

elven ranger

W S e

experience

ATK +1
DEF +1

may use any Scroll once
may use any Weapon once
may Evade any trap if the roll is >10 on 2d6
may carry 4 items

hit points

10



dwarf lord

W

experience

ATK +1
DEF +1

may use any ATK & DEF Weapon twice
may not use Scrolls or ranged Weapons
may Break open a door and not take damage if the roll is >10 on 2d6
may carry 3 items

hit points

11



horse lord

W

experience

ATK +2
DEF +0

may use any ATK Weapon twice
may not use Scrolls
may use any other Weapon once
may carry 5 items

hit points

10



holy cleric

W S

experience

ATK +1
DEF +1

may use any Healing Scroll twice
may use any other Scroll once
may use any non-ranged Weapon once
may not use Ranged weapons
may carry 5 items

hit points

10


wandering rogue
W
experience
ATK +0
DEF +0
may not use any Scroll & DEF Weapon
may use any ATK Weapon once
may Unlock a door if the roll is >9 on 2d6
may Evade a trap or monster
if the roll is >9 on 2d6
may carry 4 items
hit points
10


shield maiden
W
experience
ATK +0
DEF +2
may use any DEF Item twice
may not use Scrolls
may use any other Weapon once
may carry 4 items
hit points
10




sunset wizard
S
experience
ATK +1
DEF +1
may use any Scroll twice
may not use any ATK Weapons
may carry 3 items
hit points
10