

D12 Fantasy

DWARVES SARGE (HERO) (L2)



Turn Record

	1	2	3	4	5	6
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Stat Block

Armor Class	4	Energy Shields	4	Damage Reduction	0	Hit Points	30	Move	3	BH Value	2	Challenge Roll	7
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MELEE WEAPON (SWORD)

Superior d12 Melee Weapon. Base TN 9.
Strong: +1 damage in melee.

COMBAT MODIFIERS

Melee Offense -3TN (hero, superior weapon, strong)	Ranged Offense -1TN (hero)
Melee Defense +1TN (hero)	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 ●○	Superior 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 Cloak (defense). +1TN to be hit by attacks.
○○ 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 ○○	Boots of Speed. +2 MP.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ○	Commanding Presence. 1/2 range to determine CP cost.	6	2 ○○	Potion. Choose 1 potion from the list. See potion rules.
○○ Lingering injury. -1 to movement points.	7	2 ○	Born Leader. No penalty to fight and generate command points.	7	2 ○	Magic Armor (flight). +1 MP. May ignore intervening terrain. Must land at end of movement. Also increases minimum move.
○○ Armor damaged. -2 AC.	8	2 ●○	Leadership. 1d12 / 2d12 / 3d12 command points per turn.	8	2 ●○	Magic Ring (ES). ES 4/6/8.
○○ 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 ○○	Sharp Sword. (penetrating). First upgrade: 1/2 armor saves; 2 nd upgrade: when rolling 12 to hit, target that takes damage must make toughness challenge roll or be eliminated.
○○ 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 ●○	Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	11	3 ○	Magic Sword (Weighted Blade). +1d12 melee damage.
No effect.	12	3 ●○	Skill Level Increase. Hero, 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. May reorder next 3 cards in deck each time drinker activates.	○○ Heal. Regain 1d12 lost hit points.
○○ Quick Mind. May immediately make an attack.	○○ Hand-Eye Coordination. -1 TN to hit with melee combat for 3 turns.
○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 2d12 Area Attack, TN 6.

D12 Fantasy

DWARVES STONE CRUSHER (ELITE) (L1)



Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Energy Shields	0	Damage Reduction	0	Hit Points	18	Move	3	BH Value	2	Challenge Roll	6
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MELEE WEAPON (2 HAMMERS)	
Standard d12 Melee Weapon. Base TN 9. Double Weapons. 1 Combat action to make 2 attacks at +2 TN, or 1 attack at -2 TN. All skills and upgrades apply to both weapons.	
Spells: May cast 1 spell per combat action. Spell point cost = level of spell.	Spell Points 10

COMBAT MODIFIERS	
Melee Offense -1TN (elite)	Ranged Offense -1TN (elite)
Melee Defense +1TN (elite)	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 Eye (attack bonus). -1 TN to hit with spells.
○ Miss 1 match.	3	1	○○ ○ Melee Defense Skill. +1 TN to be hit in melee.	3	1	○○ ○ Magic Hammers (damage bonus). +1 to melee damage.
○○ Lose random skill upgrade.	4	1	●○ ○ Magic Spell. Choose a 1 point spell and add 1 SP to total.	4	1	○○ ○ Magic Cloak (defense). +1TN to be hit by attacks.
○○ 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	○ Forge and Tongs. May remove 1 equipment Crit per battle during the post-battle phase.	6	2	○○ ○ Magic Ring (ES). ES 4/6/8.
○○ Lingering injury. -1 to movement points.	7	2	●○ ○ Magic Spell. Choose a 2 point spell and add 2 SP to total.	7	2	○ Magic Hammers (Thunderclap). Target hit by magic hammers makes a Toughness save or is stunned. Only one save per combat action per target.
○○ Armor damaged. -2 AC.	8	2	●○ ○ Leadership. 1d12 / 2d12 / 3d12 command points per turn.	8	2	○○ ○ Magic Hammers. +3 Spell Points per battle.
○○ Hammers damaged. +1 TN to hit.	9	3	●○ ○ Magic Spell. Choose a 3 point spell and add 3 SP to total.	9	3	○ Quick Mind. May cast an additional spell per combat action.
○○ Hammers 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. +2 AC.
No effect.	11	3	●○ ○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	11	3	○○ ○ Stone Skin. DR +2.
No effect.	12	3	●○ ○○ Skill Level Increase. Elite, Hero, Champion, Paragon.	12	3	○○ ○ Ethereal Headband. PA 3/5/6

LVL	SPELL LIST (CHECK OFF KNOWN SPELLS)
1	○ Force Hammer: 1d12 Direct Fire Aimed attack. If target makes AC save, armor loses 2AC for the rest of the match. Range 1/2/3, TN 7/8/9. Instantaneous.
1	○ Stone Flesh: 4 DR on self or touched target for 3 turns.
1	○ Legs of Stone: Aimed attack against target in line of sight within range 3. Note multiple target rules still apply if target zone contains more than one eligible target. Target must make toughness challenge roll or take -2MP for three turns. Minimum move =1MP.
2	○ Stone Meld: May ignore terrain for movement. Self or touched target.
2	○ Stone Bones: 6 DR on self or touched target for 3 turns.
2	○ Hammers of Light: 1d12 Direct Zone Fire Energy attack. If target makes ES save, ES is reduced by 2 for the rest of the match. Range 2/4/6, TN 6/7/8. Instantaneous.
2	○ Lodestone: Aimed attack against target in line of sight within range 6. Target must make a toughness challenge roll or take -4 MP for three turns. If Stone Crusher desires, he may spend extra Spell Points at the time of casting. This will make the target's save more difficult by the amount of extra points spent. Minimum move=0, and also negates movement within a zone.
2	○ Stone Portal: Teleport to any space on the battlefield that borders a wall or large stone or metal structure. Instantaneous. Does not count as movement.
3	○ Hammer Storm: 1d12 Direct Fire Area attack. Targets hit by the attack lose 2 AC for the rest of the match. Range 3/6/9, TN 4/6/8. Instantaneous.
3	○ Heart of Stone: 8 DR self or touched target for 3 turns.
3	○ Earthquake: Indirect Scattering Fire weapon. Range 3/6/9, TN 4/5/6. Causes a 2d12 Area attack, TN6 in the target zone. Ignores PA. No effect on characters with Fly movement. Zone becomes difficult terrain for the rest of the match.

POTIONS	
○○ Third eye. May reorder next 3 cards in deck each time drinker activates.	○○ Heal. Regain 1d12 lost hit points.
○○ Quick Mind. May immediately cast a spell.	○○ Hand-Eye Coordination. -1 TN to hit with melee combat for 3 turns.
○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 2d12 Area Attack, TN 6.

D12 Fantasy



DWARVES KARABINER (ELITE)



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	Ablative Armor	0	Hit Points	18	Move	3	BH Value	2	Challenge Roll	6
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MELEE WEAPON (KARABINE)

Improvised d12 Melee Weapon. Base TN 10.

RANGED WEAPON (KARABINE)

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

d12 Direct Fire Aimed weapon. Slow (MP reduced to 1 when using). Penetrating (1/2 Armor Save).

COMBAT MODIFIERS

Melee Offense -1TN (elite)	Ranged Offense -2TN (elite, ranged attack skill)
Melee Defense +1TN (elite)	Ranged Defense +0TN

CRIT	D12	COST	SKILL (RANDOM 1-6)	D12	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1	○○ ○	1	1	○○ ○
Run. +1 MP.						Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1	●○ ○	2	1	○○ ○
Ranged Attack Skill. -1 TN Ranged Attack Bonus.						Magic Karabine (attack bonus). -1 TN to hit with ranged attacks.
○ Miss 1 match.	3	1	○○ ○	3	1	○○ ○
Ranged Defense Skill. +1 TN to be hit by ranged attacks.						Magic Karabine (damage bonus). +2 to damage with ranged attacks.
○○ Lose random skill upgrade.	4	1	○	4	1	○○ ○
Fearless. Immune to enemy fear effects.						Magic Coat (defense). +1TN to be hit by attacks.
○○ Lose random equipment upgrade.	5	2	○○ ○	5	2	○
Strong. +1 damage and -1 TN bonus to hit in melee, and +1 bonus to Strength Challenge Rolls.						Karabine (Soul Ammo). Ignore PA.
○○ Linger injury. +1 TN Attack penalty.	6	2	○	6	2	○
Cookie Cutter. No need to roll randomly to select a target in a zone.						Karabine (Buckshot). Make two attack rolls per shot. Choose one roll.
○○ Linger injury. -1 to movement points.	7	2	○	7	2	○
Eagle Eye. Ignore the effects of cover for ranged attacks.						Karabine (Long Range). Extend Long Range to 12.
○○ Armor damaged. -2 AC.	8	2	○	8	2	○
Healer. May remove 1 injury Crit on a party member for free during post-battle phase.						Karabine (Bayonet). Karabine melee damage is now 2d12; no longer improvised weapon.
○○ Karabine damaged. +1 TN to hit.	9	3	○	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.						Magic Karabine (Improved Powder). +3 damage.
○○ Karabine damaged. -2 to damage.	10	3	○○ ○	10	3	○
Resilient. Ignore 1/2/3 levels of injury, and may remain active at 0 or fewer HP. See rules for more detail.						Magic Karabine (Metal Cartridges). Karabine is no longer a Slow weapon.
No effect.	11	3	●○ ○○ ○○	11	3	●○ ○○ ○○
Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.						Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3	●○ ○○	12	3	○○ ○
Skill Level Increase. Elite, Hero, Champion, Paragon.						Magic Armor (DR). DR 2/4/6.

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DWARVES FIRE EATER (HERO)



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 2	Damage Reduction 2	Hit Points 30	Move 3	BH Value 2	Challenge Roll 7
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MELEE WEAPON (DAGGER)

Improvised D12 Melee Weapon. Base TN 10.

RANGED WEAPON (FEUERZUNGE)

Short	1	Med.	2	Long	3
TN	2	TN	4	TN	6

D12 Direct Fire Energy Area weapon.

Reliability Problem: When a 1 is rolled to hit, Roll D12: On a 1-9, the gas line jams, and becomes a Slow weapon the next time it is fired (MP reduced to 1); on a 10-12, Fire Eater takes a D12 TN7 Autohit Area Energy attack. This is negated if the Fire Eater has the skill "Fire Eater".

COMBAT MODIFIERS

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, ranged attack skill)
Melee Defense +1TN (hero)	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	●○ Ranged Attack Skill. -1 TN Ranged Attack Bonus.	2	1	○○ Magic Feuerzunge (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 Feuerzunge (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	○○ 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	○ Fire Eater. May attack own zone, even in melee. No damage to self.	6	2	○ Feuerzunge (Long Range). Extend Long Range to 4.
○○ Lingering injury. -1 to movement points.	7	2	○ Light 'Em Up. When Feuerzunge hits a target, all subsequent attacks against that target are at -2 TN until target moves.	7	2	○○ Jet Pack. +1 MP. May ignore intervening terrain. Must land at end of movement.
○○ Armor damaged. -2 AC.	8	2	○ Pyromaniac. Set zone targeted by Feuerzunge on fire. Treat as flaming terrain until next time Fire Eater activates.	8	2	○○● Fire Eater's Padding. DR +2.
○○ Feuerzunge 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	○ Feuerzunge (Reduced Aperture Nozzle). May be fired as an Aimed weapon causing +1D2 damage.
○○ Feuerzunge 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	○ Feuerzunge (High Pressure Containment). May target two adjacent (not diagonal) zones at +2 TN.
No effect.	11	3	●○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	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. Hero, Champion, Paragon, Chosen.	12	3	○ Feuerzunge (High Temperature Oil). +1D2 damage with Feuerzunge.

POTIONS	
○○ Third eye. For 3 turns, re-order next 3 cards in deck when activating.	○○ Heal. Regain D12 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.	○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 2D12 Area Attack, TN 6.

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DWARVES GRENADE (HERO)



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	2	Damage Reduction	2	Hit Points	30	Move	2	BH Value	2	Challenge Roll	7
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MELEE WEAPON (DAGGER)

Improvised D12 Melee Weapon. Base TN 10.

RANGED WEAPON (GRANATWERFER)

Short	1-4	Med.	5-8	Long	9-12 (i)
TN	4	TN	5	TN	6 (9 i)

Scattering Fire Weapon. May use Indirect Fire at +3 TN at long range. Slow (MP reduced to 1 when using). See Scattering Fire in the rules. Grenado: 2d12 Area Attack, TN6.

COMBAT MODIFIERS

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, ranged attack skill)
Melee Defense +2TN (hero)	Ranged Defense +1TN (magic coat)

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 Granatwerfer (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 Granatwerfer (lighter weapon). -1 to MP penalty.
○○○ 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	○○○ 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	○ Granatwerfer Bounce (may reroll attack or scatter roll).	6	2	○ Granatwerfer (Breech Loading). Weapon is no longer slow.
○○○ Lingering injury. -1 to movement points.	7	2	○ Focused. May ignore melee opponents to use Granatwerfer at range. Opponents get an attack of opportunity after shot is fired.	7	2	○ Granatwerfer (Incendiary Warhead). Granatwerfer causes Energy damage. Cannot be combined with other warheads.
○○○ Armor damaged. -2 AC.	8	2	○ Melee with Warhead. May use an activated warhead to bash opponent. Treat as if Granatwerfer had hit the Grenadier's zone. Grenadier takes ½ damage before DR, if any.	8	2	○ Granatwerfer (Ball Bearing Warhead). 1d12 area attack Grenado. In-zone TN 6. Hit target zone, plus up to 4 more zones using scattering fire miss table. Cannot be combined with other warheads.
○○○ Granatwerfer damaged. +2 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	○○○ Granatwerfer (Large Warhead). +3 damage with Granatwerfer. May be combined with other warheads.
○○○ Granatwerfer damaged. -2 to damage.	10	3	○○○ Resilient. Ignore 1/2/3 levels of injury, and may remain active at ○ or fewer HP. See rules for more detail.	10	3	○ Granatwerfer (Beehive Launcher). Use as 2d12 Aimed Zone Fire weapon, range 2/4/6, TN 4/6/8. Cannot be combined with other warheads.
No effect.	11	3	●○○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	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. Hero, 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 1d12 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.	○○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 2d12 Area Attack, TN 6.		

D12 Fantasy



DWARVES SHIELD KRIEGER (HERO)



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	Energy Shields	0	Ablative Armor	0	Hit Points	30	Move	3	BH Value	2	Challenge Roll	7
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MELEE WEAPON (SWORD OR SPEAR)

Standard d12 Melee Weapon. Base TN 9.

RANGED WEAPON (SPEAR)

Short	1	Med.	2	Long	3
TN	7	TN	8	TN	9

d12 Direct Aimed Fire weapon. One use per battle as a ranged weapon. Character may throw spear in the same turn as a moving melee attack is made; target must be in same zone as melee attack. See rules.

COMBAT MODIFIERS

Melee Offense -rTN (hero)	Ranged Offense -rTN (hero)
Melee Defense +rTN (hero)	Ranged Defense +oTN

CRIT	D12	COST	SKILL (RANDOM 1-6)	D12	COST	EQUIPMENT (RANDOM 7-12)
Dead. Not coming back.	1	1	○○○ ○	1	1	○○○ ○
○ Miss 2 matches.	2	1	○○○ ○	2	1	○○○ ○
○ Miss 1 match.	3	1	○○○ ○	3	1	○○○ ○
○○ Lose random skill upgrade.	4	1	○	4	1	○○○ ○
○○ Lose random equipment upgrade.	5	2	○○○ ○	5	2	○○○ ○○○ ○○○
○○ Lingering injury. +r TN Attack penalty.	6	2	○	6	2	○
○○ Lingering injury. -r to movement points.	7	2	○	7	2	●
○○○ Armor damaged. -2 AC.	8	2	○	8	2	○
○○○ Sword damaged. +r TN to hit.	9	3	○	9	3	○
○○○ Sword damaged. -2 to damage.	10	3	○○○ ○	10	3	●●● ○○○ ○○○
No effect.	11	3	●○	11	3	○○○ ○
No effect.	12	3	●○ ○○○	12	3	○○○ ○

POTIONS	
○○ Third eye. For 3 turns, re-order next 3 cards in deck when activating.	○○ Heal. Regain d12 lost hit points.
○○ Quick Mind. May immediately make an attack.	○○ Reflexes. -r TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: d12 Area Attack, TN 6.

D12 Fantasy



DWARVES YUNGER RECRUIT (REGULAR)



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	6	Damage Reduction	0	Ablative Armor	0	Hit Points	15	Move	3	BH Value	1	Challenge Roll	5
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MELEE WEAPON (AXE OR WARHAMMER)

Standard d12 Melee Weapon. Base TN 9.

COMBAT MODIFIERS

Melee Offense +0TN	Ranged Offense +0TN
Melee Defense +0TN	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 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	○ Tag-Team. 1 immediate attack in melee if a friendly character in the same zone as the Yungger Recruit makes a melee attack.	6	2	○ Magic Weapon (penetrating). Defender gets 1/2 armor save against attacks by this weapon.
○○ Lingering injury. -1 to movement points.	7	2	○ Weapon and Shield Bash. May use the shield to attack. Treat as improvised weapon.	7	2	● Shield. +2 AC. Not against attacks from the rear. See Shield rules.
○○ Armor damaged. -2 AC.	8	2	○ Gung-Ho. Add 1d12 damage to first attack when moving into combat.	8	2	○○ ○ Boots of speed. +2 MP.
○○ Melee weapon 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	○ Hammer Blow. Take +2 TN penalty to hit to Ignore enemy AC in melee.
○○ Melee weapon 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	●○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	11	3	○○ ○ Magic Shield (AA). +10 Ablative Armor. Not against attacks from the rear.
No effect.	12	3	●○ Skill Level Increase. Regular, Elite, Hero, Champion.	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 1d12 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.	○○ Shwartz Powder Grenado. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 2d12 Area Attack, TN 6.

D12 Fantasy

DWARVES DWARF MUTANT (CHAMPION) (LARGE)



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	6	Energy Shields	0	Damage Reduction	0	Hit Points	45	Move	3	BH Value	4	Challenge Roll	8
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MELEE WEAPON (HUGE MACE)

Standard d12r2 Melee Weapon. Base TN 9.

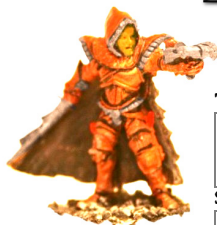
COMBAT MODIFIERS

Melee Offense -3TN (champion, large)	Ranged Offense -2TN (champion)
Melee Defense +3TN (champion, large)	Ranged Defense -1TN (large)

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. +1 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	○○ ○ Magic Ring (ES). ES 4/6/8.
○○ Lingering injury. +1 TN Attack penalty.	6	2	●○ Sweeping Attack. May attack one extra opponent of choice as part of combat action in melee as long as all targets are in the same zone.	6	2	○ Magic Weapon (penetrating). Defender gets ½ armor save against attacks by this weapon.
○○ Lingering injury. -1 to movement points.	7	2	○ Tent Peg. On a successful hit, target makes a toughness Challenge Roll or loses all MP for its next activation.	7	2	○ Magic Weapon (Devastating). On a successful hit, target AC drops by 2 for the rest of the match. Cumulative.
○○ Armor damaged. -2 AC.	8	2	● Large. -1 TN to be hit by ranged combat. -1 TN to hit in melee, +1 TN to be hit in melee. +1 to Strength saves. Reach 1.	8	2	○○ ○ Boots of speed. +2 MP.
○○ Mace 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 (Massive Blow). +1d12 damage.
○○ Mace 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	●○ Tough. +50%/+100% HP. +1 to toughness Challenge Rolls.	11	3	○ Magic Weapon (knockback). Target hit in melee makes toughness or agility save or gets knocked out of zone. Roll Scatter for direction. Impassable terrain causes 1d12 damage on a failed save vs. melee attack.
No effect.	12	3	●○ Skill Level Increase. Champion, Paragon, Chosen.	12	3	○○ ○ Magic Armor (DR). DR 2/4/6.

Dr2 Fantasy

Dark Elf Lord(Hero) (L2)



Character Name		Player Name
Party Name		Party Current Strength
Current Match Battle Honors		Character Current Strength
From Kills	From CP	Party Cumulative Battle Honors

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Phase Armor	0	Hit Points	20	Move	4	BH Value	2	Challenge Roll	7
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Melee Weapon (Sword)

Standard dr2 Melee Weapon. Base TN 9.

Ranged Weapon (Hand Crossbow)

Short	1	Med	2	Long	3
TN	7	TN	8	TN	9

dr2 Direct Aimed Fire weapon.

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -3TN (hero, ranged attack skill, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +1TN (dexterous) or +3TN (add camouflage)

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 Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1	Melee Attack Skill. -1 TN Melee Attack Bonus.	3	1	Magic Sword (damage bonus). +1 to damage.
○○ Lose random skill upgrade.	4	1	Fearless. Immune to enemy fear effects.	4	1	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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.
○○ Linger injury. +1 TN Attack penalty.	6	2	Commanding Presence. ½ range to determine CP cost.	6	2	Feathered Cloak. Flight. +1 MP. May ignore intervening terrain. Must land at end of movement.
○○ Linger injury. -1 to movement points.	7	2	Born Leader. No penalty to fight and generate command points.	7	2	Sword (Sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Armor damaged. -2 AC.	8	2	Leadership. dr2 / 2dr2 / 3dr2 command points per turn.	8	2	Camouflage. +2 TN to be hit with aimed attacks.
○○ Hand Crossbow 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	Sword (heavy blade). +dr2 damage.
○○ Hand Crossbow damaged. -2 to damage.	10	3	Fast Reload. Crossbow may now make one extra attack per activation at no penalty. Treat as separate combat action.	10	3	Poisoned weapons. Living victims hit for damage must make toughness Challenge Roll immediately, and every time they activate. Failure means dr2 damage. Successful CR cancels effect.
No effect.	11	3	Whirling Attack. Treat melee attack as area attack affecting all other characters in a zone.	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. Hero, Champion, Paragon, Chosen.	12	3	Magic Amulet (PA). PA 3/5/7.

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.	○○ Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: dr2 Area TN 7 autohit. Ignores PA. See Autohit rules.

Dr2 Fantasy

Dark Elf Sorceress (Hero) (L1)



Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	2	Energy Shields	0	Damage Reduction	2	Hit Points	20	Move	3	BH Value	L1-M2-H3	Challenge Roll	7
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Melee Weapon (Staff)	
Standard dr2 Melee Weapon. Base TN 9.	
Spells May cast 1 spell per combat action. Spell point cost = level of spell.	Spell Points 10

Combat Modifiers	
Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, Dexterous), -3TN (add spell attack skill)
Melee Defense +1TN (hero)	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 ●○	Spell Attack Skill. -1 TN Bonus to hit with spells.	2	1 ○○	Magic Eye (attack bonus). -1 TN to hit with spells.
○ Miss 1 match.	3	1 ●○	Magic Spell. Choose a 1 point spell and add 1 SP to total.	3	1 ○○	Magic Staff (damage bonus). +1 to melee damage.
○○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Magic Cloak (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 ○	Commanding Presence. ½ range to determine CP cost.	6	2 ○○	Magic Ring (ES). ES 4/6/8.
○○○ Lingering injury. -1 to movement points.	7	2 ●○	Magic Spell. Choose a 2 point spell and add 2 SP to total.	7	2 ○○	Magic Staff. +3 Spell Points per battle.
○○○ Armor damaged. -2 AC.	8	2 ●○	Leadership. dr2 / 2dr2 / 3dr2 command points per turn.	8	2 ○	Quick Mind. May cast an additional spell per combat action.
○○○ Staff 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 ○	Spider Swarm. If the sorceress is eliminated from play, a swarm appears at her location under her control. Treat as Urchin Swarm spell.
○○○ Staff 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. +2 AC.
No effect.	11	3 ●○	Magic Spell. Choose a 3 point spell and add 3 SP to total.	11	3 ○	Psyker. (Mind Control) Control enemy for 1 activation by rolling dr2 higher or equal to ½ hit points. range 2.
No effect.	12	3 ●○	Skill Level Increase. Hero, Champion, Paragon, Chosen.	12	3 ●○○	Spider Armor (DR). DR 2/4/6.

LVL	Spell List (check off known spells)
1	○ Acid Spit. dr2 Direct Fire Aimed Energy attack. Ignores PA. Range 1, TN 4. Instantaneous.
1	○ Urchin Chitin. AC4 on self or touched target for 3 turns.
1	○ Feet of the Spider. +2MP and Jump to self or touched target for 3 turns.
1	○ Dark Cloud. Occupant's zone becomes dark. No character except caster may see into, out of or through this zone for 3 turns.
2	○ Stalker Chitin. AC6 on self or touched target for 3 turns.
2	○ Shocking Arc. dr2 Direct Fire Aimed Energy attack. May use Zone Fire instead of Aimed Fire at +2TN penalty. Range 2/4/6, TN 6/7/8. Instantaneous.
2	○ Kiss of Death. dr2 TN 7 autohit Melee attack (treat as standard melee weapon). Ignores AA and DR. Penetrating (1/2 Armor save). Living only. Instantaneous.
2	○ Hunter's Leap. +4MP and Fly to self or touched target.
2	○ The 3rd Dimension. Teleport to any space on the battlefield where there is a power-up. Instantaneous. Does not count as movement.
3	○ Urchin Swarm. Indirect Scattering Fire Grenado. R 2/4/6, TN 4/5/6. Grenado: dr2 Whirling Dervish Grenado, TN 7. Duration: 3 turns. Movement: 1 Zone per turn.
3	○ Hurl Spider. dr2 Direct Fire Aimed attack. Penetrating (1/2 armor save). Target hit must also make a toughness Challenge Roll or be poisoned. Poison: dr2 Continuing Damage. Victim may make Challenge Roll at beginning of activation to end effect or take another dr2 damage. Living Only. Range 2/4/6, TN 7/8/9. Instantaneous.
3	○ Hunter Chitin. AC3 on self or touched target for 3 turns.
3	○ Create Webs. Indirect Scattering Fire Grenado. R 3/6/9, TN 4/5/6. Grenado: dr2 Area attack, TN6. Also fills the zone with Webs, creating Sticky Terrain for the rest of the match. All hit by the initial attack, all who enter the zone, and all who do not leave the zone must make a Strength Challenge Roll or be webbed. See Terrain and Special Conditions in the rules. Initial attack is instantaneous.

Potions	
○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Heal. Regain dr2 lost hit points.
○○ Quick Mind. May immediately cast a spell.	○○ Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○ Blur. +4TN to be hit by aimed fire and melee for 3 turns.	○○ Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: dr2 Area TN 7 autohit. Ignores PA. See Autohit rules.

Dr2 Fantasy



Dark Elf Lurker (Hero)



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	Phase Armor	0	Hit Points	20	Move	4	BH Value	2	Challenge Roll	7
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Melee Weapon (Sword)

Standard Dr2 Melee Weapon. Base TN 9.

Ranged Weapon (Hand Crossbow)

Short	1	Med	2	Long	3
TN	7	TN	8	TN	9

Dr2 Direct Aimed Fire weapon.

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -2TN (hero, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +1TN (dexterous) or +3TN (add Artful dodger)

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 Sword (attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Melee Attack Skill. -1 TN Melee Attack Bonus.	3	1 ○○	Magic Sword (damage bonus). +1 to damage.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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 ○	Hand Crossbow (Penetrating). Defender gets ½ armor save against attacks by this weapon.
○○ Lingering injury. +1 TN Attack penalty.	6	2 ●○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Terrain Following. May traverse difficult terrain at no cost, and vertical terrain at 1 MP per elevation. No need for climbing Challenge Rolls.
○○ Lingering injury. -1 to movement points.	7	2 ○	Slippery. When needed, Lurker may attempt Agility Challenge Roll to avoid getting attacked when leaving melee. If failed, Lurker triggers attacks of opportunity as usual for leaving melee.	7	2 ○	Sword (Sharpness). Defender gets ½ armor save against attacks by this weapon.
○○ Armor damaged. -2 AC.	8	2 ○○	Mugger. Additional -2 TN to hit enemy from rear or when outnumbering opponents in a zone.	8	2 ○○	Camouflage. +2 TN to be hit by aimed ranged attacks.
○○ 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 ○○	Sword (heavy blade). +1dr2 damage.
○○ Sword damaged. -2 to damage.	10	3 ○○	Fast Reload. Crossbow may now make one extra attack per activation at no penalty. Treat as separate combat action.	10	3 ○	Poisoned weapons. Living victims hit for damage must make toughness Challenge Roll immediately, and every time they activate. Failure means 1dr2 damage. Successful CR cancels effect.
No effect.	11	3 ○	Contract Killer. Openly declare one enemy Character at beginning of match. Double BH awarded if Lurker eliminates that Character.	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. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (PA). PA 3/5/7.

Dr2 Fantasy

Dark Elf Marksman (Hero)



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	Phase Armor	0	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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Melee Weapon (Dagger)

Improvised dr2 Melee Weapon. Base TN 10.

Ranged Weapon (Heavy Crossbow)

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

dr2 Direct Fire Aimed weapon. Slow (MP reduced to 1 when using). Penetrating (1/2 Armor Save).

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -3TN (hero, skill, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +1TN (dexterous) or +3TN (add Artful dodger)

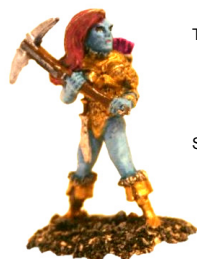
Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ○○	Run. +1 MP.	1	1 ○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○	Ranged Attack Skill. -1 TN Ranged Attack Bonus.	2	1 ○○	Magic Crossbow (attack bonus). -1 TN to hit. May be combined with other Crossbow upgrades.
○ Miss 1 match.	3	1 ○○	Ranged Defense Skill. +1 TN to be hit by ranged attacks.	3	1 ○○	Magic Crossbow (damage bonus). +1 to damage. May be combined with other Crossbow upgrades.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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 ●○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Frog Crotch Bolts. Target hit by Frog Crotch loses 2 AC until end of match. Cumulative. May be combined with other Crossbow upgrades.
○○ Lingering injury. -1 to movement points.	7	2 ○	Cookie Cutter. No need to roll randomly to select a target in a zone.	7	2 ○	Griffon Crossbow Enhancement. Extend Long Range to 12. May be combined with other Crossbow upgrades.
○○ Armor damaged. -2 AC.	8	2 ○	Eagle Eye. Ignore the effects of cover for ranged attacks.	8	2 ○	Clip Fed Crossbow. Crossbow is no longer a Slow weapon. May be combined with other Crossbow upgrades.
○○ Heavy Crossbow 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 ○	Crossbow (wounding). Target hit by crossbow must make toughness Challenge Roll or take dr2 continuing damage. May be combined with other Crossbow upgrades.
○○ Heavy Crossbow 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 ○	Crossbow (Double Shot). May make two attack rolls per combat action (same target). May be combined with other Crossbow upgrades.
No effect.	11	3 ○	Healer. May reduce MP to 1 to heal a party member for dr2 HP. Not if MP is already reduced to 1 by other action. May also remove 1 injury Crit on a party member for free during post-battle phase.	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. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (PA). PA 3/5/7.

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

○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ 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.	○○ Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: dr2 Area TN 7 autohit. Ignores PA. See Autohit rules.

D12 Fantasy

Dark Elf Warrior (Hero)



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	Phase Armor 3	Hit Points 20	Move 3	BH Value 2	Challenge Roll 7
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Melee Weapon (Sword)

Standard d12 Melee Weapon. Base TN 9.

Ranged Weapon (Heavy Crossbow)

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

d12 Direct Fire Aimed weapon. Slow (MP reduced to 1 when using).

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -3TN (hero, skill, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +1TN (dexterous) or +3TN (add Artful dodger)

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 Crossbow (attack bonus). -1 TN to hit. May be combined with other Crossbow upgrades.
○ Miss 1 match.	3	1 ○○	Melee Attack Skill. -1 TN Melee Attack Bonus.	3	1 ○○	Magic Crossbow (damage bonus). +1 to damage. May be combined with other Crossbow upgrades.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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 ●○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Crossbow (Frog Crotch Bolt). Target hit by Frog Crotch loses 2 AC until end of match. Cumulative. May be combined with other Crossbow upgrades.
○○ Lingering injury. -1 to movement points.	7	2 ○○	Fight Defensively. +2 TN to be hit in melee.	7	2 ○○	Spider Pouch. Once per match per upgrade, melee opponent is swarmed by urchin swarm. Victim makes an Agility save to avoid the swarm. If failed, the swarm causes 1d12 continuing TN7 autohit attack. Swarm may only be removed by being hit by zone fire, an area attack or energy attack.
○○ Armor damaged. -2 AC.	8	2 ○	Fixer. May remove 1 Equipment Crit on a party member for free during post-battle phase.	8	2 ○	Crossbow (Clip Fed). Crossbow is no longer a Slow weapon. May be combined with other Crossbow upgrades.
○○ Crossbow 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 ○	Crossbow (wounding). Target hit by crossbow must make toughness save or take 1d12 continuing damage. May be combined with other Crossbow upgrades.
○○ Crossbow damaged. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at ○ or fewer HP. See rules for more detail.	10	3 ○	Crossbow (Double Shot). May make two attack rolls per combat action (same target). May be combined with other Crossbow upgrades.
No effect.	11	3 ○	Weak Spot. Treat target's AC as half against this character's ranged attacks.	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. Hero, Champion, Paragon, Chosen.	12	3 ○	Magic Armor (PA). PA 3/5/7.

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

○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ Heal. Regain 1d12 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.	○○ Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 1d12 Area TN 7 autohit. Ignores PA. See Autohit rules.

D12 Fantasy

Dark Elf Spinner (Hero)



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	2	Phase Armor	3	Hit Points	20	Move	3	BH Value	2	Challenge Roll	7
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Melee Weapon (Spinneret Spider)

Improvised idr2 Melee Weapon. Base TN 10.

Ranged Weapon (Spinneret Spider Webs)

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

idr2 Direct Fire Aimed weapon. Target hit by attack must also make Challenge Roll (Agility or Strength) or be Webbed. See rules for Web effect.

Combat Modifiers

Melee Offense -1TN (hero)	Ranged Offense -3TN (hero, skill, dexterous)
Melee Defense +1TN (hero)	Ranged Defense +1TN (dexterous) or +3TN (add Artful dodger)

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 ○○	Spinneret Spider (ranged attack bonus). -1 TN to hit.
○ Miss 1 match.	3	1 ○○	Ranged Defense Skill. +1 TN to be hit by ranged attacks.	3	1 ○○	Lightened Spinneret Spider (gas bags). +1 MP.
○○ Lose random skill upgrade.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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 ●○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Spinneret Spider (large area). Spinneret may make zone fire attacks at no penalty with ranged attacks.
○○ Lingering injury. -1 to movement points.	7	2 ○	Indirect Fire. May use indirect fire at long range with a +3TN penalty.	7	2 ○	Spinneret Spider (Acid Webs). Spinneret treats armor as 1/2 value with ranged attacks.
○○ Armor damaged. -2 AC.	8	2 ○○	Careful Aim. +2 damage with Spinneret.	8	2 ○	Spinneret Spider (The Feed). When in the same zone as an enemy that has been downed, Spinner uses move action to heal idr2 HP; victim takes -2 penalty to crit roll. Only when wounded, and only once per victim.
○○ Spinneret injured. +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 ○	Spinneret Spider (Sympathetic Link). Whenever Spinner takes damage in melee (before applying the effects), attacker suffers idr2 TN 7 Autohit energy attack.
○○ Spinneret injured. -2 to damage.	10	3 ○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active at ○ or fewer HP. See rules for more detail.	10	3 ○	Spinneret Spider (evolved web spinner). Spinneret may make 2 ranged attack rolls per combat action.
No effect.	11	3 ○	Spinneret Spider Melee. -2 TN. Spinneret melee damage becomes idr2 energy.	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. Hero, Champion, Paragon, Chosen.	12	3 ○○	Magic Armor (PA). PA 3/5/7.

Potions	Reduce MP to 1 or use combat action to drink; use combat action to use as a weapon.
○○	Third eye. May re-order next 3 cards in deck when drinker activates.
○○	Quick Mind. May immediately make an attack.
○○	Blur. +4TN to be hit by aimed fire and melee for 3 turns.
○○	Heal. Regain idr2 lost hit points.
○○	Reflexes. -1 TN to hit with ranged combat for 3 turns.
○○	Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: idr2 Area TN 7 autohit. Ignores PA. See Autohit rules.

Dr2 Fantasy



Dark Elf Light Infantry (Elite)



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	Phase Armor	0	Hit Points	12	Move	3	BH Value	1	Challenge Roll	6
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Melee Weapon (Sword)

Standard 1dr2 Melee Weapon. Base TN 9.

Combat Modifiers

Melee Offense -1TN (elite)	Ranged Offense -2TN (Elite, dexterous)
Melee Defense +1rTN (elite)	Ranged Defense +1rTN (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 ○○	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 ○○	Chameleon Armor. +1 TN to be hit by aimed attacks and melee.
○○ 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 ○○	Artful dodger. +2 TN to be hit by area and zone attacks.	6	2 ○	Magic Weapon (penetrating). Defender gets 1/2 armor save against attacks by this weapon.
○○ Lingering injury. -1 to movement points.	7	2 ○	Fight Defensively. +3 TN to be hit in melee, +2 TN to hit. Remains active until next activation.	7	2 ○	Thrown Darts. 1dr2 damage, Range 1/2/3, TN 7/8/9.
○○ Armor damaged. -2 AC.	8	2 ○○	Mugger. Additional -2 TN to hit enemy from rear or when outnumbering opponents in a zone.	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 ○	Poisoned weapons. Living victims hit for damage must make toughness Challenge Roll immediately, and every time they activate. Failure means 1dr2 damage. Successful CR cancels effect.
○○ 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 Sword (damage). +1dr2 damage.
No effect.	11	3 ○	Fixer. May remove 1 armor or weapon damaged crit on teammate between matches.	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. Elite, Hero, Champion, Paragon.	12	3 ○○	Magic Armor (PA). PA 3/5/7.

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

○○ Third eye. May re-order next 3 cards in deck when drinker activates.	○○ 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.	○○ Urchin Bag. Indirect Scattering Fire Grenado. R 1/2/3, TN 4/5/6. Grenado: 1dr2 Area TN 7 autohit. Ignores PA. See Autohit rules.