

Deadholm Sample Characters 1

Name	Bone-Robber				Tarot	2 of Coins	Points	23	Name	Rotten Beast				Tarot	4 of Cups	Points	75		
Att	2	Armor	5	Move	4	Race	Critter				Att	0	Armor	9	Move	2	Race	Large Undead	
Def	10	Tuf	2	End	4	Effects					Def	6	Tuf	4	End	3	Effects		
S-Pow	0	Mana	1	Command	0					S-Pow	1	Mana	4	Command	2				
Weapon 1	Shabby Spear								Weapon 1	Rapid Claws									
EC	3	W-Att	3	W-Pow	1					EC	2	W-Att	3	W-Pow	2				
Reach	2	Type	Mundane							Reach	1	Type	Mundane						
Crit	Pow+1								Crit	Stun, Pow+1									
Special					Abilities					Special					Abilities				
Weapon 2	Potion Case								Weapon 2	Voodoo Doll									
EC		W-Att		W-Pow						EC		W-Att		W-Pow					
Reach		Type								Reach		Type							
Crit									Crit										
Special									Special										
Name	Citadel Soldier				Tarot	4 or Swords	Points	69	Name	Rattling Deathmage				Tarot	5 of Rods	Points	65		
Att	3	Armor	6	Move	4	Race	Red Elf				Att	2	Armor	8	Move	3	Race	Undead	
Def	8	Tuf	4	End	3	Effects					Def	5	Tuf	3	End	4	Effects		
S-Pow	0	Mana	3	Command	3					S-Pow	2	Mana	5	Command	1				
Weapon 1	Heavy Chain								Weapon 1	Long Staff of Darkness									
EC	2	W-Att	4	W-Pow	5					EC	3	W-Att	5	W-Pow	4				
Reach	3	Type	Mundane							Reach	2	Type	Dark						
Crit	Injury+1								Crit	Stun, Pow+1									
Special					Abilities					Special	Hit: Hex 1				Abilities				
Weapon 2									Weapon 2										
EC		W-Att		W-Pow						EC		W-Att		W-Pow					
Reach		Type								Reach		Type							
Crit									Crit										
Special									Special										

Deadholm Sample Characters 2

Name	Poison Master				Tarot	6 of Rods	Points	86	Name	Kobold Disruptor				Tarot	7 of Coins	Points	94								
Att	2	Armor	6	Move	3	Race	Human				Att	1	Armor	6	Move	5	Race	Beastfolk							
Def	7	Tuf	3	End	4	Effects	Defend Ranged 2 Recovery 1 Immune to Poison				Def	10	Tuf	3	End	5	Effects	Push Ahead							
S-Pow	3	Mana	6	Command	2	S-Pow					1	Mana	4	Command	1	S-Pow	1					Mana	4	Command	1
Weapon 1	Excellent Bow of Toxin				Weapon 1	Excellent Knife of Ice																			
EC	3	W-Att	7	W-Pow	1	EC					2	W-Att	5	W-Pow	3	EC	2					W-Att	5	W-Pow	3
Reach	6+	Type	Acid		Reach	1					Type	Cold													
Crit	Injury+1, Pow+1				Crit	Injury+1, Pow+1																			
Special	Hit: Poison 1				Special	Multiattack, Hit: Drain 1E					Abilities	2E: Shove 1E: Block 2 (RE) 1M: Trip (RE) 2M: Gouge 1E: Mana Theft													
Weapon 2	Humming Orb				Weapon 2	Heavy Shield																			
EC		W-Att		W-Pow		EC										W-Att						W-Pow			
Reach		Type			Reach						Type														
Crit					Crit																				
Special					Special																				
Name	Beastial Cannoneer				Tarot	8 of Coins	Points	130	Name	Crested Salamander						Tarot	10 of Cups	Points	134						
Att	3	Armor	5	Move	5	Race	Greater Beastfolk				Att					1	Armor	9	Move	5	Race	Large Critter			
Def	10	Tuf	4	End	4	Effects	Resist Mundane 4 Super Stealth Regeneration				Def					9	Tuf	6	End	4	Effects	Inspire Bravery			
S-Pow	1	Mana	5	Command	1	S-Pow					1					Mana	4	Command	6	S-Pow	1				
Weapon 1	Dire Musket of Chaos				Weapon 1	Rapid Fangs of Flames																			
EC	4	W-Att	4	W-Pow	4+D10	EC					2	W-Att	5	W-Pow	2	EC	2	W-Att	5	W-Pow	2				
Reach	6+	Type	Mundane		Reach	1					Type	Fire													
Crit	Slay, Pow+6				Crit	Stun, Pow+1																			
Special	Ranged, Hit: Knockback 1				Special	Multiattack					Abilities	2M: Check 1E: Berzerk 2E: Transfixing Gaze 2E1M: Breath of Flames													
Weapon 2					Weapon 2	Epic Banner																			
EC		W-Att		W-Pow		EC										W-Att		W-Pow							
Reach		Type			Reach						Type														
Crit					Crit																				
Special					Special																				

Deadholm Sample Characters 3

Name	Colossal Dead Knight				Tarot	10 of Swords	Points	145	Name	Noble Guardian				Tarot	Ace of Cups	Points	158											
Att	2	Armor	12	Move	3	Race	Large Undead				Att	3	Armor	9	Move	5	Race	Red Elf										
Def	5	Tuf	5	End	4	Effects	Immune to Slay Enemy of Life				Def	7	Tuf	6	End	4	Effects	Swift Assault Lightning Fast										
S-Pow	2	Mana	4	Command	1	Weapon 1					Dire Sword of Darkness				S-Pow	1	Mana			6	Command	6	Weapon 1	Dire Halberd of the Unicorn				
EC	3	W-Att	5	W-Pow	7	Reach					3	Type	Dark		EC	4	W-Att			6	W-Pow	6	Reach	4	Type	Magic		
Crit	Slay, Pow+2				Special	Hit: Hex 1					Abilities	Ignore Cover				Abilities	3M: Checkmate 2E2M: Kiss of Death 1E: Counter Attack (RE) 1M: Got your Back (RE)											
Weapon 2					Weapon 2						1E: Riposte (RE)	Weapon 2									3M: Checkmate							
EC		W-Att		W-Pow		EC						W-Att		W-Pow		EC						W-Att		W-Pow		2E2M: Kiss of Death		
Reach		Type			Reach						Type			2E: Parry (RE)	Reach						Type			1E: Counter Attack (RE)				
Crit					Crit					1M: Metallize	Crit					1M: Got your Back (RE)												
Special					Special					Special					Special													
Name	Virgil Dread Necromancer				Tarot	the Tower	Points	146	Name	The Council Elder				Tarot	the Magician	Points					165							
Att	3	Armor	6	Move	3	Race	Human				Att	2	Armor	7	Move	3	Race	Undead										
Def	9	Tuf	4	End	4	Effects	Tower's Curse Managuard Recovery 1 Frost Wreath				Def	7	Tuf	4	End	4	Effects	Immune to Slay Recovery 4 Managuard Super Stealth Immune to Mundane										
S-Pow	4	Mana	6	Command	4	Weapon 1					Staff of Thunder				S-Pow	5	Mana			9	Command	0	Weapon 1	Massive Petroglyph				
EC	3	W-Att	5	W-Pow	5	Reach					1	Type	Electric		EC		W-Att				W-Pow		Reach		Type			
Crit	Pow+1, Stun				Special	Hit: Stun					Abilities	3M3E: Thunderclap				Special	5M2E: Concussive Orb											
Weapon 2	Humming Orb				Weapon 2						1M: Adamant Form (RE)	Weapon 2					5M2E: Concussive Orb											
EC		W-Att		W-Pow		EC						W-Att		W-Pow		EC				W-Att		W-Pow		1M: Adamant Form (RE)				
Reach		Type			Reach						Type			2E3M: Touch of Death	Reach		Type					2E4M: Meteor						
Crit					Crit					1E: Tap into Gea	Crit					Crit												
Special					Special					Special					Special													