

Dungeons & Dragons

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1 Introduction

These characters are meant to be used together with Dungeon & Dragons miniatures.

Specifically: Heroes II

<http://www.wizards.com/default.asp?x=products/dndacc/884660000d>

Heroes I

- Regdar, Human Fighter
- Lidda, Halfling Rogue
- Soveliss, Elven Ranger
- Mialee, Elven Wizard
- Jozan, Human Cleric
- Tordek, Dwarf Fighter

Heroes II

- Aasimar Cleric
- Dwarf Cleric
- Dwarf Fighter
- Halfling Sneak
- Human Swiftwing Disciple
- Human Templar

Heroes III

- Dwarf Zealot
- Gray Elf Snakestrike Duelist
- Half-Orc Fighter
- Human Glaiver
- Human Sorcerer
- Wood Elf Scout

Good: Cleric, Fighter, Paladin, Ranger, Wizard

Neutral: Barbarian, Bard, Druid, Monk, Rogue, Sorcerer

Evil: Bugbear, Drow, Gnoll, Troglodyte, Mind Flayer

Barbarian (5+7=12)

Strength: 5 Craft: 2 Alignment: Neutral Start: Crags

1. Proficiency: Me take axe from trader deck at start game. (+1)
2. Me no wear armor or helmet. (-1)
3. Barbarian Rage: Me may go fiery red with anger. If do, I add 2 to score in glorious battle. If I loose, I loose two lives instead of one. (+2)
4. Damage Reduction: Me hardy. Me must be beaten by 2 points in battle, else not hurt, unless fiery angry. If me fiery angry me only loose 1 life. (+2)
5. Wilderness Lore: Me may avoid danger in Fields, Plains and Wilderness. Me may discard first card and walk new path (draw a new). I may not avoid the replacement. (+2)
6. Me no roll dice in Forest, Crags or Chasm, unless I wish. If I do, I must accept the result. (+1)
7. Illiteracy: Me no use spells. (-2)

Bard (6+6=12)

Strength: 3 Craft: 3 Alignment: Neutral Start: Tavern

1. Proficiency: You may never wear armor. (-1)
2. Arcane Magic: Whenever you land on the tavern or village space you automaticly gain one spell if your craft allows it. (+1)
3. Charm: You may choose to charm an opponent before battle. If you do so, roll a dice. On a roll of 1-3 the opponent is charmed and you do not need to fight. (+2)
4. Fascinate: If you win against an opponent using craft, you may take one follower from them instead of an gold, item or life. (+1)
5. You may miss a turn and roll the dice twice whenever you land on the village or tavern, but must accept both results. (+1)
6. Bardic Knowledge: Whenever you encounter a space where something is for sale you may attempt to barter. On a roll of 1-2 you lower the price 1 gold. This may never lower the price lower than 1. (+1)
7. Countersong: Once your craft reaches

7. you may counter any spell cast at you on a roll of 4-6. (+1)

Cleric (6+6=12)

Strength: 3 Craft: 3 Alignment: Good Start: Chapel

1. Proficiency: Take a armor, shield and helm from the purchase card deck at the start of the game. (+1)

2. Divine Magic: Whenever you land on the Chapel, or pray, you automatically gain one spell if your craft allows it. (+1)

3. Spontaneous Casting "Heal": You may discard one spell card to heal one life. (+1)

4. Turn Undead: You do not need to fight spirits with less craft than yourself, you automatically defeat them. (+2)

5. Rebuke Undead: When you encounter a spirit with less than half your craft, you may choose to take it as a follower. You may sacrifice the follower instead of loosing a life in battle. Doing this grants you no experience points (+1)

Druid (7+5=12)

Strength: 2 Craft: 3 Alignment: Neutral Start: Forest

1. Proficiency: You do not use armor, helmet, swords or axes. (-2)

2. Woodland Stride: Whenever you have to draw adventure cards on a woods space, or in the forest domain, you may choose to discard one card and take a replacement. You must encounter the replacement card. (+2)

3. You need not roll the dice in the Forest space unless you wish to. If you choose to roll, you must accept the result. (+1)

4. Divine Magic: If your craft allows, you may take a spell whenever you land on a Woods space. Take the spell as soon as you land on the space, before you resolve any encounters. (+1)

5. Spontaneous Casting "Natures Ally": Whenever you are in the forest domain, or standing on a woods space, or in the forest, you may discard spellcards to gain +2 strength per card for one battle. (+1)

6. You may change your alignment at will. At any given time, though, you can only be of one alignment, and you may only change your alignment once per turn. (+2)

7. Animal Companion: When you encounter an Animal with less than half your craft, you may take them as a follower. They will add their score in strength to yours as long as you have them. You may only have one animal companion. (+2)

Fighter (6+6=12)

Strength: 4 Craft: 2 Alignment: Neutral Start: Tavern

1. Proficiency: Take a broadsword and armor from the purchase card deck at the start of the game. (+1)

2. You may roll two dice in battle, and use the higher one to determine your score. You may not use this ability in psychic combat. (+2)

3. Whenever you fight more than one monster you may add +1 strength per extra monster involved in combat. (+1)

4. You only pay 5 experience per point of strength. (+2)

1.1 Monk (6+6=12)

Strength: 3 Craft: 3 Alignment: Neutral Start: Plains

1. Proficiency: You may never carry an item or weapon that improve your strength or craft in combat. (-2)

2. You may never carry armour, shield or helmet. (-1)

3. Unarmed Strike/Ki-Strike: You may always add half of your craft to your strength in battle and half of your strength to your craft in psychic combat, but the amount of points gained may never be higher than your current life. (+3)

4. Evasion: You must be beaten by at least 2 points in battle, else the result is a draw. (+2)

5. Abundant Step: If you draw an 'event' card from the adventure deck, you may choose to discard it and take a replacement. You must encounter the replacement card. (+3)

6. Fast Movement: You will always encounter enemies one by one, starting from the weakest. (+1)

Paladin (6+6=12)

Strength: 3 Craft: 3 Gold: 2 (+1) Alignment: Good Start: Castle

1. Proficiency: Take a broadsword, helmet, armour from the purchase deck at the start of the game. (+1)

2. Smite: You may add +3 to one combat roll 'per game'. You may regain this skill by visiting the chapel or pray. (+2)

3. Special Mount: If at the beginning of your turn you do not have a horse, take one from the purchase deck. Your horse may be used as a mule. (+2)

4. Divine Health: A Paladin is immune against all diseases such as plague. (+1)

5. Code of Conduct: If you ever change your alignment you loose the above abilities, except for the first. You may regain your alignment by visiting the Temple where you automatically roll "1". (-1)

1.2 Ranger (7+5=12)

Strength: 2 Craft: 3 Alignment: Good Start: Woods

1. Proficiency: You may not wear armor or use shield. (-1)
2. Take a bow from the purchase card deck at the start of the game. Whenever you land on a woods space you may miss one turn to draw a new bow card if you are not carrying one. (+1)
3. Hide in Shadows: In the woods, and the forest domain, you may choose to fight with craft instead of your strength. (+1)
4. Two-Weapon Fighting: You may use 2 melee weapons at the same time. (+1)
5. Favored Enemy: Keep the first monster card you encounter. Whenever you meet a monster of the same type, you gain +1 on the attack roll. (+1)
6. Track: If you did not encounter any monster during your turn, you may attack monsters that occupies one space from you at the end of your turn. If you do, move to that space, but do not draw any new cards. (+1)
7. Wilderness Lore: You need not roll the dice in the Crags, Forest or Chasm unless you wish to. If you choose to roll, you must accept the result. (+1)
8. Animal Companion: When you encounter an Animal with less than half your craft, you may take them as a follower. They will add their score in strength to yours as long as you have them. You may only have one animal companion. (+2)

Rogue (6+6=12)

Strength: 3 Craft: 3 Alignment: Neutral Start: City Gates

1. You may not use armor. (-1)
2. Pickpocket: You may attempt to steal from any player that you encounter instead of fighting them. Roll a dice. If the score is lower than or equal to your Craft then you succeed in stealing one object or 1 gold (you choose which). If you fail then nothing happens. (+1)
3. You may attempt to steal whenever you land on a space where anything is for sale. Shuffle the Purchase Cards and take a card: if it is for sale in the space you may keep it, if it is not for sale, return the card and your turn ends. (+2)
4. Sneak Attack: Whenever you are involved in a battle (not a psychic combat), you may attempt a sneak attack. If you do, your opponent does not roll a dice for the battle. Instead you roll one dice and if you roll a 4, 5 or 6 you win the combat. If you roll a 1, 2 or 3, you loose. (+3)
5. Disable Device: If you draw a trap card in the dungeon, you may choose to leave it in the space you are

standing. The next character that passes this space must stay and encounter the trap. (+1)

Sorcerer (6+6=12)

Strength: 2 Craft: 4 Alignment: Neutral Start: Tavern

1. Proficiency: You may not carry armor, shield or helmet. (-1)
2. Arcane Magic: When you have used a spell, you do not put it in the discardpile. Instead you place the spell next to you. You may miss a turn to regain the lost spell. You may only keep one spell in this separate discardpile. If you decide to place a new spell in your own discardpile, the old one is discarded into the real discardpile. (+3)
3. You begin the game with one spell in your own discardpile. (+1)
4. Familiar: Once you defeated your first spirit with less than half of your craft you may take it as a follower. As long as you have this follower, it will add 1 to your strength and craft. It will also allow you to carry one extra spell. This follower may never be stolen, but it can die if a card say so. You may only have one familiar at a time. (+3)

Wizard (5+7=12)

Strength: 2 Craft: 5 Alignment: Good Start: Village

1. Proficiency: You may not carry armor, shield or helmet. (-1)
2. You may not use any weapons. (-1)
3. Arcane Magic: You begin the game with one spell. (+1)
4. Spell Book: You may discard a spell card into a separate discardpile. From now on, you may always choose to miss a turn to regain this spellcard. When used, always put the spell into your own discardpile. (+3)
5. Familiar: Once you defeated your first spirit with less than half of your craft you may take it as a follower. As long as you have this follower, it will add 1 to your strength and craft. It will also allow you to carry one extra spell. This follower may never be stolen, but it can die if a card say so. You may only have one familiar at a time. (+3)

Bugbear (6+6=12)

Strength: 4 Craft: 2 Alignment: Evil Start: Crags

1. Proficiency: Take a battleaxe and a shield from the purchase deck at the start of the game. (+1)
2. You may dominate any Orc, Goblin or wolf that you encounter into becoming your follower instead of fighting them. They will aid you in your next battle,

adding their strength to your own for that battle only. After the battle they march off to the discard pile. (+2)

3. You need not roll the dice in the crags unless you wish to. If you choose to roll, you must accept the result. (+1)

4. Pickpocket: You may attempt to steal from any player that you encounter instead of fighting them. Roll a dice. If the score is lower than or equal to your Craft then you succeed in stealing one object or 1 gold (you choose which). If you fail then nothing happens. (+1)

5. Move Silently: Once you get past 7 in craft you may sneak up on enemies, surprising them. From now on you win all even rolls. (+1)

6. Your maximum spell quota is always one less than normal. (-1)

7. Non-Human: You are not affected by the Siren. (+1)

Drow (5+7=12)

Strength: 3 Craft: 4 Alignment: Evil Start: Ruins

1. Proficiency: Take a broadsword, helmet, armour from the purchase deck at the start of the game. (+1)

2. Darkvision: In the dungeon or inside the wizards tower your strength is always one step higher than normal. (+1) 3. Light Blindness: In the plains or fields your craft and strength is always one step lower than normal. (-2)

3. Whenever you defeat another character in Combat or Psychic Combat, you may force the character to lose 1 Strength or Craft point instead of a Life. This cannot be taken below their starting quota. (+1)

4. Poisoned Arrows: You must be beaten by two points in battle. If you are beaten by just one point, you will still lose a life but win the combat. (+2)

5. Spell-Resistance: Once your craft reaches 7, you may counter any spell cast at you on a roll of 4-6. (+1)

6. Non-Human: You are not affected by the Siren. (+1)

Gnoll (6+6=12)

Strength: 4 Craft: 2 Alignment: Evil Start: Plains

1. Proficiency: Take a battleaxe, shield, armour and bow from the purchase deck at the start of the game. (+2)

2. Hunger: At the start of your turn you may choose to eat one or more of your followers (including unwanted ones). Discard each follower that you eat. Each follower eaten heals one of your lives. (+1)

3. Favored Class "Ranger": You get an extra +1 to the roll when using a bow. (+1)

4. You only need to pay 6 experience points to gain strength. (+1)

5. Loud Armor: When wearing any armor you lose all even combats in the fields and plains. (-1).

6. Non-Human: You are not affected by the Siren. (+1)

Troglodyte (4+8=12)

Strength: 2 Craft: 2 Gold: 2 Alignment: Evil Start: Crags

1. Proficiency: You shop for 6 gold at the start of the game, as if you were standing on the City Gates. This does not affect your starting gold quota. (+1)

2. You may use any object. Including those limited by alignment. (+1)

3. You may store unused objects on any woods space, crags, or ruins and pick up them on any other of the mentioned spaces. While stored, no other players may pick up the items. (+1)

4. Chameleon: You may choose to not encounter a space you land on by rolling 4-6 on a dice. If you fail, you must act as normal. (+2)

5. Stench: When fighting another player, you may lower their strength or craft by one. (+1)

6. Draconic: You may avoid battles against dragons on a roll of 4-6 on a dice. The Dragon King does not listen. (+1) 7. Non-Human: You are not affected by the Siren. (+1)

Mind Flayer (5+7=12)

Strength: 2 Craft: 5 Alignment: Evil Start: Ruins

1. Proficiency: You may not carry armor, shield or helmet. (-1)

2. Psionic Magic: You begin the game with one spell. (+1)

3. You may attempt to attack the mind on any opponent before combat begins. On a roll of 4-6 you may use craft instead of strength in the combat. (+2)

4. Devour Brains: You may eat any follower you encounter. Doing so gives you 3 experience points. (+1)

5. After a won battle you may choose to take a new spell per opponent instead of experience, if your quota allows it. (+1)

6. You may buy craft for 5 experience points. (+2) 7. Repulsive to humans: You may never earn any titles in the city and are not welcome to the tavern or village. You can mindcontrol the rest. (-2)

7. Non-Human: You are not affected by the Siren. (+1)