



Character Name:

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI		
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Use / repair item	AP value on item
Take items / Help	5 AP	Range 1: Take card / Instill potion / Repair items	Repair armor set	Highest AP of set items
			Swap places	5 AP in range 1

STR

Level

CON

Level

AGI

Level

PER

Level

WIS

Level

PSI

Level

Calculated Values

HP	(STR+CON)/2	±	Equipment modifier	=										
IP	(AGI+PER)/2	±	Equipment modifier	=	+2D	= Action points (AP) per round								
PP	(WIS+PSI)/2	±	Equipment modifier	=										

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2

	<h3>Psi-Resistance</h3>	
<p>Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).</p>		
WIS	4	4
PER		
 2D+PP	 ±0	

	Dodge	
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.		
CON	4	4
AGI		
 2D	 ±0	

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: Warrior				
Standard Actions				
Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Instill potion / Repair items	Swap places	5 AP in range 1

STR	13	CON	13
AGI	9	PER	9
WIS	5	PSI	1
Level		Level	

Calculated Values									
HP	(STR+CON)/2	13	±	Equipment modifier	=13				
IP	(AGI+PER)/2	9	±	Equipment modifier	=9	+2D = Action points (AP) per round			
PP	(WIS+PSI)/2	3	±	Equipment modifier	=3				

Hero Level Bonus

+1D	+1D	+1D
+1	+1D	+1
+1D	AP-3	RNG+2

Psi-Resistance

Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).

WIS	4	4	PER
2D+PP			±0

Dodge

Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.

CON	4	4	AGI
2D			±0

Belt	4 AP	Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.		
Belt 1	Belt 2	Belt 3		

Accessory 1	Head	Arms
Left Hand	Right Hand	Torso
Accessory 2	Legs	Feet

Experience points (3 XP = 1 Attribute point, redeemable at end of each round)

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
★																					

Backpack

10 AP



Character Name: **Shield-Maiden**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR 11

Level

CON 9

Level

AGI 12

Level

PER 8

Level

WIS 6

Level

PSI 4

Level

Calculated Values

HP	(STR+CON)/2	10	± Equipment modifier	= 10										
IP	(AGI+PER)/2	10	± Equipment modifier	= 10	+2D = Action points (AP) per round									
PP	(WIS+PSI)/2	5	± Equipment modifier	= 5										

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2
	+1D	AP-3	RNG+2

Psi-Resistance
Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).
WIS 4 PER 4
2D+PP ±0

Dodge
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.
CON 4 AGI 4
2D ±0

Belt 4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: **Ranger**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR

11

Level

CON

9

Level

AGI

7

Level

PER

11

Level

WIS

6

Level

PSI




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Level

Calculated Values

HP	(STR+CON)/2	10	±	Equipment modifier	=10														
IP	(AGI+PER)/2	9	±	Equipment modifier	=9														
PP	(WIS+PSI)/2	6	±	Equipment modifier	=6														

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2
	+1		

	<h1>Psi-Resistance</h1>		
<p>Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).</p>			
WIS	4	4	PER
 2D+PP	 ±0		

	Dodge		
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.			
CON	4	4	AGI
 2D		±0	

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: **Huntress**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR

7

Level

CON

11

Level

AGI

9

Level

PER

11

Level

WIS

7




Level

PSI

5

Level

Calculated Values

 HP	(STR+CON)/2	9	±	Equipment modifier	=	9													
 IP	(AGI+PER)/2	10	±	Equipment modifier	=	10	+2D = Action points (AP) per round												
 PP	(WIS+PSI)/2	6	±	Equipment modifier	=	6													

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2

Psi-Resistance
Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).
WIS 4 PER 4
2D+PP ±0

Dodge
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.
CON 4 AGI 4
2D ±0

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: **Adventurer**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR

9

Level

CON

9

Level

AGI

8

Level

PER

8

Level

WIS

8




Level

PSI

8

Level

Calculated Values

 HP	(STR+CON)/2	9	±	Equipment modifier	=	9													
 IP	(AGI+PER)/2	8	±	Equipment modifier	=	8	+2D = Action points (AP) per round												
 PP	(WIS+PSI)/2	8	±	Equipment modifier	=	8													

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2

Psi-Resistance
Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).
WIS 4 PER 4
2D+PP ±0

Dodge
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.
CON 4 AGI 4
2D ±0

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: **Scoundrel**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR

6

Level

CON

10

Level

AGI

11

Level

PER

9

Level

WIS

7

Level

PSI

7

Level

Calculated Values

HP	(STR+CON)/2	8	±	Equipment modifier	=	8													
IP	(AGI+PER)/2	10	±	Equipment modifier	=	10													
PP	(WIS+PSI)/2	7	±	Equipment modifier	=	7													

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2

Psi-Resistance
Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).
WIS 4 PER 4
2D+PP ±0

Dodge
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.
CON 4 AGI 4
2D ±0

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: Mage

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Install potion / Repair items	Swap places	5 AP in range 1

STR

4

Level

CON

4

Level

AGI

9

Level

PER

7

Level

WIS

13

Level

PSI

13

Level

Calculated Values

HP	(STR+CON)/2	4	±	Equipment modifier	=	4													
IP	(AGI+PER)/2	8	±	Equipment modifier	=	8													
PP	(WIS+PSI)/2	13	±	Equipment modifier	=	13													

Hero Level Bonus

+1D

+1D

+1D

+1

+1D

+1

+1D

AP-3

RNG+2

Psi-Resistance

Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).

WIS 4 PER 4

2D+PP ±0

Dodge

Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.

CON 4 AGI 4

2D ±0

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack



Character Name: **Priestess**

Standard Actions

Walk	1 AP	1 square per action point	Pass / throw item	AP depending on place (0/4/10 AP, 1 room range)
Jump	5 AP	TN 10/square w/ STR+AGI	Use / repair item	AP value on item
Treasure	5 AP	Draw 2 cards (fast: 1 AP)	Repair armor set	Highest AP of set items
Take items / Help	5 AP	Range 1: Take card / Instill potion / Repair items	Swap places	5 AP in range 1

STR

6

Level

CON

8

Level

AGI

7

Level

PER

9

Level

WIS

9

Level

PSI

11

Level

Calculated Values

HP	(STR+CON)/2	7	±	Equipment modifier	=7														
IP	(AGI+PER)/2	8	±	Equipment modifier	=8														
PP	(WIS+PSI)/2	10	±	Equipment modifier	=10														

Hero Level Bonus	+1D	+1D	+1D
	+1	+1D	+1
	+1D	AP-3	RNG+2

Psi-Resistance
Magical Defense. Additional Psi-Points (PP) can be used for a boost against the attack (1 PP = +1).
WIS 4 PER 4
2D+PP ±0

Dodge
Can be used against all melee and ranged attacks. Dodge is allowed at any time, even without equipment.
CON 4 AGI 4
2D ±0

Belt

4 AP

Each card can be placed directly into a hand/the body, belt or backpack when received (no AP costs for this action). If the card is used or (re-)moved, the indicated AP will be charged extra to the normal card cost.

Belt 1

Belt 2

Belt 3

Accessory 1



Head



Arms



Left Hand



Right Hand



Torso



Accessory 2



Legs



Feet



Experience points (3 XP = 1 Attribute point, redeemable at end of each round)



10 AP

Backpack