30
35
25
Fighter
When you choose to Fight Bad Guys,
the Speed Penalty is reduced by 3.
0
20
5
15
10

30
35
25
Halfling
You may play 1 additional Item (not
an Event) from your Inventory during
per round.
0
20
5
15
10

30
35
25
Cleric
You may heal up to 3 Life to yourself
or another Hero you pass or land on.
0
20
5
15
10

30
35
25
Dwarf
Discard one Trap Encounter Card
0
20
5
15
10

30
35
25
Thief
When you pass or land on another
Hero, look at their Inventory and take
one Item card.
0
20
5
15
10

30
35
25
Elf
When running from Bad Guys,
Damage is reduced by 3,
0
20
5
15
10

30
35
25
Mage
Look at the top card of the Deck. You may swap it with an Encounter Card that was just flipped.
0
20
5
15
10

30
35
25
Bard
When you draw Luck for any reason, draw an extra card. Keep the better result.
0
20
5
15
10