

Barnabas

You are the Skaven Maze Runner, a veteran adventurer of the legendary labyrinths of Muroidea, in the homeland of the Skaven. Because of your deadly abilities, rats flock to you after combat, strengthening you in later battles. You are also difficult to kill, resigning yourself to swift escape when confronted with death. You do not trigger traps when under such duress.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3	4	6	2

Movement..... 2 Red Dice

Starting Weapon Broadsword, Toolkit

Starting Armor..... Helmet, Shield *(may not wear boots)*

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK

an adjacent monster.

CAST A SPELL

on yourself, another Hero or monster that you can “see.” (Only the Wizard and Elf can cast spells.)

SEARCH FOR TREASURE

in the room you’re in.

SEARCH FOR SECRET DOORS

in the room or corridor you’re in.

SEARCH FOR TRAPS

in the room or corridor you’re in.

DISARM A TRAP

on the square you’re on.