

NAME: _____

HIT POINTS (1d6 + 10): _____

STRENGTH (1d6 + 3): _____

ARMOR (1d6 + 3): _____

AGILITY (1d6 + 3): _____

LUCK (1d6 + 3): _____

SPECIAL I (1d6 below): _____

SPECIAL II (1d6 below): _____

1) When you draw a dungeon card, you may discard it and draw another dungeon card as a replacement. You must then resolve this new dungeon card.

1) Each time you defeat a monster in combat, draw 1 rune card (if any are available).

2) When searching, you may discard 1 determination token from your hero sheet instead of placing a search token on the chamber tile.

2) Each time you are about to make an attribute test, you may suffer 1 wound to gain 3 determination tokens. You may do this only once per turn.

3) After rolling dice for the "Dragon's Rage" card's effect in the treasure chamber, you may choose to reroll one or both of the dice once; you must accept the second result.

3) Each time you gain 1 or more determination tokens, gain 1 additional determination token.

4) If you and the monster player choose the same type of combat card, the monster player suffers 1 wound and you suffer 0 wounds, overriding the results listed on both combat cards.

4) While in the catacombs, roll 2d6 at the end of your turn. If you roll doubles then you find an exit from the catacombs at the start of your next turn.

5) If you have 8 or more wounds, your combat cards never deal more than 1 wound to the monster per attack.

5) Each time you draw a corridor tile you can choose to not move again or you may go back the way you came even if other halls are unblocked.

6) If this character dies, add their Special II ability to the special abilities of your next character. If you roll the same ability when generating your new character you do not get its benefit twice.

6) Nothing. Yes, if you roll 6's for both special abilities you will have none for this character. Good luck!