

Starting Block: Dragonian



	Health	7
	Speed (D6 +)	5
	Luck	0
	Attacks	1
	Attack Success	45%
	Missile Success	30%
	Defend Success	35%

Height	Tall
Weight	Heavy

Spell Notes

If the Role includes Nature spells, the hero starts with 1 less Nature spell.

Starting Block: Deviling



	Health	6
	Speed (D6 +)	5
	Luck	0
	Attacks	1
	Attack Success	40%
	Missile Success	40%
	Defend Success	25%

Height	Tall
Weight	Light

Spell Notes

The hero gains a bonus Arcane spell, even if he is not a wizard. However, if not a wizard, he cannot cast a spell if the card has an X in the corner.

Starting Block: Dwarf



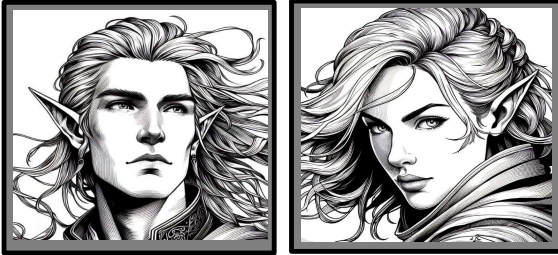
	Health	7
	Speed (D6 +)	4
	Luck	0
	Attacks	1
	Attack Success	50%
	Missile Success	45%
	Defend Success	30%








Height	Short
Weight	Heavy

Spell Notes

If the Role includes Arcane spells, the hero starts with 1 less Arcane spell.

Starting Block: Elf



	Health	5
	Speed (D6 +)	7
	Luck	1
	Attacks	1
	Attack Success	40%
	Missile Success	50%
	Defend Success	30%








Height	Tall
Weight	Light

Spell Notes

If the Role includes Nature spells, the hero starts with 1 extra Nature spell.

Starting Block: Gnome



	Health	5
	Speed (D6 +)	4
	Luck	2
	Attacks	1
	Attack Success	30%
	Missile Success	55%
	Defend Success	40%








Height	Short
Weight	Light

Spell Notes

If the Role includes spells (of any type), the hero starts with 1 extra spell.

Starting Block: Halfling



	Health	5
	Speed (D6 +)	4
	Luck	3
	Attacks	1
	Attack Success	35%
	Missile Success	55%
	Defend Success	40%








Height	Short
Weight	Light

Spell Notes

No starting notes

Starting Block: Half-Orc



	Health	7
	Speed (D6 +)	5
	Luck	0
	Attacks	1
	Attack Success	50%
	Missile Success	30%
	Defend Success	35%








Height	Tall
Weight	Heavy

Spell Notes

If the Role includes spells (of any type), the hero starts with 1 less spell.

Starting Block: Human


















	Health	6
	Speed (D6 +)	6
	Luck	1
	Attacks	1
	Attack Success	45%
	Missile Success	45%
	Defend Success	25%

Height	Tall
Weight	Heavy

Spell Notes

No starting notes

STARTING BLOCK: ROLES & EQUIPMENT

	Adventurer	Barbarian	Burglar	Druid	Fighter	Paladin	Priest	Wizard
								
 Health	+1	+3	+1	+0	+2	+1	+1	+0
 Speed (+D6)	+1	+0	+2	+1	+0	+0	+0	+0
 Luck	+2	+0	+2	+1	+0	+2	+1	+1
 Attacks	+1	+2	+1	+0	+2	+1	+0	+0
 Attack Success	+10%	+15%	+5%	0%	+10%	+10%	+5%	0%
 Missile Success	+10%	+5%	+15%	0%	+10%	0%	+5%	0%
 Defend Success	+10%	+10%	+5%	0%	+15%	+10%	+5%	0%
	<u>Starting Spells</u> None	<u>Starting Spells</u> None	<u>Starting Spells</u> None	<u>Starting Spells</u> 4 Nature spells	<u>Starting Spells</u> None	<u>Starting Spells</u> 1 Holy spell. However, can't use a spell card with an X in the corner.	<u>Starting Spells</u> 4 Holy spells	<u>Starting Spells</u> 4 Arcane spells.
	<u>Starting Equipment</u> Dagger Shortbow Leather Armour	<u>Starting Equipment</u> Sword Sling	<u>Starting Equipment</u> Dagger Shortbow Leather Armour	<u>Starting Equipment</u> Dagger Shortbow	<u>Starting Equipment</u> Sword Shortbow Leather Armour Shield	<u>Starting Equipment</u> Sword Sling Leather Armour	<u>Starting Equipment</u> Dagger Sling	<u>Starting Equipment</u> Dagger Shortbow