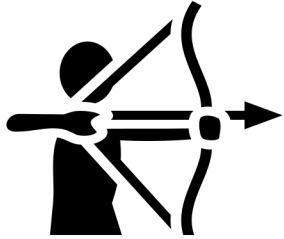


Ranger

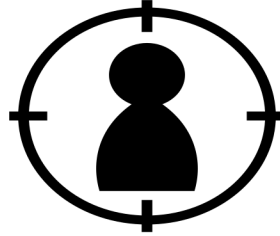
 5d6



Bullseye: When it is your turn, you can call "Bullseye". All players reveal their dice. If the bet is exactly correct, you gain one d6 (Then discard dice until you have a maximum of 6). If not, lose one die. The better does not lose a die either way

Bounty Hunter

 4d4



Collect Bounty: You may challenge any bet regardless of turn order. If you win your challenge, take the die lost by the loser (Then discard dice until you have a maximum of 6)

Thief

 4d4



Alibi: If someone challenges your bet and they lose, take the die lost by the challenger (Then discard dice until you have a maximum of 6)

Alchemist

 3d10



Transmute: Once per game, after rolls are revealed you may choose any number of dice you rolled and flip them to their opposite side.

Cleric

 3d8



Hand of Fate: Once per game, After rolls are revealed, you may roll an additional 2d8


Tinkerer

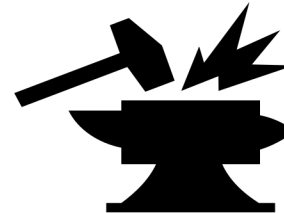
 5d6



Tinker: After rolling but before betting, you may choose any number of your dice and reroll them. Your rerolled dice are revealed.

Blacksmith

 3d4 + 2d2



Upgrade: When you win a round, you may upgrade one of your dice by 1 level


Goblin

 7d2



Cheat: At the start of the game, choose a value between two and six. Heads you roll are treated as this value for the rest of the game.
Weak Willed: When you lose a round, lose 2 dice instead of 1.


Dragon

 2d20



Hardened Scales: If you would lose a die, instead downgrade one of your dice by 2 levels. If a die would become smaller than a d6, you lose it.

Speculator

 1d8 + 1d6



Invest: Whenever a bet is challenged, you may bet one of your dice on the outcome. If you are correct, then you may gain 1d2 or upgrade one of your dice by one size. If you are wrong, lose a die

Werewolf

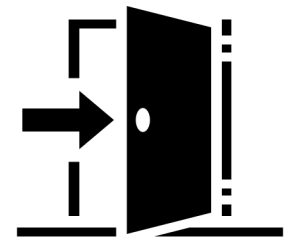
 4d6



Wild Nature: Ones you roll count as any value
Wild Shape: Once per game, before you roll gain 2d6 for 1 round

Escapist

 5d6



Artful Dodge: Once per game, skip your turn

Galadiator

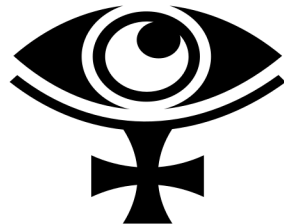
 5d6



On fire: When you win a round, you start the next round

Inquisitor

 4d6



Interrogate: Once per game, force the previous bettor to make another, higher bet

Soothsayer

 4d6



Divinate: Whenever it is your turn, the previous bettor reveals one of their dice to you. Only activate this if there are more than 2 players at the table


Scrapper

 5d6



Rummage: After rolling but before betting, you may choose any number of your dice and reroll them. The dice you did not reroll are revealed


Mastermind

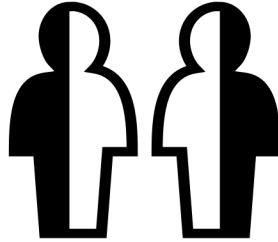
 $2d10 + 1d4$



All According to Plan: If someone challenges your bet and it is exactly correct, every other player loses 1 die. Once per game you may take a die lost to this ability

Doppelgänger

 $2d12 + 2d6$



Seeing Double: each die you roll is treated as 2 dice with half the value (rounded down). [1] is counted normally.