KILLEAN
BARBARIAN

"IF ANYTHING GETS IN MY WAY OF THE DRAGON THRONE, BE IT FRIEND OR BE IT FOE, IT DIES THAT DAY."

START SQUARE (place your character tile here)	1 PICK # IF YOU ROLL IT - 5 LIVES OFF ALL PLAYERS	2 PICK UP 3 FATE CARDS KEEP ANY WEAPON CARDS, RESHUFFLE OTHERS	3 REUSE A WEAPON CARD BEFORE YOU DISCARD IT	4 DOUBLE BATTLE ROLL
5 DOUBLE BATTLE ROLLS... BATTLE AND DAMAGE	6 PICK UP 3 FATE CARDS USE DEATH CARDS ON PLAYER(S). RESHUFFLE OTHERS	7 GAIN 10 LIFE WHEN YOU PASS THE REAPER CARD	8 KNOCK OPPONENT BACKWARD 5 SPACES	9 PICK UP 5 FATE CARDS KEEP ANY WEAPON CARDS, RESHUFFLE OTHERS
10 GAIN 5 LIFE WHEN YOU LAND ON A SAFE HAVEN	11 PICK # IF YOU ROLL IT - 7 LIVES OFF OPPONENT OF CHOICE	12 REUSE A WEAPON CARD BEFORE YOU DISCARD IT	13 BLOCK ONE ABILITY OF AN OPPONENT	14 AUTOMATIC BATTLE WIN!
15 BATTLE OPPONENT FOR POSITION, IF YOU WIN SWITCH PLACES	16 DOUBLE DAMAGE ROLL WHEN YOU WIN BATTLE	17 PUSH ALL OPPONENTS BACK 4 SPACES	18 PICK UP TWO FATE CARDS	FINISH: you now have your special abilities and are ready for the DRAGON WAR

FELLEMAR
ELF THIEF

"EVEN IN THE BLEAKEST OF TIMES, THE RIGHT MAN, WHO POSSESSES STYLE AND NERVE, CAN STILL FIND A WAY TO PROFIT."

START SQUARE (place your character tile here)	1 MOVE TO SQUARE BEHIND OPPONENT OF CHOICE	2 STEAL OPPONENT'S TURN	3 STEAL ONE FATE CARD FROM OPPONENT OF CHOICE	4 -2 OFF ROLL IN BATTLE OR MOVEMENT OF PLAYER OF CHOICE
5 STEAL ALL FATE CARDS FROM OPPONENT OF CHOICE	6 PICK UP 5 FATE CARDS KEEP ANY TREASURE CARDS, RESHUFFLE OTHERS	7 STEAL ONE FATE CARD FROM ALL PLAYERS	8 STEAL 2 LIVES FROM ALL PLAYERS THEY LOSE YOU GAIN	9 PICK UP 3 FATE CARDS KEEP ANY TREASURE CARDS, RESHUFFLE OTHERS
10 ROLL DICE TAKE THAT MANY EXTRA TURNS	11 STEAL 5 LIFE FROM OPPONENT OF CHOICE	12 STEAL 1 ABILITY FROM AN OPPONENT	13 USE ONE TREASURE CARD TWICE BEFORE YOU DISCARD IT	14 STEAL OPPONENT'S TURN
15 STEAL ONE FATE CARD FROM ALL PLAYERS	16 PICK UP TWO FATE CARDS	17 STEAL 1 LIFE FROM ALL PLAYERS THEY LOSE YOU GAIN	18 -2 OFF ROLL IN BATTLE OR MOVEMENT OF PLAYER OF CHOICE	FINISH: you now have your special abilities and are ready for the DRAGON WAR

DRAGON WAR
PREGAME CHARACTER ABILITIES CHART
RULES CARD

How to use the Abilities Chart

Step 1: Pick the character tile that you are going to use in the game, then get the matching Pregame Abilities Chart of that character.

Step 2: Place the chart face down so that the grid of squares is showing, then place your tile on the Start Square at the top of the grid.

Step 3: Roll die, and then move your tile across the squares. When you land on one, write down the squares number on a separate piece of paper. (Ex.; From the start square you roll a 3, you would move to the third square and write a 3, and now you have picked up the ability that that square offers. Continue to roll until you reach the finish square of the grid, writing down the abilities you've gained as you went through the grid.

Step 4: Having collected your abilities, move your tile to the Dragon War Start Card, and wait til the other players go through their respective grids and collect their abilities.

Step 5: Once all players are on the Start Card, the game begins as usual.

How and when you can use Abilities

The Abilities you have acquired are similar to Fate cards, except that you can use them at any time. They can be used one at a time or in combination, but they can only be used once a game, at which time they are taken off your list.

Optional ways to use this chart

Option 1.) All players roll die, with the high roll winning. That player rolls again, and all players pick that many Abilities for the game. (Ex.; if high roller rolls a 5, all players get 5 Abilities of their choice).

Option 2.) Keep track of Abilities for future games. Abilities used in one game can be kept and used in your next game, as well as the new ones you will pick up at the start of that game. However, if you already have an Ability, say # 4, and you land on it again, you do not get two # 4's. Eventually, if you play enough games this way, you could pick up all of the Abilities.

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