

Tarma Terviksdoughter Human Northland-Barbarian

Stats:

Charisma 1 (no bargain bonus)

Talent 1 (max 2 additional combat gift cards)

Deftness 4

Strength 4 (max. carry 3 normal equipment cards)

Vitality Points 5

Melee Weapon

Battleaxe (1 Damage)

Ranged Weapon

Throwing Axe (1 Damage)

Innate Gift

Battle Frenzy

Only playable when the user just ended his turn. The user heals 1 vitality point and may immediately take another turn.

Background

„Let's just end this !“

The Southerners think of you as backward barbarians and claim submission and slavery is progress. As woman of a free tribe you are used to speaking your thoughts and doing whatever you wish. Your home are the icy tundras and snow-decked forests of the north. As a warrior you are akin to the great polar bear, always on the prowl: With patience you seek out your prey and then your axes strike like lightning and hit like thunder. And if your prey chooses to fight back there is a good chance it will kindle your battle frenzy and not live long enough to regret it.

Starting cards:

Tarma Terviksdoughter Hero Card, Battle Frenzy Innate Gift Card, Combat Gift Card

(These are the german cards with english description).

HELD



**TARMA
TERVIKSDAUGHTER**
Melee: Battle Axe (1 Damage)
Ranged: Throwing Axe
(1 Damage)



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ANGEBORENE GABE



BATTLE FRENZY
Only playable when the user just
ended his turn.
The user heals 1 vitality point and
may immediately take another
turn.



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**ANGEBORENE
GABE**

Shiuar, Catman - Explorer

Stats:

Charisma 3 (no bargain bonus)
Talent 3 (max 2 additional gift cards)
Deftness 3
Strength 3 (max. carry 3 normal equipment cards)
Vitality Points 4

Melee Weapon

Claws (1 Damage)

Ranged Weapon

None

Innate Gift

Natural Authority

Only playable at the start of combat. The heroes take their turn first (even despite the event „Ambush“).

Background

„Look danger in the eye.“

Humans freeze at your sight – either disconcerted or admiring. In their childlike simplemindedness the call you like your race: Shiuar. Your home is the Kingdom of Shiuarsal, full of splendor, a monthlong sea voyage across the treacherous Southern Sea away. You are an explorer and researcher, your many talents help you to overcome any obstacle. A Shiuar knows no fear and faces any challenge. And should the ape-like natives of this continent forget their station in life, you will be very much obliged to show them who is the true king.

Starting cards:

Shiuar Hero Card, Natural Authority Innate Gift Card, Any 1 Gift Card

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SHIUAR

Melee Weapon: Claws
(1 Damage)
Ranged Weapon: None



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NATURAL AUTHORITY

Only playable at the start of
combat.
The heroes take their turn first
(even despite the event
„Ambush“).



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**ANGEBORENE
GABE**

Bad Guy: Bandit

Type:
Minion

Gifts:
None

Melee Weapon:
Curved Dagger (1 Damage)

Ranged Weapon:
None

(These are the german cards with english text.)

