

D12 Fantasy

Elf Lords Mercenary (Champion)



Turn Record

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Stat Block

Armor Class	4	Damage Reduction	0	Hit Points	30	Move	3	BH Value	2	Challenge Roll	8
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Melee Weapon (Sword)

Standard rdz Melee Weapon. Base TN 9.

Ranged Weapon (Longbow)

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

rdz Direct Fire Aimed weapon.

Combat Modifiers

Melee Offense -2TN (champion)	Ranged Offense -4TN (champion, ranged attack skill, dexterous)
Melee Defense +2TN (champion)	Ranged Defense +1TN (dexterous)

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 Ranged Attack Bonus.	2	1 ○○	Magic Bow (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 Bow (damage bonus). +1 to damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Coat (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 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Cookie Cutter. No need to roll randomly to select a target in a zone.	6	2 ○	Longbow Thunderbolt 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 ○	Longbow Griffon Feather Enchantment (Long Range). Extend Long Range to 12.
○○ Armor damaged. -2 AC.	8	2 ○	Healer. May remove 1 injury Crit on a party member for free during post-battle phase.	8	2 ○○	Cloak of the Night Panther. +2 TN to be hit with aimed attacks and melee.
○○ Longbow damaged. +1 TN to hit.	9	3 ○	Nock Double Arrow. Make two attack rolls per combat action. Same target.	9	3 ○○	Magic Longbow (Improved Pull). +3 damage.
○○ Longbow damaged. -2 to damage.	10	3 ○○	Rapid Fire. Make one extra ranged attack per combat action against same target zone. Extra attacks cannot use Double Arrow.	10	3 ○	Longbow Medusa Enchantment. No need to have line of sight to attack any target already hit by the longbow during the current battle. Ignore tactical modifiers.
No effect.	11	3 ○○	Weak Spot. Treat armor saves as 1/2 against attacks with the Longbow.	11	3 ●○	Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ●○	Skill Level Increase. Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (DR). DR 2/4/6.

Potions

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

○○ Third eye. For 3 turns, re-order next 3 cards in deck when activating.	○○ Heal. Regain 12z lost hit points.
○○ Quick Mind. May immediately make an attack.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Exploding Pinecone. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 12z Area Attack, TN7. Reroll any missed attacks.

DR2 Fantasy

NORTHMAN MERCENARY (CHAMPION)



Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	6	Damage Reduction	0	Hit Points	30	Move	3	BH Value	2	Challenge Roll	8
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MELEE WEAPON (SWORD)

Standard DR2 Melee Weapon. Base TN 9. Strong: +1 damage.

RANGED WEAPON (CROSSBOW)

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

DR2 Direct Fire Aimed weapon. Slow (MP reduced to 1 when using)

COMBAT MODIFIERS

Melee Offense -3TN (champion, strong)	Ranged Offense -2TN (champion)
Melee Defense +2TN (champion)	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 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 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○○	Dexterous. +1 TN to be hit and -1 TN to hit with ranged combat and +1 to Agility saves.	6	2 ○	Magic Sword (penetrating). Defender gets 1/2 armor save against attacks by sword.
○○ Lingering injury. -1 to movement points.	7	2 ○	Weregeld. At start of battle, declare one enemy character to be a blood enemy. Double melee damage against that enemy until end of battle.	7	2 ●	Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Armor damaged. -2 AC.	8	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.	8	2 ○○	Boots of speed. +2 MP.
○○ 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 ○○	Amulet of the North Bear. +50%/+100% HP. +1 to toughness saves.
○○ 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 ○	Shield Bash. May make DR2 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 ○	Belt of the Frost Giant Ylfrefnir. +1DR2 damage with all melee attacks.
No effect.	12	3 ●○	Skill Level Increase. Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (DR). DR 2/4/6.

POTIONS		Reduce MP to 1 or use combat action to drink; use combat action to use as a weapon.	
○○	Third eye. For 3 turns, re-order next 3 cards in deck when activating.	○○	Heal. Regain DR2 lost hit points.
○○	Quick Mind. May immediately make an attack.	○○	Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○	Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○	Grendel's Blood. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: DR2 Area Energy attack, TN 5.

D12 Fantasy

ORX MERCENARY (CHAMPION)



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	Hit Points	45	Move	3	BH Value	2	Challenge Roll	8
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MELEE WEAPON (LARGE SPIKED CLUB)

Standard 2dr2 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 Weapon (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Defense Skill. +1 TN to be hit in melee.	3	1 ○○	Magic Weapon (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Helmet. -1TN to Mental 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 ○	Backswing. May reroll any missed melee attack roll.	6	2 ○	Magic Weapon (penetrating). Defender gets □ armor save against attacks by this weapon.
○○ Lingering injury. -1 to movement points.	7	2 ○	Heavy Hitter. Double the bonus damage for rolling above the target TN in melee.	7	2 ○	Magic Weapon (knockdown). Target hit in melee makes Toughness or Agility Challenge Roll or is knocked prone. +2 TN to hit and -2 TN to be hit in melee until victim gets up, reducing MP to 1. Jumpers and Flyers lose no MP when getting up.
○○ Armor damaged. -2 AC.	8	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.	8	2 ○○	Boots of speed. +2 MP.
○○ Spiked 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 ○○	Melee Weapon (Iron Spike). +1dr2 damage.
○○ Spiked 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 ●○	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 ○	Ranged Weapon (Orc Shotgun). 2dr2 Direct Aimed Fire attack. R 1/2/3, TN 7/9/11.
No effect.	12	3 ●○	Skill Level Increase. Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (DR). DR 2/4/6.

POTIONS

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

○○ Third eye. For 3 turns, re-order next 3 cards in deck when activating.	○○ Heal. Regain 1dr2 lost hit points.
○○ Quick Mind. May immediately make an attack.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Wife's Nagging Face Belt Buckle. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 1dr2 Whirling Dervish Grenado, TN7. Moves 3 zones per turn. Lasts until a 1 or 12 is rolled on any attack roll.

D12 Fantasy

Dragon People Mercenary (Champion)



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	2	Ablative Armor	0	Hit Points	30	Move	3	BH Value	2	Challenge Roll	8
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Melee Weapon (Sword)

Standard 1d12 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 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 ○	Defensive Positioning. No melee bonus for enemies who outnumber the Merc.	7	2 ○○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement.
○○ Armor damaged. -2 AC.	8	2 ○	Cold-Blooded. May reroll any failed Challenge Roll.	8	2 ○	Jagged Sword Blade. 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 ○	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.	10	3 ○	Magic Shield (Totem of the Swamp God). Opponents in same zone as Dragon People Merc must make Willpower Challenge Roll or ignore the Merc – he is not there! The Merc still gets attacks of opportunity on characters leaving melee. As soon as the Merc makes an attack on an ensorcelled opponent, the spell is broken for that opponent.
No effect.	11	3 ●○	Thick Skin. +2 DR.	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. Champion, Paragon, Chosen.	12	3 ○○	Magic Shield (AA). +10 Ablative Armor. Not against attacks from the rear.