



BELT SIZE: 3


Melee
2/4+


Ranged
1/5+

3
Initiative

Black Knight Warrior

4
Movement

16
Health

STARTING EQUIPMENT
Broken Sword, 1 Consumable.

5
Sanity

SPECIAL RULES
None

ATTRIBUTES

STRENGTH 4 **3** **CHARISMA**

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 3 **3** **AGILITY**

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 2 **4** **ENDURANCE**

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



BELT SIZE: 4

Melee
1/3+

Ranged
1/4+

5

Initiative

Exorcist Demonologist

4

Movement

14
Health

STARTING EQUIPMENT
Demon Femur, Libro Sanctum,
Old Censer, 1 Consumable.

6
Sanity

SPECIAL RULES

Gain 1 **Faith Point Token (FP)** whenever the **Darkness Roll** is between 1-4. You may only hold 2 FP per each **Charisma** point. Can Equip one **Censer** on the **Belt** slot (does not take a consumable space).

Morals: Your beliefs will not allow you to take options showing the **Skull** icon beside them. Likewise if the option has the holy symbol of **Vita** you must take it. You may **never** learn **Spells**. You may not **Equip** or **Consume** items with the keyword 'Cursed'.

ATTRIBUTES

STRENGTH 3 **4 CHARISMA**

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 3 **3 AGILITY**

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 3 **3 ENDURANCE**

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



Melee
1/4+

BELT SIZE: 3

Ranged
2/4+

7
Initiative

Outcast
Predator

4
Movement

14
Health

STARTING EQUIPMENT
Cleaver, Throwing Daggers,
1 Consumable.

6
Sanity

SPECIAL RULES

Demon Eyes: You have **LoS** in map tiles even without a **Light Source**.

Demonic Heritage: You may not **Equip** or **Consume** items with the keyword '**Blessed**' (does not include Blessed Water).

ATTRIBUTES

STRENGTH 3 2 CHARISMA

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 4 4 AGILITY

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 3 3 ENDURANCE

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.

BELT SIZE: 3

Melee
1/5+

Ranged
1/5+



4 Initiative

Blood Witch
Witchcraft

4 Movement

12 Health

STARTING EQUIPMENT
Knife, Cursed Skull, 1 Consumable.
Spell: Sphere of Hate, Sacrifice

8 Sanity

SPECIAL RULES
Can learn Spells of the **BLOOD** Branch.

ATTRIBUTES

STRENGTH 2 Add your Strength value to the Damage caused by your Melee attacks.

PERCEPTION 3 Add your Perception value to the Damage caused by your Ranged attacks.

MIND 5 Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

3 CHARISMA The Exorcist can have a number of Faith equal to twice their Charisma.

3 AGILITY For each point of Agility you gain 1 point toward your Evasion.

3 ENDURANCE For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



BELT SIZE: 3

Melee
2/4+

Ranged
2/4+

8

Initiative

Revenant

Assassin

4

Movement

12
Health

STARTING EQUIPMENT

Shiv, 1 Consumable

6
Sanity

SPECIAL RULES

Undead: You cannot be healed or resurrected by the **Cursed Heart**. Healing Consumables will not work on you. At the start of each turn remove **1 Wound** even if dead.

Ignore the **Grim Warden** when he is asking **Souls** from you or any rules in which he would cause your **Permanent Death**.

Blood Wounds: Instead of suffering a **Wound** place a **Wound Token** to the side to mark them. These are **Blood Wounds**. You may remove **1 Blood Wound** for every **2 Wounds** you inflict during a **Melee Attack**. All **Blood Wounds** become regular **Wounds** at the end of your turn.

Any Wounds suffered once you have gained a number of **Blood Wounds** equal to your Health value, become a regular wound.

ATTRIBUTES

STRENGTH 3 1 CHARISMA

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 4 5 AGILITY

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 3 3 ENDURANCE

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



BELT SIZE: 2

Melee
1/3+

Ranged
1/4+

6
Initiative

Nephilim Barbarian

5
Movement

18
Health

STARTING EQUIPMENT
Woodcutter Axe, 1 Consumable

7
Sanity

SPECIAL RULES

Nephilim Honour: You may not equip items which grant **Armour** points except for **Shields**. You may not **Learn** or **Cast Spells**.

Nephilim Might: You may equip **2 Handed Weapons** in **1 Hand** with a **-1 To Hit** penalty but cannot execute **Dual-Wielding** attacks when doing so. The only mount type you may use is the **Lucernian Horse** or **Hecrophant**.

Nephilim Fury: Whenever you suffer **1** or more **Wounds** or deny points of **Damage** with your armour value, keep track of how many with a **d6** over your Dashboard. These are your **Fury** points and you can have up to **6** (any point gained beyond your limit is wasted). Once during your turn you may spend **3 Fury** points to either remove **2 Wounds** or regain **1 Stamina**.

ATTRIBUTES

STRENGTH 5 2 CHARISMA

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 3 3 AGILITY

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 2 4 ENDURANCE

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



Melee
1/3+

BELT SIZE: 1



Ranged
1/3+



Initiative

Courtesan

Duelist



Movement



Health

STARTING EQUIPMENT

Rapier, Widow Guard,
1 Consumable



Sanity

SPECIAL RULES

Noble Honour: You may not attack **Prone** characters. You cannot wear items with the keyword 'Heavy Armour'. Gain 1 **Melee Attack** if either Hand Slot is currently free.

Leadership: You may take your turns in **Initiative** order or wait until another character has finished theirs. If you do not take your turn after the last character in line, you forfeit your turn for this round. If more than one Duelist cannot agree on who goes first (in case they both want to) their turns are automatically wasted 'Bickering'.

ATTRIBUTES

STRENGTH 3 **4** **CHARISMA**

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 3 **4** **AGILITY**

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 3 **2** **ENDURANCE**

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.



BELT SIZE: 2



2
Initiative

Necromancer

Necromancy

4
Movement

13
Health

STARTING EQUIPMENT
Sacrificial Dagger, Spell: Decay

9
Sanity

SPECIAL RULES

Necromancer: You can learn spells of the **Necromancy** Branch. Detailed rules on how to use the **Invoked** can be found on the **Necromancer's Invoker Guide**.

You cannot pick an option given by an event or rule if it has the Symbol of Vita  next to it.

ATTRIBUTES

STRENGTH 2 **2** **CHARISMA**

Add your Strength value to the Damage caused by your Melee attacks.

The Exorcist can have a number of Faith equal to twice their Charisma.

PERCEPTION 4 **3** **AGILITY**

Add your Perception value to the Damage caused by your Ranged attacks.

For each point of Agility you gain 1 point toward your Evasion.

MIND 6 **2** **ENDURANCE**

Will improve your Channelling. Can learn 1 spell for every 2 Mind points.

For every point of Endurance you gain 1 point of Armour and 1 Stamina Token.

