





NAME:

## EASTERNER

  
ASSASSIN


  
BARD

  
CLERIC

  
FIGHTER

**Nomad of the Plains:** You can reroll any failed dice in a roll involving horsemanship or hunting by narrating a brief flashback to your nomadic roots.


**Hunter:** Do +1 hit against beast threats.


 **Hunting Party:** Coordinate your allies against a combat threat. Until the threat is defeated, you and your allies roll double trait dice against it. Use on only one threat at a time.


Survival Instincts	[+] [+]
Animal Kinship	[+] [+]
Born Tracker	[+]
The Wind in My Hair	[+]


ALIGNMENT:

## MAGIC-USER


  
MAGIC-USER


  
PALADIN


  
RANGER

  
THIEF


**Arcane Energies:** Magic and danger are inextricably linked. If a magic-related roll results in three or more failures, immediately refresh a [+].

 **Fireball!:** Make an action roll using Magic-User and apply all hits obtained against all threats. Each ally in the area takes a full hit. For each such ally included in the blast, do +1 hit to a threat.

 **Shield:** Ignore a reduced hit or turn a full hit into a reduced hit. Advance your danger meter by one.

 **Magic Missile:** Do +2 hits to a threat that can be destroyed.

Arcane Lore	[+]
Ring of Wizardry	[+]
Spellbook	[+]

 Spend an XP to:

- > Do +1 hit
- > Reduce a hit
- > Activate a power

**XP**

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**DANGER** 

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