





NAME:

HALFLING



ASSASSIN


BARD


CLERIC


FIGHTER

Halfling Luck: When you mitigate a disaster, you only take a reduced hit instead of a full hit, and you aren't trapped by whatever threat is spun off from the disaster. In addition, a little of your luck rubs off on your allies, who each do +1 hit on their next roll.

 **Natural Talents:** Do +2 hits on a roll involving hiding in a natural setting or using a thrown weapon.

Fortune's Favor
[+] [+]


Small and Unobtrusive
[+] [+]


Plump and Resilient
[+]


Mischievous
[+]


DEMEANOR:

CLERIC


MAGIC-USER



PALADIN



RANGER



THIEF

Divination: Double your trait dice in Suspense scenes when your knowledge of the gods would be relevant.

Divine Favor: When your action roll results in three or more failures, immediately refresh a [+].

 **Turn Undead:** Do +3 hits against an undead threat. This can only be used once per Action scene.


 **Cure Wounds:** Heal all hit boxes in the highest section of the danger meter where you or an ally has harm.

 **Bless:** Replace one danger die (yours or an ally's) with a d10.

Mace and Breastplate
[+]

Prayers and Sacrifice
[+]

Holy Symbol
[+]

 Spend an XP to:

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

XP

BASHED

STUNNED

INJURED

INCAPACITATED

DEAD

DANGER 









x2





x3



