

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Skeletal Mage with Staff	4	5	6	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+2	
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	-1	
	LOW	2	58	-1	
THRUST	HIGH	32	60	-2	
	LOW	14	60	-2	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
BLOCK & STRIKE	THRUST	22	60	-2	
	SWING	44	58	-2	
MAGIC SPELL	MAJOR	38	54	S	
	MINOR	48	54	S	
SPECIAL	KICK	34	56	-1	
	WILD SWING	40	58	+2	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
BLOCK	HIGH	26	56	0	
	LOW	4	56	0	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-1	
	SWING LOW	58		-1	
	THRUST	60		-2	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Skeletal Mage may perform Red magic only and knows 2 spells. It may increase its Magic Points, but can never gain additional spells.

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

	50	52	54	56	58	60	62	64
50	45	23	17	59	41	11	19	19
52	21	61	17	57	5	11	55	51
54	53	33	17	45	35	11	35	3
56	39	61	17	45	51	57	55	3
58	39	33	17	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	61	17	57	51	57	55	51
64	7	35	53	45	51	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 7
Tell Opponent: "Do only Green or Yellow next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "Do no Orange next turn."
- 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: "If on a Score page, reveal Magic Card."
- 19 STRUCK OFF BALANCE SCORE 0
Tell Opponent: "Do only Green or Yellow 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 Blue or Yellow next turn."
- 27 WEAPON DISLODGED
Tell Opponent: "Do only Magic, Kick, Green or Yellow (except Wild Swing) until weapon has been retrieved."
- 29 DUCKING & RETRIEVING BONES
Tell Opponent: "Restore 1 Body Point and do no Orange next turn."
- 31 ARM WOUND SCORE 3
Tell Opponent: "Do no Orange or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +1 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 0

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

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

45 PARRYING HIGH

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -4

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Brown or Black 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. Only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

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

59 BLOCKING

SCORE -5

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

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn, but add +2 to any Charge or Swing that Scores."

63 WEAPON BROKEN (if weaponless, turn to p. 1)

Tell Opponent: "Subtract 2, cumulative, from all scores except Kick, for the rest of the game."