

Guelivere Characters 1

Name	Farmland Militia				Tarot	2 of Swords	Points	38	Name	Wilden Familiar				Tarot	4 of Rods	Points	44
Att	2	Armor	7	Move	3	Race	Human		Att	2	Armor	6	Move	4	Race	Critter	
Def	6	Tuf	4	End	3	Effects			Def	9	Tuf	2	End	4	Effects		
S-Pow	1	Mana	2	Command	1			S-Pow	1	Mana	4	Command	1			Cold Resist 2	
Weapon 1	Throwing Spear								Weapon 1	Shabby Fangs							
EC	1	W-Att	2	W-Pow	1			EC	2	W-Att	4	W-Pow	0				
Reach	2	Type	Mundane					Reach	1	Type	Mundane						
Crit	Pow+2								Crit	Stun							
Special					Abilities			Special					Abilities				
Weapon 2	Light Shield								Weapon 2	Potion Case							
EC		W-Att		W-Pow				EC		W-Att		W-Pow					
Reach		Type						Reach		Type							
Crit									Crit								
Special									Special								
Name	Halfling Thunderbow				Tarot	4 of Coins	Points	71	Name	Furren Veteran				Tarot	5 of Cups	Points	78
Att	3	Armor	5	Move	4	Race	Halfling		Att	0	Armor	7	Move	4	Race	Lesser Beastfolk	
Def	9	Tuf	3	End	3	Effects			Def	9	Tuf	2	End	5	Effects		
S-Pow	1	Mana	4	Command	1			S-Pow	1	Mana	4	Command	2			Resist Mundane 2	
Weapon 1	Rapid Bow of Thunder								Weapon 1	Excellent Hammer							
EC	3	W-Att	7	W-Pow	1			EC	3	W-Att	2	W-Pow	4			Leaping Move	
Reach	6+	Type	Electric					Reach	1	Type	Mundane					Inspire Urgency (aura)	
Crit	Injury+1								Crit	Stun, Pow+2							
Special	Ranged, Multiattack, Hit: Stun				Abilities			Special					Abilities				
Weapon 2									Weapon 2	Tower Shield							
EC		W-Att		W-Pow				EC		W-Att		W-Pow				2E: Plan Ahead	
Reach		Type						Reach		Type						2E1M: Castle (RE)	
Crit									Crit							1E: Block 2 (RE)	
Special									Special								

Name Tower Angel					Tarot 6 of Cups	Points 112	Name Warbeast of the Plains					Tarot 7 of Swords	Points 93		
Att	2	Armor	8	Move	5	Race Angel	Att	1	Armor	8	Move	5	Race Large Critter		
Def	8	Tuf	3	End	4		Def	7	Tuf	6	End	4			
S-Pow	2	Mana	5	Command	5		S-Pow	0	Mana	2	Command	1			
Weapon 1	Long Sword of Light				Effects Levitating Move Immune to Fear Inspire Fortitude (aura)		Weapon 1	Rapid Horns of Ice							
EC	2	W-Att	7	W-Pow			4	EC	2	W-Att	5	W-Pow		2	
Reach	2	Type	Light				Reach	1	Type	Cold					
Crit	Pow+2						Crit	Stun, Pow+1							
Special							Abilities					Special		Hit: Drain 1E, Multiattack	
Weapon 2	Heavy Shield					Abilities 1E: Block 2 (RE) 1E: Sudden Strike 2M: Check	Weapon 2					Abilities 1M1E: Butcher 2E: Meditate 2E: Wreck			
EC		W-Att		W-Pow				EC		W-Att			W-Pow		
Reach		Type					Reach		Type						
Crit					Crit										
Special					Special										
Name	Lionfolk Denlord				Tarot 8 of Swords		Points 111	Name Elven Archwizard					Tarot 10 of Rods	Points 107	
Att	3	Armor	7	Move	5		Race Greater Beastfolk	Att	4	Armor	5		Move	5	Race White Elf
Def	8	Tuf	5	End	4			Def	12	Tuf	4		End	4	
S-Pow	1	Mana	4	Command	1	S-Pow		5	Mana	8	Command	3			
Weapon 1	Dire Flail				Effects Luck 3	Weapon 1		Staff of Thunder							
EC	3	W-Att	5	W-Pow		6		EC	3	W-Att	6	W-Pow	3		
Reach	4	Type	Mundane			Reach		1	Type	Electric					
Crit	Slay, Pow+1, Stun					Crit		Stun, Pow+1							
Special						Abilities						Special	Hit: Stun		
Weapon 2						Abilities 2M: Thunderstrike 1E: Berzerk 1M: Phantom Edge 1M: Backstab 1M: Call of Light	Weapon 2	Humming Orb				Abilities 1M: Adamant Form (RE) 2E3M: Epic Heal 1E: Tap into Gea 2E2M: Whirling Gale			
EC		W-Att		W-Pow				EC		W-Att			W-Pow		
Reach		Type					Reach		Type						
Crit					Crit										
Special					Special										

Guelivere Characters 3

Name	Court Acrobat				Tarot	10 of Coins	Points	148	Name	Blazing Seraph				Tarot	Ace of Rods	Points	156																					
Att	4	Armor	8	Move	5	Race	Halfling				Att	4	Armor	6	Move	5	Race	Angel																				
Def	11	Tuf	4	End	4	Effects	Lightning Fast				Def	9	Tuf	5	End	4	Effects	Levitating Move Managuard Recovery 1 Immune to Fire																				
S-Pow	2	Mana	5	Command	1	Weapon 1					Excellent Dagger of Light				S-Pow	5	Mana					9	Command	3	Weapon 1	Long Staff of Flames												
EC	2	W-Att	9	W-Pow	3	Reach					1	Type	Light				EC					3	W-Att	7	W-Pow	6	Reach	2	Type	Fire								
Crit	Injury+1, Pow+1					Abilities					2M: Scissor Strike 2E: Perfect Dodge (RE) 1E: Mana Theft 1M: Vigorate				Crit	Pow+1, Stun						Special	Abilities 2E4M: Meteor 1E: Tap into Gea 1E: Power Channel (RE) 1M1E: Immobilize 2E: Deflect (RE)															
Special						Weapon 2									Keen Sword of Flames							Weapon 2					Humming Orb											
Weapon 2	Keen Sword of Flames				EC	2									W-Att	7	W-Pow					5					Reach	1	Type	Fire				EC		W-Att		W-Pow
EC	2	W-Att	7	W-Pow	5	Crit	Injury+1, Pow+2								Crit						Special																	
Reach	1	Type	Fire				Special								Special					Special																		
Crit	Injury+1, Pow+2					Name	Shaylee the Shieldmage								Tarot	The Magician	Points	129	Name	Rhona of the Great Ax							Tarot	Strength	Points	151								
Att	2	Armor	4	Move	4	Race	White Elf				Att	3	Armor	10	Move	4	Race	Human																				
Def	7	Tuf	4	End	4	Effects	Recovery 3 Managuard Cherished Hero				Def	4	Tuf	6	End	4	Effects	Devistation Inspire Fortitude Immune to Stun																				
S-Pow	6	Mana	8	Command	2	Weapon 1					Staff of Life				S-Pow	1	Mana					6	Command	4	Weapon 1	Dire Ax of Destruction												
EC	3	W-Att	3	W-Pow	3	Reach					1	Type	Mundane				EC					3	W-Att	6	W-Pow	8	Reach	2	Type	Mundane								
Crit	Recover All Injuries					Abilities					2M: Shimmerguard (RE) 2E: Perfect Dodge (RE) 2E4M: Flash-Freeze 2E3M: Epic Heal				Crit	Slay, Pow+2						Special	Blast Radius 1				Abilities	1E: Super Wreck 1M: Phantom Edge 2M1E: Shred										
Special	Hit: Recover 1 Injury					Weapon 2									Humming Orb							Weapon 2																
Weapon 2	Humming Orb				EC										W-Att		W-Pow						EC		W-Att		W-Pow						Reach		Type			
EC		W-Att		W-Pow		Crit									Crit						Special																	
Reach		Type					Special								Special					Special																		
Crit						Special									Special					Special																		