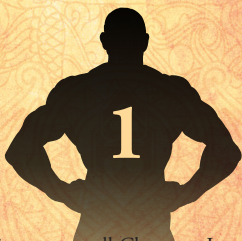


Character Level



This is your overall Character Level. You may have Levels in different Classes or Class subtypes, but their total cannot exceed your overall Character Level.

Your base maximum of Attribute Cards is your Level multiplied by 2, plus 4. Racial abilities and Class abilities may add Attribute Cards for specific Attributes.

Therefore, at Level 1 you can have up to 6 Attribute Cards in your Combat Deck (Fortitude Cards excepted), plus any additional Attribute Cards noted in your Racial and Class abilities.

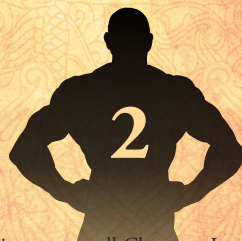


Character Level Card

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Character Level



This is your overall Character Level. You may have Levels in different Classes or Class subtypes, but their total cannot exceed your overall Character Level.

Your base maximum of Attribute Cards is your Level multiplied by 2, plus 4. Racial abilities and Class abilities may add Attribute Cards for specific Attributes.

Therefore, at Level 2 you can have up to 8 Attribute Cards in your Combat Deck (Fortitude Cards excepted), plus any additional Attribute Cards noted in your Racial and Class abilities.



Character Level Card

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Warrior



Base Action - Only one of the following: If you take no other Action you can do 1 Melee, Thrown, or Ranged Physical Damage per Round depending on what type of Weapon you have equipped, OR you can reduce 1 Physical Damage as a Reaction this Round (not both.) OR, as a Boost Action add damage equaling half of your level to a single Weapon Card that you play per Round (round down fractions).

You get an additional Fortitude Card at Warrior Levels 1, 2, 4, 6, 8, 10, for a maximum of 6 Fortitude Cards in your Combat Deck at Warrior Level 10

Attribute Cards - 4 Additional Duplicates of Strength OR Agility Attribute Cards (not both)

All Physical Weapon Cards allowed

All Armor Cards allowed

All Shield Cards allowed

You cannot use any Spells or Scrolls



Character Class Card

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Rogue (1 of 2)



Base Action - If you take no other Action this Round you can do 1 Physical Damage at the Distance of the Weapon you currently have equipped.

If you take no other Reactions this Round, you can Dodge 1 Physical or Ethereal Damage this Round, OR you can do 1 Physical Damage as a Reaction on anyone else's Turn (including Foes) at the Distance of the Weapon you currently have equipped.

You get an Additional Fortitude Card at Rogue Levels 4, 8, for a maximum of 2 Fortitude Cards at Rogue Level 8.

Attribute Cards - 4 Additional Duplicates of Agility Attribute Cards.

Small or Medium Weapons only - no Hammers or Axes



Character Class Card

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Rogue (2 of 2)



You can use Light Armor Cards. You can only use Small Shields.

You can use Scroll Cards if they match the ^v symbol on a draw. If unsuccessful you take R times the Spell Level for Damage.

You can have up to your Rogue Level of Dodge Cards (minimum 4) allowed Regardless of Armor Type up to Medium Armor.

You can Disarm Traps, Pick Locks, and Pick Pockets by playing ^v successfully, or by Playing an Agility Card from your Combat Deck



Character Class Card

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Mage



Base Action - If you take no other action you can do 1 Physical Melee Damage or 1 Ranged Ethereal Damage per Round. The Ethereal Damage cannot be used if an Enemy is in Melee Distance

You get an Additional Fortitude Card at Mage Level 5, for a maximum of 1 Fortitude Card at Mage Level 5.

4 additional Intellect Cards allowed.

You can use Small Weapons.

You can use Magic Spell Cards, and can use Scroll Cards.

You cannot use Priest Spells. Spells and Scrolls automatically fail and are Discarded when Played if the Mage is wearing Armor or using a Shield, unless allowed by their Race Card.



Character Class Card

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Priest



Base Action - If you take no other action you can do 1 Melee Physical Damage OR Heal yourself or an Ally within Melee Distance for 1 point of Health.

You get an Additional Fortitude Card at Priest Levels 3, 6, 8, for a maximum of 3 Fortitude Cards at Priest Level 8.

4 additional Piety Cards allowed.

You can use Small, Medium, and Large Weapons only.

You can use Medium Armor Cards and all Shield Cards.

You can use Divine Spell Cards.

You do not need to play the Martial Caster Card to Play Spell Cards when holding Weapons or Shields.

You cannot use Mage Spells. You cannot have any Poison Cards in Deck. You cannot use Ranged Distance Weapons.

You can Repel Undead.



Character Class Card

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Information Card

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Human

Increase maximum number of any ONE type of Duplicate by 2 (except Attributes and Spells above 5th level). This means that for ONE type of Card, you can have 6 copies in your Combat Deck, instead of the usual 4 copies.

Choose ONE type of Small or Medium Weapon or Shield. You can now use that particular Weapon or Shield Card regardless of Class.

Increase maximum number of any ONE type of Attribute Card Duplicate by 2 (excluding Fortitude Cards)

Character Race Card

M

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Halfling

A Halfling can use Sneak Cards regardless of class, restricted only by Armor. If in a Class that already has access to Sneak Cards (such as a Rogue), increase the maximum of Sneak Cards allowed by 2.

You can add two (2) additional Dodge Cards to your Combat Deck. You can go above the current maximum stated by Class or Armor Choice by 2 (except Heavy Armor)

4 Additional Agility Cards allowed

Because of your size, you cannot use Large or Extra Large Weapons

Character Race Card

S

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Elf

If you are in a Class that uses Mage Spell Cards, increase the maximum number of Spell Cards by 4, up to 5th Level Spells. You cannot increase the number of Spells per Spell level by more than 2. You still cannot have more than 4 Duplicates of any Spell.

Longbow, Handaxe, Tomahawk, and Spear Cards are allowed regardless of Class restrictions.

An Elf can use up to 2 Sneak Cards regardless of class, restricted only by Armor. If in a Class that already has access to Sneak Cards (such as a Rogue), increase the maximum of Sneak Cards allowed by 2.

If you are in Classes that cannot use Mage Spell Cards, can use up to 4 Mage Spell Cards up to Level 2, regardless of Class.

2 additional Intellect Cards allowed.

2 additional Agility Cards allowed.

Character Race Card

M

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Dwarf

Choose one type of Card - All Axe, Hammer, or Shield Cards. You can use this type of Card to Play in your Combat Deck, regardless of Class. Spell restrictions still apply (such as needing a free hand to cast a spell).

You can use next highest tier of Armor Card for Base Class (ie. Mage can use Light Armor Cards, Priest can use Heavy Armor Card). Ignore the Armor restriction (such as spell failure) listed in the Class or Card description for the new tier of Armor.

One additional Fortitude Card allowed, regardless of class.

As an Action or Reaction you can Discard your entire Hand (all 7 Cards) to negate a Poison or Disease effect on your Turn, or on the Turn of the Foe/Opponent that Poisoned/Diseased you. You must do this before Playing an Up/Down to Counter the Poison/Disease effect. Draw 7 Cards to replace your Hand.

Character Card (non-playable)

M

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Information Card

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Piety



Play a minimum of R/2 Piety Cards, up to R Piety Cards. You can add the amount of Piety Cards Played to played Piety ability. For example, to add 2 Damage to a Spell Card that has the Piety Attribute Icon on the Card on Round 4, Play 2 Piety Cards.

Can be used to counter an enemy Divine ability if noted on the enemy's abilities or Spell Cards.



Attribute Card

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Attribute Card

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Fortitude



Choose one of the following:

- Add 6HP to HP pool. HP Cannot go above 18. Any HP above 18 is lost.
- Counter Poison or Disease Cards and Effects
- Come back from the Brink of Death: Play this Card on your Turn if you are reduced to 0 HP or less. You come back to life with 1 HP

Number of Fortitude Cards restricted by Class Level. See Class Descriptions for details.



Attribute Card

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Attribute Card

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Spell Card Maximum

Maximum Spell Cards allowed per Caster (Mage, Priest, etc.) Level in your Combat Deck

Level 1 Spells	12 total Spell Cards
Level 2 Spells	8 total Spell Cards
Level 3 Spells	6 total Spell Cards
Level 4 Spells	5 total Spell Cards
Level 5 Spells	4 total Spell Cards
Level 6 Spells	3 total Spell Cards
Level 7 Spells	2 total Spell Cards
Level 8 Spells	2 total Spell Cards
Level 9 Spells	2 total Spell Cards
Level 10 Spells	2 total Spell Cards

The maximum number of duplicate Spell Cards you can have in a Combat Deck is 4. You can have multiple and varying Spells in your Combat Deck. After Level 5, the maximum number of Spell Cards per Level decreases, including duplicates of the same Spell.



Information Card

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Priest - Repel Undead (1 of 2)



At Melee and Thrown Distance you can Repel Undead of a total HP up to your HP Maximum plus additional HP that would be granted by additional Fortitude Cards. So, for example, if you are a Level 3 Priest (which can have 1 additional Fortitude Card), you can Repel a total of 24 HP (18 HP + 6 HP) of Undead before you can Repel Undead again without penalty.

If you Repel Undead again without Resting, you suffer one Level of Exhaustion, and reduce your Hand size by 1 Card.

Repeled Undead Flee from you for a full Count, but are no longer Repeled if you Attack them. They move one Distance category away from you per Round. Undead that are half of your Level or lower are destroyed.



Character Card

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Priest - Repel Undead (1 of 2)



Undead below your Level are Repeled without any further requirement.

Undead equal to your Level must be Repeled with an Up/Down (v) Declaration or by Playing a Piety Card. Declare Up or Down, then Draw an Up/Down. If you match the Declaration then you are successful. If you Play a Piety Card instead you are automatically successful.

Undead above your Level - You must Play one Piety Card for each Level the Undead possesses above your own, and then you must Declare an Up/Down as noted above.



Character Card

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Rogue Ability - Sneaking



Rogues can sneak when out of Combat, or before Combat begins if circumstances allow. They can also Sneak into a room if circumstances allow, which is most of the time that they are not being observed by Opponents. When Combat begins, they can remain hidden in the Sneak condition as noted in the Sneak Card (with the exception of being able to search your Deck for a Sneak Attack Card). However, in order to Sneak successfully in this manner, the Rogue must Declare an Up/Down, then Draw a Card to match the Declared Up/Down. If successful, they are successful at Sneak. However, if they are not successful, the Opponent(s) in the room have spotted the Rogue, and typically attack the Rogue first. Whether they Pre-Sneak or Play a Sneak Card, Rogues are untargetable for the the Round of Combat that they begin the Sneak Action and the following two Rounds.



Character Card (non-playable)

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Dual Wielding

A Character can Dual Wield if they have a Weapon in each hand, if the Player Declares that they are Dual Wielding before Combat begins. A Character can switch from Single Weapon combat to Dual Wielding during Combat, but must use their Action for this switch, and vice versa.

Only Weapons that are Medium (M) or smaller can be Dual Wielded.

When Dual Wielding, a Character can play 2 Weapon Cards if they are what the Character has declared to Dual Wield. For example, a Character can Dual Wield two Shortswords, or a Character can Dual Wield an Axe and a Dagger. A Character can even Throw a Dual Wielded Weapon.

Keep in mind that regardless of Dual Wielding or Single Weapon combat, every Combat Deck is restricted to 24 Weapon Cards total, and that a Dual Wielder will go through Weapon Cards faster than a Single Weapon wielder, thereby suffering exhaustion sooner.



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