

Labyrinths & Lycanthropes

NAME & BACKSTORY

Initiative

Ace

King

Queen

Jack

10

9

8

7

6

5

4

3

2

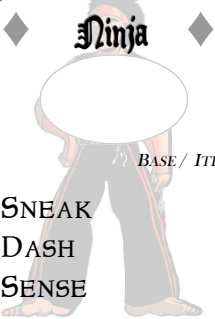
♠ **Fighter** ♠



BASE / ITEM

HACK N SLASH
SHOOT
PARRY

♦ **Ninja** ♦



BASE / ITEM

SNEAK
DASH
SENSE

♣ **Mage** ♣

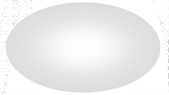


BASE / ITEM

BLAST
INVOKE
HEAL

10
9
8
7
6
5
4
3
2
1
0
Magic Points

POSSESSIONS



RACE

GIMMICKS

+
+
+

XP

KILLS

Flair ○○○○○○

Labyrinths & Lycanthropes

Play Summary

1. Create your **Characters**
2. Make a **map**
3. Select **Labyrinth Lord**
4. Set up & layout the **Labyrinth**
5. Forward to adventure! Kill the **Big Bad King**.
6. **Labyrinth's end.** Back to 3.

Combat Options

MANOEUVRES	STEALTHING	MAGICK
MOVE	SNEAK	
FLEE	RIG TRAP	HEAL
HOLD	SPOT	INVOKE

ATTACKS

- HACK N SLASH (Melee - close) VS PARRY
- SHOOT (Ranged - medium to long) VS DASH
- SNEAK ATTACK (close to medium) VS SENSE
- BLAST (Magic - medium to long) VS INVOKE
- ROB (close) VS SENSE / DASH
- SHOVE (close) VS PARRY / DASH

SLAY (As ATTACK)

Fighting with Flair

Jocularity, gimmickry, racial motivation, 'litteration or coolness nets you **FLAIR**. Spend a point to:

- Gain a bonus card
- Ignore your wounds
- Cheat death