

Character Name:

Type: **Forest Caretaker**

Origin: **Emerald Kingdom** Title:



April 2019



♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠

Character Rank

QC Quest Completed

Follower of: **Gaia**

Granted Powers: **Speak with Animals (at will)**

**Ward off the wild (constant)**

**Heal Thyself (daily)**

**Finder of the Way (daily)**

**Herbal Healing (daily)**

**Character Special Abilities:**

- 1) Travels with a group of animal companions
- 2) Always display a reverence for nature
- 3) Can summon creatures who will aid and defend them

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 1) find food and water in any forest for up to 10 people
- 2) Once per person per week heal up to 10 points of damage from a recent battle
- 3) turn into any bird he has touched for up to 1 hour a day
- 5) summon a Pegasus to ride for 2 hours a day
- 7) turn into a cave bear for 1 hour a day
- 10) turn into any touched creature, except for dragons, for one hour a day
- 14) summon 3 creatures at one time
- 19) heal 10 hit points on a living being once a day by touch
- 25) heal 20 hit points to all living beings within 20 feet once a day
- 32) ask the goddess Gaia for advice/aid once a month

**Ability to Summon**

- |           |                  |
|-----------|------------------|
| Green DS  | Horses           |
| Blue DS   | Wolves           |
| Gold DS   | Snakes           |
| Red DS    | Large Birds      |
| Bronze DS | Jaguar           |
| White DS  | Giant Horned Owl |
| Black DS  | Grizzly Bear     |
| Smoke DS  | Giant Spider     |
| Purple DS | Giant Panther    |

**Equipment & Tools**

**Location:** (Easy to Reach on belts or bandoleers?)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank

Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Note: draw cards equal to your rank.

## Magic Defense Points

□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green      Gold      Bronze      Black  
Blue      Red      White      Smoke

## Special Action Attributes

Current

□□□□ □□□□

A1:

Health

□□□□ □□□□

A2:

□□□□ □□□□  
□□□□ □□□□

A3:

□□□□ □□□□

A4:

Shields:

Damage Taken

## Special Defense Attributes

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□□□□ □□□□

D1:

Armor:

Damage Taken

D2:

□□□□ □□□□  
□□□□ □□□□

D3:

D4:

D5:

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	Solid Strike	Strike + Bonus	Fail	Enthusiastic
♦ Diamond	Intelligence	Deduction	Glancing Blow	Only Weapon	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	Dodge/Deflect	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

Weapon Range/Type      Damage ♥/♦      Special Attributes (Charges, Regen, Effects)

## Summon Ability

Green Dragonscale	Horse	White Dragonscale	Hawk
Blue Dragonscale	Dog	Black Dragonscale	Brown Bear
Gold Dragonscale	King Snake	Smoke Dragonscale	Unicorn/Bison
Red Dragonscale	Falcon	Purple Dragonscale	Bobcat
Bronze Dragonscale	Cat		

## Animal Companions

Creature      Damage ♥/♦      Special Attributes      Died in Service (Y/N)

Character Name:

Type: Fang Warrior

Origin: Crimson Kingdom Title:



April 2019



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Character Rank

QC Quest Completed

Follower of:

Granted Power:

**Character Type Abilities:**

- 1) Gain an extra defense card in any round a successful strike is made
- 2) Can create special magical weapons
- 3) Is a talented Blacksmith

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 2) Strikes for an additional +3 in damage with successful strikes
- 3) Acquires a powerful War Stallion as a gift
- 6) Warrior inflicts +5 with every successful strike on \_\_\_\_\_ dragons
- 12) The first 3 points of a strike against the warrior is negated because of the warrior's skills
- 20) Warrior inflicts +5 with every successful strike on \_\_\_\_\_ dragons
- 30) Diamonds act like Hearts with this warrior's successful strikes
- 40) Warrior inflicts +8 with every successful strike on \_\_\_\_\_ dragons
- 50) Acquires a griffon mount, the griffon can't be used in caves or dungeons
- 60) Can make Fang Warrior only weapons that strike for +10 hit points of damage
- 70) Can make Fang Warrior only shields and armor that add +20 to the hit points of the armor type

**Equipment & Tools**

**Location:** (Easy to Reach on belts or bandoleers?)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank

Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Note: draw cards equal to your rank.

## Magic Defense Points

□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green      Gold      Bronze      Black  
Blue      Red      White      Smoke

## Special Action Attributes

Current

□□□□ □□□□

A1:

Health

□□□□ □□□□

A2:

□□□□ □□□□

A3:

□□□□ □□□□

A4:

□□□□ □□□□

A5:

Shields:

Damage Taken

□□□□ □□□□  
□□□□ □□□□

## Special Defense Attributes

D1:

D2:

Armor:

Damage Taken

□□□□ □□□□  
□□□□ □□□□

D3:

D4:

D5:

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	<b>Solid Strike</b>	<b>Strike + Bonus</b>	Fail	Enthusiastic
♦ Diamond	Intelligence	Deduction	<b>Glancing Blow</b>	<b>Only Weapon</b>	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	<b>Dodge/Deflect</b>	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

Weapon    Range/Type    Damage ♥/♦    Special Attributes (Charges, Regen, Effects)

\_\_\_\_\_ damage plus 2x the warriors rank with weapon of choice

Character Name:

Type: Fortune Hunter

Origin: Azure Kingdom Title:



April 2019



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Character Rank

QC Quest Completed

Follower of:

Granted Power:

**Character Special Abilities:**

- 1) Create special artifacts
- 2) Skilled Miner/Gem cutter/Trader
- 3) Know quality/value of gems, coins, and jewelry by looking at them
- 4) Skilled at opening locks, climbing into difficult places, and sensing trouble in warrens and caves.

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 2) Strikes for an additional +4 in damage with successful strikes versus dragon types
- 3) Acquires a +3 relic of war that permanently adds to their body's armor
- 6) Hunter inflicts +7 with every successful strike on \_\_\_\_\_ dragons
- 9) The first 2 points of a strike against the warrior is negated because of the hunter's skills
- 12) Hunter inflicts +9 with every successful strike on \_\_\_\_\_ dragons
- 15) ♦'s do +2 points of damage because of the hunter's skills
- 18) Hunter inflicts +10 with every successful strike on \_\_\_\_\_ (creature other than dragons and undead)
- 21) Acquires an icon of a warrior that can be turned into a living ally once a week
- 24) Hunter inflicts +15 with every successful strike on all dragons
- 27) Notices all traps before they are sprung

**Equipment & Tools**

**Location:** (Easy to Reach on belts or bandoleers?)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank

Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Note: draw cards equal to your rank.

## Magic Defense Points

□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green      Gold      Bronze      Black  
Blue      Red      White      Smoke

## Special Action Attributes

### Current

□□□□ □□□□

A1:

### Health

□□□□ □□□□

A2:

□□□□ □□□□

A3:

□□□□ □□□□

A4:

□□□□ □□□□

A5:

### Shields:

#### Damage Taken

□□□□ □□□□  
□□□□ □□□□

## Special Defense Attributes

D1:

D2:

### Armor:

#### Damage Taken

□□□□ □□□□  
□□□□ □□□□

D3:

D4:

D5:

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	Solid Strike	Strike + Bonus	Fail	Enthusiastic
♦ Diamond	Intelligence	Deduction	Glancing Blow	Only Weapon	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	Dodge/Deflect	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

Weapon Range/Type      Damage ♥/♦      Special Attributes (Charges, Regen, Effects)

Character Name:

Type: **Dragon Eye Mage**

Origin: **Amethyst Kingdom** Title:



April 2019



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Character Rank

QC Quest Completed

Follower of:

Granted Power:

**Character Special Abilities:**

- 1) Successful Merchant
- 2) Can cast spells
- 3) Apothecary skills
- 4) Can create magic items
- 5) Mages subtract two card from their draw when using normal weapon. In melee draw a maximum of 3 cards

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 2) Can see if an item is magical or holy
- 3) Can throw two war darts in a melee round
- 5) Can throw three war darts in a melee round
- 9) Mage inflicts +2 with every successful spell on \_\_\_\_\_ dragons
- 14) Draw 2 defensive cards when trying to resist a magical spell, a ♠ resist the magical effects
- 20) Mage inflicts +5 with every successful spell on \_\_\_\_\_ dragons
- 27) Mage is immune to breath weapons of \_\_\_\_\_ dragons
- 35) Mage cannot be turned into stone
- 44) Acquires an imp as a faithful servant
- 54) Can talk to, control, and ride wyverns

**Equipment & Tools**

**Location:** (Easy to Reach on belts or bandoleers?)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
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- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Combat Rank

Special Bonus

Note: draw cards equal to your rank.

## Magic Defense Points

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□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green Gold Bronze Black  
Blue Red White Smoke

## Special Action Attributes

Current

□□□□ □□□□

A1:

Health

□□□□ □□□□

A2:

□

□□□□ □□□□  
□□□□ □□□□

A3:

□□□□ □□□□

A4:

Shields:

Damage Taken

□

□□□□ □□□□  
□□□□ □□□□

D1:

D2:

Armor:

Damage Taken

□

□□□□ □□□□  
□□□□ □□□□

D3:

D4:

D5:

## Special Defense Attributes

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	Solid Strike	Strike + Bonus	Fail	Enthusuastic
♦ Diamond	Intelligence	Deduction	Glancing Blow	Only Weapon	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	Dodge/Deflect	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

## Weapon Range/Type Damage ♥/♦ Special Attributes (Charges, Regen, Effects)

Note: Mages subtract two card from their draw when using normal weapons but always draw at least 1 card

## Casting Ability

Rank 1

□

□□□□ □□□□  
□□□□

Rank 3

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□□□□ □□□□  
□□□□

Rank 5

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□□□□

Rank 2

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□□□□

Rank 4

□

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□□□□

Rank 6

□

□□□□ □□□□  
□□□□

Known Spell or Magic Effect Range/Area Scale(s) Damage ♥/♦ or Effect Duration



Character Name:

Type: *Speaker of the Air*

Origin: *Golden Kingdom* Title:



April 2019



♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠

Character Rank

QC Quest Completed

Follower of:

Granted Power:

**Character Special Abilities:**

- 1) Create special artifacts
- 2) Skilled Miner/Gem cutter/Trader
- 3) +3 damage with successful strikes versus undead

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 2) Acquires a holy relic of war
- 4) Speaker inflicts +7 with every successful strike on \_\_\_\_\_ dragons
- 6) The first 4 points of a strike against the warrior is negated because of the speaker's skills
- 8) Speaker inflicts +9 with every successful strike on \_\_\_\_\_ dragons
- 11) ♦'s act like ♥'s with this speaker's successful strikes
- 14) Speaker inflicts +10 with every successful strike on \_\_\_\_\_ (undead type)
- 28) Acquires a holy relic that heals 10 hit points once a day in a 20' radius
- 32) Acquires an icon of a warrior that can be turned into a living ally once a week
- 37) Inflicts +15 with every successful strike on all undead. The undead do not get a defensive draw

**Equipment & Tools**

**Location:** (*Easy to Reach on belts or bandoleers?*)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank

Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Note: draw cards equal to your rank.

## Magic Defense Points

□□□□ □□□□  
□□□□ □□□□

## Current Health

□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□

## Shields:

**Damage Taken**  
□□□□ □□□□  
□□□□ □□□□

## Armor:

**Damage Taken**  
□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green      Gold      Bronze      Black  
Blue      Red      White      Smoke

## Special Action Attributes

A1:

A2:

A3:

A4:

A5:

## Special Defense Attributes

D1:

D2:

D3:

D4:

D5:

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	Solid Strike	Strike + Bonus	Fail	Enthusiastic
♦ Diamond	Intelligence	Deduction	Glancing Blow	Only Weapon	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	Dodge/Deflect	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

Weapon Range/Type      Damage ♥/♦      Special Attributes (Charges, Regen, Effects)

Character Name:

Type: **Templar Warriors**

Origin: *White Kingdom* Title:



April 2019



♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠	♥ ♦ ♣ ♠

Character Rank

QC Quest Completed

Follower of:

Granted Power:

**Character Special Abilities:**

- |  |   |
|--|---|
| 1) Immune to the horrific magical powers of the undead | 6) +3 Damage with a successful strike                   |
| 2) Cast Holy effects to affect the evil and undead     | <u>Once a Day</u>                                       |
| 3) Can make holy weapons                               | 7) Heal Thyself. Once a day heals 10 points             |
| 4) Call Undead within 100 Yard area                    | 8) Opener of the Ways opens secret doors within 25 feet |
| 5) Weapon Smothering limits undead to 2 cards          | 9) Laying of Hands heals effects of any poison          |

**Advancement Abilities** (Gained upon completing # of Quest specified)

- 2) Heal 10 points of damage from weapons, claws, or fangs one a day
- 3) Acquires a powerful War Stallion as a gift
- 5) Heal 10 points of damage from weapons, claws, or fangs one a day, 20' radius
- 7) Warrior inflicts +5 with every successful strike on \_\_\_\_\_ dragons
- 13) The first 3 points of a strike against the warrior is negated because of the warrior's skills
- 20) Warrior inflicts +5 with every successful strike on \_\_\_\_\_ dragons
- 28) ♦'s act like ♥'s with this warrior's successful strikes
- 37) Warrior inflicts +8 with every successful strike on \_\_\_\_\_ dragons
- 47) Acquires a griffon mount, the griffon can't be used in caves or dungeons
- 57) Acquires an icon of a warrior that can turn into a living ally. Use once a week
- 67) Inspires others so that all other allies ♦'s act like ♥'s for the duration of the battle. Use once a day.

**Equipment & Tools**

**Location:** (*Easy to Reach on belts or bandoleers?*)

**Special:** (Charges, Regen, Effect)

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

**Background, Magic Items, & Notes:**



# Character Combat Sheet

Combat Rank

Special Bonus

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

♥ ♦ ♣ ♠

Note: draw cards equal to your rank.

## Magic Defense Points

□□□□ □□□□  
□□□□ □□□□

## Dragon Scales:

Green      Gold      Bronze      Black  
Blue      Red      White      Smoke

## Special Action Attributes

Current

□□□□ □□□□

A1:

Health

□□□□ □□□□

A2:

□□□□ □□□□  
□□□□ □□□□

A3:

□□□□ □□□□

A4:

Shields:

Damage Taken

□□□□ □□□□  
□□□□ □□□□

## Special Defense Attributes

D1:

D2:

Armor:

Damage Taken

□□□□ □□□□  
□□□□ □□□□

D3:

D4:

D5:

Suite	Statistic	Trait	Combat	Damage Done	Defending	Attitude
♥ Heart	Constitution	Health	Solid Strike	Strike + Bonus	Fail	Enthusuastic
♦ Diamond	Intelligence	Deduction	Glancing Blow	Only Weapon	Fail	Helpful
♣ Club	Dexterity	Agility	Miss	None	Fail	Reluctant
♠ Spade	Strength	Endurance	Fail	None	Dodge/Deflect	Hostile

Deduction: Figuring out items, cyphers, traps, & clues NOTE: Solid Strike damages Armor unless a Spade is drawn.

Weapon Range/Type Damage ♥/♦ Special Attributes (Charges, Regen, Effects)