

# SHINING HEROES



Hero Manual



IGNITION:CORE LLC  
GAMES



# Update Chronology

- 10 April 2023: Published Hero Manual
- 8 June 2023: **Modified the following spells (Acolyte - Mage, Class Promotion Event page):** **BOLT(LV1) SPELL(2MP)** (2) Enemy NPCs **Suffer D4 Wounds** each. **BLAZE(LV3) SPELL(1MP)**: (2) Enemy NPCs within (3) squares **Suffer D6 Wounds** each. **BOLT(LV2) SPELL(2MP)** (3) Enemy NPCs **Suffer D6 Wounds** each.
- 10 June 2023: added the clarifying verbiage to the **Shield Aura** ability “**(other than this model)**” (Squire, Class Promotion Event page)
- 30 June 2023: Removed “Shield Aura” **Knight Traits (LV2)** and “Shield Halo” from **Paladin Traits (LV3)** (Squire Class Promotion Cards) and added “Taunt” ability to **Knight Traits (LV2)** and **Paladin Traits (LV3)** (Squire Class Promotion Cards).
- 7 July 2023: Modified the following ability for Squire Class Promotion Event 1: (see **Yellow Highlighted Text**) **Holy Blade SPELL(1MP)**: Make a **[Sword] Attack** with **Advantage2** and **(+1)DMG**. If Target is **Undead, Unholy** or **Demon** this attack **instead** does **(+2)DMG**
- 7 July 2023: Modified the following ability for Squire Class Promotion Event 2: (see **Yellow Highlighted Text**) **Shining Blade SPELL(1MP)**: Make a **[Sword] Attack** with **Advantage3** and **(+2)DMG**. If Target is **Undead, Unholy** or **Demon** this attack **instead** does **(+3)DMG**
- 7 July 2023: added the following ability to the ‘Monk’ and ‘Squire’ Hero cards: **Hero of Light: When this Hero uses ‘Holy Oil’ it affects every ATK they make until the end of their activation.**
- 21 July 2023: Modified the following Gear Items for Acolyte: (see **Yellow Highlighted Text**) **Enchanted Corset [ARMOR]**, **Blessed Corset [ARMOR]**, **Angel’s Corset [ARMOR]**, **Infernal Corset [ARMOR]**, **Pyromantic Corset [ARMOR]**-> Mana Shield **Once Per ENEMY NPC ATK** when this Hero suffers DMG they may spend (1)MP **to reduce the DMG by (1)**
- 3 July 2023: Modified the following stats and Gear Items for Ancient Robot:
  - **Fractured Ceramic Armored Plates [ARMOR]** For each point of **DMG** this Hero suffers, roll a **D4**. For each **3+** rolled, this Hero does not suffer that **DMG**.
  - **Repaired Ceramic Armored Plates [ARMOR]** For each point of **DMG** this Hero suffers, roll a **D4**. For each **3+** rolled, this Hero does not suffer that **DMG**. **ABILITY** Each time this Hero activates, before it performs any movement or actions, roll a D6. On the result of 4-5 this Hero recovers 1HP. On a result of 6 this Hero recovers 2HP.
  - **Mithril Armored Plates [ARMOR]** When attacked, add D6 to VIT. For each point of DMG this Hero suffers, roll a D4. For each 3+ rolled, this Hero does not suffer that DMG. **ABILITY** Each time this Hero activates, before it performs any movement or actions, roll a D6. On the result of 3-5 this Hero recovers 2HP. On a result of 6 this Hero recovers 3HP.
  - Starting MAG stat increased to 5. Starting HP increased to 3.

On the following pages you will be given instructions on how to make a starting Hero as well as how to award your Hero with new traits, ability, gear etc. at certain key events during the campaign.


- Weapon Smith Event
- Legendary Weapon Event
- Class Promotion Event

- When a Hero encounters an event with one of those tags during the campaign, consult the respective event for that Hero from the following pages. E.G. During an encounter, the Squire comes across: **LV1 Weapon-Smith Event** that Hero then consults the Squire-Specific version of that event in this book and gains any cards under that event header.

**SQUIRE** Your father was the legendary Knight "Lamonde" who gave his life in the fight that sealed the "King of the Devils". Lamonde's body was never recovered from the fight so it was reported that he flung himself into the pit, taking the Legendary Devil King with him. You grew up in your father's footsteps on a path to knighthood. Today you are a squire and your knighting ceremony drawing near.

This character starts an adventure with the following: Training Sword (MELEE WEAPON), Squire Traits(LV1), Iron Plate Set (armor), Knight in Training (LV1), Iron Dagger (ACCESSORY). Default Name is "Galahad" (though you can name this Hero whatever you want). Starting Class is "Squire"


STR	DEX
4	3
VIT	MAG
5	1
LUCK	
2	




NAME

CLASS
MOVE 4
ACTION 2
REACTION 2

Knight in Training (LV1)  
Soldier Traits (LV1)

HP


The SQUIRE unlocked **LV1 Weapon-Smith Event** in the campaign. To determine the rewards received, start with the SQUIRE starting Hero page, then proceed until you find the respective event.

<u><b>Squire Progression Events</b></u> The following events are scattered throughout the	
<u><b>LV1 Weapon-Smith Event:</b></u>	<u><b>LV2 Weapon-Smith Event:</b></u>
Hero gains the following	Hero gains the following
<u><b>Squire's Sword [MELEE WEAPON]</b></u>	<u><b>Knight's Sword [MELEE WEAPON]</b></u>
Range: 1      Attack Roll: 1D6+1D4 + STR	Range: 1      Attack Roll: 1D6+1D4 + STR
Range: 2      Attack Roll: 1D6 + STR	Range: 2      Attack Roll: 1D6 + STR
<u><b>Results Chart (Total roll including modifier)</b></u>	<u><b>Results Chart (Total roll including modifier)</b></u>
Less than target VIT = Attack Fails	Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG	Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG	Double Target VIT = 2 DMG
<u><b>Double Strike: CHAIN if two or more dice roll 4+ = Make an additional attack action (does not consume Action Point)</b></u>	<u><b>Double Strike: CHAIN if two or more dice roll 4+ = Make an additional attack action (does not consume Action Point)</b></u>
	
<u><b>Reinforced Iron Plate Set [ARMOR]</b></u>	<u><b>Reinforced Iron Plate Set [ARMOR]</b></u>
When attacked, add D8 to VIT	When attacked, add D8 to VIT
For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, this Hero does not suffer that DMG.	For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, this Hero does not suffer that DMG.
<u><b>IMAGE</b></u>	<u><b>IMAGE</b></u>
<u><b>Flavor Text</b></u>	<u><b>Flavor Text</b></u>
<u><b>Carbon Dagger [ACCESSORY]</b></u>	<u><b>Carbon Dagger [ACCESSORY]</b></u>
Once Per encounter make the following Attack [FREE ACTION]	Once Per encounter make the following Attack [FREE ACTION]
Rapid Stab [Melee]	Rapid Stab [Melee]
Range: 1 ATK Roll: 2D4+STR	Range: 1 ATK Roll: 2D4+STR

*The Squire receives the Squire's Sword [MELEE WEAPON] and the Reinforced Iron Plate Set [ARMOR]*

All gear will be annotated with a [KEYWORD] in full caps between square brackets such as [MELEE WEAPON], [ARMOR], etc.

No Hero may equip two pieces of gear with identical keywords. E.G. [ARMOR], [ARMOR]. They may however equip two pieces of gear with similar but not identical keywords. E.G. [RANGED WEAPON], [SECONDARY WEAPON].

A Hero is not allowed to give starting gear, or gear awarded by a Hero-specific event (like **Lv1 Weapon-Smith Event** ) to another Hero to equip.

Gear that is found in a quest without unlocking a Hero-specific event may be given to and equipped by any Hero unless otherwise specified on the gear card.

# Squire

*Your father was the Heroic Knight "Lamonde" who gave his life in the fight that sealed the "King of the Devils". Lamonde's body was never recovered from the fight as it was reported that he flung himself into the pit, taking the Legendary Devil King with him. You grew up in your father's footsteps on a path to knighthood. Today you are a squire and your knighting ceremony drawing near.*





This character starts an adventure with the following: Training Sword [MELEE WEAPON], Squire Traits[LV1], Iron Plate Set [Armor], Knight in Training [LV1], Iron Dagger [ACCESSORY]. Default Name is "Galahad" (though you can name this Hero whatever you want). Starting Class is "Squire"

STR 4	DEX 3		CLASS
VIT 5	MAG 1		MOVE 4
LUCK 2			ACTION 2
			REACTION 2
NAME			

HP 3	
MP 1	

INVENTORY

Pouch1:

Pouch2:

*Knight in Training (LV1)*  
*Squire Traits (LV1)*  
*Hero of Light: When this Hero uses 'Holy Oil' it affects every ATK they make until the end of their activation.*

**Training Sword**  
**[MELEE WEAPON]**

Range: 1      Attack Roll: 2D4 + STR  
Range: 2      Attack Roll: 1D4 +STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 4s =  
Make an additional attack action (does not consume Action Point)



**Iron Plate Set [ARMOR]**

When attacked, add D6 to VIT



**Knight in Training (LV1)**

**Counter-Attack REACTION:**  
After an **Enemy NPC** attacks this Hero, make a **[MELEE WEAPON] ATK** against that NPC (NPC must be in ATK range)

**Blessed Blade SPELL(1MP):**  
Make a **[MELEE WEAPON] Attack with Advantage1**. If Target is **Undead, Unholy or Demon** this attack also does **(+1)DMG**

**Squire Traits [LV1]**

**Dash ACTION:** This Hero gains **(+2)MOVEMENT** for this activation.

**Field Aid ACTION:** This Hero, or an adjacent Hero **Heals D4 Wounds**.

**Defender REACTION:** If a **Friendly Model** is attacked while it is within (2) squares of this Hero, this Hero can be placed in any square **adjacent** to the **Defending Model** as close as possible to, and in **LOS** of the **Attacking Model** following normal rules for model placement. This Hero suffers the attack instead of the **Defending Model**.

**Iron Dagger [ACCESSORY]**

Once Per encounter make the following Attack (**FREE-ACTION**)  
**Rapid Stab [Melee]**  
Range: 1 Attack Roll: D6+STR


**Results Chart**  
Less than target VIT = Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG



**Squire Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.


**LV1 Weapon-Smith Event:**  
  
Hero gains the following

**Squire's Sword [MELEE WEAPON]**  
Range: 1      Attack Roll: 1D6+1D4 + STR  
Range: 2      Attack Roll: 1D6 +STR  
  
**Results Chart (Total roll including modifier)**  
  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG  
  
Double Strike: **CHAIN** If two or more dice roll 4+  
= Make an additional attack action (does not consume Action Point)




**LV2 Weapon-Smith Event:**  
  
Hero gains the following

**Knight's Sword [MELEE WEAPON]**  
Range: 1      Attack Roll: 2D6 + STR  
Range: 2      Attack Roll: 1D6 +STR  
  
**Results Chart (Total roll including modifier)**  
  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG  
  
Double Strike: **CHAIN** If two or more dice roll 5+  
= Make an additional attack action (does not consume Action Point)




**LV3 Weapon-Smith Event:**  
  
Hero gains the following

**Hero's Sword [MELEE WEAPON]**  
Range: 1      Attack Roll: 2D8 + STR  
Range: 2      Attack Roll: 1D8 +STR  
  
**Results Chart (Total roll including modifier)**  
  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG  
  
Double Strike: **CHAIN** If two or more dice roll 6+  
= Make an additional attack action (does not consume Action Point)




**Legendary Weapon Event:**  
  
Hero gains the following


**Shining Sword [MELEE WEAPON]**  
Range: 1      Attack Roll: 2D10 + STR  
Range: 2      Attack Roll: 1D10 +STR  
  
**Results Chart (Total roll including modifier)**  
  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG  
  
Double Strike: **CHAIN** If two or more dice roll the same number (e.g. 7,7) = Make an additional attack action (does not consume Action Point)  
  
Shining Strike: **CHAIN** Natural 0 Rolled = 3 DMG regardless of Target Vit and any (1) Hero Heals 3 Wounds




**Reinforced Iron Plate Set [ARMOR]**  
When attacked, add D8 to VIT  
  
For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, this Hero does not suffer that DMG.



**Carbon Dagger [ACESORY]**  
Once Per encounter make the following Attack (**FREE-ACTION**)  
**Rapid Stab [Melee]**  
Range: 1 ATK Roll: 2D4+STR  
  
**Results Chart**  
Less than target VIT = Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG



**Mithril Plate Set [ARMOR]**  
When attacked, add 2D4 to VIT. If both dice roll identical results this Hero immediately makes a **REACTION** that does not cost a REACTION POINT  
  
For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, reduce DMG by (1).  
  
Once per encounter when this Hero receives the EX-Status, they can **Heal1** and remove the EX-Status ☐



**Mithril Dagger [ACESORY]**  
Once Per encounter: (**FREE-ACTION**)  
**Rapid Stab [Melee]**  
Range: 1 ATK Roll: 2D6+STR  
  
**Results Chart**  
Less than target VIT = Fails  
Equal /Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG  
Double Strike: **CHAIN** If two or more dice roll the same number (e.g. 5,5) = Make an attack action (this does not cost any action points)



**Class Promotion Event 1:** Hero gains the following and changes their class to either ‘Knight’ or ‘Swordsman’

**Knight Traits (LV2)**

**Charge ACTION:** This Hero gains (+3)MOVEMENT for this activation.

**Veteran’s Field Aid ACTION:** This Hero, or an adjacent Hero **Heals D4+1 Wounds.**

**Defender REACTION:** If a **Friendly Model** is attacked while it is within (2) squares of this Hero, this Hero can be placed in any square **adjacent** to the **Defending Model** as close as possible to, and in **LOS** of the **Attacking Model** following normal rules for model placement. This Hero suffers the attack instead of the **Defending Model.**

**Taunt ABILITY:** If an **Enemy NPC** can reach this Hero with an ATK, the controlling player may make this Hero the target of the ATK, instead of the target listed on the **Enemy NPC** AI Card.

**Swordsman (LV2)**  
**Preemptive-Attack REACTION:** Before an **Enemy NPC** attacks this Hero, make a [Sword] ATK against that NPC (NPC must be in ATK range)  
**Holy Blade SPELL(1MP):** Make a [Sword] Attack with **Advantage2** and (+1)DMG. If Target is **Undead, Unholy** or **Demon** this attack instead does (+2)DMG.

**Class Promotion Event 2:** Hero gains the following and changes their class to either ‘Hero’ or ‘Paladin’

**Paladin Traits (LV3)**

**Charge ACTION:** This Hero gains (+3)MOVEMENT for this activation.

**Angel’s Light ACTION:** This Hero, or a Hero within 3 squares **Heals D4+2 Wounds.**

**Guardian REACTION:** If a **Friendly Model** is attacked while it is within (3) squares of this Hero, this Hero can be placed in the square **occupied by** the **Defending Model**, then placing the **Defending Model** in an adjacent square. This Hero suffers the attack instead of the **Defending Model.**

**Taunt ABILITY:** If an **Enemy NPC** can reach this Hero with an ATK, the controlling player may make this Hero the target of the ATK, instead of the target listed on the **Enemy NPC** AI Card.

**Holy Armor ACTION:** A Hero within 3 squares (cannot be this Hero) gains the **Holy Armor** card. Only one Hero may possess **Holy Armor** at any given time. This ACTION can transfer possession of **Holy Armor** from one Hero to another.

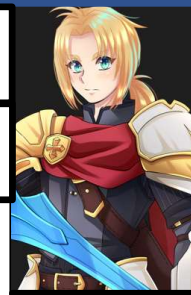
**Hero (LV3)**  
**Righteous-Strike REACTION:** Right before an **Enemy NPC** attacks any Hero, Place this Hero adjacent to that **Enemy NPC** then make a [Sword] ATK against that NPC.  
**Shining Blade SPELL(1MP):** Make a [Sword] Attack with **Advantage3** and (+2)DMG. If Target is **Undead, Unholy** or **Demon** this attack instead does (+3)DMG

**Holy Armor**  
**[ETHEREAL ARMOR BLESSING]**

**When attacked, add D6 to VIT**


For each point of **DMG** this Hero suffers, roll a **D6**. For each **6** rolled, this Hero does not suffer that **DMG.**

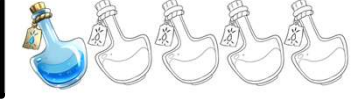
IMAGE  
Flavor Text

STR	DEX		CLASS
VIT	MAG		MOVE
LUCK			ACTION
		REACTION	
		NAME	

HP

MP





INVENTORY

Pouch1:

Pouch2:

**Designer’s Note:** This Stat tracker card is provided with a portrait that reflects this character promoted from Squire to Knight.

**Designer’s Note:** Class titles are mostly thematic. You still get all Trait/Ability/Etc. cards for the promotion event. There may be some quests where a specific class title has an effect on your experience but there is no way to predict this at character creation without reading ahead for spoilers. As such it is recommended that you choose the class title that best fits the vibe of your character.

# Ranger

*Trained with the bow for as long as you had the strength to draw a bowstring, you now find yourself compelled to service of the Kingdom. You've always been cheerful and adventurous (sometimes overzealous), and you welcome the opportunity to prove your skill.*





**RANGER** Trained with the bow for as long as you had the strength to draw a bowstring, you now find yourself compelled to service of the Kingdom. You've always been cheerful and adventurous (sometimes overzealous), and you welcome the opportunity to prove your skill.

This character starts an adventure with the following: Wooden Bow [RANGED WEAPON], Centaur Traits[LV1], Leather Pauldrons [Armor], Archery[LV1], Lucky Sash [ACCESSORY]. Default Name is "Maye" (though you can name this Hero whatever you want). Starting Class is "Ranger"

STR  
3

DEX  
4

VIT  
4

MAG  
1

LUCK  
3



NAME

CLASS

MOVE 6

ACTION 2

REACTION 2

HP  
4

MP  
1



INVENTORY Pouch1:

Pouch2:

Pouch3:

Pouch4:

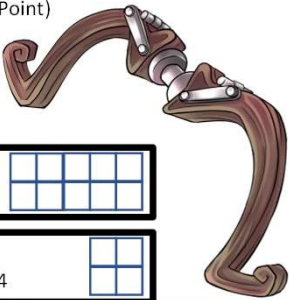
Archery (LV1)  
Centaur Traits (LV1)  
Fletcher (LV1): Regain 2D4  
Wooden Arrows at the end of  
each encounter.

**Wooden Bow**  
[RANGED WEAPON]

Range: 1      Attack Roll: None  
Range: 2-3      Attack Roll: 2D4 + DEX  
Range 4+      Attack Roll: 1D4 + DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 4s =  
Make an additional attack action (does not  
consume Action Point)



**Wooden Arrow**  
Attack Roll: +0

**Iron Arrow**  
Attack Roll: +1D4

**Leather Pauldrons**  
[ARMOR]

When attacked, add D4 to  
VIT



**Archery (LV1)**

**Aimed Shot (2) ACTIONS:**  
Make a \*Bow\* Attack but  
add 2xDEX to the result.

**Reactive Shot REACTION:**  
Interrupt an Enemy NPC  
activation to make a \*Bow\*  
Attack

**Wind Arrows SPELL(1MP):**  
Make a \*Bow\* Attack at any  
range using the best range  
bracket (may be combined  
with Aimed Shot)

**Centaur Traits (LV1)**

**Rear-Kick [UNARMED MELEE ATTACK]**  
Range: 1      Attack Roll: D10 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG  
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit

**Charge ACTION:** This Hero gains (+4)MOVEMENT  
for this activation.

**Lucky Sash [ACCESSORY]**

When making a LUCK TEST,  
add D4 to LUCK



**Ranger Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

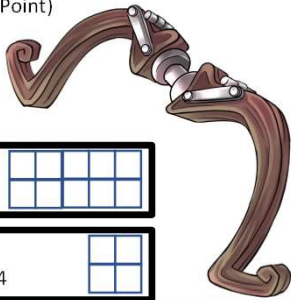
Hero gains the following

**Hunter's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-3**    Attack Roll: 1D6 + 1D4 + DEX  
**Range 4+**     Attack Roll: 1D6 + DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 4+ =  
Make an additional attack action (does not  
consume Action Point)



**Wooden Arrow**  
Attack Roll: +0

**Iron Arrow**  
Attack Roll: +1D4

**Lucky Velvet Sash**  
**[ACCESORY]**  
  
When making a LUCK TEST,  
add D4+1 to LUCK  
  
Re-roll a single die roll When  
making a LUCK TEST



**LV2 Weapon-Smith Event:**

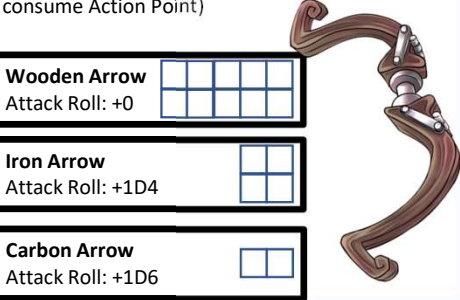
Hero gains the following

**Ranger's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-3**    Attack Roll: 2D6 + DEX  
**Range 4+**     Attack Roll: 1D6 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 5+ =  
Make an additional attack action (does not  
consume Action Point)



**Wooden Arrow**  
Attack Roll: +0

**Iron Arrow**  
Attack Roll: +1D4

**Carbon Arrow**  
Attack Roll: +1D6

**Leather Pauldrons & Chausses** [ARMOR]  
When ATKd, add D6 to VIT  
  
After ATK, roll D4 equal to  
this Hero's LUCK and count  
the number of 4's rolled. If  
this number is higher than the  
DMG this Hero is suffering,  
this Hero may make a free  
[UNARMED MELEE ATTACK]  
or move up to half of its  
MOVE stat.



**Lucky Jade Sash** [ACCESORY]  
  
When making a LUCK TEST,  
add 2D4 to LUCK  
  
Re-roll up to (2) dice When  
making a LUCK TEST



**LV3 Weapon-Smith Event:**

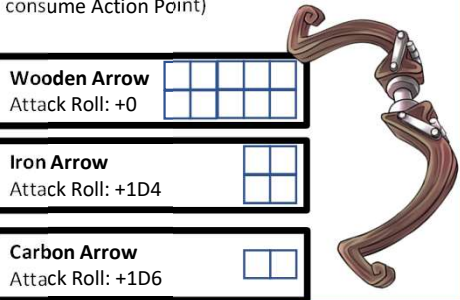
Hero gains the following

**Sniper's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-4**    Attack Roll: 2D8 + DEX  
**Range: 5+**     Attack Roll: 1D8 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 6+ =  
Make an additional attack action (does not  
consume Action Point)



**Wooden Arrow**  
Attack Roll: +0

**Iron Arrow**  
Attack Roll: +1D4

**Carbon Arrow**  
Attack Roll: +1D6

**Legendary Weapon Event:**

Hero gains the following

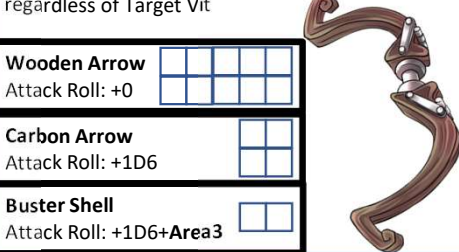
**Angel's Bow [RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-5**    Attack Roll: 2D10 + DEX  
**Range: 6+**     Attack Roll: 1D10 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll the  
same number (e.g. 7,7) = Make an additional  
attack action (does not consume Action Point)

**Critical Hit:** CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit



**Wooden Arrow**  
Attack Roll: +0

**Carbon Arrow**  
Attack Roll: +1D6

**Buster Shell**  
Attack Roll: +1D6+Area3

**Pegasus' Pauldrons & Chausses** [ARMOR]  
When ATKd, add D8 to VIT  
  
After ATK, roll D4 equal to this  
Hero's LUCK and count the  
number of 3's & 4's rolled. If this  
number is higher than the DMG  
this Hero is suffering, this Hero  
may be placed adjacent to the  
Attacker then make a free  
[UNARMED MELEE ATTACK]



**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Bow-Knight’

**Centaur Traits (LV2)**

**Rear-Kick [UNARMED MELEE ATTACK]**

**Range:** 1      **Attack Roll:** D10 + STR

**Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails

**Equal to/Higer than target VIT** = 1DMG

**Double Target VIT** = 2 DMG

**Critical Hit:** **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit

**Galloping-Strike ACTION:** This Hero gains **(+4)MOVEMENT** for this activation and may make a free **[UNARMED MELEE ATTACK]**

(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Fletcher(LV2):**  
Regain 2D4 Wooden Arrows at the end of each encounter. Regain D4 additional Arrows of any type at the end of each encounter.

**Archery (LV2)**

**Precision Shot (2) ACTIONS:**

Make a **\*Bow\*** Attack but add 2xDEX and (+1)DMG to the result.

**Reactive ATK REACTION:**

Interrupt an Enemy NPC activation to make an attack

**Gale Arrow SPELL(1MP):**

Make a **\*Bow\*** Attack at any range using the best range bracket. Add (+1)DMG to the result (may be combined with Precision Shot)

**Class Promotion Event 2:** Hero gains the following and changes their class to ‘Bow-Lancer’

**Centaur Traits (LV3)**

**Heavy Rear-Kick [UNARMED MELEE ATTACK]**

**Range:** 1      **Attack Roll:** 2D10 + STR

**Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails

**Equal to/Higer than target VIT** = 1DMG

**Double Target VIT** = 2 DMG

**Critical Hit:** **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit

**Double Strike:** **CHAIN** **If two or more dice roll the same number (e.g. 7,7)** = Make an additional attack action (does not consume Action Point)

**Galloping-Strike ACTION:** This Hero gains **(+4)MOVEMENT** for this activation and may make a free **[UNARMED MELEE ATTACK]**

**Robust Vitality ABILITY** Each time this Hero activates, but before it performs any movement or actions, roll a D4 for each **Wound** this Hero is currently Suffering. For each result of (4) restore 1HP.

(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Fletcher(LV3):**  
Regain 3D4 Arrows of any type at the end of each encounter.

**Archery (LV3)**

**Sniper Shot (2) ACTIONS:**

Make a **\*Bow\*** Attack but add 3xDEX and (+2)DMG to the result.

**Reactive ATK REACTION:**

Interrupt an Enemy NPC activation to make an attack

**Lightning Arrow**

**SPELL(1MP):** Make a **\*Bow\*** Attack at any range using the best range bracket . This ATK gains **AREA2** (may be combined with Sniper Shot)


# Monk

*Raised and trained in a monastery since birth, you have honed your martial arts prowess for this day your whole life. In addition to punishing bare-fisted combat, a life of monk-hood has made you a competent healer too.*





This character starts an adventure with the following: Bronze Gauntlet [POWER FIST], Monk Traits[LV1], Bronze Pauldron [ARMOR], MARTIAL ARTIST [LV1], Wooden Prayer Beads [ACCESSORY]. Default Name is "Shiro" (though you can name this Hero whatever you want). Starting Class is "Monk"

STR 5	DEX 3		CLASS
VIT 4	MAG 1		MOVE 4
LUCK 2			ACTION 2
			REACTION 2
NAME			

HP 3	
MP 1	

INVENTORY

Pouch1:

Pouch2:

ABILITIES

Monk Traits (LV1)

Martial Artist (LV1)

Hero of Light: When this Hero uses 'Holy Oil' it affects every ATK they make until the end of their activation.

Bronze Gauntlet

[POWER FIST]

Range: 1      Attack Roll: 2D4 + STR

Results Chart (Total roll including modifier)

Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 1DMG and target suffers PUSH1.

Double Target VIT = 2 DMG and target suffers PUSH2.

Double Strike: CHAIN If two or more dice roll 4s = Place this Hero in any square adjacent to Target then make an additional attack action (does not consume Action Point)



Bronze Pauldron

[ARMOR]

When attacked, add D6 to VIT.



Martial Artist (LV1)

Counter-Attack REACTION:

After an Enemy NPC attacks this Hero, make a [POWER FIST] ATK against that NPC (NPC must be in ATK range)

Burning Fist SPELL(1MP):

Make a [POWER FIST] ATK but add 2xSTR to the result. If this ATK deals any DMG place the target in any square adjacent to this Hero. Then resolve any PUSH effect generated by this ATK.

Monk Traits (LV1)

Dash ACTION: This Hero gains (+2)MOVEMENT for this activation.

HEAL(LV1) SPELL(1MP): This Hero, or a Hero within (3) squares Heals D6 Wounds.

Field Aid ACTION: This Hero, or an adjacent Hero Heals D4 Wounds.

Wooden Prayer Beads [ACCESSORY]

Once Per encounter when this Hero is attacked, this Hero may use this ACCESSORY to make that ATK automatically fail.

**Monk Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Iron Gauntlet**  
**[POWER FIST]**

Range: 1      Attack Roll: 2D6 + STR

**Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails  
**Equal to/Higher than target VIT** = 1DMG and target suffers **PUSH1**.  
**Double Target VIT** = 2 DMG and target suffers **PUSH2**.

**Double Strike:** **CHAIN** If two or more dice roll 5+  
= Place this Hero in any square adjacent to Target then make an additional attack action (does not consume Action Point)



**Lacquered Prayer Beads**  
**[ACCESSORY]**

Once Per encounter when ANY Hero is attacked, this Hero may use this ACCESSORY to make that ATK automatically fail.

**LV2 Weapon-Smith Event:**

Hero gains the following

**Consecrated Prayer Beads**  
**[ACCESSORY]**

Once Per encounter when ANY Hero is attacked, this Hero may use this ACCESSORY to make that ATK automatically fail. That Hero then Heals all Wounds and regains all MP

**Iron Pauldron [ARMOR]**

**When attacked**, add D6 to VIT.

On a **Natural 6** Place this Hero in any square adjacent to the Enemy NPC who made the ATK, then make a **Counter-Attack REACTION** without spending a **REACTION** point.



**LV3 Weapon-Smith Event:**

Hero gains the following

**Steel Gauntlet**  
**[POWER FIST]**

Range: 1      Attack Roll: 2D8 + STR

**Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails  
**Equal to/Higher than target VIT** = 1DMG and target suffers **PUSH1**.  
**Double Target VIT** = 2 DMG and target suffers **PUSH2**.

**Double Strike:** **CHAIN** If two or more dice roll 6+  
= Place this Hero in any square adjacent to Target then make an additional attack action (does not consume Action Point)



**Steel Pauldron [ARMOR]**

**When attacked**, add D8 to VIT.

On a **7+** Place this Hero in any square adjacent to the Enemy NPC who made the ATK, then make a **Counter-Attack REACTION** without spending a **REACTION** point.



**Legendary Weapon Event:**

Hero gains the following

**Master's Gauntlet**  
**[POWER FIST]**

Range: 1      Attack Roll: 2D10 + STR

**Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails  
**Equal to/Higher than target VIT** = 1DMG and target suffers **PUSH1**.  
**Double Target VIT** = 2 DMG and target suffers **PUSH2**.

**Double Strike:** **CHAIN** If two or more dice roll the **same number (e.g. 7,7)** = Place this Hero in any square adjacent to Target then make an additional attack action (does not consume Action Point)

**Shining Fist:** **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target VIT and target suffers **PUSH3**.  
Then any (1) Hero Heals 3 Wounds



**Master's Pauldron**  
**[ARMOR]**

**When attacked**, add D8 to VIT.

On a **6+** Place this Hero in any square adjacent to the Enemy NPC who made the ATK, then inflict **3DMG** and **PUSH3** on that Enemy NPC



**Class Promotion Event 1:** Hero gains the following and changes their class to either 'Veteran-Monk' or 'Striker'

**Monk Traits (LV2)**

**Dash ACTION:** This Hero gains **(+2)MOVEMENT** for this activation.

**HEAL(LV2) SPELL(1MP):** This Hero, or a Hero within (5) squares **Heals 2D4 Wounds.**

**Monk's Field Aid ACTION:** This Hero, or an adjacent Hero **Heals 2D4 Wounds.**

**Martial Artist (LV2)**  
**Preemptive-Attack REACTION:** Before an **Enemy NPC** attacks this Hero, make a **[POWER FIST] ATK** against that NPC (NPC must be in ATK range)  
**Blazing Fist SPELL(1MP):** Make a **[POWER FIST] ATK** but add **2xSTR** to the result. If this **ATK** deals any **DMG** place the target in any square adjacent to this Hero. Then target suffers **PUSH2** (in addition to any **PUSHX** generated by this **ATK**).

**Class Promotion Event 2:** Hero gains the following and changes their class to either 'Monastic-Knight' or 'Master-Monk'

**Monk Traits (LV3)**

**Dash ACTION:** This Hero gains **(+2)MOVEMENT** for this activation.

**HEAL(LV2) SPELL(1MP):** This Hero, or a Hero within (3) squares **Heals 2D4 Wounds.**

**Monk's Field Aid ACTION:** This Hero, or an adjacent Hero **Heals 2D4 Wounds.**

**Guardian REACTION:** If a **Friendly Model** is attacked while it is within (3) squares of this Hero, this Hero can be placed in the square **occupied by** the **Defending Model**, then placing the **Defending Model** in an adjacent square. This Hero suffers the attack instead of the **Defending Model**.

**Holy Resilience ABILITY:** For each point of **DMG** this Hero suffers, roll a **D6**. For each **6** rolled, this Hero does not suffer that **DMG**.

**Martial Artist (LV3)**  
**Righteous-Smash REACTION:** Right before an **Enemy NPC** attacks a Hero within (6) squares of this Hero, Place this Hero adjacent to that **Enemy NPC** then make a **[POWER FIST] ATK** against that NPC.  
**Blazing Volley SPELL(1MP):** Make a **[POWER FIST] ATK** but add **3xSTR** to the result. If this **ATK** deals any **DMG** place the target in any square adjacent to an **Enemy NPC**. Then all **Enemy NPCs** within (3) squares of Target NPC suffer **3DMG**.

**Designer's Note:** Class titles are mostly thematic. You still get all Trait/Ability/Etc. cards for the promotion event. There may be some quests where a specific class title has an effect on your experience but there is no way to predict this at character creation without reading ahead for spoilers. As such it is recommended that you choose the class title that best fits the vibe of your character.


# Thief

*Just as likely to get your allies into a mess as you are to get them out of one, despite your sneaky nature (or perhaps because of it) your fellow Heroes seem to appreciate having you around.*







This character starts an adventure with the following: Rickety Clockwork Crossbow[RANGED WEAPON], Thief Traits[LV1], Dull Sickle Sword [SECONDARY WEAPON], Rogue Combat [LV1], Boot-Knives[ACCESSORY]. Default Name is "Aisha" (though you can name this Hero whatever you want). Starting Class is "Thief"

STR 3	DEX 4		CLASS
VIT 3	MAG 1		MOVE 5
LUCK 4			ACTION 2
			REACTION 3
NAME			

HP 3	
MP 1	

INVENTORY

Pouch1:

Pouch2:

ABILITIES

Thief Traits (LV1)  
Rogue Combat (LV1)  
Ammo-Smith (LV1): Regain  
D4 Bolts at the end of each  
encounter.

Rickety Clockwork Crossbow  
[RANGED WEAPON]

Range: 1      Attack Roll: None  
Range: 2      Attack Roll: 1D6 + DEX  
Range 3+      Attack Roll: 1D4 +DEX

Results Chart (Total roll including modifier)  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG



Iron Bolt  
Attack Roll: +0

Carbon Bolt  
Attack Roll: +1D4

Dull Sickle Sword  
[SECONDARY WEAPON]

Range: 1 ATK Roll: 2D4 + STR

Results Chart  
Less than target VIT = Fails  
Equal to target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: CHAIN If two or  
more dice roll 4s = Make an  
additional attack action (does not  
consume Action Point)



Rogue Combat (LV1)

Backflip REACTION: Interrupt  
an Enemy NPC activation to  
move up to (2) squares. If this  
takes this Hero out of  
range/LoS of an Enemy NPC  
attack, that attack fails  
against this Hero.

Wind Strike SPELL(1MP):  
Make a \*Sickle Sword\* ATK  
at 2xSTR then place this Hero  
in any Square within 2  
Squares of the target.

Thief Traits (LV1)

Backstab ABILITY  
This Hero adds 1D4 to their ATK-Roll if the target  
is adjacent to another Hero.

Sprint ACTION: This Hero gains (+3)MOVEMENT  
for this activation.

Thief's Intuition ABILITY: The party gains  
ADVANTAGE1 when rolling on the Encounter  
Chart if this Hero is in the Active Party.

Boot-Knives [ACCESSORY]

Twice Per encounter make  
the following Attack (does  
not consume any Action  
Points)

Knife Throw [Ranged]  
Range: 1-2 Attack Roll:  
D6+DEX

Results Chart  
Less than target VIT = Fails  
Equal/+ target VIT= 1DMG  
Double Target VIT = 2 DMG



**Thief Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Re-tuned Clockwork Crossbow**  
**[RANGED WEAPON]**

Range: 1      Attack Roll: None  
Range: 2      Attack Roll: 1D8 + DEX  
Range 3+      Attack Roll: 1D6 +DEX

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG



<b>Iron Bolt</b> Attack Roll: +0	<input type="checkbox"/> <input type="checkbox"/>
<b>Carbon Bolt</b> Attack Roll: +1D4	<input type="checkbox"/> <input type="checkbox"/>
<b>Assault Shell</b> Attack Roll: +D6+Area2	<input type="checkbox"/>

(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Ammo-Smith(LV2):**  
Regain 2D4 Bolts of any type at the end of each encounter.

**LV2 Weapon-Smith Event:**

Hero gains the following

**Sharpened Sickle Sword**  
**[SECONDARY WEAPON]**  
Range: 1 ATK Roll: 2D6+STR

**Results Chart**

Less than target VIT = Fails  
Equal to target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 4+ = Make an additional attack action (does not consume Action Point)



**Sharpened Boot-Knives**  
**[ACCESORY]**

Twice Per encounter make the following Attack (does not cost any Action Points)

**Knife Throw [Ranged]**

Range: 1-3 Attack Roll: 2D4+DEX

**Results Chart**

Less than target VIT = Fails  
Equal/+ target VIT= 1DMG  
Double Target VIT = 2 DMG  
Extra Knife: **CHAIN** If two or more dice roll 4+ = This ATK does not count against the "Twice Per Encounter" limit.



**LV3 Weapon-Smith Event:**

Hero gains the following

**Hand-Ballista**  
**[RANGED WEAPON]**

Range: 1      Attack Roll: None  
Range: 2      Attack Roll: 1D10 + DEX  
Range 3+      Attack Roll: 1D8 +DEX

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to target VIT = 1DMG  
Higher than target VIT = 2 DMG

Critical Hit: **CHAIN** Natural 0 Rolled = 3 DMG regardless of Target Vit

<b>Iron Bolt</b> Attack Roll: +0	<input type="checkbox"/> <input type="checkbox"/>
<b>Carbon Bolt</b> Attack Roll: +1D4	<input type="checkbox"/> <input type="checkbox"/>
<b>Assault Shell</b> Attack Roll: +D6+Area2	<input type="checkbox"/> <input type="checkbox"/>



(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Ammo-Smith(LV3):**  
Regain all Bolts at the end of each encounter.

**Legendary Weapon Event:**

Hero gains the following

**Beast Fang Sickle Sword**  
**[SECONDARY WEAPON]**  
Range: 1 ATK Roll: 2D8 + STR  
**Results Chart**  
Less than target VIT = Fails  
Equal to target VIT = 1DMG  
Higher than Target VIT = 2 DMG

**Double Strike:** **CHAIN** If two or more dice roll the same number Make an additional attack action (does not consume Action Point)  
**Critical Hit:** **CHAIN** If two or more dice roll 6+ = 3 DMG regardless of Target Vit



**Kunai [ACCESORY]**

Twice Per encounter make the following Attack (does not cost any Action Points)

**Knife Throw [Ranged]**

Range: 1-3 Attack Roll: 3D4+DEX

**Results Chart**

Less than target VIT = Fails  
Equal/+ target VIT= 1DMG  
Double Target VIT = 2 DMG  
Extra Knife: **CHAIN** If two or more dice roll the same number (e.g. 3,3) = This ATK does not count against the "Twice Per Encounter" limit.



**Class Promotion Event 1:** Hero gains the following and changes their class to either 'Rogue' or 'Knife-Fighter'

**Class Promotion Event 2:** Hero gains the following and changes their class to either 'Ninja' or 'Master-Thief'

<p><b>Rogue Traits (LV2)</b></p> <p><b>Enhanced Backstab ABILITY</b> This Hero adds <b>1D6</b> to their <b>ATK-Roll</b> if the target is adjacent to another <b>Hero</b>.</p> <p><b>Sprint ACTION:</b> This Hero gains <b>(+3)MOVEMENT</b> for this activation.</p> <p><b>Swift Reaction ABILITY</b> Each time this Hero activates, but before it performs any movement or actions, roll 1D4 if it has any spent <b>REACTION</b> points. On a result of (4) restore (1) <b>REACTION</b> point.</p> <p><b>Thief's Intuition ABILITY:</b> The party gains <b>ADVANTAGE1</b> when rolling on the <b>Encounter Chart</b> if this Hero is in the Active Party.</p>	<p><b>Assassin Traits (LV3)</b></p> <p><b>Flanking Attack ABILITY</b> This Hero adds <b>1D8</b> to their <b>ATK-Roll</b> if the target is adjacent to another <b>Hero</b>.</p> <p><b>Flying Sprint ACTION:</b> This Hero gains <b>(+4)MOVEMENT</b> and the <b>FLY</b> keyword for this activation.</p> <p><b>Lightning Reaction ABILITY</b> Each time this Hero activates, but before it performs any movement or actions, roll a D4 for each <b>REACTION</b> point this Hero has currently spent. For each result of (4) restore (1) <b>REACTION</b> point.</p> <p><b>Thief's Intuition ABILITY:</b> The party gains <b>ADVANTAGE1</b> when rolling on the <b>Encounter Chart</b> if this Hero is in the Active Party.</p>
<p><b>Rogue Combat (LV2)</b> <b>Backflip &amp; Knife Throw REACTION:</b> Interrupt an Enemy NPC activation to inflict (1)DMG on that NPC (must have LOS) then move up to (3) squares. If this takes this Hero out of range/LoS of an Enemy NPC attack, that attack fails against this Hero.</p> <p><b>Vorpal Strike SPELL(1MP):</b> Make a <b>*Sickle Sword* ATK</b> at <b>3xSTR</b> then place this Hero in any Square within 3 Squares of the target.</p>	<p><b>Ninja Combat (LV3)</b> <b>BAMF REACTION:</b> Interrupt an Enemy NPC activation to inflict (2)DMG on that NPC then place this Hero in any empty square within (6) squares. If this takes this Hero out of range/LoS of an Enemy ATK, that ATK fails against this Hero.</p> <p><b>Shadow Strike SPELL(1MP):</b> Make a <b>*Sickle Sword* ATK</b> at <b>3xSTR</b> then place this Hero within 3 Squares of the target and make another <b>*Sickle Sword* ATK</b> at <b>3xSTR</b>.</p>

**Designer's Note:** Class titles are mostly thematic. You still get all Trait/Ability/Etc. cards for the promotion event. There may be some quests where a specific class title has an effect on your experience but there is no way to predict this at character creation without reading ahead for spoilers. As such it is recommended that you choose the class title that best fits the vibe of your character.


# Acolyte

*You've studied the fundamentals of the spiritual and the arcane since you were old enough to read. Now you stand before a branched path with a decision to make. Acolytes are Heroes being prepared for either priesthood or arcane arts. Support the party with restorative Healing Prayers or decimate your enemies with powerful Offensive Magic.*





This character starts an adventure with the following: Acolyte Traits[LV1], Enchanted Corset [ARMOR], Circlet [ACCESSORY]. Default Name is “Sonnet” (though you can name this Hero whatever you want). Starting Class is “Acolyte”.

STR 1	DEX 1		CLASS
VIT 3	MAG 6		MOVE 4
LUCK 4	NAME		ACTION 2
			REACTION 1

HP  
3

MP  
2



ABILITIES

Acolyte Traits (Lv1)

This Hero also gets to decide between pursuing a Priest class or a Mage class.

- If Priest is chosen, this Hero also starts the adventure with Wooden Priest’s Staff [STAFF] and Leather Priest’s Tome [TOME]
- If Mage is chosen, this Hero also starts the adventure with Wooden Mage’s Staff [STAFF] and Leather Mages’s Tome [TOME]

These additional cards are on the following page.

Acolyte Traits (LV1)

**Mana Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each Spent MP. For each result of (8),(9) or (0) restore 1MP.

**Stride ACTION:** This Hero gains (+2)MOVEMENT for this activation.

**Healing Prayer ACTION:** This Hero, or a Hero within (2) squares Heals (2) Wounds.

Enchanted Corset [ARMOR]

**Mana Shield**  
Once Per ENEMY NPC ATK when this Hero suffers DMG they may spend (1)MP to reduce the DMG by (1)

Circlet [ACCESSORY]

**When spending MP,** roll a D4 for each MP spent. For each (4) rolled, regain (1) MP.



### Priest Starting Items:

Hero gains the following

#### **Wooden Priest's Staff [STAFF]**

**Range: 1**      Attack Roll: 1D6 + STR

**Range: 2-3**      Attack Roll: 1D10 + MAG

#### **Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails

**Equal to/Higer than target VIT** = 1DMG

**Double Target VIT** = 2 DMG

**Holy Burst:** CHAIN **Natural 0 Rolled** = 3 DMG  
regardless of Target Vit, then any Hero in play  
Heals up to (3) wounds.



#### **Leather Priest's Tome** **[TOME]**

**HEAL(LV1) SPELL(1MP):** This  
Hero, or a Hero within (3)  
squares **Heals** (3) Wounds.

**REVIVE(LV1) REACTION:**  
When a Hero gains the **EXH**  
status, remove the **EXH**  
status and **Heal** that Hero for  
**(1) Wound**

### Mage Starting Items:

Hero gains the following

#### **Wooden Mage's Staff [STAFF]**

**Range: 1**      Attack Roll: 1D6 + STR

**Range: 2-3**      Attack Roll: 1D10 + MAG

#### **Results Chart (Total roll including modifier)**

**Less than target VIT** = Attack Fails

**Equal to/Higer than target VIT** = 1DMG

**Double Target VIT** = 2 DMG

**Arcane Burst:** CHAIN **Natural 0 Rolled** = 3 DMG  
regardless of Target Vit then every Enemy NPC  
within (2) squares of target suffers 1DMG



#### **Leather Mage's Tome** **[TOME]**

**BLAZE(LV1) SPELL(1MP):**  
Enemy NPC within (3)  
squares **Suffers** D4 Wounds.

**MANA SURGE (LV1)**  
**REACTION:** A single failed  
D10 roll for **Mana**  
**Regeneration** is turned into a  
successful roll.

**Priest Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Blessed Wooden Priest's Staff**

[STAFF]

Range: 1      Attack Roll: 1D6 + STR  
Range: 2-3      Attack Roll: 1D10 +1D4 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Holy Burst: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit, then any Hero in play  
Heals up to (3) wounds.



**Mana Infused Circlet**  
[ACCESSORY]

When spending MP, roll a D4  
for each MP spent. For each  
(4) rolled, regain (1) MP.

Free Action Once per  
encounter, regain (1)MP.



**LV2 Weapon-Smith Event:**

Hero gains the following

**Holy Staff**

[STAFF]

Range: 1      Attack Roll: 1D8 + STR  
Range: 2-3      Attack Roll: 1D10 + D6 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Healing Light: CHAIN If two or more dice roll the  
same number (e.g. 7,7) = A Hero in play may Heal  
(1) Wound.

Holy Burst: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit, then any Hero in play  
Heals up to (3) wounds.



**Blessed Corset**  
[ARMOR]

Mana Shield  
Once Per ENEMY NPC ATK  
when this Hero suffers DMG  
they may spend (1)MP to  
reduce the DMG by (1)

Once per encounter when  
this Hero receives the EX-  
Status they can Heal1 and  
removed the EX-Status



**LV3 Weapon-Smith Event:**

Hero gains the following

**Guardian Staff**

[STAFF]

Range: 1      Attack Roll: 1D10 + STR  
Range: 2-5      Attack Roll: 1D10 + D8 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Healing Aura: CHAIN If two or more dice roll the  
same number (e.g. 7,7) = Each Hero in play may  
Heal (1) Wound.

Holy Burst: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit, then any Hero in play  
Heals up to (3) wounds.



**Arcane Circlet** [ACCESSORY]

When spending MP, roll a D4  
for each MP spent. For each  
(4) rolled, regain (1) MP.

Free Action Once per  
encounter, regain (2)MP.



**Legendary Weapon Event:**

Hero gains the following

**Goddess Staff**

[STAFF]

Range: 1      Attack Roll: 1D10 + STR  
Range: 2-5      Attack Roll: 2D10 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Holy Aura: CHAIN If two or more dice roll the  
same number (e.g. 7,7) = Each Hero in play may  
Heal (1) Wound and remove the EX-status effect.

Holy Burst: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit, then any Hero in play  
Heals up to (3) wounds.



**Angel's Corset**  
[ARMOR]

Mana Shield  
Once Per ENEMY NPC ATK  
when this Hero suffers DMG  
they may spend (1)MP to  
reduce the DMG by (1)

Twice per encounter when  
any Hero receives the EX-  
Status, that Hero can Heal1  
and removed the EX-Status



**Class Promotion Event 1:** Hero gains the following and changes their class to either ‘Priest’ or ‘Cleric’

**Priest Traits (LV2)**

**Mana Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (8),(9) or (0) restore **1MP**.

**Stride ACTION:** This Hero gains **(+2)MOVEMENT** for this activation.

**Faithful Healing Prayer ACTION:** This Hero, or a Hero within (5) squares **Heals (2) Wounds**.

**Blessed Priest's Tome**  
[TOME]

**HEAL(LV2) SPELL(1MP):** This Hero, or a Hero in play **Heals 2D4 Wounds**.

**REVIVE(LV2) REACTION:**  
When a Hero gains the **EXH** status, remove the **EXH** status and **Heal** that Hero for **(2) Wounds**

**Class Promotion Event 2:** Hero gains the following and changes their class to either ‘High-Priest’ or ‘Holy Cleric’

**High-Priest Traits (LV3)**

**Advanced Mana Regeneration:** Each time this Hero activates, before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (7),(8),(9) or (0) restore **1MP**.

**Divine Footprints ACTION:** This Hero gains **(+3)MOVEMENT** for this activation. When this Hero ends this activation, all Heroes within (3) squares of this Hero **Heal (1) Wound**.

**Faithful Healing Prayer ACTION:** This Hero, or a Hero within (5) squares **Heals (2) Wounds**.

**Holy Priest's Tome** [TOME]

**HEAL(LV3) SPELL(1MP):** This Hero, or a Hero in play **Heals 3D4 Wounds**.

**REVIVE(LV3) REACTION:**  
When a Hero gains the **EXH** status, remove the **EXH** status and **Heal** that Hero for **(4) Wounds**

**Designer's Note:** Class titles are mostly thematic. You still get all Trait/Ability/Etc. cards for the promotion event. There may be some quests where a specific class title has an effect on your experience but there is no way to predict this at character creation without reading ahead for spoilers. As such it is recommended that you choose the class title that best fits the vibe of your character.

**Mage Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Rune-Etched Wooden Mage's Staff**

[STAFF]

Range: 1      Attack Roll: 1D6 + STR  
Range: 2-3      Attack Roll: 1D10 +1D4 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Arcane Burst: **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit then every Enemy NPC within (2) squares of target suffers 1DMG



**Mana Infused Circlet**  
[ACCESSORY]

When spending MP, roll a D4 for each MP spent. For each (4) rolled, regain (1) MP.

**Free Action** Once per encounter, regain (1)MP. ☐



**LV2 Weapon-Smith Event:**

Hero gains the following

**Ivory Staff**

[STAFF]

Range: 1      Attack Roll: 1D8 + STR  
Range: 2-3      Attack Roll: 1D10 + D6 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Arcing Bolt: **CHAIN** **If two or more dice roll the same number (e.g. 7,7)** = Any (1) Enemy NPC in play suffers 1DMG

Arcane Burst: **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit then every Enemy NPC within (2) squares of target suffers 1DMG



**Infernal Corset**  
[ARMOR]

**Mana Shield**  
Once Per ENEMY NPC ATK when this Hero suffers DMG they may spend (1)MP to reduce the DMG by (1)

Once per encounter when this Hero receives the EX-Status, all Enemy NPCs suffer (1)DMG ☐

**LV3 Weapon-Smith Event:**

Hero gains the following

**Mage Staff**

[STAFF]

Range: 1      Attack Roll: 1D10 + STR  
Range: 2-5      Attack Roll: 1D10 + D8 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Fiery Blaze: **CHAIN** **If two or more dice roll the same number (e.g. 7,7)** = Any (2) Enemy NPCs in play suffer 1DMG

Arcane Burst: **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit then every Enemy NPC within (2) squares of target suffers 1DMG



**Arcane Circlet** [ACCESSORY]

When spending MP, roll a D4 for each MP spent. For each (4) rolled, regain (1) MP.

**Free Action** Once per encounter, regain (2)MP. ☐



**Legendary Weapon Event:**

Hero gains the following

**Indra Staff**

[STAFF]

Range: 1      Attack Roll: 1D10 + STR  
Range: 2-5      Attack Roll: 2D10 + MAG

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Mana Resurgence: **CHAIN** **If two or more dice roll the same number (e.g. 7,7)** = Each Hero in play may Regain (1)MP.

Arcane Blast: **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target Vit then every Enemy NPC within (3) squares of target suffers 2DMG



**Pyromantic Corset**  
[ARMOR]

**Mana Shield**  
Once Per ENEMY NPC ATK when this Hero suffers DMG they may spend (1)MP to reduce the DMG by (1)

Twice per encounter when ANY Hero receives the EX-Status, all Enemy NPCs suffer (1)DMG ☐

For each point of DMG this Hero suffers, roll a D6. For each 6 rolled, this Hero does not suffer that DMG



**Class Promotion Event 1:** Hero gains the following and changes their class to either ‘Mage’ or ‘Adept’

**Mage Traits (LV2)**

**Advanced Mana Regeneration:** Each time this Hero activates, before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (7),(8),(9) or (0) restore **1MP**.

**Astral-Shift ACTION:** This Hero gains **(2+1D4)MOVEMENT** and **FLY** for this activation.

**Healing Prayer ACTION:** This Hero, or a Hero within (2) squares **Heals (2) Wounds**.

**Class Promotion Event 2:** Hero gains the following and changes their class to either ‘Wizard’ or ‘Mystic’

**Mage Traits (LV3)**

**Surging Mana Regeneration:** Each time this Hero activates, before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (6),(7),(8),(9) or (0) restore **1MP**.

**Astral-Plane-Shift ACTION:** This Hero gains **(2+2D4)MOVEMENT** and **FLY** for this activation.

**Healing Prayer ACTION:** This Hero, or a Hero within (2) squares **Heals (2) Wounds**.

**Rune Etched Mage’s Tome**  
[TOME]  
**BLAZE(LV2) SPELL(1MP):** Enemy NPC within (3) squares **Suffers D6 Wounds**.  
**BOLT(LV1) SPELL(2MP) (2)** Enemy NPCs **Suffer D4 Wounds** each.  
**MANA SURGE (LV2)**  
**REACTION:** A single failed D10 roll for **Mana Regen** is turned into a successful roll and a single Enemy NPC suffers (1)DMG

**Scarlet-Leather Mage’s Tome**  
[TOME]  
**BLAZE(LV3) SPELL(1MP):** (2) Enemy NPCs within (3) squares **Suffer D6 Wounds** each.  
**BOLT(LV2) SPELL(2MP) (3)** Enemy NPCs **Suffer D6 Wounds** each.  
**MANA SURGE (LV3)**  
**REACTION:** All failed D10 rolls for **Mana Regen** are turned into successful rolls and (2) Enemy NPCs suffers (1)DMG

**Designer’s Note:** Class titles are mostly thematic. You still get all Trait/Ability/Etc. cards for the promotion event. There may be some quests where a specific class title has an effect on your experience but there is no way to predict this at character creation without reading ahead for spoilers. As such it is recommended that you choose the class title that best fits the vibe of your character.

# Fledgling Knight

*You are descended from a proud lineage of Bird-Knights from the continent. As a Fledgling-Knight you have been permitted to embark on an errant quest, which has found you in service of the Guardian Seal Kingdom.*



This character starts an adventure with the following: Training Sword [MELEE WEAPON], Birdman Traits[LV1], Iron Bird-Knight Set [Armor], Fledgling Knight [LV1], Iron Talons [ACCESORY] Talons [ACCESSORY]. Default Name is "Gabriel" (though you can name this Hero whatever you want). Starting Class is "Fledgling Knight"

STR 4	DEX 3		CLASS
VIT 4	MAG 1		MOVE 6
LUCK 3			ACTION 2
			REACTION 2
NAME			

HP 3	
MP 1	

Fly: This Hero may move over other models and [Movement Blocking] terrain as if it was not there, but not through [Movement and LOS blocking] terrain. This movement may end on [Movement Blocking] terrain but may not end on other models. [Difficult] terrain does not affect a model with FLY.

Fledgling Knight (LV1)  
Birdman Traits (LV1)

**Training Sword**  
**[MELEE WEAPON]**

Range: 1      Attack Roll: 2D4 + STR  
Range: 2      Attack Roll: 1D4 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 4s =  
Make an additional attack action (does not consume Action Point)



**Iron Bird-Knight Set [ARMOR]**

When attacked, add D6 to VIT. On a Natural 6 Place this Hero in any square adjacent to the Enemy NPC who made the ATK. That Enemy NPC suffers 1DMG



**Fledgling Knight (LV1)**

**Strike and Dodge REACTION:**  
Before an Enemy NPC attacks this Hero, make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range) THEN: move up to HALF this Hero's MOVE stat.

**Wing Gust SPELL(1MP):**  
Make a [MELEE WEAPON] Attack with Advantage1. If Target suffers DMG, place this Hero within (3) squares of the Target and make another [MELEE WEAPON] Attack with Advantage1

**Birdman Traits [LV1]**

**Soar ACTION:** This Hero gains (+D4)MOVEMENT for this activation.

**Distraction ABILITY**  
Other Heroes add 1D4 to their ATK-Roll if the target is adjacent to this Hero.

**Swift Reaction ABILITY** Each time this Hero activates, but before it performs any movement or actions, roll 1D4 if it has any spent REACTION points. On a result of (4) restore (1) REACTION point.

**Iron Talons [ACCESORY]**  
When this Hero ATKs, each time two or more dice roll their maximum natural result, the target suffers (1)DMG in addition to any damage inflicted by the ATK.

**Bird Knight Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Squire's Sword [MELEE WEAPON]**

Range: 1      Attack Roll: 1D6+1D4 + STR  
Range: 2      Attack Roll: 1D6 +STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 4+  
= Make an additional attack action (does not consume Action Point)



**Ivory Talons [ACCESORY]**

When this Hero ATKs, each time any die rolls its maximum natural result, the target suffers (1)DMG in addition to any damage inflicted by the ATK.

**LV2 Weapon-Smith Event:**

Hero gains the following

**Knight's Sword [MELEE WEAPON]**

Range: 1      Attack Roll: 2D6 + STR  
Range: 2      Attack Roll: 1D6 +STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 5+  
= Make an additional attack action (does not consume Action Point)



**Reinforced Iron Bird-Knight Set [ARMOR]**  
When attacked, add D8 to VIT. On a Natural 7+ Place this Hero in any square adjacent to the Enemy NPC who made the ATK. That Enemy NPC suffers 1DMG



**LV3 Weapon-Smith Event:**

Hero gains the following

**Hero's Sword [MELEE WEAPON]**

Range: 1      Attack Roll: 2D8 + STR  
Range: 2      Attack Roll: 1D8 +STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 6+  
= Make an additional attack action (does not consume Action Point)



**Mithril Talons [ACCESORY]**  
When this Hero ATKs, each time any die rolls a natural result of 7+, the target suffers (1)DMG in addition to any damage inflicted by the ATK.  
For each result of Natural 0 the target instead suffers (2) DMG in addition to any damage inflicted by the ATK.

**Legendary Weapon Event:**

Hero gains the following

**Feather Sword [MELEE WEAPON]**

Range: 1      Attack Roll: 2D10 + STR  
Range: 2      Attack Roll: 1D10 +STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll the same number (e.g. 7,7) = Make an additional attack action (does not consume Action Point)

Soaring Strike: **CHAIN** Natural 0 Rolled = 3 DMG regardless of Target Vit and this Hero is placed in any available square.



**Mithril Bird-Knight Set [ARMOR]**

When attacked, add 2D4 to VIT. If either D4 rolls a Natural 4 Place this Hero in any square adjacent to the Enemy NPC who made the ATK. That Enemy NPC suffers 2DMG

Once per encounter when this Hero receives the EX-Status, they can Heal1 and removed the EX-Status



**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Wing-Knight’

**Class Promotion Event 2:** Hero gains the following and changes their class to ‘Sky-Knight’

**Birdman Traits [LV2]**

**Boost ACTION:** This Hero gains (+3D4)MOVEMENT for this activation.

**Disruption ABILITY**  
Other Heroes add 2D4 to their ATK-Roll if the target is adjacent to this Hero.

**Swift Reaction ABILITY** Each time this Hero activates, but before it performs any movement or actions, roll 1D4 if it has any spent REACTION points. On a result of (4) restore (1) REACTION point.

**Field Aid ACTION:** This Hero, or an adjacent Hero Heals D4 Wounds.

**Wing Knight (LV2)**  
**Strike and Fade REACTION:**  
Before an Enemy NPC attacks this Hero, make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range) THEN: move up to this Hero’s full MOVE stat.  
**Wing Gale SPELL(1MP):**  
Make a [MELEE WEAPON] Attack with Advantage2. If Target suffers DMG, place this Hero within (5) squares of the Target and make another [MELEE WEAPON] Attack with Advantage1

**Birdman Traits [LV3]**

**Breeze ACTION:** This Hero gains (+3D4)MOVEMENT for this activation.

**Distortion ABILITY**  
Other Heroes add 3D4 to their ATK-Roll if the target is within (3)squares of this Hero.

**Rapid Reaction ABILITY** Each time this Hero activates, but before it performs any movement or actions, roll 2D4 if it has any spent REACTION points. On a result of (3+) restore (1) REACTION point.

**Veteran’s Field Aid ACTION:** This Hero, or an adjacent Hero Heals D4+1 Wounds.

**Wind Blade ACTION:** A Hero within 3 squares (cannot be this Hero) gains the Wind Blade card. Only one Hero may possess Wind Blade at any given time. This ACTION can transfer possession of Wind Blade from one Hero to another.

**Sky Knight (LV3)**  
**Smite and Fade REACTION:**  
Before an Enemy NPC attacks this Hero, that NPC suffers (3)DMG (regardless of range) THEN: move up to this Hero’s full MOVE stat.  
**Wing Blast SPELL(1MP):**  
Make a [MELEE WEAPON] Attack with +2D4 and Advantage2. If Target suffers DMG, place this Hero within (5) squares of the Target and make another [MELEE WEAPON] Attack with +1D4 and Advantage1.

**Wind Blade**  
**[ETHEREAL SWORD BLESSING]**

When attacking, add D6 to ATK

For each point of DMG this Hero INFLICTS, roll a D6. For each 6 rolled, this Hero inflicts an additional (1)DMG.

IMAGE

Flavor Text




# Dragon Squire


*Descended from a long line of Dragon Knights, you left your home on journey to complete your rite of passage into knighthood. The quest ahead of you is a fitting opportunity to forge you into a full-fledged Dragon Knight.*



This character starts an adventure with the following: Stone Hammer [MELEE WEAPON], Dragonute Traits[LV1], Heavy Plate Set [Armor], Novice Dragon Knight [LV1], Iron Dragon Helmet [ACCESSORY]. Default Name is "Bright" (though you can name this Hero whatever you want). Starting Class is "Dragon Squire"

STR 5	DEX 2		CLASS
VIT 5	MAG 1		MOVE 4
LUCK 2			ACTION 2
			REACTION 1
<div>NAME</div>			

HP  
4



MP  
2



INVENTORY

Pouch1:

Pouch2:

Novice Dragon Knight(LV1)  
Dragonute Traits (LV1)

**Bulky:** Enemy NPC models cannot enter a square that is adjacent to this model, however they gain +1 to their ATK range when attacking this model.

Hero models may move through squares adjacent to this model but cannot end a movement or take an action in a square adjacent to this model.

In a situation that requires the Heroes to enter a specific square where this Hero would not fit without breaking this rule (E.G., reaching a goal, or setting up Heroes in the [START] location) this model can instead be placed in the closest available square to the one he would need to enter.

**This model may move through squares adjacent to Enemy NPC or Hero models but cannot end a movement adjacent to Enemy NPC or Hero models.**

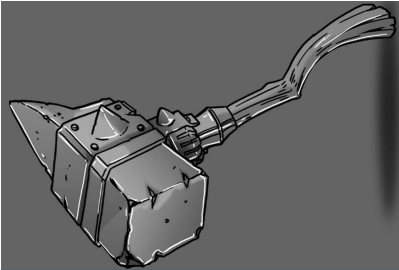
Stone Hammer  
[MELEE WEAPON]

Range: 2      Attack Roll: 2D4 + STR

Results Chart (Total roll including modifier)

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG and target suffers PUSH1.  
Double Target VIT = 2 DMG and target suffers PUSH2.

Crushing Strike: **CHAIN** If two or more dice roll 4s = Target suffers 3DMG and PUSH2 regardless of VIT.



Iron Dragon Plate Set  
[ARMOR]

For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, this Hero does not suffer that DMG

Novice Dragon Knight (LV1)

**Counter-Attack REACTION:** After an Enemy NPC attacks this Hero, make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range)

**Executioner ABILITY:** If this Hero attacks an Enemy NPC who is at half HP or less, this Hero gains Advantage1

Iron Dragon Helmet  
[ACCESSORY]

Once Per encounter re-roll any dice from a single dice roll made due to [ARMOR] equipped to this Hero.

Dragonute Traits [LV1]

Soar **ACTION:** This Hero gains (+D4)MOVEMENT and Fly for this activation.

Dragon's Breath **SPELL(1MP):** All Enemy NPC within 3 squares suffer 1DMG



**Dragon Squire** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Chiseled Stone Hammer**

**[MELEE WEAPON]**

Range: 2      Attack Roll: 1D6+1D4 + STR

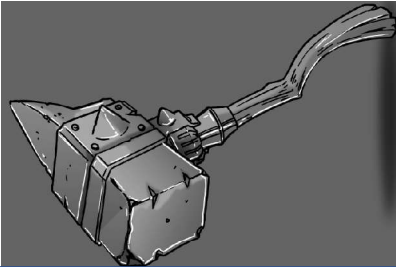
**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 1DMG and target suffers **PUSH1**.

Double Target VIT = 2 DMG and target suffers **PUSH2**.

**Crushing Strike:** **CHAIN** If two or more dice roll 4+ = Target suffers 3DMG and **PUSH2** regardless of VIT.



**Carbon Dragon Plate Set**  
**[ARMOR]**

For each point of **DMG** this Hero suffers, roll a **D6**. For each **5+** rolled, this Hero does not suffer that **DMG**

**LV2 Weapon-Smith Event:**

Hero gains the following

**Knight's Hammer [MELEE WEAPON]**

Range: 2      Attack Roll: 2D6 + STR

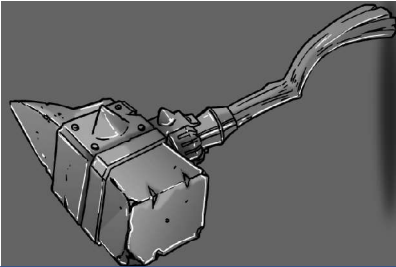
**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 1DMG and target suffers **PUSH1**.

Double Target VIT = 2 DMG and target suffers **PUSH2**.

**Crushing Strike:** **CHAIN** If two or more dice roll 5+ = Target suffers 3DMG and **PUSH2** regardless of VIT.



**Carbon Dragon Helmet**

**[ACCESSORY]**

Twice Per encounter re-roll any dice from a single dice roll made due to **[ARMOR]** equipped to this Hero. ☐ ☐

**LV3 Weapon-Smith Event:**

Hero gains the following

**Paladin's Hammer [MELEE WEAPON]**

Range: 2      Attack Roll: 2D8 + STR

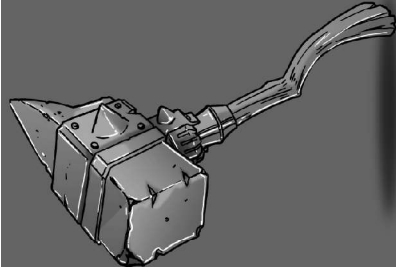
**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 1DMG and target suffers **PUSH1**.

Double Target VIT = 2 DMG and target suffers **PUSH2**.

**Crushing Strike:** **CHAIN** If two or more dice roll 6+ = Target suffers 3DMG and **PUSH2** regardless of VIT.



**Mithril Dragon Plate Set**

**[ARMOR]**

For each point of **DMG** this Hero suffers, roll a **D6**. For each **4+** rolled, this Hero does not suffer that **DMG**

**Legendary Weapon Event:**

Hero gains the following

**Holy Dragon Hammer [MELEE WEAPON]**

Range: 2      Attack Roll: 2D10 + STR

**Results Chart (Total roll including modifier)**

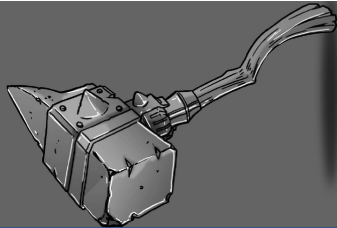
Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 1DMG and target suffers **PUSH1**.

Double Target VIT = 2 DMG and target suffers **PUSH2**.

**Crushing Strike:** **CHAIN** If two or more dice roll the same number (e.g. 7,7) = Target suffers 3DMG and **PUSH2** regardless of VIT.

**Shining Strike:** **CHAIN** **Natural 0 Rolled** = 3 DMG regardless of Target VIT and any (1) Hero Heals 3 Wounds



**Mithril Dragon Helmet**

**[ACCESSORY]**

Three times Per encounter re-roll any dice from a single dice roll made due to **[ARMOR]** equipped to this Hero. ☐ ☐ ☐

**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Dragon Knight’

**Class Promotion Event 2:** Hero gains the following and changes their class to either ‘Dragon Paladin’

**Dragonute Traits [LV2]**

**Soar ACTION:** This Hero gains **(+D4)MOVEMENT** and **Fly** for this activation.

**Dragon’s Breath SPELL(1MP):** All Enemy NPC within 3 squares suffer 1DMG

**Mana Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (8),(9) or (0) restore **1MP**.

**Errant Dragon Knight (LV2)**  
**Preemptive-Attack REACTION:** Before an Enemy NPC attacks this Hero, make a **[MELEE] ATK** against that NPC (NPC must be in ATK range)  
**Executioner ABILITY:** If this Hero attacks an Enemy NPC who is at half HP or less, this Hero gains Advantage<sup>1</sup>

**Dragonute Traits [LV3]**

**Soar+ ACTION:** This Hero gains **(+2D4)MOVEMENT** and **Fly** for this activation.

**Dragon’s Breath SPELL(1MP):** All Enemy NPC within 3 squares suffer 1DMG

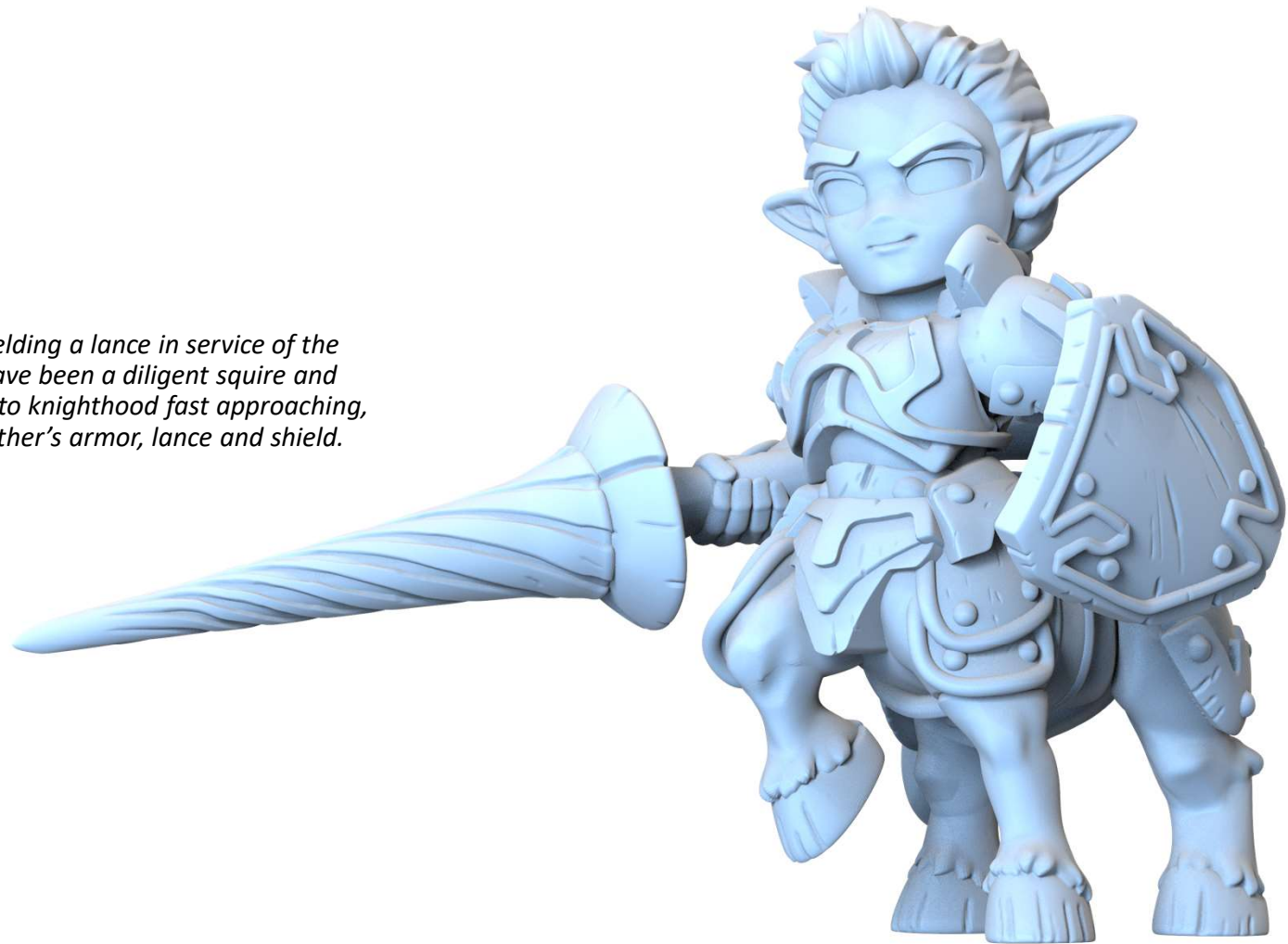
**Mana Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (8),(9) or (0) restore **1MP**.

**Holy Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each **Wound** this Hero currently has. For each result of (8),(9) or (0) restore **1HP**.

**Dragon Paladin (LV3)**  
**Righteous-Strike REACTION:** Right before an Enemy NPC attacks any Hero, Place this Hero adjacent to that Enemy NPC then make a **[MELEE] ATK** against that NPC.  
**Executioner+ ABILITY:** If this Hero attacks an Enemy NPC who is at half HP or less, this Hero gains Advantage<sup>2</sup>

# Lancer

*Since you were small centaur child you dreamed of wielding a lance in service of the kingdom. Despite an occasional reckless streak, you have been a diligent squire and have excelled among your peers. With your ascension to knighthood fast approaching, your instructors have permitted you to take up your father's armor, lance and shield. Soon the kingdom will have need of your bravery.*





This character starts an adventure with the following: Training Lance [MELEE WEAPON], Centaur Traits[LV1], Iron Full Plate [Armor], Lancer [LV1], Iron Shield [ACCESSORY]. Default Name is "Tristan" (though you can name this Hero whatever you want). Starting Class is "Lancer Squire"


STR  
5

DEX  
3

VIT  
4

MAG  
1

LUCK  
2



CLASS

MOVE 6


ACTION 2

REACTION 2

NAME

HP  
4

MP  
1



INVENTORY Pouch1:

Pouch2:

Pouch3:

Pouch4:

Lancer(LV1)  
Centaur Traits(LV1)

Training Lance  
[MELEE WEAPON]

Range: 1-2      Attack Roll: 2D4 + STR

Results Chart (Total roll including modifier)

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: CHAIN If two or more dice roll 4s =  
Move up to (1) square then make an additional  
attack action (does not consume Action Point)

Centaur Traits (LV1)

Rear-Kick [UNARMED MELEE ATTACK]

Range: 1      Attack Roll: D10 + STR

Results Chart (Total roll including modifier)

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG  
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG  
regardless of Target Vit

Charge ACTION: This Hero gains (+4)MOVEMENT  
for this activation.

Iron Full Plate [ARMOR]

When attacked, roll 2D4 and  
add the highest D4 result to  
VIT

Lancer Squire (LV1)

Counter-Charge REACTION:  
After an Enemy NPC attacks  
this Hero, move up to (1)  
square and make a [MELEE  
WEAPON] ATK against that  
NPC (NPC must be in ATK  
range)

Lance Charge SPELL(1MP):  
Make a [MELEE WEAPON]  
Attack with Advantage1.  
THEN immediately move up  
to (1) squares and make an  
[UNARMED MELEE ATTACK]

Iron Shield [ACCESSORY]

If an enemy ATK against this  
Hero deals no DMG, roll D4s  
equal to this character's LUCK  
stat.

If any D4 rolls a 4, make a  
REACTION that does not  
consume a REACTION POINT

**Lancer Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

Hero gains the following

**Squire’s Lance [MELEE WEAPON]**

Range: 1-2      Attack Roll: 1D6+1D4 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 4+  
= Move up to (1) square then make an additional attack action (does not consume Action Point)

**LV2 Weapon-Smith Event:**

Hero gains the following

**Knight’s Lance [MELEE WEAPON]**

Range: 1-2      Attack Roll: 2D6 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

Double Strike: **CHAIN** If two or more dice roll 5+  
= Move up to (2) squares then make an additional attack action (does not consume Action Point)

**LV3 Weapon-Smith Event:**

Hero gains the following

**Hero’s Lance [MELEE WEAPON]**

Range: 1-3      Attack Roll: 2D8 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 2DMG  
Double Target VIT = 3 DMG

Double Strike: **CHAIN** If two or more dice roll 6+  
= Move up to (2) squares then make an additional attack action (does not consume Action Point)

**Legendary Weapon Event:**

Hero gains the following

**Valkyrie Lance [MELEE WEAPON]**

Range: 1-3      Attack Roll: 2D10 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 2DMG  
Double Target VIT = 3 DMG

Double Strike: **CHAIN** If two or more dice roll the same number (e.g. 7,7) = Move up to (3) squares then make an additional attack action (does not consume Action Point)

Piercing Strike: **CHAIN** Natural 0 Rolled = 4 DMG regardless of Target Vit

**Reinforced Iron Full Plate Set [ARMOR]**

When attacked, roll 2D4 and add the highest D4 result to VIT

For each point of DMG this Hero suffers, roll a D4. For each 4 rolled, this Hero does not suffer that DMG.

**Reinforced Iron Shield [ACCESORY]**

If an enemy ATK against this Hero deals no DMG, roll D4s equal to this character’s LUCK stat.

If any D4 rolls a 3 or 4, make a REACTION that does not consume a REACTION POINT

**Mithril Full Plate Set [ARMOR]**

When attacked, roll 2D6 and add the highest D6 result to VIT

For each point of DMG this Hero suffers, roll a D6. For each 5+ rolled, this Hero does not suffer that DMG.

**Mithril Shield [ACCESORY]**

After an enemy ATK against this Hero, roll D4s equal to this character’s LUCK stat, even if this ATK deals DMG.

If any D4 rolls a 3 or 4, make a REACTION that does not consume a REACTION POINT and regain (1) spent REACTION POINT

**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Lancer-Knight’

**Centaur Traits (LV2)**

**Rear-Kick [UNARMED MELEE ATTACK]**  
Range: 1      Attack Roll: D10 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG  
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG regardless of Target Vit

**Galloping-Strike ACTION:** This Hero gains (+4)MOVEMENT for this activation and may make a free [UNARMED MELEE ATTACK]

**Lancer-Knight (LV2)**  
**Counter-Charge LV2**  
**REACTION:** After an Enemy NPC attacks this Hero, move up to (2) squares and make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range)

**Lance Charge SPELL(1MP):**  
Make a [MELEE WEAPON] Attack with Advantage1. THEN immediately move up to (1) squares and make an [UNARMED MELEE ATTACK]

**Class Promotion Event 2:** Hero gains the following and changes their class to ‘Lancer-Paladin’

**Centaur Traits (LV3)**

**Heavy Rear-Kick [UNARMED MELEE ATTACK]**  
Range: 1      Attack Roll: 2D10 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG  
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG regardless of Target Vit  
Double Strike: CHAIN If two or more dice roll the same number (e.g. 7,7) = Make an additional attack action (does not consume Action Point)

**Galloping-Strike ACTION:** This Hero gains (+4)MOVEMENT for this activation and may make a free [UNARMED MELEE ATTACK]

**Robust Vitality ABILITY** Each time this Hero activates, but before it performs any movement or actions, roll a D4 for each Wound this Hero is currently Suffering. For each result of (4) restore 1HP.

**Lancer-Paladin (LV3)**  
**Counter-Charge LV2**  
**REACTION:** After an Enemy NPC attacks this Hero, move up to (2) squares and make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range)

**Lance Charge LV2**  
**SPELL(1MP):** Make a [MELEE WEAPON] Attack with Advantage2. THEN immediately move up to (3) squares and make an [UNARMED MELEE ATTACK]

# Ancient Robot

*You stood guardian over the Shining Sword from the time of its origin. You fought alongside the first Hero of Light as he cast the dragon back into the pit. And again, when another Hero of Light rose, you fought against the darkness at his side. After that you have no memories. Did you cease all functions? You've awoken in a heap inside a cluttered wooden storage room in the castle of the Guardian Seal Kingdom, confused yet filled with new purpose.*

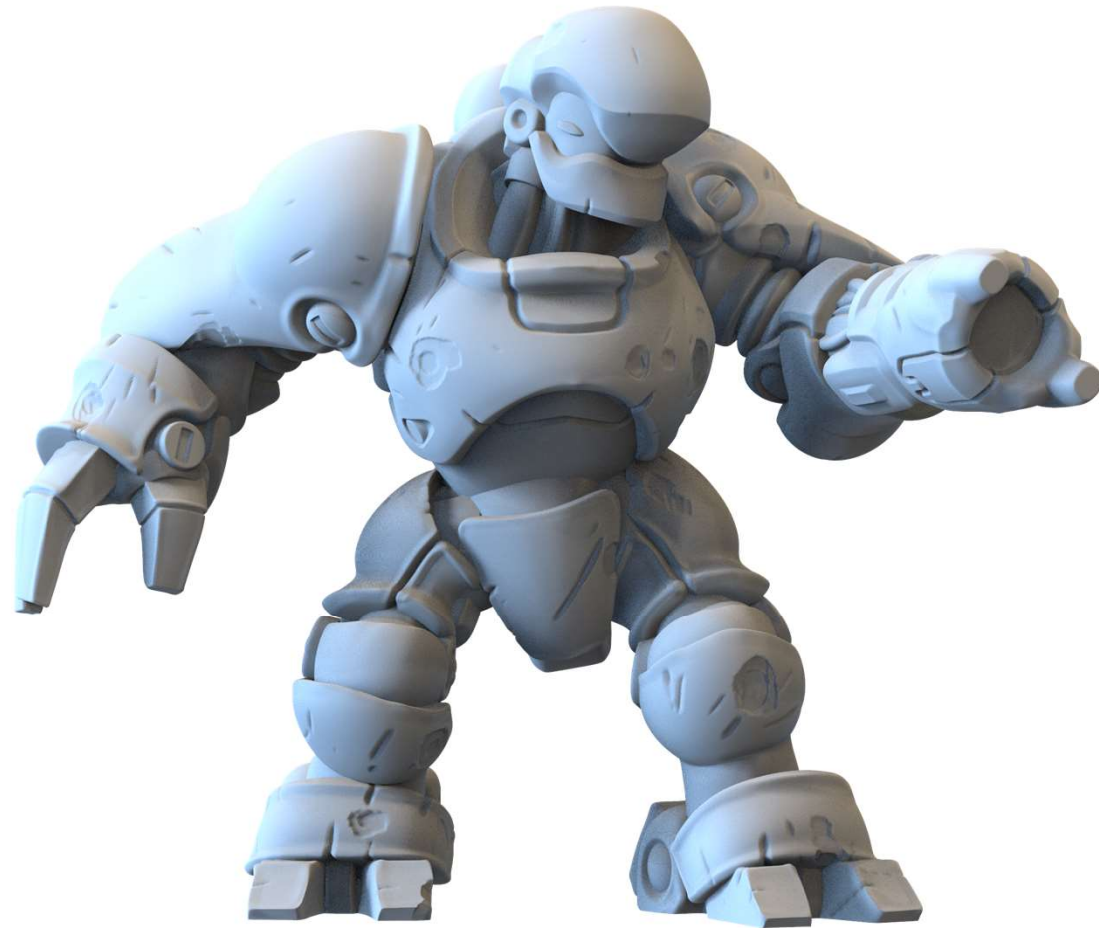
*DIAGNOSTIC REPORT/...  
MAGITECH CELL... < 9% REMAINING*

*...  
PARTICLE CANNON... AIMING SUBSYSTEMS NOT CALIBRATED*

*...  
ARTICULATED MANIPULATOR ARM... DAMAGE HAS REDUCED COMBAT  
EFFECTIVENESS*


*...  
ARMOR... MULTIPLE FRACTURES COMPROMISE DEFENSIVE INTERGRITY OF  
ARMORED PLATES*

*The wooden door splinters off its hinges, helpless to stop your lumbering bulk as you set off on another quest.*





Ancient Robot

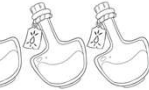

This character starts an adventure with the following: Ceramic Particle Cannon [MAGIC WEAPON], Robot Traits[LV1], Ceramic Armored Plates [Armor], Relic Soldier [LV1], Magitech Core [ACCESSORY]. Default Name is “Abel:01” (though you can name this Hero whatever you want). Starting Class is “Rickety Construct”

STR 1	DEX 1		CLASS
VIT 6	MAG 5		MOVE 4
LUCK 1			ACTION 1
			REACTION 2
NAME			

HP  
3

MP  
2





INVENTORY

Pouch1:

Pouch2:

Relic Soldier(LV1)  
Robot Traits (LV1)

**Bulky:** Enemy NPC models cannot enter a square that is adjacent to this model, however they gain +1 to their ATK range when attacking this model.

Hero models may move through squares adjacent to this model but cannot end a movement or take an action in a square adjacent to this model.

In a situation that requires the Heroes to enter a specific square where this Hero would not fit without breaking this rule (E.G., reaching a goal, or setting up Heroes in the [START] location) this model can instead be placed in the closest available square to the one he would need to enter.

**This model may move through squares adjacent to Enemy NPC or Hero models but cannot end a movement adjacent to Enemy NPC or Hero models.**

Fractured Ceramic Particle Cannon

[MAGIC WEAPON]  
**SPELL(2MP):** Range: Unlimited, AREA2  
Attack Roll: 2D6 + MAG

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Magitech Cyclic Regenerator:** **CHAIN** If two or more dice roll 5+ This Hero may regain: 1HP or 1MP or 1 REACTION.

Robot Traits (LV1)

**Damaged Articulated Manipulator**  
[UNARMED ATTACK]  
Once Per Activation make the following ATK as a **FREE-ACTION**  
Range: 2                      Attack Roll: D8 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Lumbering Dash ACTION:** This Hero gains (+3)MOVEMENT for this activation.

**Magitech Recharge Sequence:** **ABILITY** Each time this Hero activates, before it performs any movement or actions, roll a D4. On a 2 or 3 regain 1MP. On a 4, regain 2MP and (1) REACTION POINT.

Fractured Ceramic Armored Plates  
[ARMOR]

For each point of **DMG** this Hero suffers, roll a **D4**. For each 3+ rolled, this Hero does not suffer that **DMG**

Relic Soldier (LV1)

**Counter-Punch REACTION:**  
After an **Enemy NPC** attacks this Hero, make an [UNARMED ATTACK] against that NPC (NPC must be in ATK range)

Near-Depleted Magitech Core [ACCESSORY]

**Free Action** Once per encounter, regain (1)MP.



**Ancient Robot Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

<u>LV1 Weapon-Smith Event:</u>		<u>LV2 Weapon-Smith Event:</u>		<u>LV3 Weapon-Smith Event:</u>		<u>Legendary Weapon Event:</u>	
Hero gains the following		Hero gains the following		Hero gains the following		Hero gains the following	
<b>Repaired Ceramic Particle Cannon</b> [MAGIC WEAPON] <b>SPELL(2MP):</b> Range: Unlimited, AREA2 Attack Roll: 1D6 + 1D8 + MAG  <b>Results Chart (Total roll including modifier)</b> Less than target VIT = Attack Fails Equal to/Higer than target VIT = 1DMG Double Target VIT = 2 DMG  Magitech Cyclic Regenerator: <b>CHAIN</b> If two or more dice roll 5+ This Hero may regain: 1HP or 1MP or 1 REACTION.		<b>Fiberglass Particle Cannon</b> [MAGIC WEAPON] <b>SPELL(2MP):</b> Range: Unlimited, AREA2 Attack Roll: 2D8 + MAG  <b>Results Chart (Total roll including modifier)</b> Less than target VIT = Attack Fails Equal to/Higer than target VIT = 1DMG Double Target VIT = 2 DMG  Magitech Cyclic Regenerator: <b>CHAIN</b> If two or more dice roll 5+ This Hero may regain: 1HP or 1MP or 1 REACTION.		<b>Composite Particle Cannon</b> [MAGIC WEAPON] <b>SPELL(2MP):</b> Range: Unlimited, AREA2 Attack Roll: 1D8 + 1D10 + MAG  <b>Results Chart (Total roll including modifier)</b> Less than target VIT = Attack Fails Equal to/Higer than target VIT = 1DMG Double Target VIT = 2 DMG  Magitech Cyclic Regenerator: <b>CHAIN</b> If two or more dice roll 5+ This Hero may regain: 1HP or 1MP or 1 REACTION.  <b>Shining Blast:</b> <b>CHAIN</b> <b>Natural 0 Rolled</b> = 3 DMG regardless of Target Vit and this Hero regains 3MP		<b>Mithril Particle Cannon</b> [MAGIC WEAPON] <b>SPELL(2MP):</b> Range: Unlimited, AREA2 Attack Roll: 2D10 + MAG  <b>Results Chart (Total roll including modifier)</b> Less than target VIT = Attack Fails Equal to/Higer than target VIT = 1DMG Double Target VIT = 2 DMG  Magitech Cyclic Regenerator: <b>CHAIN</b> If two or more dice roll 5+ This Hero may regain: 1HP or 1MP or 1 REACTION.  <b>Shining Blast:</b> <b>CHAIN</b> <b>Natural 0 Rolled</b> = 3 DMG regardless of Target Vit and this Hero regains 3MP	
<b>Repaired Ceramic Armored Plates</b> [ARMOR]  For each point of DMG this Hero suffers, roll a D4. For each 3+ rolled, this Hero does not suffer that DMG  <b>ABILITY</b> Each time this Hero activates, before it performs any movement or actions, roll a D6. On the result of 4-5 this Hero recovers 1HP. On a result of 6 this Hero recovers 2HP.		<b>Semi-Charged Magitech Core</b> [ACCESSORY]  <b>Free Action</b> Twice per encounter, regain (1)MP.  <div><div></div><div></div></div>		<b>Mithril Armored Plates</b> [ARMOR]  <b>When attacked</b> , add D6 to VIT  For each point of DMG this Hero suffers, roll a D4. For each 3+ rolled, this Hero does not suffer that DMG  <b>ABILITY</b> Each time this Hero activates, before it performs any movement or actions, roll a D6. On the result of 3-5 this Hero recovers 2HP. On a result of 6 this Hero recovers 3HP.		<b>Fully-Charged Magitech Core</b> [ACCESSORY]  <b>Free Action</b> Twice per encounter, regain (2)MP.  <div><div></div><div></div></div>	

**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Ancient Robot’

**Robot Traits (LV2)**

**Articulated Manipulator**  
[UNARMED ATTACK]  
Once Per Activation make the following ATK as a **FREE-ACTION**  
Range: 2            Attack Roll: D10 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG+PUSH1  
Double Target VIT = 2 DMG+PUSH2  
Critical Hit: **CHAIN Natural 0 Rolled** = 3 DMG regardless of Target Vit +PUSH3

**Lumbering Dash **ACTION**:** This Hero gains (+3)**MOVEMENT** for this activation.

**Magitech Recharge Sequence: **ABILITY**** Each time this Hero activates, before it performs any movement or actions, roll a D4. On a 2 or 3 regain 1MP. On a 4, regain 2MP and (1) REACTION POINT.

**Relic Soldier (LV2)**

**Preemptive Punch **REACTION**:** Before an Enemy NPC attacks this Hero, make an [UNARMED ATTACK] against that NPC (NPC must be in ATK range)

**Class Promotion Event 2:** Hero gains the following and changes their class to ‘Ancient Sentinel’

**Robot Traits (LV3)**

**Articulated Manipulator**  
[UNARMED ATTACK]  
Once Per Activation make the following ATK as a **FREE-ACTION**  
Range: 2            Attack Roll: D10 + STR

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higer than target VIT = 1DMG+PUSH1  
Double Target VIT = 2 DMG+PUSH2  
Critical Hit: **CHAIN Natural 0 Rolled** = 3 DMG regardless of Target Vit +PUSH3

**Lumbering Dash **ACTION**:** This Hero gains (+3)**MOVEMENT** for this activation.

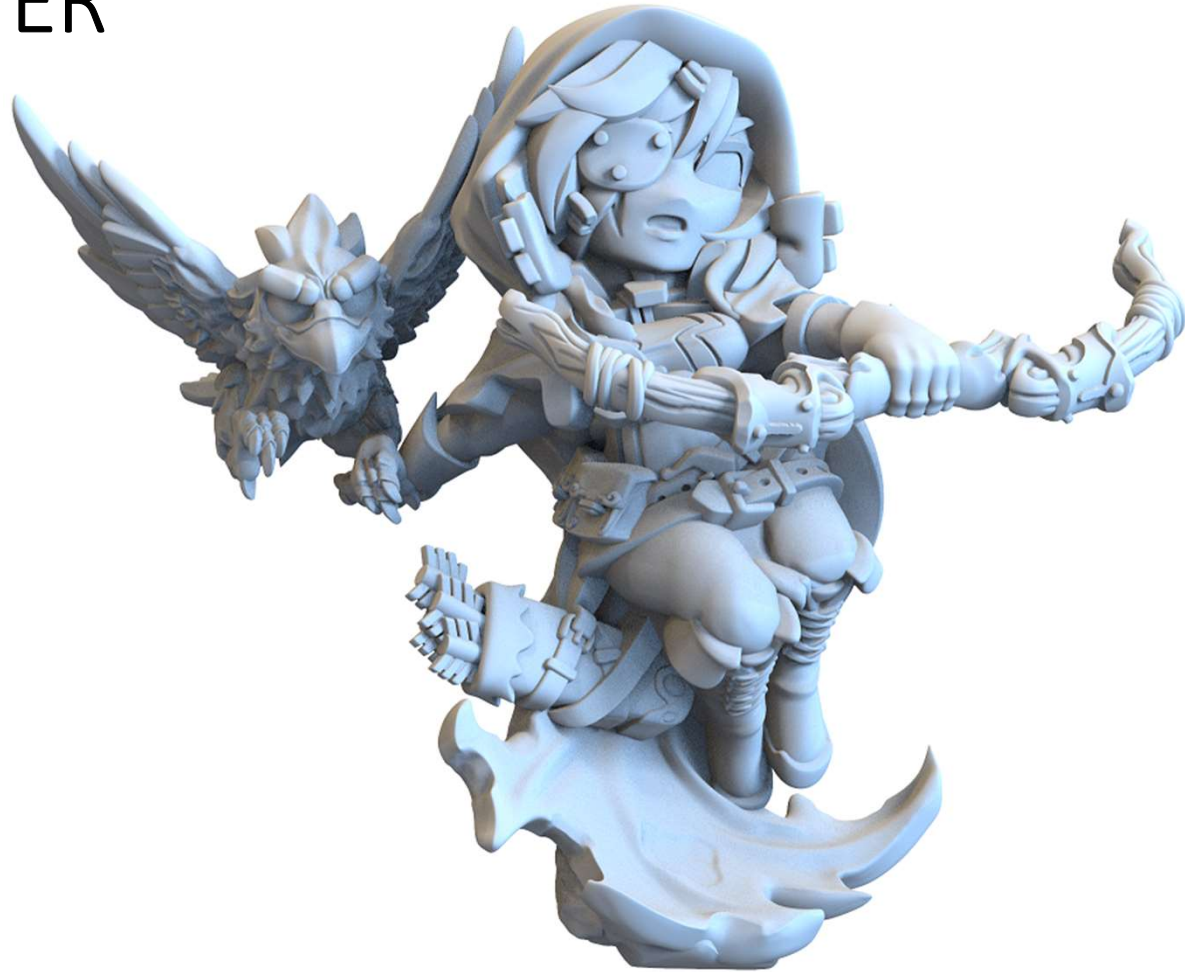
**Enhanced Magitech Recharge Sequence: **ABILITY**** Each time this Hero activates, before it performs any movement or actions, roll a D4. On a 2 or 3 regain 1MP and (1) REACTION POINT.. On a 4, regain 3MP and (2) REACTION POINTs.

**Relic Soldier (LV3)**

**Protective Punch **REACTION**:** Interrupt an Enemy NPC activation to move up to (3) squares then make an [UNARMED ATTACK] against that NPC (NPC must be in ATK range)

# MAGICAL GIRL - HUNTER

*"I'm not sure how I ended up in this world. None of my sisters came here with me, just that loud-mouthed bird. My Magi-tech doesn't function here either... At least not right now. Hmmm. What's that parchment on the wooden board at the dirt crossroads? (Dirt crossroads?! ) A quest for the Guardian Seal Kingdom? Can't hurt, I guess. Maybe I'll find a lead back to my own world along the way..."*



This character starts an adventure with the following: Wooden Bow [RANGED WEAPON], Hunter Traits[LV1], Thunderbird [FAMILIAR] Archery[LV1], Hunter's Knife [Secondary Weapon]. Default Name is "Lady Deadeye" (though you can name this Hero whatever you want). Starting Class is "Magical Girl - Hunter"


STR  
3

DEX  
4

VIT  
3

MAG  
1



LUCK  
4



NAME

HP  
3

MP  
1



INVENTORY Pouch1:

Pouch2:

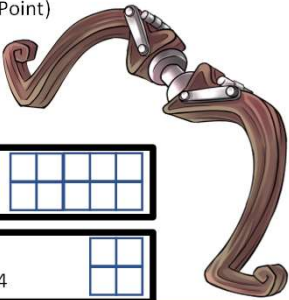
Archery (LV1)  
Hunter Traits (LV1)  
Fletcher (LV1): Regain 2D4  
Wooden Arrows at the end of  
each encounter.

**Wooden Bow**  
**[RANGED WEAPON]**

Range: 1      Attack Roll: None  
Range: 2-3      Attack Roll: 2D4 + DEX  
Range: 4+      Attack Roll: 1D4 + DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 4s =  
Make an additional attack action (does not  
consume Action Point)



**Wooden Arrow**  
Attack Roll: +0

**Iron Arrow**  
Attack Roll: +1D4

**Thunderbird**  
**[FAMILIAR]**

Whenever this Hero rolls the  
maximum value of a Dice (EG  
6 on a D6 or 0 in a D10) This  
Hero may select any **Enemy**  
NPC in play to **suffer 1 DMG**

**Magical Girl Archery**  
**(LV1)**

**Aimed Shot (2) ACTIONS:**  
Make a **\*Bow\*** Attack but  
add 2xDEX to the result.

**Reflexive Shot REACTION:**  
Interrupt an Enemy NPC  
activation to make a **\*Bow\***  
Attack then move up to (2)  
squares.

**Wind Arrows SPELL(1MP):**  
Make a **\*Bow\*** Attack at any  
range using the best range  
bracket (may be combined  
with Aimed Shot)

**Hunter Traits (LV1)**

**Wounded Prey ABILITY**  
This Hero adds 1D4 to their **ATK-Roll** if the target  
is suffering at least **(2) Wounds**.

**Sprint ACTION:** This Hero gains **(+3)MOVEMENT**  
for this activation.

**Patient Hunter ABILITY:** This Hero may forego  
activation at its normal initiative step to instead  
activate right before the **Event/Timer Step** on the  
**Initiative Tracker**.

**Hunter's Knife**  
**[SECONDARY WEAPON]**

Range: 1 ATK Roll: 1D6 + STR

**Results Chart**  
Less than target VIT = Fails  
Equal to target VIT = 1DMG

**Lucky Strike:** CHAIN If one or  
more dice roll 6s = 1 DMG  
regardless of Target Vit



**Magical Girl - Hunter Progression Events** The following events are scattered throughout the various quests that make up a campaign. When you find one of these events, you acquire the respective cards.

**LV1 Weapon-Smith Event:**

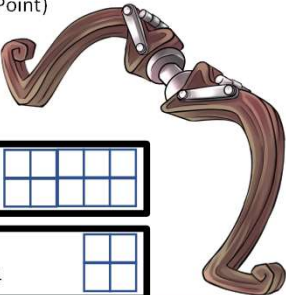
Hero gains the following

**Hunter's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-3**    Attack Roll: 1D6 + 1D4 + DEX  
**Range 4+**     Attack Roll: 1D6 + DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 4+ =  
Make an additional attack action (does not consume Action Point)



Wooden Arrow							
Attack Roll: +0							

Iron Arrow					
Attack Roll: +1D4					

**Sharpened Hunter's Knife**  
**[SECONDARY WEAPON]**

**Range:** 1 ATK Roll: 1D6 + STR

**Results Chart**  
Less than target VIT = Fails  
Equal to target VIT = 1DMG

**Lucky Strike:** CHAIN If one or more dice roll 6s = 2 DMG regardless of Target Vit



**LV2 Weapon-Smith Event:**


Hero gains the following

**Ranger's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-3**    Attack Roll: 2D6 + DEX  
**Range 4+**     Attack Roll: 1D6 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 5+ =  
Make an additional attack action (does not consume Action Point)



Wooden Arrow							
Attack Roll: +0							

Iron Arrow					
Attack Roll: +1D4					

Carbon Arrow				
Attack Roll: +1D6				

**Thunderbird +1**  
**[FAMILIAR]**

Whenever this Hero rolls the maximum value of a Dice (EG 6 on a D6 or 0 in a D10) This Hero may select any (2) Enemy NPCs in play to suffer 1 DMG each.

**LV3 Weapon-Smith Event:**

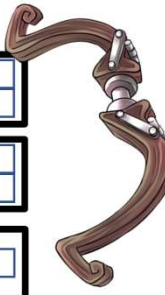
Hero gains the following

**Sniper's Bow**  
**[RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-4**    Attack Roll: 2D8 + DEX  
**Range: 5+**     Attack Roll: 1D8 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll 6+ =  
Make an additional attack action (does not consume Action Point)



Wooden Arrow							
Attack Roll: +0							

Iron Arrow				
Attack Roll: +1D4				


Carbon Arrow			
Attack Roll: +1D6			

**Mithril Hunter's Knife**  
**[SECONDARY WEAPON]**

**Range:** 1 ATK Roll: 1D8 + STR

**Results Chart**  
Less than target VIT = Fails  
Equal to target VIT = 1DMG

**Lucky Strike:** CHAIN If one or more dice roll 6+ = 3 DMG regardless of Target Vit



**Legendary Weapon Event:**


Hero gains the following

**Angel's Bow [RANGED WEAPON]**

**Range: 1**      Attack Roll: None  
**Range: 2-5**    Attack Roll: 2D10 + DEX  
**Range: 6+**     Attack Roll: 1D10 +DEX

**Results Chart (Total roll including modifier)**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Shot:** CHAIN If two or more dice roll the same number (e.g. 7,7) = Make an additional attack action (does not consume Action Point)



**Critical Hit:** CHAIN Natural 0 Rolled = 3 DMG regardless of Target Vit

Wooden Arrow							
Attack Roll: +0							

Carbon Arrow				
Attack Roll: +1D6				

Buster Shell			
Attack Roll: +1D6+Area3			

**Thunderbird +2**  
**[FAMILIAR]**

Whenever this Hero rolls the maximum value of a Dice (EG 6 on a D6 or 0 in a D10) all Enemy NPCs in play to suffer 1 DMG each



**Class Promotion Event 1:** Hero gains the following and changes their class to ‘Magical Girl - Ranger’

**Magical Girl - Ranger (LV2)**

**Wounded Prey ABILITY**

This Hero adds **1D4** to their **ATK-Roll** if the target is suffering at least **(2) Wounds**.

**Sprint ACTION:** This Hero gains **(+3)MOVEMENT** for this activation.

**Patient Hunter ABILITY:** This Hero may forego activation at its normal initiative step to instead activate right before the **Event/Timer Step** on the **Initiative Tracker**.

**Mana Regeneration:** Each time this Hero activates, but before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (8),(9) or (0) restore **1MP**.

(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Fletcher(LV2):**  
Regain 2D4 Wooden Arrows at the end of each encounter.  
Regain D4 additional Arrows of any type at the end of each encounter.

**Magical Girl Archery (LV2)**  
**Precision Shot (2) ACTIONS:**  
Make a **\*Bow\*** Attack but add **2xDEX** and **(+1)DMG** to the result.  
**Reflexive Shot REACTION:**  
Interrupt an Enemy NPC activation to make a **\*Bow\*** Attack then move up to (2) squares.  
**Gale Arrow SPELL(1MP):**  
Make a **\*Bow\*** Attack at any range using the best range bracket. Add **(+1)DMG** to the result (may be combined with Precision Shot)

**Class Promotion Event 2:** Hero gains the following and changes their class to ‘Magical Girl - Sniper’

**Magical Girl - Sniper (LV3)**

**Wounded Prey ABILITY**

This Hero adds **1D4** to their **ATK-Roll** if the target is suffering at least **(2) Wounds**.

**Sprint ACTION:** This Hero gains **(+3)MOVEMENT** for this activation.

**Patient Hunter ABILITY:** This Hero may forego activation at its normal initiative step to instead activate right before the **Event/Timer Step** on the **Initiative Tracker**.

**Advanced Mana Regeneration:** Each time this Hero activates, before it performs any movement or actions, roll a D10 for each **Spent MP**. For each result of (7),(8),(9) or (0) restore **1MP**.

**Magic Core:** When spending MP, roll a **D4** for each **MP** spent. For each **(3+)** rolled, regain **(1) MP**.

(Write this ABILITY on the back of your Tarot Sized Character Tracker card)  
**Fletcher(LV3):**  
Regain 3D4 Arrows of any type at the end of each encounter.

**Magical Girl Archery (LV3)**  
**Sniper Shot (2) ACTIONS:**  
Make a **\*Bow\*** Attack but add **3xDEX** and **(+2)DMG** to the result.  
**Reflexive Shot+ REACTION:**  
Interrupt an Enemy NPC activation to make a **\*Bow\*** Attack then move up to (3) squares.  
**Lightning Arrow SPELL(1MP):** Make a **\*Bow\*** Attack at any range using the best range bracket . This ATK gains **AREA2** (may be combined with Sniper Shot)



# SHINING HEROES

Hero Manual

