

Dr2 Fantasy

Dragon People Shaman (Hero) (L1)



Turn Record

1	2	3	4	5	6
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Character Name		Player Name
Party Name		Party Current Strength
Current Match Battle Honors		Character Current Strength
From Kills	From CP	Party Cumulative Battle Honors

Stat Block

Phase Armor	0	Armor Class	2	Energy Shields	0	Damage Reduction	2	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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Melee Weapon (Staff)

Standard dr2 Melee Weapon. Base TN 9.

Spells

May cast 1 spell per combat action. Spell point cost = level of spell.

Spell Points 10

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, spell attack skill)
Melee Defense +1TN (hero)	Ranged Defense +0TN

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ○○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○○	Spell Attack Skill. -1 TN Bonus to hit with spells.	2	1 ○○	Magic Eye (attack bonus). -1 TN to hit with spells.
○ Miss 1 match.	3	1 ●○○	Magic Spell. Choose a 1 point spell and add 1 SP to total.	3	1 ○○	Magic Staff (damage bonus). +2 to melee damage.
○○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Cloak (defense). +1TN to be hit by attacks.
○○○ Lose random equipment upgrade.	5	2 ○○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○○ Lingering injury. +1 TN Attack penalty.	6	2 ●○○	Magic Spell. Choose a 2 point spell and add 2 SP to total.	6	2 ○○	Magic Staff. +3 Spell Points per battle.
○○○ Lingering injury. -1 to movement points.	7	2 ○	Born Leader. No penalty to fight and generate command points.	7	2 ○○	Grandfather's Bead Chain (ES). ES 4/6/8.
○○○ Armor damaged. -2 AC.	8	2 ●○○	Leadership. 1dr2 / 2dr2 / 3dr2 command points per turn.	8	2 ○○	Ancestor's Heart (Strength). +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength saves.
○○○ Staff damaged. +1 TN to hit.	9	3 ●○○	Thick Skin. +2 DR.	9	3 ●○○	Armor. +2 AC.
○○○ Staff damaged. -2 to damage.	10	3 ○	Quick Mind. May cast an additional spell per combat action.	10	3 ○	Spirit Rattles. Shaman may remove 1 injury Crit on a party member for free during post-battle phase.
No effect.	11	3 ●○○	Magic Spell. Choose a 3 point spell and add 3 SP to total.	11	3 ○○	Ancestral Amulet. Create 1, 2, or 3 images of self in same zone. All melee and ranged attacks must randomly choose target. Images ignore all attacks.
No effect.	12	3 ●○○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○	Ethereal Headband. PA 3/5/6.

LVL Spell List (check off known spells)

1	○	Ancestral Spear. 1dr2 Aimed Direct Fire Energy attack. Ignore AA and DR. Range 1/2/3, TN 7/9/11. Instantaneous.
1	○	Spirit Shield. PA 3 self or touched target for 3 turns.
1	○	Spirit Glide. May move through zones occupied by enemies without penalty for 3 turns. Self or touched target.
2	○	Spirit Breastplate: PA 5 on self or touched target for 3 turns.
2	○	Soul Scream. 1dr2 Aimed Direct Fire Energy attack. Ignore AA and DR. Range 2/4/6, TN 7/9/11. Instantaneous.
2	○	Poltergeist Ancestor. Indirect Fire Scattering Weapon. Range 4/8/12, TN 4/5/6. Creates a 1dr2 TN6 Area Continuing Attack in the target zone for 3 turns. See Continuing Attack in the rules for more details.
2	○	Ethereal Travel. If desired, Ignore terrain, continuing damage effects and enemy adventurers for self or touched target for 3 turns. Also, recipient's melee attack ignores AA and DR, but not against other characters also using Ethereal Travel.
2	○	Soul Guide. Teleport to any space on the battlefield in which a living character was eliminated from play. Instantaneous. Does not count as movement.
2	○	I am Your Friend. Target of choice in line of sight must make Willpower challenge roll or be unable to attack Shaman's allies. Target may save again at start of its next activation. Next melee attack by Shaman or Shaman's allies becomes an Autohit melee attack against the victim. May be used with Time on Target. Any attack by the Shaman or its allies against the target causes the effect to end immediately.
3	○	Spirit Storm. 1dr2 Area Direct Fire Energy attack. Ignores PA. Range 3/6/9, TN 7/8/9. Instantaneous.
3	○	Drain Life. 1dr2 Direct Fire Aimed Energy attack. Living target only. Ignore partial cover or concealment. Range 4/8/12, TN 6/7/8. Instantaneous.
3	○	Spirit Armor. PA 7 on self or touched target for 3 turns.

Potions Reduce MP to 1 or use combat action to drink; use combat action to use as a weapon.

○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Heal. Regain 1dr2 lost hit points.
○○ Quick Mind. May immediately cast a spell.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Fire Water. Indirect Scattering Fire Grenado. R 1/2/3, TN 4.5/6. Grenado: 1dr2 Area Energy attack, TN 2.

D12 Fantasy

Dragon People Halberdier (Champion)



Turn Record

	1	2	3	4	5	6
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Stat Block

Armor Class	4	Damage Reduction	2	Hit Points	30	Move	4	BH Value	2	Challenge Roll	8
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Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Melee Weapon (Halberd)

Standard d12 Melee Weapon. Base TN 9.

Combat Modifiers

Melee Offense -2TN (champion)	Ranged Offense -2TN (champion)
Melee Defense +2TN (champion)	Ranged Defense +0TN

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ●○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Halberd (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Halberd (damage bonus). +2 to melee damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Epaulet. +1 to Challenge Rolls.
○○ Lose random equipment upgrade.	5	2 ○○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○○	Sweeping Attack. May attack one extra opponent of choice in melee with halberd as part of combat action.	6	2 ○	Magic Halberd (Cruel Blow). Any enemy downed by the Halberd makes Crit check at -2.
○○ Lingering injury. -1 to movement points.	7	2 ○	Impale. On any hit that causes damage (loss of hit points), target takes 1d12 additional damage (with no reductions) as halberd is ripped out.	7	2	Magic Halberd (Sever). Any time a 12 is rolled to attack, the target of the attack must make a Toughness Challenge Roll or be reduced to -12 HP.
○○ Armor damaged. -2 AC.	8	2 ○	Tail Attack. May make 1d12 improvised melee attack in addition to halberd attack as part of the same combat action (without Halberd upgrades) OR may use tail to help halberd attack hit with -2 TN bonus.	8	2 ○○	Boots of speed. +2 MP.
○○ Halberd damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Halberd (Massive Blow). +1d12 damage.
○○ Halberd damaged. -2 to damage.	10	3 ●○	Thick Skin. +2 DR.	10	3 ○○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	11	3 ○	Heavy Hitter. Double the bonus damage for rolling above the target TN in melee.	11	3 ○	Magic Halberd (penetrating). Defender gets 1/2 armor save against attacks by this weapon.
No effect.	12	3 ●○	Skill Level Increase. Champion, Paragon, Chosen.	12	3 ○	Acid Spit. Range 1 aimed attack, TN 4, 1d12 energy.

Potions Reduce MP to 1 or use combat action to drink; use combat action to use as a weapon.

○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Heal. Regain 1d12 lost hit points.
○○ Quick Mind. May immediately cast a spell.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Fire Water. Indirect Scattering Fire Grenado. R 1/2/3, TN 4./5/6. Grenado: 1d12 Area Energy attack, TN 2.

D12 Fantasy

Dragon People The Dragon King (Hero) (1,2)



Character Name		Player Name
Party Name		Party Current Strength
Current Match Battle Honors		Character Current Strength
From Kills	From CP	Party Cumulative Battle Honors

Turn Record

1	2	3	4	5	7
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Stat Block

AC 8	Phase Armor 0	Damage Reduction 2	Hit Points 20	Move 3	BH Value 2	Challenge Roll 8
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Melee Weapon (Sword)

Improved 1d12 Melee Weapon. Base TN 9.

Combat Modifiers

Melee Offense -2TN (hero, Improved weapon)	Ranged Offense -1TN (hero)
Melee Defense +2TN (hero, melee defense skill)	Ranged Defense +0TN

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ●○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ●○	Improved Gem Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ●○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Gem Sword (damage bonus). +2 to melee damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Shield (defense). +1TN to be hit by attacks. Not against attacks from the rear. See Shield rules.
○○ Lose random equipment upgrade.	5	2 ○○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○	Magic Sword (sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Fixer. Dragon King may remove 1 equipment Crit on a party member for free during post-battle phase.	6	2 ●	Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Lingering injury. -1 to movement points.	7	2 ○	Born Leader. No penalty to fight and generate command points.	7	2 ○○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Armor damaged. -2 AC.	8	2 ●○	Leadership. 1d12 / 2d12 / 3d12 command points per turn.	8	2 ○○	Ancestor's Helmet (teleport). May use site-to-site transport once per game per upgrade. Does not count as movement.
○○ Sword damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Sword (Heavy Blade). +1d12 melee damage.
○○ Sword damaged. -2 to damage.	10	3 ●○	Thick Skin. +2 DR.	10	3 ○	Magic Shield (Bull Skull). 1d12 aimed energy attack range 1/2/3, TN 2/4/6.
No effect.	11	3 ○	Shield Bash. 1d12 improvised melee attack in addition to sword attack as part of the same combat action (without Sword upgrades) OR may make 1 attack with sword only with -2 TN bonus.	11	3 ●○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○	Ancestor's Helmet (PA). PA 3/5/6

D12 Fantasy



Dragon People Mancatcher Infantry (Hero)



Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Damage Reduction	4	Hit Points	20	Move	4	BH Value	2	Challenge Roll	7
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Melee Weapon (Mancatcher)

Standard D12 Melee Weapon, Reach 1. Base TN 9. Strong: +1 damage.

Combat Modifiers

Melee Offense -3TN (hero, melee attack skill, strong)	Ranged Offense -1TN (hero)
Melee Defense +1TN (hero)	Ranged Defense +0TN

Grit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ●○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Mancatcher (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Mancatcher (damage bonus). +2 to melee damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Shield (defense). +1TN to be hit by attacks. Not against attacks from the rear. See Shield rules.
○○ Lose random equipment upgrade.	5	2 ●○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○	Magic Mancatcher (sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Linger injury. +1 TN Attack penalty.	6	2 ○○	Sweeping Attack. May attack one extra opponent of choice in melee with Mancatcher as part of combat action.	6	2 ●	Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Linger injury. -1 to movement points.	7	2 ○	Keep at bay. Any target hit by Mancatcher must make an agility or strength Challenge Roll or lose all movement points the following activation.	7	2 ○○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Scales Damaged. -2 DR.	8	2 ○	Cold-Blooded. May reroll any failed Challenge Roll.	8	2 ○	Mancatcher (double tines). Make two attack rolls per combat action with the Mancatcher.
○○ Mancatcher damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Mancatcher (barbed tines). On any hit that causes damage (loss of hit points), target takes D12 additional damage (with no reductions) as Mancatcher is ripped out.
○○ Sword damaged. -2 to damage.	10	3 ●○	Thick Skin. +2 DR.	10	3 ○	Mancatcher (jaws of the crocodile). Roll twice for damage, and keep the best result.
No effect.	11	3 ○	Shield Bash. May make D12 improvised melee attack in addition to Mancatcher attack as part of the same combat action (without Sword upgrades) OR may make 1 attack with Mancatcher only with -2 TN bonus.	11	3 ●○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○	Mancatcher (disarm). Make a special attack that causes no damage. Instead, opponent makes a strength or agility Challenge Roll, penalized by bonus "damage", or weapon is lost for rest of match.

D12 Fantasy



Dragon People

Close Infantry
(Hero)



Turn Record

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Stat Block

Armor Class	4	Damage Reduction	4	Ablative Armor	0	Hit Points	20	Move	4	BH Value	2	Challenge Roll	7
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Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Melee Weapon (Sword)

Standard 1d12 Melee Weapon. Base TN 9. Strong: +1 damage

Combat Modifiers

Melee Offense -2TN (hero, strong)	Ranged Offense -1TN (hero)
Melee Defense +2TN (hero, melee defense skill)	Ranged Defense +0TN

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ●○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ●○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Sword (damage bonus). +2 to melee damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Shield (defense). +1TN to be hit by attacks. Not against attacks from the rear. See Shield rules.
○○ Lose random equipment upgrade.	5	2 ●○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○	Magic Sword (sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Riposte. Immediately make a melee attack when hit by an enemy in melee. Resolve effects of hit first.	6	2 ●	Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Lingering injury. -1 to movement points.	7	2 ○	Team Player. -2 TN bonus for each extra ally in melee with opponents instead of -1 TN bonus.	7	2 ○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Scales damaged. -2 DR.	8	2 ○	Cold-Blooded. May reroll any failed Challenge Roll.	8	2 ○	On any hit that causes damage (loss of hit points), target takes 1d12 additional damage (with no reductions) as blade is ripped out.
○○ Sword damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Sword (heavy blade). +1d12 melee damage.
○○ Sword damaged. -2 to damage.	10	3 ●●	Thick Skin. +2 DR.	10	3 ○	Magic Shield (Ancestral Prison). Opponent in same zone as Close Infantry must make Will Challenge Roll or be unable to leave the zone.
No effect.	11	3 ○	Shield Bash. May make 1d12 improvised melee attack in addition to sword attack as part of the same combat action (without Sword upgrades) OR may make 1 attack with sword only with -2 TN bonus.	11	3 ●○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Shield (AA). +10 Ablative Armor. Not against attacks from the rear. See Shield rules.

Dr2 Fantasy



Dragon People Spined Lizard (Elite) (Small)



Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Turn Record

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Stat Block

Armor Class 2	Phase Armor 0	Damage Reduction 2	Hit Points 12	Move 3	BH Value 1	Challenge Roll 6
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Melee Weapon (Bite)

Improvised dr2 Melee Weapon. Base TN 10.

Ranged Weapon (Shortbow)

Short	1-2	Med	3-4	Long	5-6
TN	7	TN	9	TN	11

dr2 Direct Fire Aimed weapon.

Combat Modifiers

Melee Offense +0TN (elite, small)	Ranged Offense -2TN (elite, ranged attack skill)
Melee Defense +0TN (elite, small)	Ranged Defense +1TN (small)

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ○○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○	Ranged Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic shortbow (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ●	Small. +1 TN to be hit by ranged combat, -1 TN to be hit in melee, +1TN to hit in melee. This Skill cannot be removed by a crit.	3	1 ○○	Magic shortbow (damage bonus). +2 to damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Steel Capped Teeth. -1TN to hit and +1 damage with bite.
○○ Lose random equipment upgrade.	5	2 ○○	Dexterous. +1 TN to be hit and -1 TN to hit with ranged combat and +1 to Agility saves.	5	2 ○	Magic Arrows (Beehive). Bow attack may use Zone Fire at no penalty.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Magic Shortbow (Shocker). Ignore AA and DR.
○○ Lingering injury. -1 to movement points.	7	2 ○	Eagle Eye. Ignore the effects of cover for ranged attacks.	7	2 ○	Magic Shortbow (Long Range). Extend Long Range to 9.
○○ Armor damaged. -2 AC.	8	2 ○	Weak Spot. Defenders get ½ armor save against ranged attacks by this shooter.	8	2 ○	Spine Growth. When hit in melee by opponents in the same zone, apply dr2 TN 7 Autohit melee attack to attacker. Normal modifiers apply.
○○ Shortbow damaged. +1 TN to hit.	9	3 ○	Overlooked. Spined Lizard may force a reroll of random targeting any time it is targeted randomly.	9	3 ○	Acid Belch. Range 0 ranged attack. TN 2, dr2 aimed energy attack, may be used while engaged in melee. Spined Lizard may choose the target of the Acid Belch.
○○ Shortbow damaged. -2 to damage.	10	3 ●○	Thick Skin. +2 DR.	10	3 ○	Poisoned Arrows. Living victims taking damage from arrows must make toughness Challenge Roll immediately, and every time they activate. Failure means dr2 damage. Successful CR cancels effect.
No effect.	11	3 ○○	Rapid Fire. Take an additional combat action per activation with the Shortbow.	11	3 ●○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Elite, Hero, Champion, Paragon.	12	3 ○○	Ethereal Headband. PA 3/5/6

Dr2 Fantasy

THE ZANEMARATI FORGOTTEN LORD (HERO) (L2)



Turn Record

	1	2	3	4	5	6
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Character Name		Player Name
Party Name		Party Current Strength
Party Current Strength		Character Current Strength
Current Match Battle Honors From Kills	From CP	Party Cumulative Battle Honors

Stat Block

Armor Class	8	Energy Shields	0	Damage Reduction	0	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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MELEE WEAPON (RUNE SWORD)

Standard Dr2 Melee Weapon. Base TN 9.

COMBAT MODIFIERS

Melee Offense -1TN (hero)	Ranged Offense -1TN (hero)
Melee Defense +1TN (hero)	Ranged Defense +0TN

CRIT	Dr2	COST	SKILL (RANDOM 1-6)	Dr2	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ●● ○	Run. +1 MP.	1	1 ○○ ○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○ ○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○ ○	Magic Rune Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○ ○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○ ○	Magic Rune Sword (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○ ○	Magic Cloak (defense). +1TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2 ○○ ○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○○ ○	Magic Ring (ES). ES 4/6/8.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Commanding Presence. ½ range to determine CP cost.	6	2 ○	Magic Rune Sword (thrown). May make ranged attack at up to range 3. Use ranged targeting rules but otherwise make regular melee attack. Sword returns after each attack. Cannot be disarmed.
○○ Lingering injury. -1 to movement points.	7	2 ○	Born Leader. No penalty to fight and generate command points.	7	2 ○○ ○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Armor damaged. -2 AC.	8	2 ●● ○	Leadership. 1dr2 / 2dr2 / 3dr2 command points per turn.	8	2 ○○ ○	Transport Cloak (teleport). May use site-to-site transport once per game per upgrade.
○○ Sword damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Rune Sword (sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Sword damaged. -2 to damage.	10	3 ○○ ○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ●● ●● ○○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	11	3 ○	Mighty Swing. May use Area effect with sword attack. Affects all occupants of zone except self. Normal modifiers apply.	11	3 ○	Magic Rune Sword (unholy blade). +1dr2 mele damage.
No effect.	12	3 ●○ ○○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○ ○	Magic Armor (DR). DR 2/4/6.

D12 Fantasy

THE ZANEMARATI HERETIK (HERO) (L1)



Turn Record

1	2	3	4	5	6
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Stat Block

Phase Armor 3	Armor Class 2	Energy Shields 0	Hit Points 20	Move 3	BH Value 2	Challenge Roll 7
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MELEE WEAPON (STAFF)

Standard 1d12 Melee Weapon. Base TN 9.

Spells

May cast 1 spell per combat action. Spell point cost = level of spell.

Spell Points 10

COMBAT MODIFIERS

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, spell attack skill)
Melee Defense +1TN (hero)	Ranged Defense +0TN

CRIT	D12	COST	SKILL (RANDOM 1-6)	D12	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ○○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○	Spell Attack Skill. -1 TN Bonus to hit with spells.	2	1 ○○	Magic Eye (attack bonus). -1 TN to hit with spells.
○ Miss 1 match.	3	1 ●○	Magic Spell. Choose a 1 point spell and add 1 SP to total.	3	1 ○○	Magic Staff (damage bonus). +1 to melee damage.
○○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Cloak (defense). +1TN to be hit by attacks.
○○○ Lose random equipment upgrade.	5	2 ●○	Magic Spell. Choose a 2 point spell and add 2 SP to total.	5	2 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Commanding Presence. 1/2 range to determine CP cost.	6	2 ○○	Magic Ring (ES). ES 4/6/8.
○○○ Lingering injury. -1 to movement points.	7	2 ○	Born Leader. No penalty to fight and generate command points.	7	2 ○○	Magic Staff. +3 Spell Points per battle.
○○○ Armor damaged. -2 AC.	8	2 ●○	Leadership. 1d12 / 2d12 / 3d12 command points per turn.	8	2 ○	Skull Mask. Any damage that eliminates the Heretik also affects the attacker as an Energy attack.
○○○ Staff damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Quick Mind. May cast an additional spell per combat action.
○○○ Staff damaged. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ●○	Armor. +2 AC.
No effect.	11	3 ●○	Magic Spell. Choose a 3 point spell and add 3 SP to total.	11	3 ○○	Magic Mirror. Create 1/2/3 images of self in same zone. All melee and ranged attacks must randomly choose target.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○	Ethereal Headband. PA 3/5/6

LVL SPELL LIST (CHECK OFF KNOWN SPELLS)

1	○	Bone Arrow. 1d12 Direct Fire Aimed attack. Penetrating (1/2 armor save). Range 1/2/3, TN 7/8/9. Instantaneous.
1	○	Bone Shield. +5 AA on self or touched target.
1	○	Life Surge. +2MP to self or touched target for 3 turns.
2	○	Bone Armor. +10 AA on self or touched target.
2	○	Shards of Bone. 1d12 Direct Fire Zone attack. Range 2/4/6, TN 6/7/8. Instantaneous.
2	○	Death Ray. 1d12 Direct Fire Aimed Energy attack. Living targets only. Ignore PA. Range 2/4/6, TN 7/8/9. Instantaneous.
2	○	Movement. +4MP and Fly to self or touched target.
2	○	Path of Suffering. Teleport to any visible space on the battlefield after any character is vanquished. Instantaneous. Does not count as movement.
3	○	Bone Storm. 1d12 Direct Fire Area attack. Range 3/6/9, TN 4/6/8. Instantaneous.
3	○	Spinning Skull. Indirect Scattering Fire weapon. Range 3/6/9, TN 4/6/8. Drops a Whirling Dervish in the target zone. Whirling Dervish lasts 3 turns. The Whirling Dervish generates a 1d12 TN6 Area Continuing Attack. See Whirling Dervishes in the rules for more details.
3	○	Bone Carapace. +20 AA on self or touched target.
3	○	Boneyard. Indirect Scattering Fire weapon. Range 3/6/9, TN 4/3/6(oi). Places Spiky Terrain in target zone for the rest of the match.

POTIONS Reduce MP to 1 or use combat action to drink; use combat action to use as a weapon.

○○ Third eye. May see next 3 cards in deck each time drinker activates.	○○ Heal. Regain 1d12 lost hit points.
○○ Quick Mind. May immediately cast a spell.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Soul Fire. Indirect Scattering Fire Grenado. Range 1/2/3, TN 4/5/6. Grenado: 1d12 Area Energy attack, TN 7. Ignores PA, DR and AA. Living Target Only.

Di2 Fantasy



THE ZANEMARATI WARRIOR (HERO)



Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	8	Damage Reduction	0	Ablative Armor	0	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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MELEE WEAPON (SWORD)

Standard 1d2 Melee Weapon. Base TN 9. Strong: +1 damage

COMBAT MODIFIERS

Melee Offense -3TN (hero, strong, attack skill)	Ranged Offense -1TN (hero)
Melee Defense +2TN (hero, defense skill)	Ranged Defense +0TN

CRIT	DI2	COST	SKILL (RANDOM 1-6)	DI2	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ●●	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ●○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Sword (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Shield (defense). +1TN to be hit by attacks. Not against attacks from the rear. See Shield rules.
○○ Lose random equipment upgrade.	5	2 ●○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○	Magic Sword (sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Riposte. Immediately make a melee attack when hit by an enemy in melee. Resolve effects of hit first.	6	2 ●	Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Lingering injury. -1 to movement points.	7	2 ○	Defensive Positioning. No melee bonus for enemies who outnumber the Warrior.	7	2 ○○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Armor damaged. -2 AC.	8	2 ○	Team Player. -2 TN bonus for each extra ally in melee with opponents instead of -1 TN bonus.	8	2 ○	Magic Shield (Skull). Once per turn during activation, cause 1 melee opponent to make morale check or run away.
○○ Sword damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Sword (Unholy Blade). +1d2 melee damage.
○○ Sword damaged. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ○○	Magic Shield (AA). +10 Ablative Armor. Not against attacks from the rear.
No effect.	11	3 ○	Shield Bash. May make 1d2 improvised melee attack in addition to sword attack as part of the same combat action (without Sword upgrades) OR may make 1 attack with sword only with -2 TN bonus.	11	3 ●●	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (DR). DR 2/4/6.

DI2 Fantasy



HE ZANEMARATI CROSSBOWMAN (HERO)



Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	8	Damage Reduction	0	Hit Points	20	Move	2	BH Value	2	Challenge Roll	7
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MELEE WEAPON (DAGGER)

Improvised DI2 Melee Weapon. Base TN 10.

RANGED WEAPON (CROSSBOW)

Short	1-2	Med	3-4	Long	5-6
TN	7	TN	8	TN	9

DI2 Direct Fire Aimed weapon. Slow (MP reduced to 1 when using)

COMBAT MODIFIERS

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +2TN (ranged defense skill, dexterous)

CRIT	DI2	COST	SKILL (RANDOM 1-6)	DI2	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ●○○	Run. +1 MP.	1	1 ○○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○○	Ranged Attack Skill. -1 TN Ranged Attack Bonus.	2	1 ○○○	Magic Crossbow (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ●○○	Ranged Defense Skill. +1 TN to be hit by ranged attacks.	3	1 ○○○	Magic Crossbow (damage bonus). +1 to damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○○	Magic Cloak (defense). +1TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2 ●○○	Dexterous. +1 TN to be hit and -1 TN to hit with ranged combat and +1 to Agility saves.	5	2 ○	Manticore Crossbow Enchantment (Penetrating). 1/2 armor saves.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Cookie Cutter. No need to roll randomly to select a target in a zone.	6	2 ○	Electric Eel Crossbow Enchantment (Shocker). Ignore AA and DR.
○○ Lingering injury. -1 to movement points.	7	2 ○	Eagle Eye. Ignore the effects of cover for ranged attacks.	7	2 ○	Griffon Feather Crossbow Enchantment (Long Range). Extend Long Range to 9.
○○ Armor damaged. -2 AC.	8	2 ○	Bouncing Shot. May attack target that is out of sight at +3TN penalty.	8	2 ○	Crossbow Celerity Enchantment (Rapid Reload). Crossbow is no longer a Slow weapon.
○○ Crossbow damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○○	Unholy Crossbow Enchantment. +3 damage.
○○ Crossbow damaged. -2 to damage.	10	3 ○○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ○	Double Crossbow. May make two attacks against 1 target per combat action.
No effect.	11	3 ○	Healer. May give up move action to heal a party member for DI2 HP. Also remove 1 injury Crit per battle during the post-battle phase.	11	3 ●●○○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○○	Magic Armor (DR). DR 2/4/6.

DI2 Fantasy

THE ZANEMARATI SPAWN (HERO)



Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	6	Energy Shields	0	Damage Reduction	0	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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MELEE WEAPON (SWORD)

Standard DI2 Melee Weapon. Base TN 9. Strong: +1 damage

COMBAT MODIFIERS

Melee Offense -2TN (hero, Strong)	Ranged Offense -1TN (hero)
Melee Defense +1TN (hero)	Ranged Defense +0TN

CRIT	DI2	COST	SKILL (RANDOM 1-6)	DI2	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ●○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Sword (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Cloak (defense). +1TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2 ●○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○○	Sharp Sword. (penetrating). First upgrade: 1/2 armor saves; 2 nd upgrade: when rolling 12 to hit, target that takes damage must make toughness challenge roll or be eliminated.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○○	Wings. +2 MP and Fly movement.	6	2 ●○	Banner. May transfer CP from Leader to recipient. Count distance from Bannerman, and treat distance from Leader as 0 if Bannerman has Line of Sight to the Leader.
○○ Lingering injury. -1 to movement points.	7	2 ○	Defensive Positioning. No melee bonus for enemies who outnumber the Warrior.	7	2 ○○	Magic Ring (ES). ES 4/6/8.
○○ Armor damaged. -2 AC.	8	2 ○	Fixer. May remove 1 equipment Crit per battle during the post-battle phase.	8	2 ○○	Banner (Awe). -1TN to all combat for all party members within one zone distance.
○○ Sword damaged. +1 TN to hit.	9	3 ●	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Banner (Fear). Use Combat Action to force Morale Check on one enemy within sight.
○○ Sword damaged. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ●●	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	11	3 ○	Entangle. May use the Banner to affect one enemy in melee. Enemy must make Agility save or take +4 TN to subsequent melee attacks. Enemy may save at end of each activation.	11	3 ○	Banner (Powerful Presence). All enemy leaders who see the banner when they roll command points divide their CP by 2. Stacks with taking a combat action (1/4 BH).
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (DR). DR 2/4/6.

D12 Fantasy



THE ZANEMARATI AXEMAN (ELITE)



Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Damage Reduction	0	Ablative Armor	0	Hit Points	12	Move	3	BH Value	1	Challenge Roll	6
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MELEE WEAPON (2 AXES)

Standard 1d12 Melee Weapon. Base TN 9.
Double Weapons. 1 Combat action to make 2 attacks at +2 TN, or 1 attack at -2 TN. All skills and upgrades apply to both weapons.

COMBAT MODIFIERS

Melee Offense -1TN (elite)	Ranged Offense -1TN (elite)
Melee Defense +1TN (elite)	Ranged Defense +0TN

CRIT	D12	COST	SKILL (RANDOM 1-6)	D12	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1 ○○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ○○	Melee Attack Skill. -1 TN Melee Bonus.	2	1 ○○	Magic Axes (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Axes (damage bonus). +2 to melee damage.
○○ Lose random skill upgrade.	4	1 ●	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Cloak (defense). +1TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2 ○○	Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2 ○○	Glory Hound. +3 MP to reach power-ups.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Riposte. Immediately make a melee attack when hit by an enemy in melee. Resolve effects of hit first.	6	2 ○	Magic Axes (Spirit Blade). Ignore AA and DR.
○○ Lingering injury. -1 to movement points.	7	2 ○	Defensive Positioning. No melee bonus for enemies who outnumber the Warrior.	7	2 ○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Armor damaged. -2 AC.	8	2 ○	Team Player. -2 TN bonus for each extra ally in melee with opponents instead of -1 TN bonus.	8	2 ○	Magic Axes (returning). May make ranged attack at up to range 3. Use ranged targeting rules but make regular melee attack (-2 TN for one roll or +2 TN for two rolls). Axes return after each attack.
○○ Axes damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3 ○	Magic Axes (sharpness). Defender gets 1/2 armor save against attacks by these weapons.
○○ Axes damaged. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3 ○	Fearsome Scream. Use combat action to cause morale check for all living creatures in the same zone.
No effect.	11	3 ○○	Flurry of blows. Treat Axeman as if he had an additional axe (one extra attack with penalty equal to total number of attacks, or a single attack with bonus equal to total number of attacks).	11	3 ●● ○○	Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○ ○○	Skill Level Increase. Elite, Hero, Champion, Paragon.	12	3 ○	Magic Axes (unholy blade). +1d12 damage.

D12 Fantasy

THE ZANEMARATI ABOMINATION (HERO) (LARGE)



Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Damage Reduction	o	Ablative Armor	o	Hit Points	30	Move	4	BH Value	4	Challenge Roll	7
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Character Name	Player Name
Party Name	
Current Match Battle Honors	Character Current Strength

MELEE WEAPONS (BONE CLUB AND DAGGER)

Bone Club: Standard 2d12 Melee Weapon. Base TN 9.

Dagger: Improvised 1d12 Melee Weapon. Base TN 10.

Bite: Improvised 1d12 Melee Weapon. Base TN 10.

May use multiple weapons in melee, at a +1 TN penalty per weapon used.

Strong: +1 damage per melee attack.

COMBAT MODIFIERS

Melee Offense -3TN (hero, large, strong)	Ranged Offense -1TN (hero)
Melee Defense +3TN (hero, large, belt buckle)	Ranged Defense +0TN (large, belt buckle)

CRIT	D12	COST	SKILL (RANDOM 1-6)	D12	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1	●○ Run. +1 MP.	1	1	○○ Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1	○○ Melee Attack Skill. -1 TN Melee Bonus.	2	1	○○ Bone Club (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1	○○ Melee Defense Skill. +1 TN to be hit in melee.	3	1	○○ Magic Dagger (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1	● Fearless. Immune to enemy fear effects.	4	1	●○ Magic Belt Buckle. +1 TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2	●○ Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.	5	2	○○ Magic Yoke (AA). +5 AA.
○○ Lingering injury. +1 TN Attack penalty.	6	2	○ Frenzy. Make successful Mental challenge roll after taking damage while in melee to go into a Frenzy. Must melee. +1 attack per combat action. Immune to morale effects. See Frenzy rules.	6	2	○ Bone Club (Crippling Blow). Target hit by Bone club must make a toughness Challenge Roll or take a temporary Crit. Crit results of 1, 2, 3 = stunned 1, 2, 3 turns respectively. Other results last until end of the battle.
○○ Lingering injury. -1 to movement points.	7	2	○ Corruption. Enemies in same zone as Abomination take -2 penalty to saves and Challenge Rolls.	7	2	○ Magic Dagger (penetrating). Defender gets 1/2 armor save against attacks by this weapon.
○○ Armor damaged. -2 AC.	8	2	● Large. -1 TN to be hit by ranged combat. -1 TN to hit in melee, +1 TN to be hit in melee. +1 to Strength saves. Reach 1.	8	2	○ Bone Club (Knockdown). Target hit in melee must make Toughness Challenge Roll or be stunned.
○○ Club damaged. +1 TN to hit.	9	3	○ Scary. Enemy must make morale check to make ranged attack into this zone, or to make melee attack against this character. See morale rules.	9	3	○ Acid Reflux. Bite becomes an Energy attack.
○○ Club damaged. -2 to damage.	10	3	●○ Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.	10	3	●○ Magic Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	11	3	●○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	11	3	○ Bone Club (Massive Blow). +1d12 damage.
No effect.	12	3	●○ Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3	○○ Magic Armor (DR). DR 2/4/6.