



## 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** x4 x2



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