



Rogue

The Rogue may split its movement up to use it before and after its action, to a total of 2 lanes.

2+, Sneak Attack  x4  x1

2+, Backstab  x8  x1



2+, Dash
Move one additional lane in any direction.

☠1+, Poisoned Blade  x8  x1



Ranger

The Ranger cannot attack targets at close range.

10+, Precise Shot  x6  x1

2+, Volley  x2  x1

2+, Long Shot  x4  x1

☠1+, Poison Arrow  x8  x1



Wizard

Every time the Wizard takes an action, reduce its HP by 1. The Wizard cannot use an action after moving, but can move after its action.

4+, Fireball  x6  x2
Lanes must be adjoining and both in range.

3+, Lightning Bolt  x8  x1

2+, Frost Shock  x3  x1
The targeted enemy cannot move or take an action next turn. If the target is another player's selected character for this round, it cannot move but does get to act.

1+, Magic Missile  x1  x3
The three magic missiles can hit different targets, the same target multiple times, or a combination. If the Wizard is on 1HP, this action is fatal.

☠1+, Fire Blast  x6  x3



This action affects both allies and enemies in the targeted lanes.



Cleric

Every time the Cleric takes an action, reduce its HP by 2.

5+, Healing Word  x4  x1

3+, Healing Touch  x8  x1



3+, Sacred Flame  x3  x1

2, Cure Wounds  x3
Instead of healing an ally the Cleric heals themselves. At the end of this turn set the Cleric to 5HP.

☠1+, Martyr  x4  x3





Dragon



The Dragon's signature move is its Flame Breath. Take a  token whenever it gains this ability.

 **Flame Breath**  x6  x3



2+, Savage Bite  x4  x2



2+, Tail Swipe  x3  x2



All enemies hit by this attack are moved into the Dragon's lane, or die if they cannot move.

 **1, Immolate**  x5  x3



This action affects both allies and enemies in the targeted lanes.



Paladin



The Paladin's aura is always active. It affects allies, but not the Paladin themselves.

-, Aura of Protection  x1



When any ally in the Paladin's lane takes damage, the damage value is reduced to half (rounding up)

6+, Holy Smite  x4  x1

2+, Polearm Attack  x4  x1



 **1+, Sacrifice**  x1

The Paladin's spirit protects an ally in range. Use a  token to show this. If this ally dies for any reason, it remains on 1HP but loses protection.



Fighter



The Fighter cannot retreat unless no enemies are in range or in front of it.

4+, Reckless Attack  x6  x2

After taking this action, the Fighter loses 2HP.

1+, Charge

Move one lane forwards, then take any other valid action.

2+, Precise Strike  x4  x1

 **1+, Enrage**  x3  x2



This action is fatal, but on your next turn the Fighter's corpse repeats this action (without moving first).