

# DESCENT!

## JOURNEYS IN THE DARK

### Build Your Own Hero

If Mad Carthos just isn't doing it for you anymore, and One-Fist's hook is looking a bit rusty, perhaps it's time to explore the next frontier of **Descent** – building your own heroes.

This system isn't quite how heroes are designed for **Descent**, but it's pretty close, with some modifications to generate reasonably balanced heroes without all the in-house playtesting.

#### Step 1: Choose Race

The first step in building a hero is to choose the hero's race from among the following options:

##### Human or Orc

The most common races, humans and orcs are good jack-of-all-trades heroes. Although they do not excel in any one area, they aren't particularly bad at anything, either.

##### Bestial

Bestial races such as minotaurs or centaurs can absorb lots of punishment, but most blows that strike them will do at least a little damage.

##### Dwarf

Dwarves are among the sturdiest and most enduring of the races, but they are slow and vulnerable to damage that ignores armor.

##### Elf

Elves are somewhat lighter in build than humans and orcs, but they make up for their slight frailness with their great speed.

##### Nimble

Nimble races such as pixies or halflings are small and weak, but usually make up for it with their powerful abilities.

Your hero's race determines his or her base traits, including wounds, fatigue, armor, and speed. Each hero also receives a number of **build points** to spend on improving his or her various abilities.

	Base Traits				
Race	Wounds	Fatigue	Armor	Speed	Build Points
Human or Orc	12	4	1	4	12
Bestial	16	4	0	4	10
Dwarf	8	5	2	3	10
Elf	8	4	1	5	10
Nimble	8	5	0	4	15

## Step 2: Adjusting Traits

You may now adjust your hero's traits up or down using build points. Raising traits costs build points, while lowering traits gives you extra build points to spend elsewhere.

Raising a trait raises it by 1 (4 in the case of wounds). A trait cannot be raised more than once.

Lowering a trait lowers it by 1 (4 in the case of wounds). If the trait is shown in red on the chart above, then you cannot lower it any further.

A trait cannot be both raised and lowered, but you may choose to leave it at its base value according to your hero's race.

If you raise more traits than you lower, you will have to spend build points. If you lower more traits than you raise, you will gain extra build points to spend. Subtract the number of traits you have lowered from the number of traits you have raised, then look up the result on the table below. (For example, if you raised 2 traits and lowered 4 traits, look up  $-2$  on the table, which tells you that you gain an additional 3 BP).

More Traits Lowered Than Raised				More Traits Raised Than Lowered				
-4	-3	-2	-1	0	1	2	3	4
+10 BP	+6 BP	+3 BP	+1 BP	+0 BP	-1 BP	-3 BP	-6 BP	-10 BP

## Step 3: Determine Conquest Value

A hero's conquest value is determined by his armor and wounds. Simply look up your hero's armor and wounds on the table below. In some cases, two values are listed, indicating that you have a choice which you will select. In those cases, choosing the lower conquest value costs build points, while choosing the higher value gives additional build points.

Wounds	Armor	Conquest Value
8	0	2
8	1	Either 2 (Costs 2 BPs) or 3 (Gives you 1 BP)
8	2	3
8	3	Either 3 (Costs 2 BPs) or 4 (Gives you 1 BP)
12	0	Either 2 (Costs 1 BP) or 3 (Gives you 2 BPs)
12	1	3
12	2	Either 3 (Costs 2 BPs) or 4 (Gives you 1 BP)
12	3	4
16	0	3
16	1	Either 3 (Costs 1 BP) or 4 (Gives you 2 BPs)
16	2	4
20	0	Either 3 (Costs 1 BP) or 4 (Gives you 2 BPs)
20	1	4

## Step 4: Buying Trait Dice

Next, you must purchase **exactly** 3 trait dice using your build points. These are split up among Melee, Ranged, and Magic. The cost of each trait die depends on how many dice you already have in that trait.

First Die in Trait	1 BP
Second Die in Trait	2 BPs
Third Die in Trait	3 BPs

**Example:** If you buy three dice in Magic, that costs you 1 BP for the first, 2 BPs for the second, and 3 BPs for the third, for a total of 6 BPs.

## Step 5: Buying Skills

You must next purchase **exactly** 3 skill cards using your build points. These are split up among Fighting, Subterfuge, and Wizardry. The cost of each skill card depends on how many cards you already have in that skill.

<b>First Card in Skill</b>	1 BP
<b>Second Card in Skill</b>	2 BPs
<b>Third Card in Skill</b>	3 BPs

**Example:** If you buy three cards in **Fighting**, that costs you 1 BP for the first, 2 BPs for the second, and 3 BPs for the third, for a total of 6 BPs.

## Step 6: Buying Special Ability

Finally, you purchase your hero's special ability using your remaining build points. Each hero only gets one special ability, and no two heroes in the same party may have the same special ability. Your special ability improves depending on the number of build points you spend on it. Once your hero is built, you may never upgrade your special ability.

Ability Name	Remaining BPs	Effect
<b>Adept</b>	0–3	One power die that rolled a blank may be changed to a surge on each attack roll you make.
	4–8	You receive 1 extra surge on each of your attack rolls.
	9+	You receive 2 extra surges on each of your attack rolls.
<b>Avenger</b>	0–3	After another hero is killed, you may immediately move up to your speed and make one attack.
	4–8	After another hero is killed, you may immediately move up to your speed and make two attacks.
	9+	After another hero is killed, you may immediately move up to twice your speed and make two attacks.
<b>Barbarian</b>	0–3	You have the <b>Ironskin</b> ability. You have +1 armor. This does not modify your conquest value. You may not equip runes or armor.
	4–8	You have the <b>Ironskin</b> ability. You have +2 armor. This does not modify your conquest value. You may not equip runes or armor.
	9+	You have the <b>Ironskin</b> ability. You have +3 armor. This does not modify your conquest value. You may not equip runes or armor.
<b>Bard</b>	0–3	At the start of your turn, all other heroes within 3 spaces of you gain 1 fatigue.
	4–8	At the start of your turn, all other heroes within 6 spaces of you gain 1 fatigue.
	9+	At the start of your turn, you and all other heroes within 6 spaces of you gain 1 fatigue.
<b>Bodyguard</b>	0–3	When an adjacent friendly figure is attacked, before the dice are rolled, spend 1 fatigue to swap places with that figure. The attack targets you instead.
	4–8	When friendly figure within 2 spaces is attacked, before the dice are rolled, spend 1 fatigue to swap places with that figure. The attack targets you instead.
	9+	When a friendly figure within 2 spaces is attacked, before the dice are rolled, you may swap places with that figure. The attack targets you instead.

Ability Name	Remaining BPs	Effect
<b>Deadeye</b>	0-3	Once per attack, you may spend 1 fatigue to re-roll one attack die showing a miss result, but you must keep the second result.
	4-8	Once per attack, you may spend 1 fatigue to either re-roll or ignore one attack die showing a miss result. If you re-roll, you must keep the second result. If you ignore it, treat it as a die showing 0 range and -1 damage.
	9+	Once per attack, you may spend 1 fatigue to either re-roll or ignore one attack die showing a miss result. If you re-roll, you must keep the second result. If you ignore it, treat it as a die showing 1 range and 0 damage.
<b>Defender</b>	0-3	Enemy figures within 3 spaces of you suffer -1 range and -1 damage.
	4-8	Enemy figures within 6 spaces of you suffer -1 range and -1 damage.
	9+	Enemy figures within 6 spaces of you suffer -2 range and -1 damage.
<b>Guardian</b>	0-3	After making an interrupt attack, pay 3 fatigue to keep your guard order.
	4-8	After making an interrupt attack, pay 2 fatigue to keep your guard order.
	9+	After making an interrupt attack, pay 1 fatigue to keep your guard order.
<b>Healer</b>	0-3	Each time a glyph is activated, you may restore up to 3 wounds, split however you like, between yourself and any other heroes within 3 spaces of you.
	4-8	Each time a glyph is activated, you may restore up to 4 wounds, split however you like, between yourself and any other heroes within 3 spaces of you.
	9+	Each time a glyph is activated, you may restore up to 5 wounds, split however you like, between yourself and any other heroes within 3 spaces of you.
<b>Master</b>	0-3	You have one extra die in one trait: Melee, Ranged, or Magic.
	4-8	You have two extra dice in one trait: Melee, Ranged, or Magic.
	9+	You have three extra dice in one trait: Melee, Ranged, or Magic. This cannot exceed 5 dice (although if you are using <b>Road to Legend</b> , you may use one of the dice as a die upgrade).
<b>Scout</b>	0-3	You regain 2 fatigue when you declare a Run action.
	4-8	You have +1 fatigue. You regain 2 fatigue when you declare a Run action.
	9+	You have +1 fatigue and +1 speed. You regain 2 fatigue when you declare a Run action.
<b>Seer</b>	0-3	At the start of your turn, you may spend 1 fatigue to cause the overlord to lose 1 threat.
	4-8	At the start of your turn, you may spend 1 fatigue to cause the overlord to lose 2 threat.
	9+	At the start of your turn, you may spend up to 2 fatigue to cause the overlord to lose twice that amount of threat.

Ability Name	Remaining BPs	Effect
Soldier	0-3	You receive +1 damage and +2 range when adjacent to a friendly figure
	4-8	You receive +2 damage and +2 range when adjacent to a friendly figure
	9+	You receive +2 damage, +2 range, and +1 armor when adjacent to a friendly figure
Tactician	0-3	You receive +1 range and +1 damage to all attacks.
	4-8	You have <b>Command 1</b> .
	9+	You have <b>Command 1</b> . Your Command ability is effective up to 6 spaces away.
Thief	0-3	Traps cost 1 extra threat to play in response to your actions. When rolling dice to avoid or reduce the effects of trap cards, you roll one extra die.
	4-8	Traps cost 2 extra threat to play in response to your actions. When rolling dice to avoid or reduce the effects of trap cards, you roll two extra dice.
	9+	Traps cost 4 extra threat to play in response to your actions. When rolling dice to avoid or reduce the effects of trap cards, you roll two extra dice.

### Congratulations! You're done!

You now have your very own hero to use in **Descent: Journeys in the Dark** or **Descent: the Road to Legend**. Below is a blank hero sheet to record your hero's traits and abilities.