

Half-Breed

Race

You start off as a boring human

Race is defined by physical characteristics a player is born with. Race cards show the word "Race" at the bottom right of the card.

Each Race has different skills and abilities (read the cards, there may occasionally be disadvantages).

2nd Race

Only used with Half-Breed

Super Munchkin

Class

If empty, you have no class

A Class is like a vocation, a title gained through training and experience (e.g. Wizard, Warrior, etc.); the word "Class" appears at the bottom of the card.

Different classes have different skills and abilities. Again, belonging to a class may on occasion be a disadvantage (read the cards!).

2nd Class

Only used with Super Munchkin

Gender

Curses

Use if a continuous curse is in effect

Backpack

Pack all unused items (no Race or Class cards allowed) here (bonuses are not counted while packed). You may move an item from the backpack into active use during your turn, but not during combat.

Combat Strength

Item Bonuses

+ Level

=

Place all cards faceup. Items can be traded at any time except during a combat.

Items Currently in Use (Item Bonuses for Combat Strength)

Armor



Headgear



Footgear



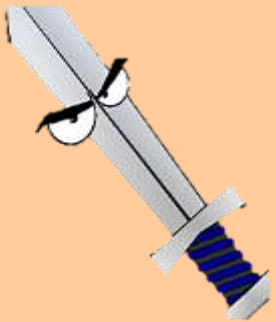
Hreling



Extra Item

Only used with Hreling

Hand 1



2 Handed

When 2 Handed is used, Hand 1 and Hand 2 cannot be used.



Hand 2



Other Bonus Items

Place all cards faceup. Items can be traded at any time except during a combat.