



MUNCHKIN[®]

THINGIE LISTING



(Races, Classes, Accents, Loyalties,
Mojos, Birthrights, Factions)

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MORE MUNCHKIN!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies, the apocalypse, and zombies . . . and they're all compatible!

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MUNCHKIN

CLASSES

BARD†

Enthrall: In combat on your turn, you may discard a card and select a rival. Each of you rolls a die; if your roll beats his, he *must* help you and cannot ask for a reward. If you fail, you may discard again and try to enthrall another rival, continuing until you succeed, give up, or run out of cards or opponents. You may not win the game with this power.

Bardic Luck: When you win a combat on your turn, draw one extra Treasure. Look at them all and immediately discard one (your choice).

CLERIC

Resurrection: When it is time for you to draw cards face-up, you may instead take some or all from the top of the appropriate *discard* pile. You must then discard one card from your hand for each card so drawn.

Turning: You may discard up to 3 cards in combat against an Undead creature. Each discard gives you a +3 bonus.

RANGER‡

Monster Tamer: In combat on your turn, you may tame a single monster instead of fighting it. It becomes your new Steed. To do so, you must discard your old Steed, if any, plus a number of cards equal to the Treasures on the monster's card. That number is your new Steed's combat bonus. You may not trade a monster Steed, give it away, or sell it for levels.

Ranged Support: When you help someone in combat, you get +2.

THIEF

Backstabbing: You may discard a card to backstab another player (-2 in combat). You may do this only once per victim per combat, but if two players are fighting a monster together, you may backstab each of them.

Theft: You may discard a card to try to steal a small item carried by another player. Roll a die; 4 or more succeeds. Otherwise, you get whacked and lose a level.

WARRIOR

Berserking: You may discard up to 3 cards in combat; each one gives you a +1 bonus.

You win ties in combat.

WIZARD

Flight Spell: You may discard up to 3 cards after rolling the die to Run Away; each one gives you +1 bonus to flee.

Charm Spell: You may discard your whole hand (minimum 3 cards) to charm a single Monster instead of fighting it. Discard the Monster and take its Treasure, but don't gain levels. If there are other monsters in the combat, fight them normally.

MUNCHKIN RACES

CENTAUR§

Two Left Feet: You may use two Footgear.

Leader of the Herd: You may have any number of Steeds in play.

DWARF

You can carry any number of Big items.

You can have 6 cards in your hand.

ELF

+1 to Run Away.

You go up 1 level for every monster you *help someone else* kill.

GNOME†

In combat *alone*, you may play one monster from your hand as a one-shot Illusion, adding its Level to yours.

You get +1 for any non-one-shot Item beginning with the letters G or N.

Monsters treat you as a Halfling. *Exception:* Monsters with “Nose” in their name will never pursue you; if you cannot defeat them, you Run Away automatically.

HALFLING

You may sell one item each turn for double price (other items are at normal price).

If you fail your initial Run Away roll, you may discard a card and try once more.

LIZARD GUY§

Cold-Blooded: “Usable once only” Items that you play to help the monsters count double.

Drop Your Tail: You get +1 to Run Away from Level 10-15 monsters and +2 to Run Away from Level 16 and higher monsters.

ORC*

An Orc who is hit with a curse can always choose to ignore the curse and lose a level instead – unless he’s already at Level 1.

When an Orc fighting alone defeats a monster by more than 10, he goes up an extra level.

RACE/CLASS ENHANCERS

DARK¶

Add this to a Race card. You are now a Dark (whatever). It is lost if that Race is lost.

If you play a card or use a special ability to help the monsters against another player, and the monsters win, you get a level. This cannot be the game-winning level unless the player DIES.

ELDER§

Add this card to a Race card. You are now an Elder (whatever). It is lost if that Race is lost.

Your Level counts double when you are fighting alone.

ELITE§

Add this card to a Class card. You are now an Elite (whatever). It is lost if that Class is lost.

You receive a combat bonus against every monster equal to the number of Treasures it is worth.

HIGH¶

Add this card to a Race card. You are now a High (whatever). It is lost if that Race is lost.

If you kill a monster by yourself, you can exchange all the Treasure cards you got from that combat (minimum 1) for one level. This CAN be the winning level.

LEGENDARY§

Add this card to a Class card. You are now a Legendary (whatever). It is lost if that Class is lost.

When you Loot The Room, draw two cards instead of one.

MASTER¶

Add this to a Class card. You are now a Master (whatever). It is lost if that Class is lost.

Each monster you kill on your turn, with or without help, gets you one extra Treasure.

* Found in *Munchkin 2 – Unnatural Axe* and subsequent sets.

† Found in *Munchkin 3 – Clerical Errors* and subsequent sets.

‡ Found in *Munchkin 5 – De-Ranged*.

§ Found in *Munchkin 8 – Half Horse, Will Travel*.

¶ Found in *Munchkin Reloaded!* (formerly in *Munchkin Dice*).

MUNCHKIN APOCALYPSE

CLASSES

BLOGGER

Read All About It!: Any time a Seal opens, you get extra page views! Draw a face-down Door.

A Fine Whine: Whenever you lose a level, you complain online and draw a face-up Treasure.

DAREDEVIL*

Adrenaline Junkie: If there is a monster on top of the Door discards, you may Look For Trouble against it.

Daring Escape: You may try to Run Away from any Disaster as though it were a monster. If you fail, lose a level in addition to the Disaster's effects.

KID

Immortality: Kids never get eaten by monsters. Any "Death" result becomes "Lose a level."

Slingshot: You may give +5 to the munchkin side in any combat you are *not* involved in.

* Found in *Munchkin Apocalypse 2 - Sheep Impact*.

MILITIA

I Was Ready For That!: Discard two cards to cancel a Disaster as it is played.

My Weapon Is Bigger: As long as you have free Hand(s), you may count any 1-Hand item as a 2-Hands item giving an extra +3.

SCIENTIST

Technobabble to the Rescue: Instead of Looting The Room, a Scientist may discard two cards from his hand to Close a Seal.

Atomic Transmutation: Before the Charity phase on your turn, you may discard one Door from your hand and draw a face-down Treasure, or vice versa.

MUNCHKIN AXE COP

CLASSES

COP

Awesomeness: 2-Hand items count as 1-Hand items for you.

You may have two extra Allies.

MAN

Manpower: Allies with "Man" in their name do not count against your total!

SOLDIER

Bigger Guns: Each time you level up, you may, if you wish, discard any Item and draw a face-down Treasure to replace it.

You may have one extra Ally.

WARRIOR

Berserking: You may discard up to 3 cards in combat; each one gives you a +1 bonus.

You win ties in combat.

MUNCHKIN BITES!

RACES

CHANGELING

Pot of Gold: When you win a combat, you may draw any or all of your Treasures as Doors instead.

Power Glue: You do not lose Powers if your level goes down.

MUMMY*

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on *another* player.

Clean Your Room: When a rival Looks For Trouble, you may immediately discard one card to force him to return the monster to his hand and Loot The Room instead.

VAMPIRE

Slurp: When you play a Go Up a Level card, you may take that level from any player with a Level higher than yours.

Unnatural Vitality: When you encounter Bad Stuff that costs more than one level, you lose only one level. Multiple Bad Stuffs can each cost you one level, though.

WEREWOLF

Destroy Unnatural Evil: +4 against any Undead or Demon.

Nice Doggie: If you *help someone else* kill a monster, draw a face-down Door.

* Found in *Munchkin Bites! 2 – Pants Macabre*.

MUNCHKIN BOOTY

ACCENTS

BRITISH

Britannia Rules the Waves: Any Ship gives ye an extra +2.

Britannia Waives the Rules: Ye may discard a Go Up a Level card at any time to cancel a Curse.

DUTCH

Master Shipbuilder: On yer turn, ye may trade a Ship ye owns for the top Ship in the discard stack. If yer old Ship had enhancements, ye can move them to the new Ship.

I'll Take What In The Box Is: During yer turn, except in combat, ye may discard any two Treasures and draw the top Treasure card.

FRENCH

Swash ze Buckle: Any time ye fight more than one monster, ye get a bonus equal to yer Level.

Charm ze Rival: Any munchkin of the opposite sex must help ye, if asked, in exchange for first pick of the treasures. But ye cannot gain the winning level with this power. (Ze rivals, zey are not *zat* charmed.)

SPANISH

Dodge the Bull: Ye may choose to lose a level instead of taking Bad Stuff. While ye are Level 1, ye are completely immune to Bad Stuff.

Conquistador: At Level 8 or above, ye get an extra +5 in combat.

CLASSES

EXPLORER*

Nose for Loot: Ye draw a Treasure card as a reward after ye help someone else kill a monster.

Resourcefulness: Discard a card from yer hand to take one of yer cards out of play and back into your hand. Cannot be used on a Curse.

MERCHANT

High-Pressure Negotiator: While in combat, ye may change the items ye are using, or even trade items with another player.

Translator: By discarding an Accent card, ye can gain all its powers until the start of yer next turn.

NAVY

Discipline: When ye Run Away, ye may discard up to two cards. Each one gives ye +1 to escape.

Fleet Action: Ye may have an extra Ship. At Level 8 or above, ye may have two extra Ships.

PIRATE

It's the Loot, Arrrrr: Once per turn, on yer own turn *before* kicking down a Door, ye may trade a single level for one face-down Treasure.

Buried Treasure: Instead of Looting The Room, ye may take either the top Treasure or the top Treasure discard.

* Found in *Munchkin Booty 2 - Jump the Shark*.

MUNCHKIN CONAN

CLASSES

CLERIC

Resurrection: When it is time for you to draw cards face-up, you may instead take some or all from the top of the appropriate *discard* pile. You must then discard one card from your hand for each card so drawn.

Turning: You may discard up to 3 cards in combat against an Undead creature. Each discard gives you a +3 bonus.

THIEF

Backstabbing: You may discard a card to backstab another player (-2 in combat). You may do this only once per victim per combat, but if two players are fighting a monster together, you may backstab each of them.

Theft: You may discard a card to try to steal a small item carried by another player. Roll a die; 4 or more succeeds. Otherwise, you get whacked and lose a level.

WARRIOR

Berserking: You may discard up to 3 cards in combat; each one gives you a +1 bonus.
You win ties in combat.

WIZARD

Flight Spell: You may discard up to 3 cards after rolling the die to Run Away; each one gives you a +1 bonus to flee.

Charm Spell: You may discard your whole hand (minimum 3 cards) to charm a single Monster instead of fighting it. Discard the Monster and take its Treasure, but don't gain levels. If there are other monsters in the combat, fight them normally.

RACES

CIMMERIAN

You get +2 if you are a Warrior.

You may use any Sword, regardless of the Class, Race, or sex limitations on it, and you get +2 for each Sword you are using.

KUSHITE

You get +2 if you are a Cleric.

You may use any Staff, regardless of the Class, Race, or sex limitations on it, and you get +2 for each Staff you are using.

STYGIAN

You get +2 if you are a Wizard.

You may use any Ring, regardless of the Class, Race, or sex limitations on it, and you get +2 for each Ring you are using.

ZAMORAN

You get +2 if you are a Thief.

You can use one extra Hand of items.

BIRTHRIGHTS

BARBARIAN

You may ignore all "Usable By" or "Not Usable By" limitations. You use whatever you want!

NOBLE

+1 Bonus

You may have one extra Comrade.

MUNCHKIN C'THULHU

CLASSES

CULTIST

Strength in Numbers: You get a combat bonus of +2 for every *other* Cultist in play.

Madness: You cannot voluntarily stop being a Cultist.

INVESTIGATOR

Sneak and Peek: Look secretly at your first Door draw each turn. You may choose to discard three cards from your hand, put the new Door in your hand without showing it, and turn over the next Door.

Foolhardy: When you Look For Trouble and win, draw one extra Treasure.

MONSTER WHACKER

Overconfidence: You have a +2 bonus against monsters of Level 10 and below.

Panic: You have a -2 penalty against monsters of Level 16 and above.

PROFESSOR

Book Learning: Whenever you are the lowest-Level player (or tied for lowest) at the end of your turn, you may go up a level for every three cards you discard from your hand.

Publish or Perish: If you successfully Run Away from a monster whose Bad Stuff includes Death, go up a level.

MUNCHKIN FU

CLASSES

MONK

Years of Training: You may have two Styles at once.

Meditation: In combat, any player may play a positive Monster Enhancer on you to give *you* that one-time bonus.

NINJA

Smoke Bomb: If you discard your whole hand (minimum of two cards), you can automatically Run Away without rolling the die.

Blinding Strike: In combat, you may discard two cards and roll a die. The result adds to your combat strength for that combat.

SAMURAI

Fast Draw: You have an extra +2 with every Sword you use. The katana and wakizashi are swords. So is any other item with "Sword" in its name.

Gaining Face: Go up an extra level when you kill, unaided, a monster whose Level is at least twice yours.

YAKUZA

Friends In Low Places: You may discard three cards at any time (even during a combat) to take the top monster from the discard pile.

Payoff: Draw a face-down Door card each time you kill, or help to kill, a monster.

THE GOOD, THE BAD, AND THE MUNCHKIN CLASSES

CAVALRY*

Horsepersonship: Each Steed you use gives an extra +2.

Ride to the Rescue: If you help a non-Cavalry player win a combat, and you agreed in advance to take no treasure (other than the one for the **Deputy's Badge**, if you have one), you go up a level.

COWBOY

Love Yer Hoss: If you have a Steed, you may win by reaching Level 9, if you kill a monster to do so. If you reach Level 9 any other way, you still win normally by reaching Level 10.

Help Yer Pardner: When you help another player in a combat, you may discard one or two cards for +3 bonus each.

DUDE

All Duded Up: You get an extra +1 from each Headgear and Footgear item you wear.

Skedaddle: Every card you discard before Running Away adds 1 to your roll.

INDIAN

Tracking: If the top Door discard is a monster or Steed, you may discard one card from your hand in order to fight it on your turn, instead of kicking down a door.

Archery: You get an extra +2 bonus from any item with "Bow" in its name.

OUTLAW

Dirty Rotten So-And-So: When Bad Stuff happens to a non-Outlaw, go up a level. If he *dies*, the level you go up can be the *winning* level.

Price On Yer Head: Whenever you lose a level (remember, Level 1 players *can't* lose a level), every non-Outlaw draws a face-up Treasure. If you die, they draw *two*.

* Found in *The Good, the Bad, and the Munchkin 2 – Beating a Dead Horse*.

MUNCHKIN IMPOSSIBLE

CLASSES

ASSASSIN

Highly Trained: You can have two extra Training cards.

Crack Shot: You get a +1 bonus for every Gun you have in use.

PLAYBOY

Smooth Operator: When you are hit by a Trap, you may roll a die. You escape on a 5 or 6, and *after* you roll, you may add 1 to your roll for every card you discard from your hand.

You're Just Hot: When you are aided in combat by a spy of the opposite sex, you get a +3 bonus.

TOURIST

Sorry, I'm Lost: When you open a Door and meet a monster, you may avoid fighting it. Discard three cards, discard the monster, and open another Door.

Souvenirs: You may use any item restricted to a Loyalty, no matter what Loyalties you may have.

LOYALTIES

AMERICAN

Miniaturized Gadgets: You have one extra Hand.

Big Budget: Whenever you sell an item or items for levels, add 300 Gold Pieces to the total you earn. This amount is never multiplied.

BRITISH

Unflappable: If you lose a combat by 10 or more, you walk coolly away and escape automatically.

Classy: British spies always have class. Whenever a British spy has no Class card, monsters still treat him as a Playboy, and he may use Playboy-only items.

CHINESE

Subversion: When a Level 1 or 2 monster is on top of the discards at the beginning of your turn, you may put it in your hand.

Many Minions: There is no limit to the number of Hirelings you can have.

RUSSIAN

Overkill: When you play a "usable once only" card that gives a combat bonus, double the bonus.

More Overkill: When you play a "Go Up a Level" card, it counts double, though it still cannot give you the winning level.

MUNCHKIN LEGENDS

CLASSES

CLERIC

Resurrection: When it is time for you to draw cards face-up, you may instead take some or all from the top of the appropriate *discard* pile. You must then discard one card from your hand for each card so drawn.

Turning: You may discard up to 3 cards in combat against an Undead creature. Each discard gives you a +3 bonus.

THIEF

Backstabbing: You may discard a card to backstab another player (-2 in combat). You may do this only once per victim per combat, but if two players are fighting a monster together, you may backstab each of them.

Theft: You may discard a card to try to steal a small item carried by another player. Roll a die; 4 or more succeeds. Otherwise, you get whacked and lose a level.

GLADIATOR†

Two-Weapon Fighting: Add +3 to your combat strength when you are using two (or more) Hand items.

We Who Are About To Die Salute You: You are +5 when fighting at least one monster with Death in its Bad Stuff.

WARRIOR

Berserking: You may discard up to 3 cards in combat; each one gives you a +1 bonus.

You win ties in combat.

WIZARD

Flight Spell: You may discard up to 3 cards after rolling the die to Run Away; each one gives you +1 bonus to flee.

Charm Spell: You may discard your whole hand (minimum 3 cards) to charm a single Monster instead of fighting it. Discard the Monster and take its Treasure, but don't gain levels. If there are other monsters in the combat, fight them normally.

RACES

DWARF

You can carry any number of Big items.

You can have 6 cards in your hand.

ELF

+1 to Run Away.

You go up 1 level for every monster you *help someone else* kill.

FAUN*

Wild Luck: Whenever you roll the die, you may discard one card to adjust the roll by 1, up or down, your choice.

Antlers: Add +3 to your combat strength when you are not wearing Headgear.

HALFLING

You may sell one item each turn for double price (other items are at normal price).

If you fail your initial Run Away roll, you may discard a card and try once more.

* Found in *Munchkin Legends 2 – Faun and Games*.

† Found in *Munchkin Legends 3 – Myth Prints*.

MUNCHKIN PATHFINDER

CLASSES

ALCHEMIST

Potion Master: “Usable once only” Items you play in any combat have double the combat bonus.

Lead Into Gold: When you sell Items for a level, you receive a minimum of 300 Gold Pieces for each, before any other modifiers are applied.

NECROMANCER

Reanimation: Once per combat, you may discard three cards to add the top monster from the discards to a fight and make it Undead.

Secrets of the Dead: Draw a face-down Door card after a combat where you kill an Undead monster.

SUMMONER

Eidolon: During any combat, you may play monsters from your hand as one-shot combat bonuses equal to twice the number of Treasures printed on the card.

Summoning: Once per turn, before Kicking Open The Door, you may discard one card from your hand to take the top monster from the Door discards into your hand.

WITCH

Hex: Discard a Monster and another card from your hand to inflict the monster’s Bad Stuff (except Death) as a Curse on another player.

Familiarity: You have a familiar that protects you from Curses found when you Kick Open The Door; put them on the bottom of the Door deck.

FACTIONS

EAGLE KNIGHT

Stand Fast: In combat, you may discard up to three cards from your hand. Each one gives you a +2 combat bonus but a -1 to Run Away.

HELLKNIGHT

+5 Bonus

Hellknight Armor: You are wearing Hellknight armor (which counts as both Armor and Headgear), worth +5 in combat. This armor may not be taken away from you as long as you are a Hellknight. You may not wear other Armor or Headgear, even if the other card says you can, without a **Cheat!**

PATHFINDER

Lay Bare the Secret: Before Kicking Open The Door, look at the top two Door cards in the deck. Discard one and put the other back on top of the deck, then Kick Open The Door as normal.

RED MANTIS ASSASSIN

Stealth: +1 to Run Away.

Murder For Hire: When you Look for Trouble, you may discard up to three cards from your hand. Each discard gives you +2 in combat.

STAR MUNCHKIN

CLASSES

BOUNTY HUNTER

New Contract: When a Monster card is on top of the discard stack, you may discard your entire hand and take it. You may not do this during combat.

Freelance Work: You draw a face-down Door card as a reward after you help someone *else* kill a monster.

GADGETEER

Tech Wiz: You can use as many Complex gadgets as you can carry.

Disarm Traps: Any time you draw a face-up Trap, you may discard any two cards and discard the trap as well. This does not help you against Traps played on you by your fellow munchkins.

PSYCHIC

You get +2 to any combat when you fight *alone* – that is, if you don't ask another player to help you.

You can discard one card at any time (even during combat) to *either*:

Read Minds: Look at any other player's hand. You may not show it to other players.

See the Future: Look at (but do not draw, rearrange, or show to others) the next three cards in either deck.

SPACE RANGER*

By discarding his whole hand (minimum 3 cards), the Space Ranger can force another player, whose aid would make the difference between losing and winning, to help him in combat. However, if they win, the Space Ranger must reward his "deputy" with either all the levels, or all the treasure; the Space Ranger chooses which.

TRADER

Faithful Crew: You may have two Sidekicks at the same time.

Trading: When an Item card is on the top of the discard stack, you may take it by discarding Item(s), in play or from your hand, of equal or greater value. You may not do this during combat.

* Found in *Star Munchkin 2 – The Clown Wars*.

RACES

BUG*

Bugs are highly adaptable, and master scavengers. Whenever a Race or Class card is discarded, you may discard any two cards and grab the discard.

CYBORG

Starts at Level 2. A Level 1 character who becomes a Cyborg becomes Level 2. A Cyborg character can never go below Level 2, in the same way that normal characters can't go below Level 1. If killed, the Cyborg may choose instead to lose 2 Levels (or go to Level 2) and stay alive.

FELINE

+1 to Run Away.

Curiosity: If you don't find a monster behind the first door you open on your turn, you may open *one more* door immediately – turn over the *next* Door card and proceed normally.

MUTANT

You may discard two cards of the same type (Door or Treasure) in order to draw one face-down from that deck. You may do this any time except during a combat.

You may wear two items of Headgear OR Footgear at the same time, OR carry an extra Hand's worth of stuff.

SUPER MUNCHKIN

CLASSES

BRAIN*

I Know Everything: No foes have special powers or bonuses against the Brain class! Furthermore, if a Brain also has another class, he may ignore any special powers or bonuses that monsters have against his other class(es).

EXOTIC

Power Switch: In combat, you may discard a single monster from your hand, using its Level *instead* of yours. It may not be enhanced.

Weird Weakness: When you face a monster whose name (not counting "The") starts with the same letter as the current day of the week, you are at -6.

MUTANT

Lab Rat: When you draw a face-up Power, you may immediately open another Door. When you draw a face-down Power, you may choose to show it. If you do, draw a face-down Door.

Mutant Might: You may discard a Power card at any time to draw a face-down Door.

MYSTIC

Reality Control: You may discard two cards to re-roll any die roll you make. The original roll doesn't count.

Sorcerous Soul: Any time you are killed, you may choose to lose a level instead of dying.

TECHNO

Quick Fix: When you lose an item to a Trap or Bad Stuff, you may discard three cards instead, and keep the item.

Miniaturization: Any 2 Hands item is only 1 Hand for you.

* Found in *Super Munchkin 2 – The Narrow S Cape*.

MUNCHKIN ZOMBIES

MOJOS

ATOMIC ZOMBIE

Feel the Burn: Items carried in your hands give +1 combat bonus apiece, and do fire/flame damage.

PATCHWORK ZOMBIE*

Ranker Than Thou: Add 2 to your Level when determining the total Rank of Powers you may have.

PLAGUE ZOMBIE

Death Breath: Against monsters of Level 11 or higher, you can discard up to 3 cards from your hand for +2 each.

VOODOO ZOMBIE

Bad Juju: Whenever you play a Curse on another player, you draw a face-up Treasure.

Gift of the Loa: When a Curse is on the top of the Door discards at the start of your turn, you may put it in your hand before Kicking Down A Door.

* Found in *Munchkin Zombies 2 – Armed and Dangerous*.