to choose a new Power (based on the level attained).

Leveling up costs (current level - 1) * 10. So, to go to 2nd level a Hero needs to spend 10XP. To go to 10th level a Hero would need to spend 90xp.

Leveling up increases the Hero's HP, AC and Surge Value: +2 HP, +1 AC, +1 Surge Value.



The Level Up Treasure Card can also give you the opportunity to level up your Hero.

The new Power earned with the level depends on the level. See below.

Leveling Up Table

Power Type	Level	XP	Per Level		
Daily	1	30	HP	AC	Surge
Utility	2	10	+2	+1	+1
At-Will	3	20	+2	+1	+1
Daily	4	30	+2	+1	+1
At-Will	5	40	+2	+1	+1
Daily	6	50	+2	+1	+1
Utility	7	62	+2	+1	+1
At-Will	8	70	+2	+1	+1
Daily	9	80	+2	+1	+1
At-Will	10	90	+2	+1	+1

3. PowersReference

Wushu Powers

When a Hero buys a Wushu Style they are immediately granted the Stats bonus listed as well as the following Powers. Level 1 Powers the Hero gains on buying the Wushu Style. Other Powers listed that are dependent on the Hero having reached a certain level can be purchased individually for the XP cost listed.

Wushu Style	XP Cost	HP	AC	Speed	Surge Value	Number of Wushu Power Uses as 1 Action	Wushu Power	Level Available
Kukmakyu	30	---	1	---	1	3	Strike	1/2/3
							Kick	1
							Move	1
							Mental	1



Kenku	30	2	2	-1	-1	1	Kick	1/2/3
							Strike	1
							Throw	4
							Move	5
Khutte	30	-1	2	3	-2	2	Lock	1/2/3
							Strike	1/2
							Kick	2
							Move	4
							Mental	5
Jujutsu	30	-1	1	2	---	2	Throw	1/2/3/4
							Move	1/3
							Vital Area	1/2
							Mental	1/2/3

Kukmakyu Style

Strike

1. Iron Fist
2. Crushing Blow

XP Cost: 5

Requires the Kukmakyu Wushu style base Power has been purchased as well as the Hero having reached Level 2.

3. Eagle Claw

XP Cost: 10

Requires the Kukmakyu Wushu style base Power has been purchased as well as the Hero having reached Level 3.

Kick

1. Circle Kick

Movement



1. Immovability

Mental

1. Iron Skin

Kenku Style

Kick

1. Circle Kick
2. Flying Kick

XP Cost: 5

Requires the Kenku Wushu style base Power has been purchased as well as the Hero having reached Level 2.

3. Backwards Kick

XP Cost: 10

Requires the Kenku Wushu style base Power has been purchased as well as the Hero having reached Level 3.

Strike

1. Crushing Blow

Throw

4. Hurl

XP Cost: 15

Requires the Kenku Wushu style base Power has been purchased as well as the Hero having reached Level 4.

Movement

5. Speed

XP Cost: 20

Requires the Kenku Wushu style base Power has been purchased as well as the Hero having reached Level 5.



Khutte Style

Lock

1. Locking Block
2. Immobilizing

XP Cost: 5

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 2.

3. Choke Hold

XP Cost: 10

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 3.

Strike

1. Crushing Blow
2. Iron Fist

XP Cost: 5

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 2.

Kick

2. Flying Kick

XP Cost: 5

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 2.

Movement

4. Missile Deflection

XP Cost: 15

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 4.

Mental

5. Meditation

XP Cost: 20

Requires the Khutte Wushu style base Power has been purchased as well as the Hero having reached Level 5.



Jujutsu Style

Throw

1. Fall
2. Instant Stand

XP Cost: 5

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 2.

3. Hurl

XP Cost: 10

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 3.

4. Great Throw

XP Cost: 15

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 4.

Weapon

1. Weapon Catch
3. Steel Cloth

XP Cost: 10

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 3.

Vital Area

1. Pain Touch
2. Paralyzing Touch

XP Cost: 5

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 2.

Mental

1. Meditation
2. Iron Skin

XP Cost: 5

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 2.

3. Levitation



XP Cost: 10

Requires the Jujutsu Wushu style base Power has been purchased as well as the Hero having reached Level 3.

Wushu Attacks by Type:

Kicks

Circle Kick

At-Will Power

In this dramatic ckick, the attacker builds up power and momentum by spinning in a complete circle before landing the kick.

ATTACK +8

DAMAGE 2; miss and Hero is Immobilized

Flying Kick

At-Will Power

This spectacular kick requires 1 clear square between the attacker and the target. The Hero leaps high into the air and leads with a powerful kick to the head. Whether or not the attack is successful, place the Hero adjacent to the target Monster.

ATTACK +8

DAMAGE 3; miss and Hero is Immobilized

Backward Kick

At-Will Power

The Hero attempts a normal attack against any Monster in the square adjacent to and behind the Hero. The Hero does not take a penalty for their facing.

ATTACK +8

DAMAGE 1

Locks

Choke Hold

At-Will Power



When using a Choke Hold no attacks can be made until the start of the Hero's next Hero Phase as they are entirely occupied in gripping and holding their adjacent opponent. If a successful attack roll is made against an adjacent Monster the choke has been applied. Once applied, the hold must be maintained until the start of the Hero's next Hero Phase. The target Monster can't take any action during its next Villain Phase Activation. At the start of the Hero's next Hero Phase the Hero is free to move and act again, and the target of the attack takes 1 damage and skips its next Activation.

ATTACK +10
DAMAGE 1 + Immobilized

Locking Block

At-Will Power

This action can be taken instead of a normal attack. Attack 1 adjacent Monster. If successful, the Hero has trapped their opponent's weapon, leg, or arm in a scissors arm-lock and it cannot be used to make attacks. The target skips its next Activation. Until the end of the Hero Phase the Hero cannot move but can make attacks against the target Monster with a +4 bonus to their Attack roll.

ATTACK +8
DAMAGE target skips next Activation

Immobilizing

At-Will Power

With one hand the Hero is able to grip and hold an adjacent opponent in a way that keeps them from Activating during their next Villain Phase. The Hero is still able to make attacks after successfully Immobilizing a Monster.

ATTACK +9
DAMAGE target skips next Activation

Throw

Fall

This is a passive Power.

The Hero does not take any Damage when moving vertically down up to 5 squares. Beyond that, the Hero takes 1HP damage per square for every 6+ squares of vertical downward movement.



Hurl

At-Will Power

This type of throw relies on both strength and leverage. The Hero attacks an adjacent Monster. On a successful hit the Hero picks up and throws it up to 5 spaces away and the Monster takes 2 Damage.

ATTACK +9

DAMAGE 2 + move 5 squares

Movement

Immovability

Passive Power.

By carefully positioning their feet and learning to tense and relax various muscles, the Hero can avoid being moved, knocked, lifted or thrown by any Power. Any time the Hero would be moved they can roll a 10+ to remain in place.

Missile Deflection

Passive Power

Relying on the speed of their reflexes and the nimbleness of their footwork, the Hero is sometimes able to avoid ranged attacks. When a Monster rolls a successful Attack on the Hero they can roll a 10+ to avoid the attack. If the roll fails then the Attack hits normally.

Speed

Daily Power

The Hero has developed lightning-fast reflexes and powerful muscles mainly by concentrating and learning how their body controls its movement. Until the end of their next Hero Phase the Hero can take 4 actions each phase instead of the normal 2. No matter how many Attack or Move actions the Hero has already taken this Phase they can now take a total of 4 Attack or Move actions.

Strikes



Iron Fist

At-Will Power

Through various toughening exercises the Hero has hardened their hands so much that they feel like steel.

ATTACK +10

DAMAGE 2

Crushing Blow

The Hero is able to shatter or break hard objects with a blow of their hand. If there is a breakable object typically made of wood, ceramics or masonry but not metal (such as a fence, crate, vase or chest) adjacent to the Hero they can take a free action to open/search it. If the Hero is adjacent to a Monster they can attack the Monster.

ATTACK +8

DAMAGE 1 + Hero's Level

Eagle Claw

At-Will Power

Through physical exercise and concentration the Hero can summon immense crushing strength into their hand. This requires great concentration and is the last action the Hero can take for the rest of their Hero Phase.

ATTACK +8

DAMAGE 3

Vital Area

Pain Touch

At-Will Power

Simply by pressing their finger against specific points of the body, the Hero can cause great pain in their victims. This is done as a normal Attack action. The attack causes no damage but the target Monster's attack rolls and AC take a -2 penalty. This condition remains in effect until the start of the Hero's next Hero Phase.

ATTACK +10

DAMAGE -2 AC and Attack



Paralyzing Touch

At-Will Power

By placing pressure on specific nerve junctions, the Hero can paralyze their victim. A successful Attack roll causes the target Monster skip their next Activation.

ATTACK +10

DAMAGE Monster skips their next Activation

Mental Disciplines

Meditation

At-Will Power

Using a balancing of mental states the Hero is able to manipulate their metabolism and internal energies. At the start of the Hero's Hero Phase they begin to meditate. They can take no further Actions until the start of their next Hero Phase. At that time the Hero gains their Surge Value in HP.

Iron Skin

Passive Power

The Hero has trained rigorously to be able to harden their muscles like iron. The Hero gains a +2 AC bonus when not using any armor items.

Levitation

Utility Power

This is perhaps the rarest of Wushu abilities, since it requires the utmost of mental discipline and concentration. Through continued practice the Hero is able to make their body feel lighter, using their mental power to negate their own weight. The Hero is able to move up to their Speed horizontally across any crevice, pit, or trap on the floor. They cannot move up or down vertically or through walls or obstacles.

Job Powers



Wizard

A Wizard is a person who has studied the arcane arts and formulas of magic.

Job Power: Mage Hand - You can open doors up to 5 squares from you, not only doors adjacent to you.

At-Will

Arc Lightning

Lightning leaps from your outstretched hands, blasting your foes.

Attack up to two Monsters. Each monster can be within 5 squares of you.

ATTACK +7

DAMAGE 1

Hypnotism

Your enemy's mouth goes slack as your magic takes control.

Choose a Monster within 5 squares of you. Move that Monster 5 squares. If it ends adjacent to another Monster, make an attack against the second Monster.

ATTACK +9

DAMAGE 1

Lightning Bolt

Brilliant bolts of blue-white lightning erupt from your outstretched hand.

Attack one, two, or three Monsters. Each Monster can be within 5 squares of you.

ATTACK +8

DAMAGE 2; miss: 1 damage

Magic Missile

You launch a silvery bolt of energy at a monster.

Attack one Monster within 15 squares of you. If you miss and the Monster is more than 5 squares away from you, place it 5 squares closer to you.

ATTACK +8

DAMAGE 1



Ray of Frost

A blistering ray of white frost streaks to your target, slowing its reactions.

Attack one Monster on your tile or on any tile within 2 tiles of you.

ATTACK +7

DAMAGE 1

Scorching Burst

You create a vertical column of golden flames that burns all within it.

Choose a tile 5 squares away from you. Attack each Monster on that tile.

ATTACK +7

DAMAGE 1

Thunderwave

You create a wave of sonic power that lashes your enemies.

Attack each Monster within 5 squares of your Hero. After the attack, choose a tile within 5 squares of you. Place each Monster on your tile on the chosen tile.

ATTACK +7

DAMAGE 1

Utility

Dispel Magic

Use when you draw or turn over an Encounter Card. Cancel that Encounter Card.

Illusionary Crowd

You create an illusionary crowd of defenseless people to draw the monsters away from you.

Use this power during your Hero Phase. Place a 2x2sq Illusionary Crowd marker in an area without a marker. Place each Monster within 10 squares of the Illusionary Crowd tile. The Illusionary Crowd counts as a Hero when a Monster chooses a target. The Illusionary Crowd has AC 14 and 1 HP. Remove the Illusionary Crowd marker when it is damaged.

Invisibility



You vanish from sight.

Use this power during your Hero Phase. Until the start of your next Hero Phase, you do not count as the closest Hero for any Monster's tactics. Monster attacks that attack your Hero's square still attack you.

Mirror Image

You create three duplicate images of yourself.

Use this power during your Hero Phase. Place 3 Mirror Image tokens on your Hero Card. For each Mirror Image token on your Hero Card, you gain +2 AC. Whenever a Monster misses you with an attack, remove 1 Mirror Image token.

Shield

You throw up your hand, and a shield of arcane energy protects you from attack.

Use this power when a Monster hits you. The monster's attack misses instead. You gain a +2 bonus to AC until the end of your next Hero Phase.

Wizard Eye

You see through a magical hovering eye, allowing you to explore from a distance.

Use this power during your Hero Phase. Place the Wizard Eye token within 10 squares of you. Instead of moving during your Hero Phase, you can move the Wizard Eye marker up to 5 squares. During your Exploration Phase, you can explore as if your Hero was on the Wizard Eye's square for any effects that involve your Hero's location.

Daily

Fireball

A globe of orange flame forms in your hand and you hurl it. It explodes in a fiery burst..

Choose a 5x5sq area up to 5 squares away from you. Attack each Monster in that area.

ATTACK +7

DAMAGE 3; Miss: 1 Damage

Flaming Sphere



You conjure a rolling ball of fire and control where it goes.

Place 3 Flaming Sphere tokens in a stack on any square within 5 squares of you. Instead of moving during your Hero phase, you can move the Flaming Sphere stack up to 5 squares. At the end of your Hero Phase, you can remove 1 Flaming Sphere token and deal 1 damage to each Monster within 5 squares of the token.

Freezing Cloud

You shoot a pellet from your hand that explodes into a cloud of icy mist.

Place a Freezing Cloud marker within a 5x5sq area without a marker 5 squares away from you. Place 3 Cloud tokens on the Freezing Cloud marker. At the end of your Hero Phase, remove 1 token from the Freezing Cloud marker and deal 1 damage to each Monster within 5 squares of the marker.

Lightning Bolt

Brilliant bolts of blue-white lightning erupt from your outstretched hand.

Attack one, two or three Monsters within 5 squares of you.

ATTACK +7

DAMAGE 2; miss 1 damage

Shock Sphere

You hurl a crackling orb of lightning, engulfing your foes in its electric embrace.

Choose a 5x5sq area up to 10 squares from you. Attack each Monster in that area.

ATTACK +9

DAMAGE 2; miss 1 damage

Spectral Ram

You bash your foe with arcane force that sends it reeling.

Attack one Monster within 10 squares of you. Hit or miss, place the Monster within 10 squares of where it started.

ATTACK +9

DAMAGE 3; miss 1 damage



Battle Mage

Job Power: Acid Arrow -

Nightblade

Job Power: Executioner's Noose - Attack one monster within 5 squares of your Hero. If you hit, move the Monster adjacent to your Hero.

Attack +7

Damage 1

Alchemist

Job Power: Does not discard Potions. When using a consumable item (such as a potion or scroll) that would be discarded after use, the item is instead turned over and kept until the end of the Adventure.

Sorcerer

A Sorcerer draws magic from an internal, innate source rather than having to study formulae like a wizard. Sorcerers tend to have powerful but difficult to control Powers.

Job Power: *Overchannel* - Once during each of your Hero Phases, after you hit with an attack, you may take 1 damage to deal +1 damage. This does not count as taking an Action.

At-Will power

Acid orb

You hurl an orb of acid at a distant enemy.

Attack one Monster within 10 squares of you. If it hits and the roll is even, do + 1 damage.

ATTACK +6

DAMAGE +1

Burning spray

With a swing of your arm, you let loose a raging torrent of fire.



Attack each monster within 5 squares of you. If an attack misses and the role was odd, you take one damage.

Attack +5

Damage 1

Chaos bolt

You unleash a charge of wild magic that strikes as it may.

Attack a monster within 5 squares of you. if it hits and the roll is 16 to 20, make another attack against a different monster.

Attack + 7

Damaged 1

Utility power

Chaos Burst

A burst of magic gives you an unprecedented advantage.

Use this Power during your Hero Phase. Roll a d20 and to the following:

1-5: Each Hero within 5 squares regains 1 HP.

6-10: Until the end of your next Hero Phase Monsters ignore you.

11-15: Each Hero can remove 1 Condition

16-20: You gain 1 Healing Surge

Favor of Chaos

Chance appears to be on your side.

Use after any die roll. Reroll the die and add 5 to the result.

Serpent Sight

Your keen sense of sight allows you to avoid trouble ahead.

Use this Power when an Encounter card is drawn/turned over. Ignore the Encounter card and return it to the deck.

Teleport Storm

You open up a vortex to aid your allies and harm your foes.



Use this Power instead of making a Move action. You may move each Hero and Monster within 5 squares of you to any square within 10 squares of where you started.

Daily power

Dancing Elements

Whatever magic that you believe in answers in strange ways.

Attack a monster within 5 squares. if you hit, attack another monster within 5 squares of the first Monster. Repeat this attack until you hit the same monster twice or miss an attack.

Attack +6

Damage 2; miss: 1 damage

Prismatic Ray

A brilliant beam of shifting color strikes your foe.

Attack of monster within 5 squares of you. Hit or miss, do the following:

1-5: the monster skip sits next activation

6-10: move the monster up to 10 squares

11-15: deal 1 damage to each monster within 5 squares of the Target Monster

16-20: +2 damage for this attack

ATTACK+6

DAMAGE 2; miss: 1 damage

Wild Explosion

You unleash a magical maelstrom with unpredictable results.

Attack of monster within 5 squares of you. Hit or miss, do the following:

1-5: 1 damage to each Hero and Monster

6-10: Move each Hero and Monster 5 spaces away

11-15: Move each Monster 15 spaces away

16-20: Each Monster skips it's next activation

ATTACK+6

DAMAGE 2



Fighter

A Fighter is a person trained in the basics of combat

Job Power: *Forceful Striker* - Whenever you hit a Monster with an attack, you can move that Monster 1 square in any direction after all damage is dealt.

At-Will power

Charge

At-Will Power

Move up to your speed, then attack one adjacent Monster.

Attack +8

Damage 1

Cleave

Attack each adjacent Monster.

ATTACK +7

DAMAGE 1

Hit and Run

You quickly strike and then retreat to safer ground.

Attack one adjacent Monster. Hit or miss, place your Hero on any square up to 5 squares away.

Attack +6

Damaged 1

Heavy Strike

You gather all you have for one powerful

Attack one adjacent monster.

Attack + 10

Damaged 1

Reaping Strike

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.



Attack one adjacent Monster twice.
Attack +4
Damaged 1

Sure Strike

You trade power for precision.
Attack one adjacent Monster twice.
Attack +11
Damaged 1

Tide of Iron

After each mighty swing, you advance as you push your enemy back.
Attack one adjacent Monster. If you hit, place that Monster (if it isn't destroyed) on a square within 5 squares of you, and you can move to any square within 5 squares.
Attack +8
Damaged 1

Third Eye

The Hero controls their breathing and concentrates on the coming attack.

The Hero uses an action to prepare for attack. The Hero gains a +3 to their AC until the start of their next Hero Phase.

Trapping Strike

Your challenge draws out your opponent.
Choose one Monster within 5 squares of you. Place that Monster adjacent to your Hero and attack it.
Attack +8
Damaged 1

Meteor Strike

Cannot be used with any weapon Items in the same Action.

In an impressive display of strength, the Monk forcefully lifts the target over her head before swiftly suplexing it into the ground, a strike that rattles the battlefield to its foundations.

Attack 1 adjacent Monster.

ATTACK +8



DAMAGE 1 + Dazed

Util

Bodyguard

You block an attack that would strike down your ally.

Use this power when a Monster hits another Hero within 5 squares of you. The attack misses instead, and you swap positions with the Hero that was attacked.

Counter

By keeping a close eye on her opponents, the Hero is able to marshal a counterattack at a moment's notice.

Use this Power when you are attacked by a Monster. Your Hero immediately attacks the Monster that attacked them.

ATTACK +8

DAMAGE 1

Get Over There

You leap into a more advantageous position.

Use this power during your Hero Phase instead of moving. Choose a Monster within 10 squares of you. Place your Hero adjacent to that Monster.

Inspiring Advice

You encourage your teammate to fight on.

Use when a Hero misses a Monster with an attack. The Hero rerolls the attack. If the attack misses, do not mark this Power used.

One for the Team

You protect your ally from the hazards of the dungeon.

Use when any player draws an Encounter Card. Resolve the Encounter Card as if you drew it.

Power Strike



This card starts with 3 Power Strike tokens on it. Once each time your Hero hits an adjacent Monster, you can remove 1 Power Strike token from this card. If you do, the attack deals +1 damage to the monster. If there are no Power Strike tokens remaining, mark this Power as used. If an ability flips this card face up, add Power Strike tokens up to a total of 3.

To Arms!

You rally your companions to meet your foe head on.

Use when a new Monster is placed on a square, you and one Hero within 5 squares can move your speed.

Unbalancing Parry

You block an attack and slide your enemy away from you.

Use this power when an adjacent Monster hits you. The attack misses instead. Place that Monster on a tile within 1 tile of you.

Unstoppable

Your adrenaline carries you through the battle.

Use this power at the start of your Hero Phase. You regain 2 Hit Points.

Daily

Bounding Attack

You swiftly move to your foe and strike.

Place your Hero on a tile within 5 squares of you. Attack one adjacent Monster.

ATTACK +6

DAMAGE 3; Miss: 1 Damage

Brute Strike

You shatter your enemy's defenses with a powerful blow.



Attack one adjacent Monster. If you miss, do not mark this Power as used.

ATTACK +5

DAMAGE 4

Come and Get It

You call your opponents toward you and deliver an attack they won't forget.

Choose a 5x5sq area within 5 squares of you. Place each Monster in that area adjacent to your Hero, and then attack each adjacent Monster.

ATTACK +6

DAMAGE 1

Earth Slash

Cannot be used with any weapon Items in the same Action.

The Hero slams the ground with one outstretched palm, sending a violent tremor that surges through the earth before erupting in a shower of rocks and debris.

Attack each Monster within 5 squares of you.

ATTACK +7

DAMAGE 1

Taunting Advance

You rush forward and call forth your enemy.

Move your speed. Then choose a Monster within 2 tiles of you. Place that Monster adjacent to your Hero and attack it.

ATTACK +8

DAMAGE 3; miss: 1 damage

Samurai

Job Power: *Kiai (Fierce Shout)* - All Monsters within 5 squares of you suffer a -1 penalty to their AC.

At-Will

Daikyu Arrow



Wielding your Great Bow you unleash a volley of deadly arrows upon your enemy.

Attack one Monster within 5 squares of you.

ATTACK +9

DAMAGE 1

Dutiful Blade

You cannot fail; if death is not failure, you may only succeed or die in the attempt.

Attack one Monster adjacent to you.

ATTACK +5

DAMAGE 2

Honourable Slice

Embodying the code of the Bushido you race forward, raising your katana high, unafraid of death.

Attack one Monster adjacent to you.

ATTACK +8

DAMAGE 1

Utility

Immunity to Fear

Years of long training have prepared you to face the most terrifying of foes.

Use this power when you are affected by a Condition. Discard that Condition. The first time you use this power do not mark it as used.

Jito (Stewardship)

You watch over the area as you explore, directing the Heros along the right path.

Use this Power when you draw an Encounter or Monster card. Discard the card.

Paralyzing Shout

Harnessing your great Kiai you explode in a ferocious warlike shout.

Place this card on one Monster not a Villain. This monster is immobilized and cannot activate until the end of your next Hero Phase.



Uncanny Senses

Constantly acutely aware of your surroundings, you are almost impossible to surprise.

Use this power at the end of your Hero Phase. You may immediately Move and Attack again.

Daily

Bushido Obedience

No dishonor can go unavenged, so you set about you with katana and daikyu.

Attack each Monster within 5 squares of you.

ATTACK +6

DAMAGE 1

Ki Energy Focus

Ready to die at any time, you prepare yourself for what could be your final confrontaion.

Until the end of your next Hero Phase you gain +5 bonus to all Attack rolls.

No Mercy

Mercy is not due the enemy, so you raise your katana.

Attack one Monster adjacent to you. Hit or miss you may move up to 10 squares.

ATTACK +10

DAMAGE 3; miss: 1 damage

Barbarian

Job Power: Rage - You deal +1 damage while you have 4 or fewer HP.

At-Will

Fenris-Fang



Bruenor crafted this magnificent throwing hammer for his adopted son Wulfgar.

Attack 1 Monster within 5 squares of your Hero. If the Monster is adjacent, the attack roll has a +4 bonus.

ATTACK +5

DAMAGE 1

Lightning Cut

Fast as lightning you deliver a precise strike through your enemy's defenses.

Attack 1 adjacent Monster.

ATTACK +10

DAMAGE 1

Razing Blow

Your force all of your strength as a single brutal swing of your blade.

Attack 1 adjacent Monster.

ATTACK +6

DAMAGE 2

Recuperating Strike

Nothing restores Wulfgar's will to fight more than slamming his weapon into a foe.

Attack one adjacent Monster. On a hit, your Hero regains 1 HP.

ATTACK +5

DAMAGE 1

Reckless Charge

No matter the defense, driven by pure hate you charge at your opponent hungering for blood.

Move your Hero adjacent to a Monster up to 10 squares, then attack that Monster.

ATTACK +7

DAMAGE 3; Miss: 1 dmg



Throwing Hammer

Your hammer flies true!

Attack one adjacent Monster within 5 sq. of your Hero

ATTACK +8

DAMAGE 1

Rampage

"Two against one. Sounds like a fair fight!"

Attack one adjacent Monster, then attack one other adjacent Monster.

ATTACK +5

DAMAGE 1

Utility

Healing Herbs

Ancient healing secrets are passed from one generation to the next in the Tribe of the Elk.

Your Hero or 1 adjacent Hero regains 2 Hit Points.

Indomitable Stride

Fast as lightning you deliver a precise strike through your enemy's defenses.

Passive effect : While this card is not flipped over you can always benefit from its effect. You can't be slowed. if you receive a slowed token discard it immediately. When you are immobilized you can still move 2 squares, consider your speed to be 2 instead of 0.

Panther-like Agility

Fast as lightning you deliver a precise strike through your enemy's defenses.

Use this Power whenever you are the target of an attack. The attack misses you and you lose no hit points. Until the end of your next Hero Phase, you gain +2 AC bonus

Surge of Wrath

You strike from the shadows.



Use this Power during your Hero Phase. The next time you are going to use an attack power card during this turn. You can double its attack bonus OR add your level to the hit/miss damage.

Daily

Bear Hug

Ribs crack under the force of Wulfgar's embrace.

Attack 1 adjacent Monster.

ATTACK +5

DAMAGE 4; Miss: 2 damage

Great Cleave

With a great cry you swing your sword in a giant arc all around you.

Attack each adjacent Monster.

ATTACK +5

DAMAGE 3; Miss: 1 DMG

Vengeance of the Tribe

For the Tribe!

Attack each monster up to 5 squares. Before the attack, move within 5 squares of the target Monster.

ATTACK +6

DAMAGE 2

Roar of the White Lion

Show them your might and watch them flee!

Attack one adjacent Monster. After the attack, move each monster within 5 spaces up to 5 spaces away.



ATTACK +8

DAMAGE 2; Miss: 1

Monk - Heavy

A Heavy Monk is a rare Hero seeking tests of devotion to the totemic source inspiring their heavy physical training regimens. They are a small sect of aesthetics who devote themselves to little known totemic deities such as Rhino, Mammoth and Ape.

Job Powers:

Unarmored AC Bonus

Passive Power

The Hero gains a bonus to their AC equal to their Speed / 2 (rounded up) when they do not have any armor items in their possession.

Unarmed Attack Bonus

Passive Power

The Hero gains a bonus to attack rolls against adjacent targets equal to their Speed / 2 (rounded up) when they are not using any weapon or item with the attack action.

Monk - Wushu

Wushu Monks are aesthetics who train in one of several monastic enclaves around the known world. Their spiritual training involves both mind and body as simultaneous paths to understanding.

Job Power: A Wushu Monk selects 1 [Wushu Style](#) and gains its Powers.



Paladin

A Paladin is a holy warrior, seeking out and bringing death to the unholy and heretical in the world

Job Power: *Healing Hands* - You lay your hands upon wounds, channeling divine Light and healing the suffering. Your Hero or 1 adjacent Hero regains 2 Hit Points.

At-Will

Divine Challenge

You boldly confront a nearby enemy.

Choose one Monster within 5 squares of you. Place that Monster adjacent to your Hero. Attack one adjacent Monster.

ATTACK +8

DAMAGE 1

Holy Strike

You strike an enemy, igniting it with holy light.

Attack one adjacent Monster. If you started your Hero Phase adjacent to the Monster, deal +1 damage if you hit.

ATTACK +8

DAMAGE 1

Valiant Strike

The odds against you add strength to your attack.

Attack one adjacent Monster. When making this attack, you get a +1 bonus to attack for each Monster adjacent to your Hero.

ATTACK +8

DAMAGE 1

Utility

Bravery

Your bravery gives you the power to fight on.



Use when a Monster within 5 squares of you activates during any player's Villain Phase. Place your Hero adjacent to that Monster. You regain 1 hit point.

Lay On Hands

Your divine touch instantly heals wounds.

One adjacent Hero regains 2 hit points.

Noble Shield

You quickly throw up your shield, protecting your friends from harm at your expense.

Use when a Monster targets you and at least one additional Hero with the same attack. You are now the only target of the attack, but the attack roll against you is automatically a 20 and cannot be rerolled.

Virtue's Touch

Your gentle touch removes affliction.

Choose one adjacent Hero. End one condition on that Hero.

Daily

Arcing Strike

You swing your weapon in a wide arc.

Attack one or two adjacent Monsters.

ATTACK +9

DAMAGE 3; Miss: 1 Damage

Benign Transposition

You call upon divine power to switch places with an ally to strike a foe.

Choose 1 Hero within 10 squares of you. You swap positions with that Hero. After swapping positions, attack one adjacent Monster.

ATTACK +8

DAMAGE 3; Miss: 1 Damage



Righteous Smite

Attack one adjacent Monster. Hit or Miss: All Heroes on your tile regain 1 Hit Point.

ATTACK +9

DAMAGE 3; Miss: 1 Damage

Attacks on the Run

You run through your enemies, striking twice as you go.

Move your speed. Attack two Monsters that you were adjacent to during the movement.

ATTACK +4

DAMAGE 2; Miss: 1 Damage

Rogue

A Rogue uses their dexterity and stealth for sneaking, stealing and working with traps.

Job Power: Sneak Attack - You emerge from the shadows and position yourself to deliver a powerful strike to your enemy. Use this power at the start of your Hero Phase. You gain a +4 bonus to attack rolls and deal +1 damage until the end of your next Hero Phase.

At-Will

Backstab

You strike while your quarry is distracted.

Attack one adjacent Monster.

On a hit, you deal +1 damage if the Monster is adjacent to another Hero.

ATTACK +7

DAMAGE 1

Distracting Jab

You escape the clutches of your foe as it reacts to your attacks.

Attack one adjacent Monster. If you hit, move the Monster one square in any direction. After the attack, move your speed.



Attack +7

Damage 1

Furious Dagger

Though not martially inclined, Regis helps when his friends are in a bind.

Attack one adjacent Monster. If the Monster is adjacent to another Hero, you can instead attack it twice.

Attack +6

Damage 1

Lucky Strike

They fall for it if you're lucky; and then they fall.

Attack one Monster within 5 squares of you. If you hit and your attack roll is an even number, deal +1 damage.

Attack +7

Damage 1

Positioning Shot

To avoid your vicious attack, your enemy leaps exactly where you want it to be.

Attack one Monster within 10 squares of you. Hit or Miss: Place that Monster on any square within 10 squares of you.

Attack +7

Damage 1

Shortbow

While not really a marksman, Ratshadow can use a bow in a pinch.

Attack +5

Damage 1

Shortsword

Ratshadow learned quickly in life to take advantage of any opening.



Attack one adjacent Monster. If the Monster is adjacent to another Hero, the attack deals +1 damage on a hit.

Attack +5

Damage 1

Rapier

A lithe blade that provides constant pressure.

Attack 1 adjacent Monster. If you hit, 1 Hero within 5 squares of your Hero gains an Advantage.

Attack +7

Damage 1

Throwing Daggers

Ratshadow isn't always willing to jump directly into the fray.

Attack up to two different Monsters within 5 squares of you.

Attack +5

Damage 1

Utility

Tumbling Escape

You nimbly roll out of harm's way.

Use this power when a Monster hits you with an attack. The attack misses. Place your Hero on any square on any square within 5 squares of where you started.

Disarm

Use when you fail to disarm a trap. You successfully disable the trap.

Hide

Use at the end of your Hero Phase. Remove your Hero from play. At the start of your next Hero Phase, place your Hero on any square within 5 squares of where you started. While your Hero is out of play, you do not draw Encounter cards for any reason.



Tumble

Dodge skillfully around the battlefield.

Use at the start of any phase. Move your Hero up to 5 squares.

Practiced Evasion

A quick flip and quicker fingers disables the trap.

Use this power when you are hit by an attack from a Trap or Event Attack Encounter card. The attack misses. If the attack was from a Trap Encounter Card, you get a free disable check against that Trap.

Distant Diversion

The monster turns to investigate the sound of a thrown pebble.

Choose one Monster within 15 squares of you. Place that Monster up to 5 squares away from you.

Reliable Talent

The ability to disable traps rendered Ratshadow a valuable asset to any group.

Use during your Hero Phase. As an action, choose one of the following:

- Remove 1 Trap within 5 squares of your Hero
- Your Hero gains an Advantage

Sudden Escape

Let's get out of here!

Use during your Hero Phase. End 1 Immobilized Condition on any Hero, then move your Hero up to their Speed.

Daily

Acrobatic Onslaught

After a quick strike, you leap through the air, lining up your next target.

Attack one adjacent Monster. Hit or Miss: Place your Hero on any tile within 10 squares of where you started, and then use an At-Will power immediately.



ATTACK +7

DAMAGE 2 ; Miss: 1

Ambush

A thief worth his salt knows how to get the drop on anything.

Attack 1 adjacent Monster. Hit or miss, if the Monster is adjacent to another Hero, it takes 2 damage.

Attack +5

Damage 2

Distracting Attack

Discretion is the better part of valor.

Attack one adjacent Monster. After the attack, move your Hero up to their speed.

Attack +6

Damage 3; Miss: 1 damage

Deadly Assault

When pressed, Ratshadow can turn into a vicious whirlwind of blades.

Make three At-Will Attacks.

Killing Strike

For all his charms, Ratshadow can be a cold-blooded killer if need be.

Attack 1 adjacent Monster. Hit or miss, if there are no other Monsters within 5 squares of it, it takes an extra 2 damage.

Attack +8

Damage 2

King's Castle

It's hard to get the little guy when he's behind an ally who can crush plate armor in his teeth.

Swap positions with one Hero within 5 squares of you. Attack 1 Monster within 10 squares of you.



Attack +7

Damage 3; Miss: 1 Damage

Shadow Blade

You stop several feet away from your foe and slash your weapon - your weapon's shadow closes the distance.

Attack one Monster up to 2 squares from you.

Attack +8

Damage 3

Tornado Strike

Your weapon becomes a blur as you make swift, sweeping attacks.

Attack four times. Each attack can be against any Monster within 5 squares of you. After the attacks, place your Hero on any square within 5 squares of where you started.

Attack +7

Damage 1

Assassin

Job Skill: *Executioner's Blade* - Assassin Daily Power. *There is no escape from the assassin's strike.*

Attack 1 adjacent Monster.

ATTACK +6

DAMAGE 3; Miss: 1 damage

At-Will

Executioner's Noose

Attack one monster within 5 squares of your Hero. If you hit, move the Monster adjacent to your Hero.

Attack +7

Damage 1



Shadow Strike

Attack one adjacent Monster. If your Hero has the Power Shadow Form active they receive a +2 Attack bonus. Your Hero's Shadow Form Power is no longer active.

Attack +7

Damage 1

Shadow Form

Until the start of your Hero's next Hero Phase they gain a +2AC bonus.

Shadow Storm

Attack one adjacent Monster.

Attack +6

Damage 1; 2 if there is another Monster adjacent to your Hero

Charon's Claw

Attack one adjacent Monster.

Attack +6

Damage 1 + Poisoned

Magic Longsword

Attack one adjacent Monster.

Attack +10

Damage 1

Saber of Wounding

Attack one adjacent Monster. If you roll 18 or higher on the die, this attack deals +1 damage.

Attack +6

Damage 1



Vampiric Dagger

Attack one adjacent Monster. On a hit, your Hero regains 1HP.

Attack +6

Damage 1

Util

Cloak of the Bat

Your enchanted cloak magically transforms into two gigantic bat wings.

Use this power during your Hero Phase. Move your Hero up to his or her Speed. This movement can be through squares that are occupied by Monsters.

Fast Learner

You quickly pick up the maneuvers of those around him.

Use when a Hero within 5 squares of your Hero uses a Daily power that can attack only adjacent enemies. After the attack, if there is an enemy adjacent to your Hero, use the other hero's attack on your adjacent enemy.

Parry and Strike

You deflect an attack and use the opening for a counterattack.

Use when your Hero is hit by an attack. The attack misses instead. Use an At-Will attack power against an adjacent Monster.

Daily

Throw Dagger

Attack 1 Monster within 5 squares of your Hero. Your Hero regains 1 Hit Point for each 1 damage this attack deals.

ATTACK +6

DAMAGE 2; miss 1 damage

Duelist's Poise

You draw a second weapon for a dual-attack!



This Power starts with 2 Duel tokens on it. Remove 1 Duel token from this card, then use two At-Will attack powers. If there are no Duel tokens remaining, marked the Power as used.

Executioner's Blade

There is no escape from the assassin's strike.

Attack 1 adjacent Monster.

ATTACK +6

DAMAGE 3; miss 1 damage

Ninja

Job Power: *Disarm* - Use when you fail to disarm a trap. You successfully disable the trap.

At-Will

Invisible Stikes

With lightning speed you draw your katana, and catch your opponent off-guard.

Attack one adjacent Monster. Until the start of your next Hero Phase your gain a +2 bonus to your Speed.

Attack +8

Damage 1

Blowpipe

Lining up your ornate ancestral weapon you fire a poison dart at your enemy.

Attack one Monster within 5 squares on you. If you hit that Monster takes 1 damage at the start of your next Hero Phase.

Attack +7

Damage 1

Backstab

You sneak into the shadows and emerge ready to attack from behind.



Move up to 5 squares adjacent to a Monster and then attack that Monster.
Attack +4
Damage 2

Util

Master of Disguise

Trained in the art of disguise, you quickly blend in with the enemy.

Use this power when you draw a Monster card. Ignore that card.

Hide in Shadows

You slip into the shadows to avoid the prying eyes of your enemy.

Use this power when you draw or turn over an Encounter card. Ignore that card.

Finding Traps

Experienced with gadgets and devices, you are able to find and disarm traps

Use this power when you draw or turn over a Trap Encounter card. Ignore that card and draw a Treasure card or 500gp.

Resourceful

Ninjas are trained to slip out of restraints and cure any poison they may receive.

Use this power when you have a condition on you. Discard that Condition and a Condition of another Hero within 5 squares of you.

Daily

Shuriken Shower

In a controlled rage you barrage your enemies with a shower of throwing stars.

Attack each Monster in a 5x5sq area up to 5 squares from you.

Attack +7

Damage 2; miss 1 damage

Smoke Screen

You take out a small glass vial and throw it to the ground.



Use this Power when you are hit by a Monster. Ignore the damage and attack.

ATTACK +8

DAMAGE 2

Ki Power

By holding your breath and concentrating you perform incredible, deadly feats of acrobatics.

Hit or miss you may move to any adjacent square.

ATTACK +7

DAMAGE 1; miss 1 damage

Archer

An Archer is similar to a fighter, but has focused their training specifically on ranged weapons, typically a bow.

Job Power: Aim - Use one Action to gain a +2 bonus to your next Attack roll.

At-Will

Hunter's Shot

Attack one Monster within 10 squares of you. If you miss and the Monster is more than 5 squares away from you, place it 5 squares closer to you.

Attack +6

Damage

Twin Shot

You fire two arrows in the space of a breath.

Attack two Monsters within 5 squares of you.

Attack +4

Damage 1



Targeted Shot

Attack one Monster within 5 squares of, but not adjacent to, your Hero.
Attack +7
Damage 1

Util

Battle Trance

Use at the start of your Hero Phase. Until the start of your next Hero Phase, your Hero regains 1HP whenever you successfully hit with an attack.

Adder's Strike Stance

Instead of attacking, mark this Power as active. At the start of any Villain Phase mark this Power as inactive to use an At-Will attack Power.

Falling Hail Stance

Use at the start of your Hero Phase. Until the start of your next Hero Phase, your Hero gains +4 Attack. Hit or miss, move the targeted Monster up to 5 squares in any direction.

Heartseeker Stance

Use at the start of your Hero Phase. Until the start of your next Hero Phase, your Hero gains +1 damage whenever you successfully hit with an attack.

Daily

Point Blank Shot

Attack 1 Monster within 5 squares of your Hero.
Attack +7
Damage: 3 on hit; 1 on miss

Head Shot

Attack one Monster within 10 squares of your Hero. You cannot attack with this Power if your Hero is adjacent to a Monster.



Attack +6

Damage: 3 on hit; 1 on miss

Massive Volley

Attack each Monster within 5 squares of your Hero. You cannot attack with this Power if your Hero is adjacent to a Monster.

Attack +5

Damage 3 on hit; 1 on miss

Clustered Shot

Attack each Monster within 10 squares of your Hero. You cannot attack with this Power if your Hero is adjacent to a Monster.

Attack +6

Damage: 2 on hit; 1 on miss

Kyudoka

Job Power: [Khutte](#)

Experts in the martial art of archery. are referred to as Kyudoka (kyūdōka). The Kyudoka's arts are based on kyūjutsu ("art of archery"), which originated with the Samurai class.

Warlock⁶

Job Power: Curse - You place a curse on your foe. You gain a +1 to attack rolls against the first adjacent Monster you attack on your Hero Phase.

⁶ See <https://boardgamegeek.com/image/1146749/wuyley>



At-Will

Eldritch Blast

You fire a bolt of dark, crackling eldritch energy at your foe.

Attack 1 Monster within 10 squares of you. If you miss and the Monster is 10 squares away move that Monster 5 squares toward you.

ATTACK +8

DAMAGE 1

Hellish Rebuke

You point at your foe and they are bathed in hellish flames fed by your pain.

Attack 1 Monster within 5 squares of you. If your Hero has 3 HP or less, your enemy takes +1 damage.

ATTACK +7

DAMAGE 1

Vampiric Embrace

Ribbons of darkness flow from your hand to drain your foe and make you stronger.

Attack 1 Monster within 5 squares of you. If you hit, regain 1 HP.

ATTACK +7

DAMAGE 1

Utility

Eye of the Warlock

You see through a magical hovering eye, allowing you to explore from a distance.

Use this power during your Hero Phase. Place a Eye of the Warlock token within 10 squares of you. Instead of moving during your Hero Phase, you can move the Eye of the Warlock marker up to 5 squares. During your Exploration Phase, you can explore as if your Hero was on the Eye of the Warlock's square for any effects that involve your Hero's location.

Wings of the Fiend

Leathery wings sprout from your back and you take flight.



Use this Power during your Hero Phase instead of moving. Move your Hero up to 15 squares.

Cloak of Shadow

You briefly become a shadow and blend into the darkness.

Use this Power when you draw or turn over an Encounter card. Discard the Encounter card.

Shroud of Blacksteel

Through Infernal power your skin blackens and gains the strength of steel.

Use this Power when you are hit by an attack. The attack misses. Instead, until the start of your next Hero Phase you gain +2 AC.

Daily

Hellfire Spawn

You summon a swarm of fiery imps that tear at your foes with searing teeth and claws.

Attack each Monster in a 5x5sq area within 5 squares of you (i.e, the center of the area can be 7 squares from you).

ATTACK +7

DAMAGE 3; Miss: 1 damage

Howl of Doom

You unleash a devastating shout that brings agony and fear to your foes.

Attack each Monster within 5 squares of you. After the attack, place each Monster 5 squares further away from you.

ATTACK +6

DAMAGE 2; Miss: 1 damage

Warlock's Bargain

You forge a link between the enemy's soul and your own and you make a deal.

One Monster on your tile takes 3 damage. You take 1 damage.



Cleric

Job Power: Healing Hands - You lay your hands upon wounds, channeling divine Light and healing the suffering. Your Hero or 1 adjacent Hero regains 2 Hit Points.

At-Will

Cleric's Shield

You utter a minor defensive prayer as you strike your foe.

Attack one adjacent Monster. Hit or Miss: Choose 1 Hero within 5 squares of you. That Hero gains a +2 bonus to AC until you use this power again.

Attack +7

Damage 1

Divine Flare

The light of your deity scorches your foe and empowers your ally.

Attack one Monster within 5 squares of you. If you hit, end one Condition on a Hero within 5 squares.

Attack +7

Damage 1

Healing Strike

You smite your foe and heal a nearby companion.

Attack one adjacent Monster. If you hit, choose one Hero within 5 squares of you. That Hero regains 1 Hit Point.

Attack +7

Damage 1

Lance of Faith

You sear your foe with a brilliant ray of golden radiance.

Attack one Monster within 10 squares of you. If the Monster is Undead, a Devil or Demon, you deal +1 damage with this attack.



Attack +7
Damage 1

Righteous Advance

Your attack grants your ally time to advance.

Attack one adjacent Monster. Hit or Miss: One Hero within 5 squares of you moves 2 squares.

Attack +7
Damage 1

Sacred Flame

Sacred light shines from above, searing a single enemy with holy radiance.

Attack one Monster within 5 squares of you. If you hit, choose yourself or one Hero within 5 squares. That Hero gains 1 Hit Point.

Attack +7
Damage 1

Util

Astral Refuge

You send an ally to a safe refuge in the Astral Sea for a short time.

Use this power at the start of any Villain Phase.

Choose one Hero within 10 squares of you. Remove that Hero from the tile. At the start of that player's next Hero Phase, that player places the Hero on any square within 10 squares of you.

Bless

You call forth a holy blessing for you and your companions.

Use this power during your Hero Phase. Each Hero within 5 squares of you gains a +2 bonus to attack rolls until the end of your next Hero Phase.

Command



You utter a single word that your foe must obey.

Use this power during your Hero Phase. Choose one Monster within 5 squares of you. Place that Monster on a square within 15 squares of you.

Healing Hymn

You sing a soothing song that seals the wounds of you and your allies.

Use this power during your Hero Phase. You and one other Hero within 5 squares of you regain 2 Hit Points.

Healing Word

You sing a soothing song that seals the wounds of you and your allies.

Use this power during your Hero Phase. You regain up to your Surge value in HP.

Sanctuary

Your prayers keep you from harm's way.

Use this Power whenever your Hero draws or turns over an Encounter card. Discard the Encounter card.

Shield of Faith

Divine energy protects you and your companions.

Use when you or a Hero on your tile is hit by an attack. The attack misses instead. You and each Hero within 5 squares of you gains a +2 bonus to AC until the end of your next Hero Phase.

Daily

Beacon of Hope

You blast your foes with radiant light, and your allies are heartened by the attack.

Choose a 5x5sq area within 5 squares of you. Attack each Monster on that tile. Each Hero on the chosen tile regains 1 Hit Point.

ATTACK +6

DAMAGE 2



Blade Barrier

You conjure a wall of whirling blades to cut apart advancing foes.

Choose a tile within 2 tiles of you. Place five Blade Barrier tokens on five different squares on that tile. When a Monster is placed on a square with a Blade Barrier token, remove that token and deal 1 damage to the Monster.

Cause Fear

Your holy symbol ignites with divine light, slamming your foes with uncontrollable terror.

Choose a 5x5sq area within 5 squares of you. Each ally in that area adjacent to a Monster can make an At-Will attack with a +2 bonus to the Attack roll. After the attacks, place each Monster remaining on a square within 10 squares of you.

Divine strike

One hero within 5 squares of your Hero regains 3 hit points. Attack one adjacent monster.

Attack + 6

Damage 2; Miss: one damage

Flame Strike

A column of flame engulfs your foes.

Choose a 5x5sq area within 5 squares of you. Attack each Monster on that tile.

ATTACK +6

DAMAGE 3; miss: 1 damage

Hallowed Advance

The power of your god inspires your allies to action.

Attack one adjacent Monster. Hit or miss, each other Hero can move 5 squares.

ATTACK +6

DAMAGE 3; miss: 1 damage

Wrathful Thunder

The power of your god inspires your allies to action.

Attack one adjacent Monster. After the attack, choose one Monster within 5 squares of you. Pass that Monster's card to the player on your right. That player now controls the Monster.



ATTACK +6
DAMAGE 3; miss: 1 damage

Warpriest

A cleric who enjoys swinging a blade as much as healing the sick.

Job Power: *Healing Hands* - You lay your hands upon wounds, channeling divine Light and healing the suffering. Your Hero or 1 adjacent Hero regains 2 Hit Points.

Shukenja

A Shukenja is a wandering priest who has accepted a life of hardship and poverty. While they have both physical and spiritual training, a Shukenja's main focus is to enlighten, aid and protect themselves and others.

Job Power: Select 1 [Wushu Style](#)

Shaman

Similar to the difference between Wizards and Sorcerers, Shamans channel holy powers like a cleric. Unlike a cleric's ritual and prayer-devoted life, the source of a Shaman's Powers come from direct connections to the supernatural.

Job Power: *Spirit Companion* - Start the Adventure with a Monster companion of your choosing. This companion has the same AC as you and when it takes damage, instead assign that damage to you. You may move your companion up to 5 squares at the beginning of your Hero Phase.

At-Will

Chain Healing



You lay a glyph over your ally that explodes in a flash of soothing light.

Attack one Hero adjacent to you. If you hit, heal that ally for 2 HP and all other Heroes within 5 squares 1 HP. If you miss, heal that Hero for 1 HP.

Attack +7

Heal 2 HP; miss: heal 1 HP

Defending Strike

Your spirit companion strikes an enemy and shields a friend.

Attack one Monster adjacent to your spirit companion. Any Hero adjacent to your spirit companion gains +2 AC bonus until the start of your next Hero Phase.

ATTACK +6

DAMAGE 1

Unified Assault

You bond with your spirit as both strike in unison at your foes.

Attack a Monster adjacent to both you and your spirit companion, once for you and once for your companion. If both attacks hit, you regain 1 HP.

ATTACK +5

DAMAGE 1

Utility power

Ancestral Revival

Calling on an ancient family heirloom, you ask for your ancestors' help.

Play at the start of any Hero Phase. Another Hero at 0 HP regains 2 HP and gets +2 AC until the end of their next Hero Phase.

Call to Spirit

Sensing impending danger, you send your companion to aid your allies.

Play after any exploration Phase. Move your companion to any square.

Crucial Aid

You help a companion in great need.



Use this power after another Hero rolls the die. That Hero gains a +4 bonus to the die roll.

Lick Your Wounds

Sensing impending danger, you send your companion to aid your allies.

Move your companion up to 10 squares away to an adjacent Hero. All adjacent Heroes to your companion regain 2 HP, gain +2 AC and +1 Speed until the start of your next Hero Phase.

Nature's Chosen

Ever one of Mother Nature's chosen has a preordained destiny.

The next time you pick a card from any deck, instead look at the top 3 and pick one. Put the 2 cards you didn't choose on the bottom of the stack in any order.

Daily

Inspiring Spirit

Your allies become fearless as they stand next to your companion.

Until the start of your next Hero Phase, all Heroes within 5 squares of your spirit companion may reroll their chance to hit. You may only reroll the dice once per attack.

Bounty of Life

With a burst of primal energy, you bring invigorating life.

Attack each Monster within 5 squares of you and within 5 squares of your spirit companion. If the Monster is Undead, you deal +1 damage against it. If you miss, each Hero within 5 squares of you and within 5 squares of your spirit companion regains 1 HP.

ATTACK +8

DAMAGE 1

Raging Spirits

Your spirit companion briefly transforms into a violent group of spirits.

Attack each Monster within 5 squares of your spirit companion. If you are within the same area when you use this power, add +1 to your damage.



ATTACK +8
DAMAGE 2

Druid

Similar to the difference between Wizards and Sorcerers, Druids channel natural and elemental powers like a cleric. Unlike a cleric's ritual and prayer-devoted life, the source of a Druid's Powers come from direct connections to the supernatural.

Job Power: *Spirit Companion* - Start the Adventure with a Monster companion of your choosing. This companion has the same AC as you and when it takes damage, instead assign that damage to you. You may move your companion up to 5 squares at the beginning of your Hero Phase.