

Mentor

You spent years as a master training the King's recruits for the Order of Knights. Now you've decided to leave your position and find your own brand of adventure.

1 (2-3) 3 (4-5) 6 (6)



Craftsman

Your father was a blacksmith and you grew up in his shop. You discovered you had a natural gift at the anvil, but found the hunger for adventure stronger.

1 (2-3) 3 (4-5) 6 (6)



Aristocrat

You are the offspring of a royal family and value the true sovereign bloodline. Now, you are in search of a fitting partner, who will increase your family's influence in the kingdom.

1 (2-3) 3 (4-5) 6 (6)



Patrician

You come from a distinguished family. Material things have never been your concern. Life in your stronghold bores you, so you have decided to seek adventure.

1 (2-3) 3 (4-5) 6 (6)



Exonerated

You were wrongfully accused of a gruesome murder as a youth, but have since been pardoned. With your new freedom, you now seek adventure, glory, and treasure.

1 (2-3) 3 (4-5) 6 (6)



Brawler

You've spent years as a punching bag in the local taverns, scrapping with other fighters for Gold. You've developed a bit of a limp and often speak of yourself in the third person.

1 (2-3) 3 (4-5) 6 (6)



Rift Walker

You come from another dimension. You have a strange tattoo that glows bright blue when in close proximity to treasure.

1 (2-3) 3 (4-5) 6 (6)



Hunter

Your estranged father was a powerful wizard. After his death, you inherited an ancient scroll written in strange runes that seems to describe the location of a great treasure.

1 (2-3) 3 (4-5) 6 (6)



Chosen One

You were born with a sacred mark. According to the prophecies, you are destined to have great power and influence in the kingdom.

1 (2-3) 3 (4-5) 6 (6)


ROLL
PLAYER
— Backstory —
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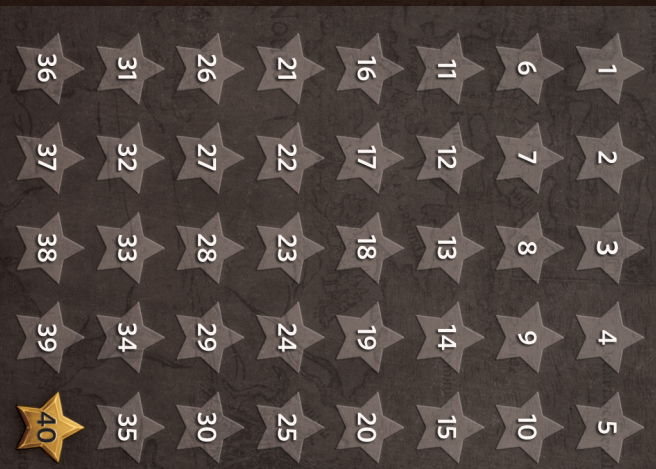
— Backstory —

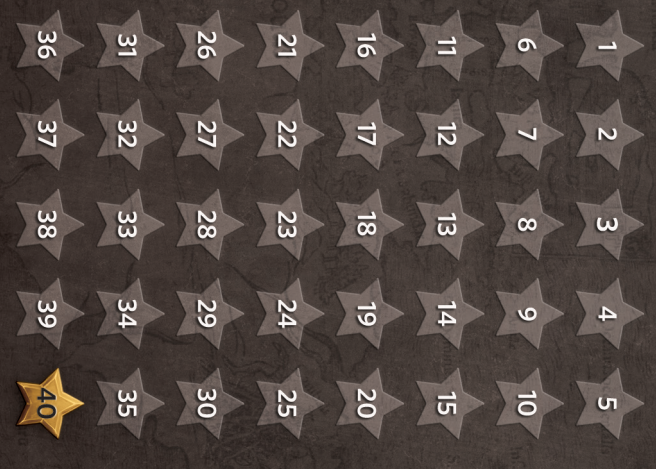


Street Urchin

Abandoned at birth and raised in a barbaric orphanage until you escaped at age 7. You've grown up on the streets and learned the hard way how to be resourceful and survive any way you can.

1 (2-3) 3 (4-5) 6 (6)







Resilient

A deadly plague has decimated your village and left no survivors, except for you. You strike out looking for solace and a new home.

1 (2-3) 3 (4-5) 6 (6)



Savage

You were raised by wolves in the dense forests beyond the mountains. You can read the forest floor like a book and thrive in even the most desolate wastelands.

1 (2-3) 3 (4-5) 6 (6)



Savant

When you left home, you apprenticed yourself to the best swordsman in the realm. You soon outmatched him and now seek to become known as the greatest hero in the kingdom.

1 (2-3) 3 (4-5) 6 (6)



Devoted

Your only son has been stricken with a grave illness. You have set out with the intent of doing everything in your power to save the life of your boy.

1 (2-3) 3 (4-5) 6 (6)



Lost Soul

You returned after a lengthy voyage at sea to find your homestead deserted. A hastily packed cart lies abandoned on the old forest road. Your quest for answers drives you forward.

1 (2-3) 3 (4-5) 6 (6)



Persecuted

You still have no memory of anything prior to waking up in the ditch five years ago -- bloodied, and beaten with the word "Traitor" magically burned into your chest. It's time to look for answers.

1 (2-3) 3 (4-5) 6 (6)

ROLL PLAYER

Backstory

ROLL PLAYER

Backstory

ROLL PLAYER

Backstory

ROLL PLAYER

Backstory

ROLL PLAYER

Backstory

ROLL PLAYER

Backstory

Play Sequence

1. Roll

Start Player draws and rolls dice, placing them on the Initiative cards in order.

2. Dice

In turn order, each player chooses an Initiative card.

- Place the die in the leftmost space of an Attribute Row.
- Gain any Gold.
- Take associated Attribute Action (Optional).

3. Market

*In **Initiative** order, each player visits the Market.*

- Buy a card **or** gain 2 Gold by discarding a card.
- Return all Initiative cards to the center.

4. Cleanup

- Discard any unused Charisma tokens and refresh 1 Skill card.
- Return any dice in the Dice Pool to the bag and discard any remaing Market cards.
- Draw new Market cards.
- Add a Gold to Initiative card(s).
- Pass the dice bag to the left.

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Rogue

STR	16-17 ★★
DEX	18 ★★★★
CON	14-15 ★★
INT	14+ ★
WIS	14+ ★
CHA	15-16 ★★

MISCHIEVOUS

When using a Skill card, you do not have to move your Alignment marker.

Bard

STR	14+ ★
DEX	17 ★★★
CON	14+ ★
INT	16-17 ★★
WIS	14+ ★
CHA	18 ★★★★

CHARMING

During a round in which you place a die in Charisma, you may buy an additional card from the Market.

Sorcerer

STR	14+ ★
DEX	16-17 ★★
CON	15-16 ★★
INT	18 ★★★★
WIS	14+ ★
CHA	14-15 ★★

MYSTERIOUS

After buying a Trait card, you may take an Intelligence Attribute Action.

Cleric

STR	14-15 ★★
DEX	16-17 ★★
CON	15-16 ★★
INT	14+ ★
WIS	18 ★★★★
CHA	14+ ★

CHARITABLE

Once per round, you may pay 2 Gold to take a Wisdom Attribute Action.

Warrior

STR	18 ★★★★
DEX	16-17 ★★
CON	17 ★★★
INT	14+ ★
WIS	14+ ★
CHA	14+ ★

PREPARED

After buying an Armor card, you may take a Constitution Attribute Action.

Ranger

STR	14-15 ★★
DEX	16-17 ★★
CON	18 ★★★★
INT	14+ ★
WIS	15-16 ★★
CHA	14+ ★

SKILLED

Gain 1 Gold after using a Skill card.

Druid

ATTUNED

Before the Market phase, you may return one card from the discard pile to the Market.

STR	14-15
DEX	16-17
CON	15-16
INT	14-15
WIS	17-18
CHA	17-18

Paladin

VIGILANT

If your Alignment Marker is on the 3 space at the start of a round, gain 1 Gold.

STR	17
DEX	15-16
CON	17
INT	14+
WIS	16-17
CHA	14+

Monk

ENLIGHTENED

After discarding a card from the Market, you may take any Attribute Action.

STR	18+
DEX	16-17
CON	17-18
INT	14+
WIS	15-16
CHA	14-15

Barbarian

POWERFUL

You may equip up to 3 of Weapon cards.

STR	16-17
DEX	17
CON	18+
INT	14+
WIS	14-15
CHA	14+

Wizard

ENIGMATIC

When discarding a card from the Market, gain 4 Gold instead of 2.

STR	14-15
DEX	17
CON	14+
INT	17
WIS	14+
CHA	16-17

Thief

SHREWD

When placing a gold die on your Character Sheet, gain 4 Gold instead of 2.

STR	14+
DEX	16-17
CON	14+
INT	17
WIS	15-16
CHA	17

Play Sequence

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- Place the die in the leftmost space of an Attribute Row.
- Gain any Gold.
- Take associated Attribute Action (Optional).

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- Pass the dice bag to the left.

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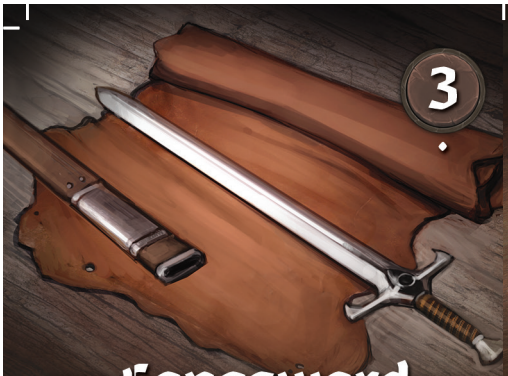

Longsword

When scoring Attribute Goals, + 1 value to all dice of your Class Color.

WEAPON

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Blessed Mace

When any player discards a card from the Market, gain 1 Gold.

WEAPON

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Jeweled Dagger

When scoring Attribute Goals, + 1 value to all GOLD dice.

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Longbow

After placing a die in the final space of an Attribute Row, you may take the Attribute Action an additional time.

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Tower Shield

Counts as an additional Armor card for one incomplete set when scoring Armor cards.

WEAPON

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Ancient Spear

When selecting an Initiative card with Gold on it, gain an additional Gold.

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Quarterstaff

When completing an Attribute Row, gain 2 additional Gold.

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Heavy Crossbow

When buying from the Market, pay 1 fewer Gold.

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Steadfast

Gain ★★ for each Weapon card you have.

Above our life
we love a steadfast friend.

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ROLL PLAYER

Market

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Market



Honorable

I would rather fail with honor than win by cheating.

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Nimble

With sharp wit and nimble hand, one will best their enemies with ease.

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Proud

It's a fine thing to rise above pride, but you must have pride in order to do so.

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Weak

Gain ★★ if either your Strength or Constitution Attribute Score is 8 or less.

It is not only one's strength that forges a hero, it is also one's weaknesses.

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Clumsy

Gain ★★ if either your Dexterity or Charisma Attribute Score is 8 or less.

Hey, I'm not clumsy... I'm just accident prone.

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Foolish

Gain ★★ if either your Intelligence or Wisdom Attribute Score is 8 or less.

If a million people do a foolish thing, it is still a foolish thing.

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Reckless

Gain ★★ for each of your Attribute Scores that is 5 or less.

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Focused

Gain ★★ for each Attribute Row with 3 dice of the same face value.

Focus on the journey, not the destination.

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Compassionate

Gain ★★ if your Character Sheet has dice of all seven possible colors.

Keep an open mind and a compassionate heart.

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Market

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Market



Obsessed

Gain an additional ★ for every 2 dice in your Class Color.

Cure for an obsession: get another one.

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Cunning

Gain ★ for each Skill card you have.

Cunning... Is but the low mimic of wisdom.

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Greedy

Gain ★ for every 4 Gold you have.

Greed is not a financial issue. It's a heart issue.

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Honest

Gain ★★★ for each column on your Character Sheet with 4 or more dice of the same color.

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Loyal

Gain ★★★★ if you have completed all your Attribute Goals.

If you give loyalty, you'll get it back.

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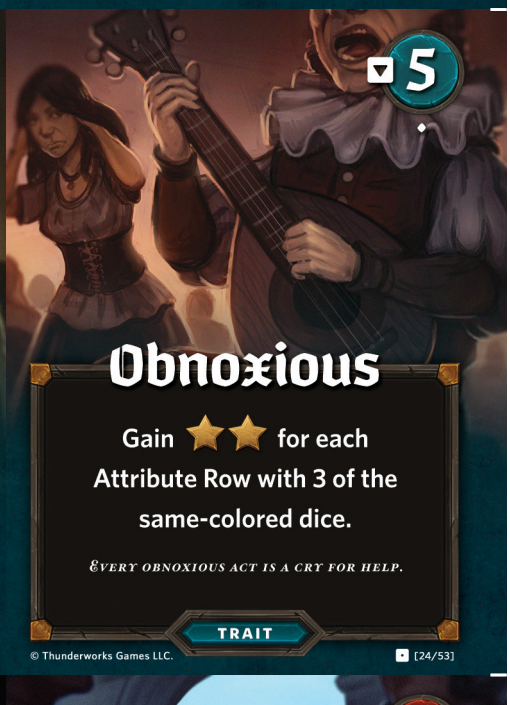

Obnoxious

Gain ★★ for each Attribute Row with 3 of the same-colored dice.

Every obnoxious act is a cry for help.

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Concentrate

◀ : Take any Attribute Action.

SKILL

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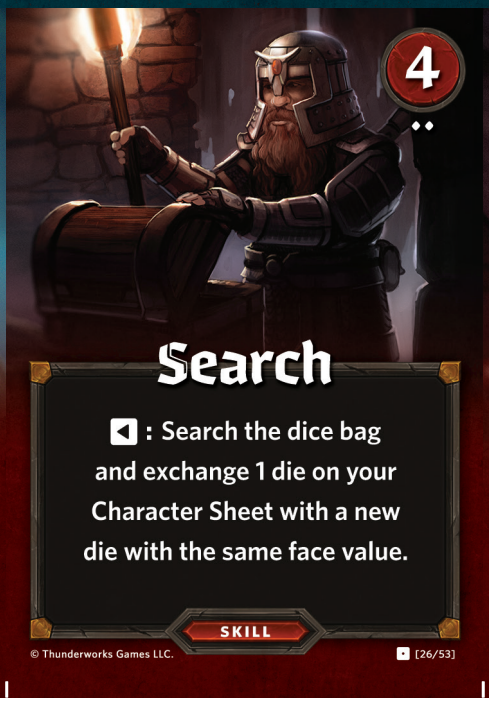

Search

◀ : Search the dice bag and exchange 1 die on your Character Sheet with a new die with the same face value.

SKILL

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Negotiate

▶ : Before or after selecting an Initiative card, exchange one die on your Character Sheet with one on the Initiative cards and reorder them.

SKILL

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ROLL PLAYER

Market

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Market



Pickpocket

▼ : Decrease the face value of one die on your Character Sheet by 1 to gain 2 Gold.

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Acrobatics

▲ : + 1 face value to one die and -1 face value to a different die on your Character Sheet.

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Open Lock

▼ : Draw 1 card from the Market deck. Buy it at cost or return it to the top of the Market deck.

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Climb

▲ : Before or after selecting an Initiative card, flip all dice in the Dice Pool to their opposite sides and reorder them.

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Intimidate

▶ : Before or after selecting an Initiative card, reroll any number of dice in the Dice Pool and reorder them.

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Move Silently

▼ : Instead of purchasing from the Market, you may purchase a card from the Market discard pile.

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Knowledge

◀ : Increase or decrease the face value of a die on your Character Sheet by 1 or 2.

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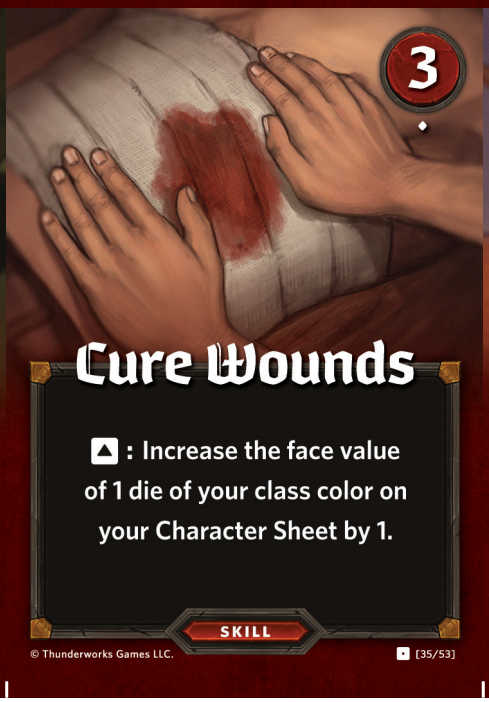

Cure Wounds

▲ : Increase the face value of 1 die of your class color on your Character Sheet by 1.

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Sleight of Hand

▶ : Move one die on your Character Sheet to any empty space. Slide dice to the left to fill any open spaces.

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Market


3
Chain Gorget
PART OF THE CHAIN SET
1 2 4 7 10
1 2 3 4 5
+1 for set if worn by RED or WHITE Classes.
ARMOR
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[37/53]


3
Chain Vambraces
PART OF THE CHAIN SET
1 2 4 7 10
1 2 3 4 5
+1 for set if worn by RED or WHITE Classes.
ARMOR
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[38/53]


3
Chain Helm
PART OF THE CHAIN SET
1 2 4 7 10
1 2 3 4 5
+1 for set if worn by RED or WHITE Classes.
ARMOR
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[39/53]


3
Chain Tunic
PART OF THE CHAIN SET
1 2 4 7 10
1 2 3 4 5
+1 for set if worn by RED or WHITE Classes.
ARMOR
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[40/53]


3
Chain Leggings
PART OF THE CHAIN SET
1 2 4 7 10
1 2 3 4 5
+1 for set if worn by RED or WHITE Classes.
ARMOR
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[41/53]


4
Mystic Cowl
PART OF THE MYSTIC SET
1 3 6
1 2 3
+1 for set if worn by GREEN or BLUE Classes.
ARMOR
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[42/53]


4
Mystic Robes
PART OF THE MYSTIC SET
1 3 6
1 2 3
+1 for set if worn by GREEN or BLUE Classes.
ARMOR
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[43/53]


4
Mystic Cloak
PART OF THE MYSTIC SET
1 3 6
1 2 3
+1 for set if worn by GREEN or BLUE Classes.
ARMOR
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[44/53]


4
Leather Greaves
PART OF THE LEATHER SET
1 3 5 8
1 2 3 4
+1 for set if worn by PURPLE or BLACK Classes.
ARMOR
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[45/53]

ROLL PLAYER

Market

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ROLL PLAYER

Market


3
Leather Boots
PART OF THE LEATHER SET
1 3 5 8
1 2 3 4
+1 for set if worn by
PURPLE or BLACK Classes.
ARMOR
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[46/53]


3
Leather Gloves
PART OF THE LEATHER SET
1 3 5 8
1 2 3 4
+1 for set if worn by
PURPLE or BLACK Classes.
ARMOR
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[47/53]


4
Leather Pauldron
PART OF THE LEATHER SET
1 3 5 8
1 2 3 4
+1 for set if worn by
PURPLE or BLACK Classes.
ARMOR
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[48/53]


5
Diplomacy
Pay 1 Gold to any other player
to use their Skill card. Move
the tracking token on your
Alignment card as shown on
the target card.
SKILL
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[49/53]


4
Dedicated
Gain if you have at
least 1 Weapon card,
1 Skill card, 2 Trait cards,
and 1 Armor card.
TRAIT
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[50/53]


3
Courageous
When scoring Attribute
Goals, +2 or -2 value to any
single Attribute Score.
Without courage,
we are controlled by fear.
TRAIT
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[51/53]


4
Envious
Gain for every 2 Gold dice
on your Character Sheet.
As iron is eaten away by rust, so the
envious are consumed by their own
passion.
TRAIT
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[52/53]


6
Famous
During Final Scoring,
double the effect of your
Alignment card.
Fame is nothing more than a fool's
distraction.
TRAIT
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[53/53]


ROLL
PLAYER
Market

2P+

1



2P+

2



2P

3



3P

4



4P

5



3P+

3



2P+

2



2P+

1



4P

5



4P

4



Arbiter



Champion



Eccentric



Free Spirit



Guardian



Hermit



Lunatic



Narcissist



Protector



Rebel



Maniac



Neurotic



Renegade



Sentinel



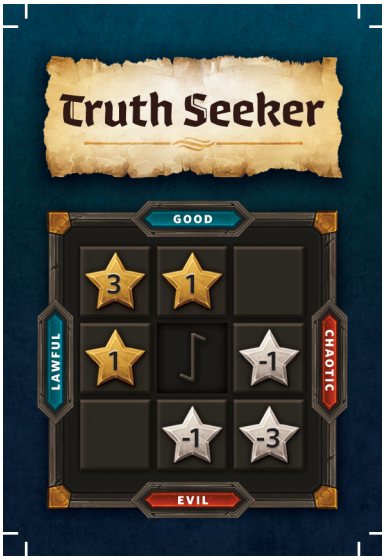
Scoundrel

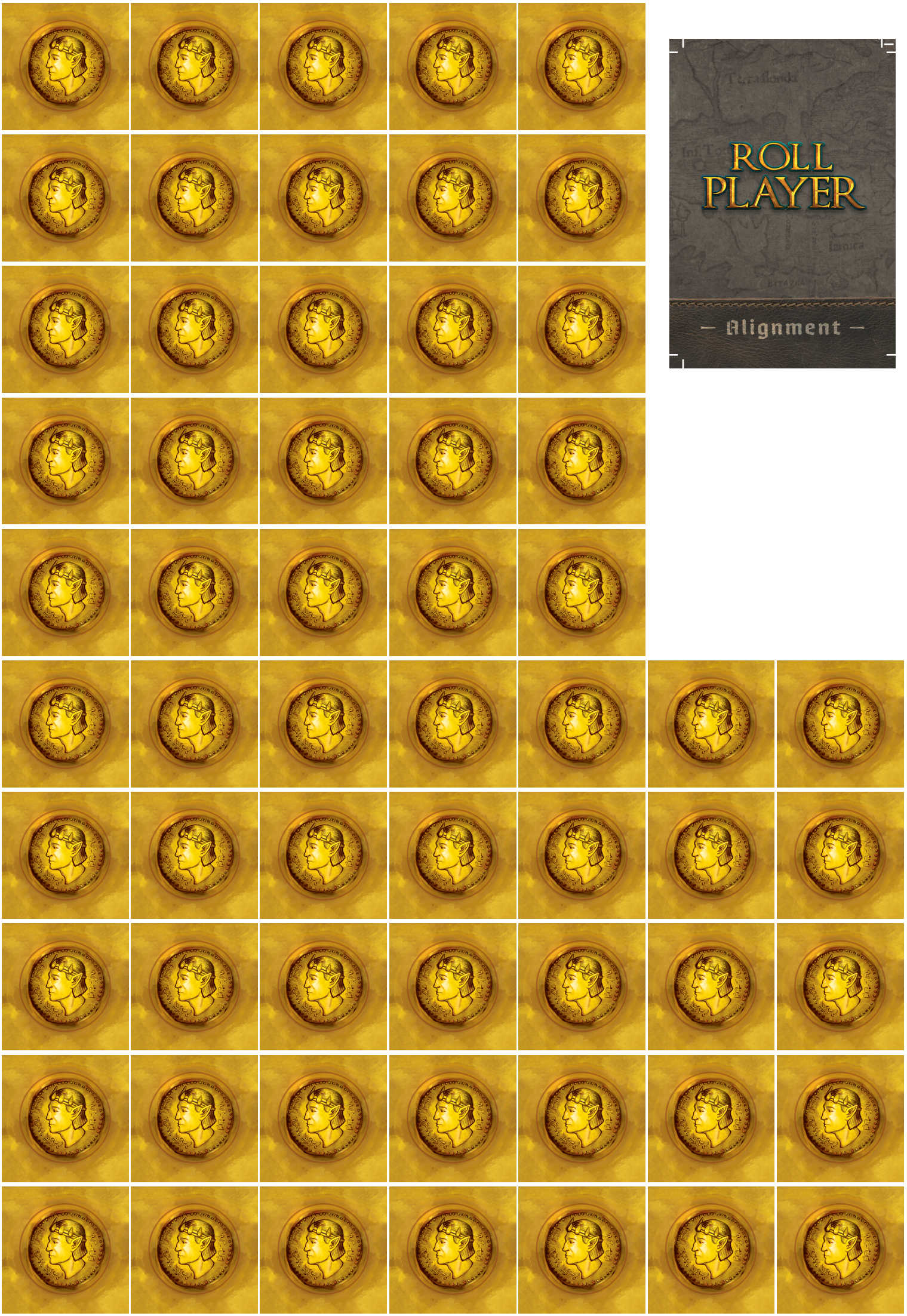


Sociopath




ROLL PLAYER
– Alignment –


Truth Seeker
GOOD
LAWFUL
CHAOTIC
EVIL
3
1
1
-1
-1
-3


ROLL
PLAYER
Alignment

Skills



Dragonkin

Attributes

STR +2

DEX -2

CON ▲1 ▼1

INT

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Dragonkin

Attributes

STR +2

DEX -2

CON ▲1 ▼1

INT

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 3 4-5 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Dwarf

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Attributes

STR

DEX

CON +2 ▲1 ▼1

INT

WIS

CHA -2 $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 3 4-5 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits



Dwarf

Skills

Weapons

Armor

Traits

Attributes

STR

DEX

CON +2 ▲1 ▼1

INT

WIS

CHA -2 $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Skills



Elf

Attributes

STR

DEX

+2

CON

-2

▲1 ▼1

INT

WIS

CHA

-1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

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Backstory

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WIS
CHA

1 2-3 3 4-5 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Elf

Attributes

STR

DEX +2

CON -2 ▲1 ▼1

INT

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Halfling

Attributes

STR -2

DEX

CON ▲1 ▼1

INT

WIS

CHA +2 $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Weapons

Armor

Alignment

GOOD
LAWFUL
CHAOTIC
EVIL

ROLL PLAYER

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Traits

Skills



Halfling

Attributes

STR -2

DEX

CON ▲1 ▼1

INT

WIS

CHA +2 $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Weapons

Armor

Alignment

GOOD
LAWFUL
CHAOTIC
EVIL

ROLL PLAYER

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Traits

Skills



Human

Attributes

STR

DEX

CON

▲1 ▼1

INT

WIS

CHA

-1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3
3 4-5
6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills

Weapons

Armor

Traits



Human

Attributes

STR

DEX

CON ▲1 ▼1

INT

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Skills



Orc

Attributes

STR +2

DEX

CON ▲1 ▼1

INT -2

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Weapons

Armor

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Traits

Skills



Orc

Attributes

STR +2

DEX

CON ▲1 ▼1

INT -2

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Weapons

Armor

Scoring

1. ATTRIBUTE GOALS
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4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Traits