

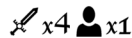


## Rogue



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

### 2+, Sneak Attack



### 2+, Backstab



### 2+, Dash

Move one additional lane in any direction.

### ☠1+, Poisoned Blade



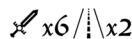
## Wizard



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

Lanes must be adjoining and both in range.

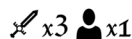


### 3+, Lightning Bolt



### 2+, Frost Shock

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.

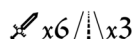


### 1+, Magic Missile

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.



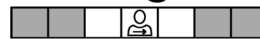
### ☠1+, Fire Blast



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



## Ranger

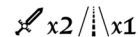


The Ranger cannot attack targets at close range.

### 10+, Precise Shot



### 2+, Volley



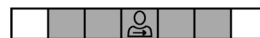
### 2+, Long Shot



### ☠1+, Poison Arrow

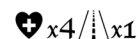


## Cleric

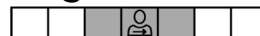


Every time the Cleric takes an action, reduce its HP by 2.

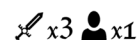
### 5+, Healing Word



### 3+, Healing Touch



### 3+, Sacred Flame

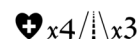


### 2, Cure Wounds

Instead of healing an ally the Cleric heals themselves. At the end of this turn set the Cleric to 5HP.




### ☠1+, Martyr







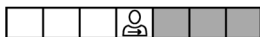
## Dragon



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

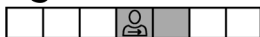
### Flame Breath

 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).