



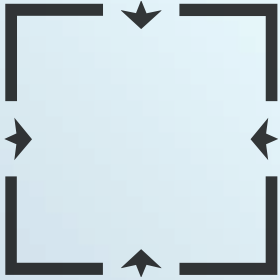
Player Names

Race:

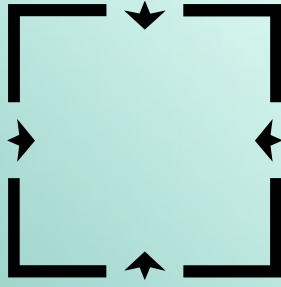
Character Name:

Class:

Strength 



Speed 



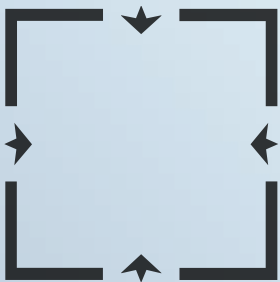
Armour



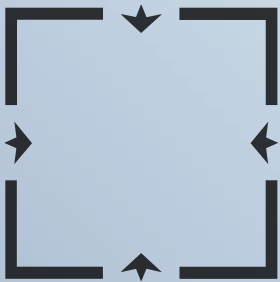
Health



Dexterity 



Intelligence/
wisdom 



Abilities and attacks 

Weapon:

1:

2:

3:

Spell slots



Currency 

Gold:

Silver:

Copper:

Battlemap symbol:



Player Names

Race:

Character Name:

Class:

Character personality:

My character is....

Character appearance description:

My character has....

A large, empty rectangular box with a thick black border and rounded corners, intended for a detailed character description or notes.

Class Sheet Guide

Fighter

Stats

Strength: 4

Dexterity: 2

Int./Wis: 1

Speed: 3

Weapon: Great sword or
great axe

Attacks

Strong attack (m)

Stab (m)

Shield (d)

Armour: 14

Bard

Stats

Strength: 2

Dexterity: 2

Int./Wis: 3

Speed: 4

Weapon: Lute and
dagger

Attacks

Mage Hand (s)

Song of inspiration (s)

Dagger throw (r)

Armour: 11

Rogue

Stats

Strength: 1

Dexterity: 4

Int./Wis: 2

Speed: 5

Weapon: Dagger

Attacks

Backstab (m)

Dagger throw (r)

Evade (d)

Armour: 13

Ranger

Stats

Strength: 2

Dexterity: 3

Int./Wis: 2

Speed: 4

Weapon: Dagger, bow
and arrow

Attacks

Bow and arrow (r)

Dagger attack (m)

Dodge (d)

Armour: 12

Wizard

Stats

Strength: 1

Dexterity: 2

Int./Wis: 4

Speed: 2

Weapon: Mage Staff

Attacks

Fireball (s)

Ray of Frost (s)

Heal (s)

Armour: 9

Druid

Stats

Strength: 2

Dexterity: 1

Int./Wis: 4

Speed: 2

Weapon: Mage Staff

Attacks

Beast Form (m)

Thornwhip (s)

Heal (s)

Armour: 10

Attack, Defense and Spell Sheet Guide

Melee attack (m)

Strong Attack

With your sword you slash your enemy

Roll + Strength

Stab

With your sword you stab your enemy

Roll + Dexterity

Backstab

With your scimitar you stab your enemies in the back

Roll + Speed

Dagger Attack

With your dagger you stab your enemies

Roll + Dexterity

Beast Form

You transform into your animal and attack

Roll + Strength + 1

Ranged attacks (r)

Dagger Throw

You throw your dagger at your enemies

Roll + Dexterity

Bow and arrow

You shoot your enemies with your bow and arrow

Roll + Dexterity

Defense (d)

Evade

You want to move away from this enemy

Roll + Dexterity

Shield

With your shield you want to block your enemy's next attack

Roll + Armour

Dodge

You want to dodge your enemy's next attack

Roll + Dexterity

Spells (s)

Fireball

You create a fireball that you shoot at your enemies.

Roll + Dexterity

Ray of Frost

You create frost ray that you shoot at your enemies.

Targets 3 sq wide - 10 sq long

Roll + Dexterity

Heal

You can heal 1 character of your choice

1d4

Thornwhip

You make roots from the ground whip your enemies

Targets 3 x 3 sq

Roll + Strength

Mage Hand

You create a huge hand that can hit your enemies

Roll + Strength

Song of inspiration

You sing a song. It gives a character of your choice and extra 1d4 roll



Race Sheet Guide

Human

There are many humans in the world. They all look different and they are respected, feared and resourcefull. This is because that they are good at achieving their goal, once they have one in mind.

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Tiefling

A tiefling is linked by blood to a devil, a demon or som other Fiend. They are born close to Hell or have fiendish family who live there. Tieflings have a reputation of being quite wild and fun to be around.

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Elf

Elves are a species that live for a very long time. They can reach up to 750 years old. They are always aware of their surroundings and they never sleep. They have pointy ears and cannot grow a beard. There are 3 types of elves; Drow, Wood and High elves.

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Orc

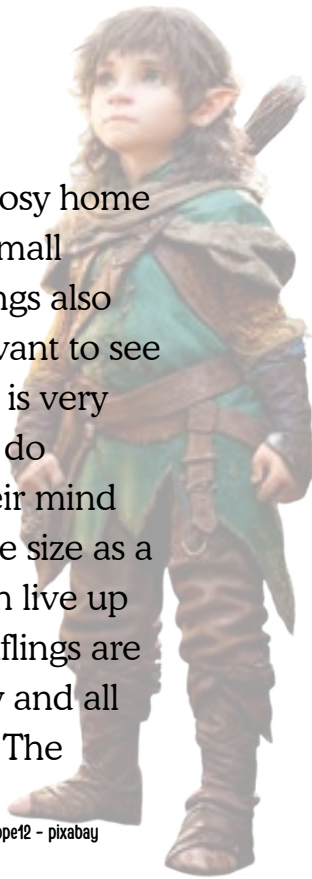
Orcs are a powerful and strong race. They are built for endurance. They do not live in villages but roam the world, settling down only for short periods of time. Some species find them very scary as they sometimes look very big and brutish. But they can also be very loyal and friendly.

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Halfling

Halflings love their cosy home life in burrows and small villages. Some halflings also like adventure and want to see the world. A halfling is very determined and will do anything they set their mind to. They are the same size as a human child and can live up to 150 years old. Halflings are in general very lucky and all other species call it “The Halfling’s Luck”.

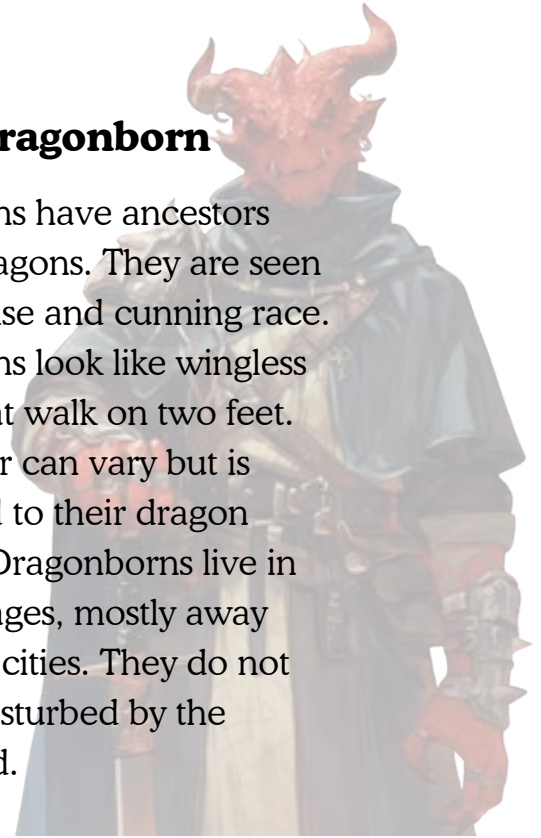
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Dragonborn

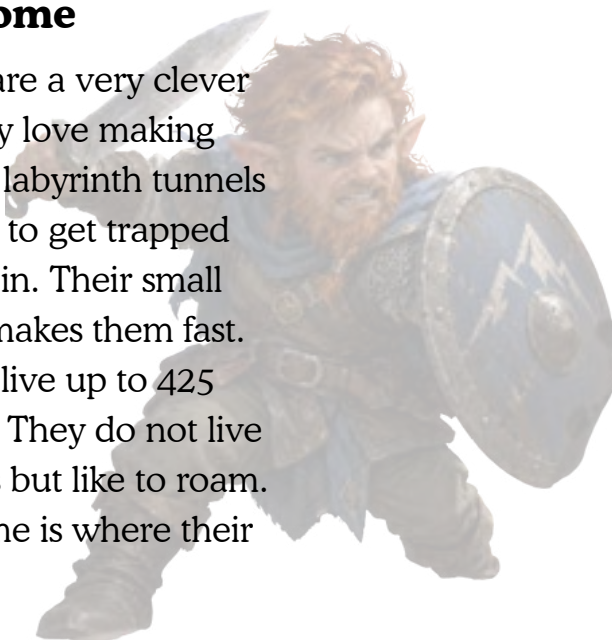
Dragonborns have ancestors who are dragons. They are seen as a very wise and cunning race. Dragonborns look like wingless dragons that walk on two feet. Their colour can vary but is often linked to their dragon ancestors. Dragonborns live in smaller villages, mostly away from larger cities. They do not like to be disturbed by the human-kind.

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Gnome

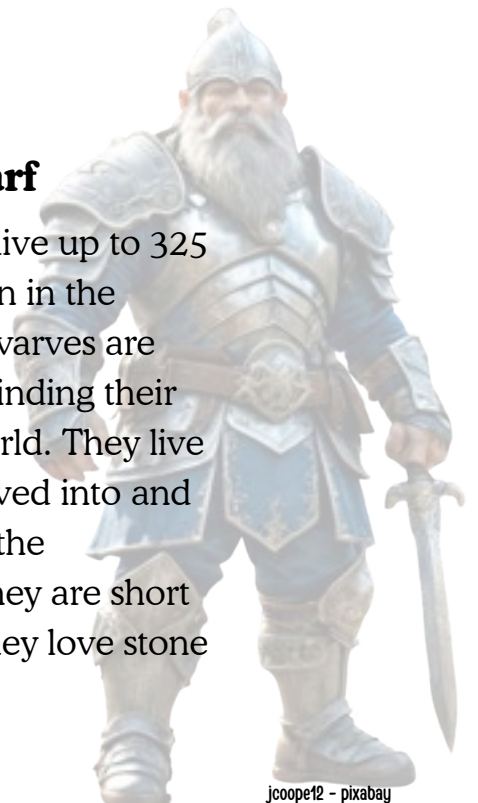
Gnomes are a very clever race. They love making traps and labyrinth tunnels for others to get trapped by or lost in. Their small size also makes them fast. They can live up to 425 years old. They do not live in villages but like to roam. Their home is where their hat is.



Dwarf

Dwarves can live up to 325 years old. Born in the mountains, dwarves are very good at finding their way in the world. They live in villages carved into and sometimes in the mountains. They are short and sturdy. They love stone and metal.

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Goblin Stats

Health	3
Armour	11
Speed	3
Strength	4
Dexterity	5
Intelligence/ wisdom	1

Goblin Attacks

Stab (m): With their small scimitars, they stab their enemies. Roll + Strength

Slash (m): With their small scimitars, they slash their enemies. Roll + Dexterity

Dodge (d): They can dodge attacks by rolling a DC10 or above



Lich Stats

Health	5
Armour	14
Speed	3
Strength	3
Dexterity	4
Intelligence/ wisdom	4

Lich Attacks

Screech (r): The lich opens its mouth and lets out a horrofyng screech. Target 3 sq wide, 10 sq long. Roll + intelligence/wisdom.

Chilling touch (m): The lich touches its enemy and the enemy is scared and will not attack it. Roll + intelligence/wisdom

Absorb life (r): The lich steals 1 heart from an enemy. Can only be used twice per lich.



Shadow Demon Noxar Stats

	In darkness	In light
Health	14	14
Armour	15	12
Speed	5	2
Strength	3	1
Dexterity	4	2
Intelligence/ wisdom	5	5

Shadow Blast (r): Shoots shadow waves at 2 adjacent enemies. Always pushes targets 2 squares away. Target must roll DC10 not to be overcome with shadow waves. Skip targets turn if affected. Roll + strength Damages 1,5 hearts in darkness and 0,5 in light.

Grasp of the Void: Noxar's shadow claw grabs and drains light. If holding torches, their light will be extinguished. DC 11 to protect lightsource. Roll + dexterity. Damages 1 hearts in darkness and 0,5 in light.

Advantage: Darkness is Noxar's strength. Therefore, damage dealt to Noxar whilst in darkness is halved.

Weakness: Noxar's weakness is light. Damage is multiplied by 0,5 when in light.

Consume light: Can only be used once when under 5 hearts. Noxar absorbs energy from the crystals and restores 4 hearts.

Shadow

teleportation: After turn, Noxar can vanish and move somewhere else in the crypt.