# CHARACTER CARDS

## PRINT 'N PLAY PDF

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HITPOINT PRESS

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HEART

POWER

MAX 5

SOUL

# WITCH

**BONDS:**

- *What do people find most unnerving about you?*
- *Who keeps your heart ?*

**ATTRIBUTES: +1 Sword, +1 Magic**

**SPECIAL ABILITIES:**

★ *Waste-not.* Whenever you **lose any amount of Heart ♥, take 2 Soul**.

★ *Hex.* **Lose 2 Soul** to add both the **Sword** and **Magic** Attributes to your next Challenge.

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HEART

POWER

MAX 5

SOUL

# HEAVY

**BONDS:**

- *Why do you need to be strong?*
- *Who would you take an arrow for?*

**ATTRIBUTES: +1 Sword, +1 Shield**

**SPECIAL ABILITIES:**

★ *Tough.* **Take 2 additional Heart ♥** at the start of the game.

★ *Selfless.* If an ally would **lose Heart ♥**, you may **lose an equal amount of Heart ♥** instead.

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HEART

POWER

MAX 5

SOUL

ABILITIES

# ASTROLOGER

**BONDS:**

- *What do the stars wish of you?*
- *What do the stars say of another?*

**ATTRIBUTES: +1 Key, +1 Crown**

**SPECIAL ABILITIES:**

*Portend.* At the start of the game, roll a Special Ability die and place it on this card, keeping the result face up. Before any roll, you may roll one less die and use the number on this die instead. Then, roll a new Special Ability die and place it face up on this card.

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HEART

POWER

MAX 5

SOUL

ABILITIES

USE 3

# KNIGHT

**BONDS:**

- *What is the main Tenet of your faith?*
- *Who tests that faith regularly?*

**ATTRIBUTES: +1 Shield, +1 Crown**

**SPECIAL ABILITIES:**

*Grace.* **USE 3. Take 1 Heart** ♥ or another player of your choice **takes 1 Heart** ♥.

★ *Sacrifice.* When you **Face Death**, another player of your choice **takes 3 Power** ϟ.

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HEART ♥

POWER

MAX 5

SOUL

ABILITIES

USE 3

# SCOUNDREL

## BONDS:

- *What misdeeds were you infamous for?*
- *Who makes sure you keep out of trouble now?*

## ATTRIBUTES: +1 Sword, +1 Key

## SPECIAL ABILITIES:

*Crafty.* **USE 3.** Add the **Key** Attribute to any Challenge.

★ *Gadgets.* You start the game with an additional Starting Equipment card.

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HEART ♥

POWER

MAX 5

SOUL

ABILITIES

USE 1

USE 3

# ILLUSIONIST

## BONDS:

- *How did you learn your first trick?*
- *Who always sees through your deceptions?*

## ATTRIBUTES: +1 Key, +1 Magic

## SPECIAL ABILITIES:

*Glamor.* **USE 1.** If you would **Face Death**, prevent it and **take 1 Heart** ♥. Your glamor fades, revealing your true form.

*Legerdemain.* **USE 3.** You may re-roll any number of dice on a roll.

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