



# DARK SOULS™

## THE BOARD GAME

### CHARACTERS EXPANSION



# CHARACTERS



*Within the ranks of the Chosen Undead, those Bearers of the Curse and Ashen Ones all, there is not merely one discipline, but a multitude. For all that the redoubtable knights, mighty warriors, noble heralds, and cunning assassins might be most obvious, they are but a few amongst many.*

*Forget not the stealthy and agile thieves, adept both at range with their bow and in melee, often invaluable due to their high skill. So too are the proud and faithful clerics, able to call upon miracles to guide and instill strength and resiliency to the party or to heal festering wounds. Not only interested in coin, mercenaries can also be valuable allies, bringing a subtle and dynamic versatility lacking in the more conspicuous knights and warriors.*

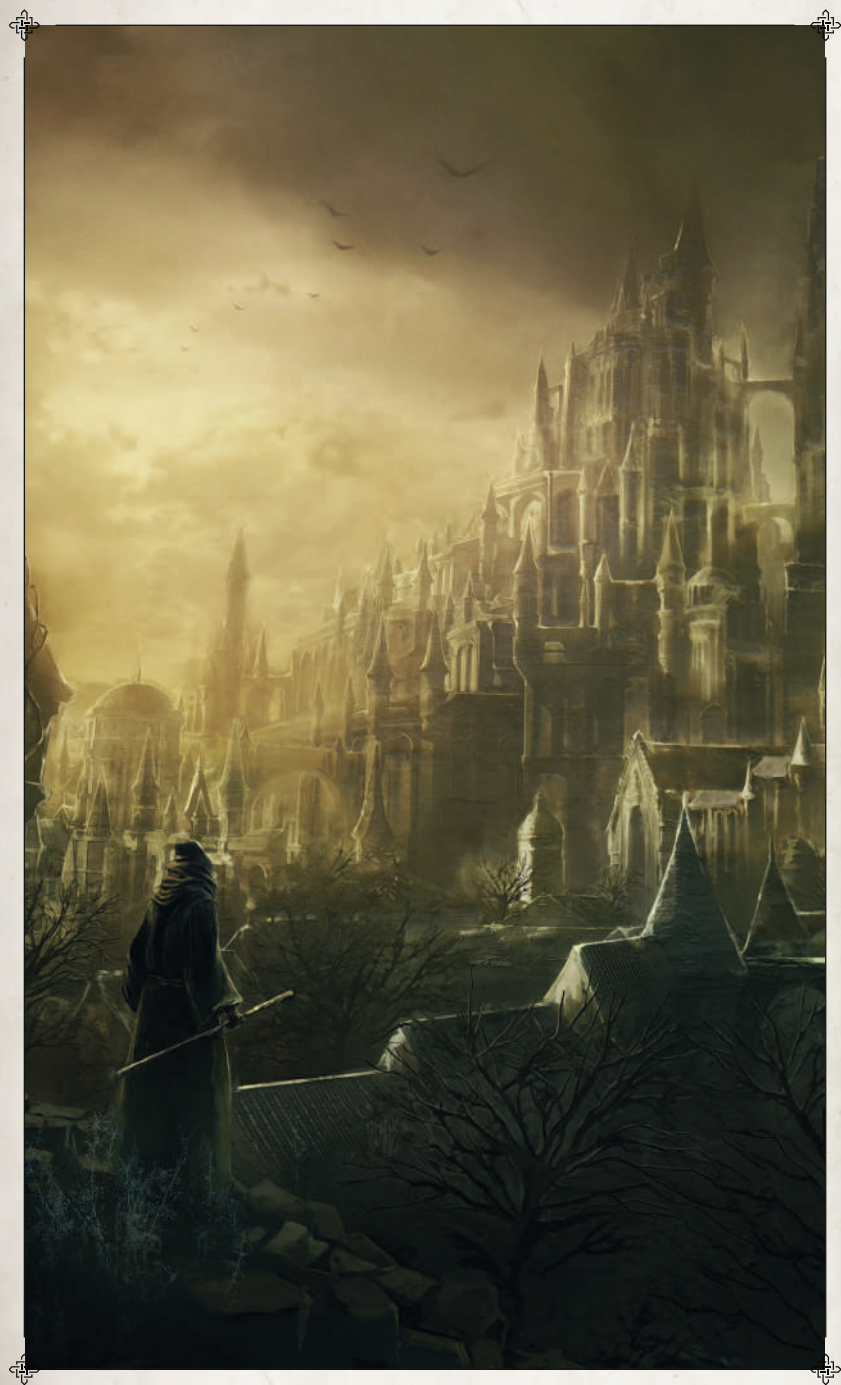
*Masters of the arts of fire, the pyromancers spend a lifetime nurturing a flame that can incinerate the enemy or banish them back to the state of death. The pyromancers share kinship with the sorcerers, who punish their foes with mighty magic, both directly and from afar. Finally, there are the deprived, those poor souls who must rely upon their wits and skill to survive, for their only ally is bravery.*

*Sometimes, these heroes' wits and skill shall be enough to keep them safe from harm, but truly the last line of protection will be the armour they wear, and little else. There have been, and always shall be, variants of armour, for not all seek the same virtues in their defences. For some, the indomitable protection offered by massive heavy plate is more than worth the immense weight. To others the load is crushing; these souls choose a more modest plate of armour or even robes enchanted with mystical wards.*

## INTRODUCTION

The *Characters* expansion is intended for use with *Dark Souls™: The Board Game*. The expansion's character miniatures represent alternative choices for a player's starting character. Its armour miniatures represent treasure that can be found as the players purchase treasure cards from Blacksmith Andre or find treasure chests during their exploration of the world of *Dark Souls™*.







# CONTENTS

The *Characters* expansion includes the following components:

- 1x Rules Insert

## CHARACTERS

- 6x Character Miniatures
- 6x Character Boards
- 23x Starting Equipment Cards
- 60x Class-Specific Treasure Cards



	Thief starting equipment		Thief class treasure		Thief transposed treasure
	Mercenary starting equipment		Mercenary class treasure		Mercenary transposed treasure
	Cleric starting equipment		Cleric class treasure		Cleric transposed treasure
	Pyromancer starting equipment		Pyromancer class treasure		Pyromancer transposed treasure
	Sorcerer starting equipment		Sorcerer class treasure		Sorcerer transposed treasure
	Deprived starting equipment		Deprived class treasure		Deprived transposed treasure

## ARMOUR SETS

- 10x Armour Set Miniatures
- 10x Common Treasure Cards
- 10x Legendary Treasure Cards



*Black Iron  
Armour*

*Catarina  
Armour*

*Black Knight  
Armour*

*Guardian  
Armour*

*Havel's  
Armour*



*Embraced Armour  
of Favour*

*Crimson Robes*

*Adventurer's  
Armour*

*Dark Armour*

*Gold-Trimmed  
Black Robes*



## USING NEW CHARACTERS

During game setup (see '5. Characters' on p. 9 of the *Dark Souls™: The Board Game* rulebook), players can choose characters from the *Characters* expansion instead of choosing characters from the core set.

As with the core set, the *Characters* expansion includes all needed components to play a new character class: one miniature, one character board, three or four starting equipment cards, five class treasure cards, and five transposed treasure cards.

Expansion characters will also need one Estus Flask token, one Heroic Action token, and one Luck token from the core set game box to place on their character boards as usual.

## CHARACTER NOTES

The new character classes offer new starting equipment, heroic actions, and stat progressions along with distinct class treasure cards and transposed treasure cards.

The **thief** offers more opportunities for ranged combat, the **mercenary** focuses on making multiple attacks each activation, and the **cleric** has the most potential for healing other characters. Both the **pyromancer** and the **sorcerer** bring starting equipment that deals magical damage along with numerous magical damage items in their class treasure. The **deprived** is a unique class that starts with low stats and weak equipment but has the best stat progression in the game, allowing deprived characters to equip powerful items sooner than their allies.





## USING ARMOUR SET MINIATURES

The armour miniatures can be used in one of two ways: players can add basic versions of their treasure cards to the treasure deck at the start of the game, or players can add more advanced versions of their treasure cards to the treasure deck after they defeat the mini boss.

### STANDARD ARMOUR

If players want the potential to find the included custom armour sets from the onset of their exploration, they should add one to five common treasure cards of their choice from the *Characters* expansion to the treasure deck during step 6 of setting up the game (see '6. Treasure Deck' on p. 9 of the *Dark Souls™: The Board Game* rulebook).

In either case, when a player obtains one of these iconic armour sets, they should replace their class miniature with the appropriate armour miniature included in this expansion.

### LEGENDARY ARMOUR

Alternatively, if players want more impressive and hard-to-find versions of these custom armour sets, they should add one to five legendary armour cards of their choice from the *Characters* expansion at the same time they add legendary weapon cards to the treasure deck after defeating the mini boss (see 'Setup After the Mini Boss' on p. 9 of the *Dark Souls™: The Board Game* rulebook).

Note that some of these legendary armour sets have very high stat requirements. Players may wish to look over the stat requirements of legendary armour sets before deciding which ones to add.





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