

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Alchemist with Short Sword	4	10	8	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	+1	
	LOW	14	60	+1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	60	0	
	THRUST	38	58	-1	
SPECIAL	USE POTION	6	62	S	
	KICK	34	56	0	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
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		+2	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-5	
	MINOR MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Alchemist may cast Red magic only and begins with 1 spell for every 3 Magic Points. The Alchemist begins the game with 1 potion for every 2 Magic Points. The first 3 potions must be unique.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point."

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 Jumps next turn."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no 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 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, Green or Yellow (except Wild Swing) or Use Potion 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 -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -3

Tell Opponent: "No restrictions next turn."

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 PUSHED OFF BALANCE

SCORE 0

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

61 EXTENDED RANGE DODGING

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

63 USING POTION

Tell Opponent: "Ignore current results page and reveal the effects of your Potion."