Name:

Demeanor:

Orc

Assassin | Bard | Cleric | Fighter

Howl of Victory: Feral energy surges through you with each blow you land. When you do 4 hits at once to a threat, you heal one Stunned box. When you do at least 5 hits at one to a threat, you heal one Injured box.

Bloodlust: When you eliminate a threat in combat, activate this power to immediately do 3 hits to another nearby threat.

Bred For Battle	[+] [+]
Intimidating Presence	[+] [+]
Chaotic Tendencies	[+]
Vicious Tusks	[+]

Fighter

Magic-User | Paladin | Ranger | Thief

Kill or Be Killed: When your danger meter is in the Injured section, roll x2 trait dice. When your danger meter is in the Incapacitated section, roll x3 trait dice. When your danger meter is in the Dead section, roll x5 trait dice.

Critical Hit: Use this power in combat when you score at least one hit against a combat threat. Do +2 hits to the threat and refresh a **[+]**.

(Pick three weapons)	[+] [+] [+]
Mail Armor and Shield	[+] [+]
Tactics	[+]

XP

Spend an XP to:
- *Do +1 hit*
- *Reduce a hit*
- *Activate a power*

Bashed ☐☐☐

☐☐ Stunned ☐ _____

☐☐ Injured ☐ _____

☐ Incapacitated ☐ _____

☐ Dead ☐ _____

Danger ☐☐ ☐☐☐ | ☐☐ ☐☐☐ | ☐☐ ☐☐☐ | x2 ☐ ☐☐☐ | x3 ☐☐☐☐☐