



Irf

95



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Shot in the crowd:

Irf can shoot through his allies, no matter how many characters they are they do not block his line of sight.

Lie in wait:

During every action « wait », the hunter can shoot twice.



Torgils' Dark wolf

117



Attack berserk:

Every time that Torgils enters in contact with an enemy in a running or not but not stumping, he is allowed a free attack (he don't use an action point for this extra attack)

Sharp attack:

This special melee attack requires two action points. Throw the dices as usual to melee attack but apply to each (maximum three) enemies, adjacent in front of Torgils. For each enemy hit throw a location dice.



1



1



6



1



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Esterella

113



Spell of healing:

The targeted character is healed 1 HP/PV per point of success. If the targeted character is a undead he loses 1 HP/PV instead of gaining it.

Spell aura of protection:

This aura gives to the targeted character 1point of magic armour on all locations, per point of success for one turn.

Spell ice throw:

The targeted character takes damage from the number of point of success. Stops fire on a ignited character.



Sir Flavien (spear)

95



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Overpowered Attack:

When Sir Flavien uses « strong Attack », his damages are tripled.

Special rules:

Can melee attack an enemy located 2 squares away.





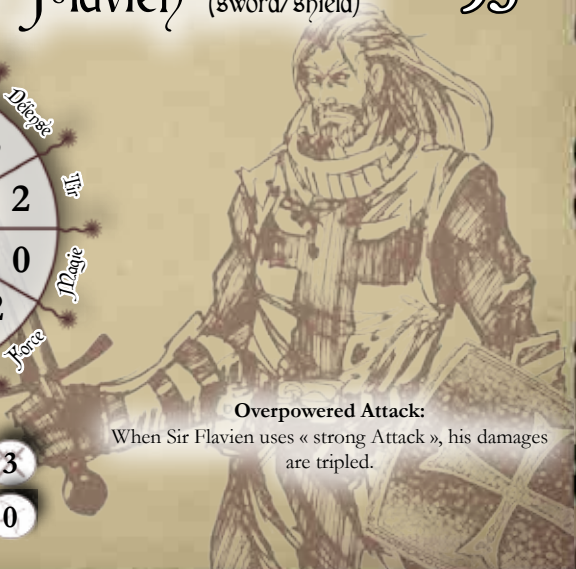
Sir Flavien (sword/shield)

95



Overpowered Attack:

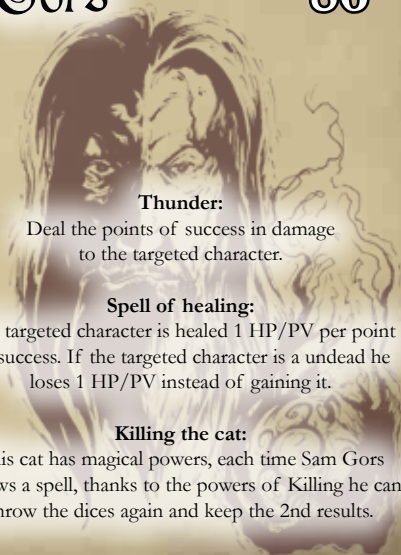
When Sir Flavien uses « strong Attack », his damages are tripled.





Sam Gors

86



Thunder:

Deal the points of success in damage to the targeted character.

Spell of healing:

The targeted character is healed 1 HP/PV per point of success. If the targeted character is a undead he loses 1 HP/PV instead of gaining it.

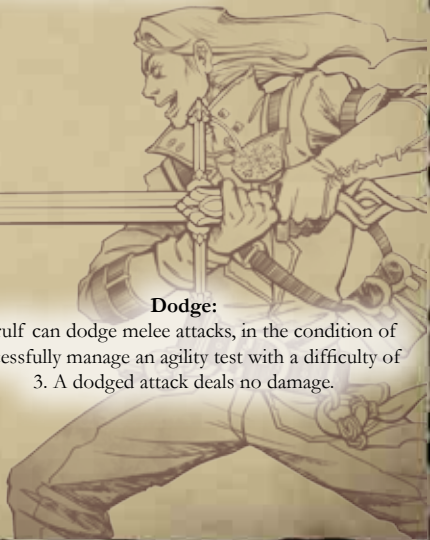
Killing the cat:

This cat has magical powers, each time Sam Gors throws a spell, thanks to the powers of Killing he can throw the dices again and keep the 2nd results.



Gerulf the eradicator

94



Dodge:

Gerulf can dodge melee attacks, in the condition of successfully manage an agility test with a difficulty of 3. A dodged attack deals no damage.



Bokrin

91



2



2



6



2



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1





Fëanor

100



Fierce shooter:

Fëanor can shoot same time that he walks.
This skill can not be associated with a accurate attack.

Shot in the crowd:

Fëanor can shoot through her allies. No matter how many characters there are they do not block her line of sight.



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4



Torgils' dark wolf evolution

157



Attack berserk:

Every time that Trogils enters in contact with an enemy in a running or not but not stumping, he is allowed a free attack (he don't use an action point for this extra attack)

Sharp attack:

This special melee attack requires two action points. Throw the dices as usual to melee attack but apply to each (maximum three) enemies, adjacent in front of Torgils. For each enemy hit throw a location dice.



3



2



7



2



1



2



Ragnar Wolf moon

126



Attack berserk:

Every time that Trogils enters in contact with an enemy in a running or not but not stumping, he is allowed a free attack (he don't use an action point for this extra attack)



Skogen

130



Thunder:

Deal the points of success in damage to the targeted character.

Spell of healing:

The targeted character is healed 1 HP/PV per point of success. If the targeted character is a undead he loses 1 HP/PV instead of gaining it.

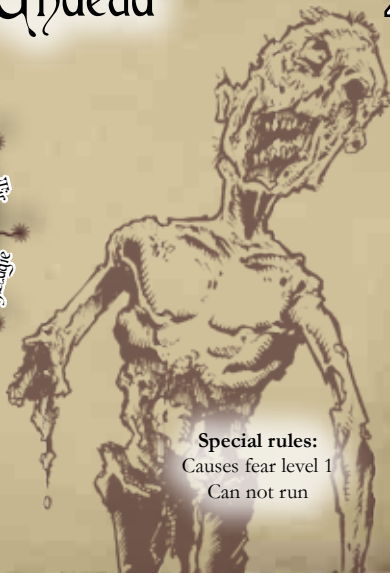
Sort de téléportation :

Difficulty 3: the targeted character teleported anyplace on the board.



Undead

20



Special rules:

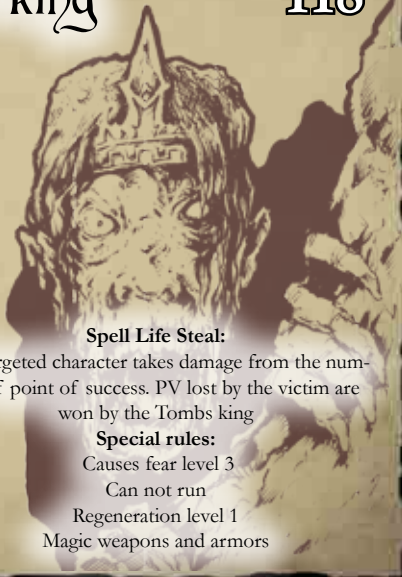
Causes fear level 1

Can not run



Tombs king

118



Spell Life Steal:

The targeted character takes damage from the number of point of success. PV lost by the victim are won by the Tombs king

Special rules:

Causes fear level 3

Can not run

Regeneration level 1

Magic weapons and armors



Skell the champion deaths

50



Special rules:

Causes fear level 2

Can not run

Regeneration level 1



Vampire

66



Blood thirsty:

Every time a Vampire does an action that deals melee damage to his opponent he recovers 1D6 HP/PV

Hypnotic stare:

This action costs 1 action point. All characters adjacent Vampire can be targeted, the target must do a test of Will that will be equally as hard as the level of charisma of Vampire. If the test fails the target will be controlled by Vampire during its next turn. Only on target can be under the control of Vampire.

Special rules:

Causes fear level 1



Giant rat

3



Special rules:

Immune to against fear
Swarm 4
Small character

