

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	WARDING POINTS	ATTACKS
Paladin with Magic Sword and Shield	4	13	7	7	1

MANOEUVRES		PG	X	MOD	+
MAGIC	MAJOR	36	54	S	
DOWN SWG	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	60	-1	
	THRUST	38	58	0	
PROTECTED ATTACK	DOWN SWING	44	56	+2	
	SIDE SWING	48	56	0	
	THRUST	6	56	-1	
SPECIAL	WARD UNDEAD	34	56	S	
	WILD SWING	40	58	+3	
	HOLY BLESSING	(30)	58	+1	
	RETRIEVE WEAPON	46	52	-6	
	SHIELD BLOCK	4	56	+2	
MAGIC	MINOR	26	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		+5	
	SWING HIGH	64		-3	
	SWING LOW	58		-3	
	THRUST	60		-3	
	MAJOR MAGIC	54		S	
	BLOCK & CLOSE	56		+4	
	DODGE	52		-5	
	JUMP BACK	62		-5	

The Paladin may cast White magic only and begins with 1 spell for every 3 Magic Points.

The Holy Blessing (30) heals Body Points to self or others (and inflicts damage on all Undead) equal to its modifier.

Ward (34) may only be used against undead or demonic opponents but has an unlimited effective Attacks value. To successfully ward off undead or demons, spend 1 Warding Point for every current Body plus Magic Points of opponent(s). To instantly defeat undead, spend 3 Warding points for every 2 original Body plus Magic Points, rounding down. Undead that have been warded off must do only Jumps or Wild Swing (at Extended Range only Jumps) until they lose Body Points in a subsequent attack. Starting Warding Points are increased by 1 whenever starting Body or Magic points are increased.

Warding Points required to affect full-strength base undead are given below:

		Warding Points to:	
Type of Undead	Experience Points Value	Ward	Defeat
Skeleton	7	7	10
Wraith	8	8	12
Zombie	9	9	13
Ghoul	12	12	18
Mummy	12	12	18
Wight	16	16	24
Vampiress	25	25	37
Lich	26	26	39

The Paladin may not Escape from any combat versus Undead or Demons unless he has fewer than 4 Body Points remaining.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. May attempt Holy Blessing 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 5

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

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

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

13 LEG WOUND

SCORE 2

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

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "If on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE -1

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

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. May attempt Holy Blessing next turn."

25 WARDING

Tell Opponent: "If on a Score page, spend Warding Points and turn to p. 41. I will do only Jumps or Wild Swing until you Score positive damage on me."

27 WEAPON DISLODGED

Tell Opponent: "Do only Ward, Holy Blessing, Shoulder Slam, 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 1

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

33 DODGING

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

35 EXTENDED RANGE BODY WOUND SCORE 2

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue next turn."

39 CHARGING

Tell Opponent: "Do no Green or Yellow next turn."

41 KNOCKED DOWN SCORE 0

Tell Opponent: "Do only Jumps next turn, then only Green or Yellow the following turn."

43 RETRIEVING WEAPON

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

45 PARRYING SCORE -5

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 2

Tell Opponent: "Do only Brown next turn."

49 BLOCKING SCORE -5

Tell Opponent: "Do no Orange next turn."

51 FORCED TO KNEES SCORE -1

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

53 BODY WOUND SCORE 2

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

55 SHIELD SMASHED SCORE 0

Tell Opponent: "Do no Blocks or Protected Attacks for the rest of the game."

57 EXTENDED RANGE BLOCKING

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

59 PUSHED OFF BALANCE SCORE -1

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

61 EXTENDED RANGE JUMPING AWAY

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

63 HOLY BLESSING

Tell Opponent: "Restore Body Points to self or others. Undead opponents take damage. May attempt Blessing again next turn."