

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Druid with Sickle	4	12	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HOOK SHIELD	32	60	-4	
	HOOK LEG	14	60	-5	
MAGIC SPELL	GREAT	26	54	S	
	MAJOR	38	54	S	
SPECIAL	KICK	34	56	+1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	56	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELL	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+4	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	HOOK LEG	60		-7	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Druid may only cast Green magic. He begins with 1 spell for every 3 Magic Points. He has knowledge of 1 spell for every 2 Magic Points.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13		49	57	37	19		13	17	13	49	13	41	13	17	49			27	13
4	5			33	3		11	55	37	59		15	17	3	15	9	19	15	17	5			43	17
6	19			33	3		49	19	19	29		15	53	45	5	45	19	19	53	19			19	17
8	5			33	3		23	55	37	29		15	17	3	3	9	19	15	17	5			43	17
10	31			19	45		7	57	13	23		45	17	31	3	53	25	31	53	53			43	17
12	31			19	53		11	57	13	29		45	17	31	3	45	25	31	17	53			29	17
14	49			23	13		13	19	37	53		13	17	13	5	13	13	13	17	49			53	13
16	57			57	57		11	55	57	57		19	61	21	57	9	41	41	61	21			43	61
18	5			33	3		11	55	37	29		15	17	5	3	9	41	15	17	21			43	17
20	5			33	23		11	55	37	29		15	17	23	3	9	25	15	17	5			43	17
22	49			23	13		13	19	37	53		15	13	3	5	31	25	13	13	49			43	17
24	53			33	45		11	1	53	7		7	17	3	3	45	53	15	17	21			41	17
26	5			33	3		11	55	19	29		15	17	5	3	9	25	19	17	5			43	17
28	7			19	3		11	23	37	23		53	53	19	31	9	25	31	53	41			29	17
30	49			33	3		11	57	37	29		15	27	3	27	27	25	15	27	5			27	17
32	53			33	3		53	19	13	29		45	17	53	3	31	25	53	17	31			43	53
34	5			33	51		11	1	37	29		15	19	51	3	51	51	41	19	41			27	19
36	5			33	3		11	63	7	7		15	17	7	27	9	7	15	17	7			7	17
38	31			19	45		7	57	13	29		45	17	5	5	45	25	31	17	5			43	17
40	49			33	3		49	23	23	53		23	41	3	5	9	25	41	41	5			43	17
42	49			19	13		49	57	37	31		13	17	13	5	9	41	13	17	49			27	13
44	5			33	45		19	57	7	19		15	17	19	19	45	19	19	17	19			27	17
46	5			33	3		11	1	37	29		15	17	3	15	9	25	15	17	5			43	17
48	5			19	45		49	57	19	29		19	17	19	19	9	25	19	17	19			19	17

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	57	17	57	5	11	55	57
54	53	33	17	45	35	11	35	3
56	39	57	17	45	57	59	55	3
58	39	33	61	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	61	57	57	59	55	57
64	7	35	53	45	57	59	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Add +2 if you Score next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

9 HOOKING SHIELD

Tell Opponent: "Do no Blue next turn. If on p. 53, turn to p. 55"

11 HOOKING LEG

Tell Opponent: "Do no Orange next turn. If on p. 13, turn to p. 41."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +2 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN SCORE 1

Tell Opponent: "Do only Green or Yellow next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Magic next turn."

45 PARRYING HIGH SCORE -5

Tell Opponent: "No restrictions. If modified score is 0 or more, then add +3."

47 EXTENDED RANGE LEG WOUND SCORE 4

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW SCORE -5

Tell Opponent: "No restrictions. If modified score is 0 or more, then add +3."

51 KICKED OFF BALANCE SCORE 0

Tell Opponent: "Do only Green or Yellow next turn."

53 BODY WOUND SCORE 5

Tell Opponent: "Do no Red or Orange next turn."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 EXTENDED RANGE HOOKING LEG

Tell Opponent: "Do only Extended Range next turn, except if on p. 47, go to p. 41 and do no Extended Range."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score Page, reveal Magic Card."

63 WEAPON BROKEN

Tell Opponent: "Do only Thrusts and subtract 5 from all Scores (except Magic and Kick) for the rest of the game."