

## Song of Blades and Heroes: Point Costs

First two columns: **Quality** (lower is better: activate on that # or higher on a d6) and **Combat** (higher is better)

Top row: cost of **Special Abilities** (see separate sheet for list of Special Abilities)

**Examples:** Q5, C2 figure with no Special Abilities = 10 points (e.g., militia)

Q3, C3 figure with 7 points of Special Abilities = 44 points (e.g., a strong longbow archer, or an Opportunistic Forester)

Q2, C2 figure with 15 points of Special Abilities = 63 points (e.g., motivating leader, or a potent magic-user)

Q	C		-5	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5	1		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
5	2		5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
5	3		10	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
5	4		15	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
5	5		20	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
5	6		25	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
4	1		1	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38
4	2		8	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
4	3		15	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45	47	48	50	51	53
4	4		23	26	27	29	30	32	33	35	36	38	39	41	42	44	45	47	48	50	51	53	54	56	57	59	60
4	5		30	33	35	36	38	39	41	42	44	45	47	48	50	51	53	54	56	57	59	60	62	63	65	66	68
4	6		38	41	42	44	45	47	48	50	51	53	54	56	57	59	60	62	63	65	66	68	69	71	72	74	75
3	1		1	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
3	2		10	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
3	3		20	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70
3	4		30	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80
3	5		40	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90
3	6		50	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100
2	1		1	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50	53	55	58	60	63
2	2		13	18	20	23	25	28	30	33	35	38	40	43	45	48	50	53	55	58	60	63	65	68	70	73	75
2	3		25	30	33	35	38	40	43	45	48	50	53	55	58	60	63	65	68	70	73	75	78	80	83	85	88
2	4		38	43	45	48	50	53	55	58	60	63	65	68	70	73	75	78	80	83	85	88	90	93	95	98	100
2	5		50	55	58	60	63	65	68	70	73	75	78	80	83	85	88	90	93	95	98	100	103	105	108	110	113
2	6		63	68	70	73	75	78	80	83	85	88	90	93	95	98	100	103	105	108	110	113	115	118	120	123	125

## Song of Blades & Heroes Special Abilities alphabetically:

Abbot	15
Acrobat	3
Amphibious	3
Animal	-3
Artificial	3
Assassin	15
Bard	10
Beastmaster	8
Berserk	4
Big	3
Blast	15
Bodyguard	0
Burrowing	4
Champion	9
Cleric	15
Clinging	3
Combat Master	10
Coward	-2
Danger Sense	3
Dashing	3
Desert Walk	3
Distract	12
Dogged	-2
Drain	8
Elementalist	15
Enchanter	15
Entangle	15
Evil	0
Fearless	3

Flying	10
Forester	3
Free Disengage	3
Gargantuan	9
Ghost Blade	2
Giant Slayer	3
Greedy	-2
Gregarious	3
Group Fighter	3
Hatred	3
Heavy Armor	3
Hero	15
Huge	5
Illusionist	15
Immortal	20
Inconvenient	5
Leader	15
Lethal	3
Long Move	10
Magic Resistance	5
Magic-User	15
Mountaineer	2
Mounted	6
Music	3
Mutant	3
Necromancer	15
Opportunistic	4
Paladin	2
Poison	3
Protect	-2

Reckless	5
Reflect	4
Running Blow	8
Savage	3
Sharpshooter	4
Shield-Mage	10
Shieldwall	1
Shooter: Long	7
Shooter: Medium	4
Shooter: Short	2
Short Move	-3
Slow	-5
Snow Walk	3
Solar Force	0
Sorcerer	15
Standard Bearer	0
Steadfast	3
Stealth	3
Stubborn	-2
Summoner	15
Swamp Walk	3
Swarm	3
Tailslap	3
Teleport	12
Terror	15
Tough	15
Traps	3
Undead	3
Were	0

## By cost:

-5	Slow
-3	Animal, Short Move
-2	Coward, Dogged, Greedy, Protect, Stubborn
0	Bodyguard, Evil, Solar Force, Standard Bearer, Were
1	Shieldwall
2	Ghost Blade, Mountaineer, Paladin, Shooter (Short)
3	Acrobat, Amphibious, Artificial, Big, Clinging, Danger Sense, Dashing, Desert Walk, Fearless, Forester, Free Disengage, Giant Slayer, Gregarious, Group Fighter, Hatred, Heavy Armor, Lethal, Music, Mutant, Poison, Savage, Snow Walk, Steadfast, Stealth, Swamp Walk, Swarm, Tailslap, Traps, Undead
4	Berserk, Burrowing, Opportunistic, Reflect, Sharpshooter, Shooter (Medium)
5	Huge, Inconvenient, Magic Resistance, Reckless
6	Mounted
7	Shooter (Long)
8	Beastmaster, Drain, Running Blow
9	Champion, Gargantuan
10	Bard, Combat Master, Flying, Long Move, Shield-Mage
12	Distract, Teleport
15	Abbot, Assassin, Blast, Cleric, Elementalist, Enchanter, Entangle, Hero, Illusionist, Leader, Magic-User, Necromancer, Sorcerer, Summoner, Terror, Tough
20	Immortal