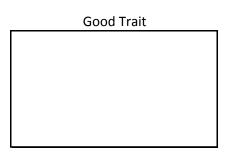
Class: Barbaria	an	Title: Safeg	uard	Role: Tank	
Damage	5	4	3	2	1
Weapon:			Armor:		

*All movements and actions needs to be
within reason*

	Base	Adjusted
M Attack	7+	
Dexterity	9+	
Intellect	12+	
Strength	6+	
Social	10+	
Perception	11+	
R Attack	15+	



No player team up attacks.
Heroic Abilities count as an action.
Heroic Abilities are an automatic success

Can use Heroic Abilities on anyones turn

1 Movement and 1 Action Per Turn

Thunder Clap: Hit all adjacent enemies for 2 DMG.

Bad Trait

Enemy Life Points Green - 1 HP Blue - 2 HP Red - 5 HP Painted Figures - 1 HP

Character Bio: Raised in the wild by the local tribe you were bred for defending your friends and striking fear into your enemies. Character Starter Attacks Shield Slam, Shield Wall, Dragon Roar, Colossus Smash

Class: Barbaria	an	Title: Berse	serker Role: [mage	
Damage	5	4	3	2	1	
Weapon:			Armor:	•		

	Base	Adjusted
M Attack	7+	
Dexterity	8+	
Intellect	13+	
Strength	6+	
Social	14+	
Perception	13+	
R Attack	12+	

Good Trait		

1 Movement and 1 Action Per Turn

No player team up attacks. Heroic Abilities count as an action. Heroic Abilities are an automatic success Can use Heroic Abilities on anyones turn

Hero Action 1 2

Taste For Blood: Once combat begins your eyes are red and you drink the blood of your enemies, 1+ Action this turn.

Bad Trait

Enemy Life Points Green - 1 HP Blue - 2 HP Red - 5 HP Painted Figures - 1 HP

Character Bio: The 300 Spartans were destroyed by you and you alone. Bred and raised for war that is all you know in life.

Character Starter Attacks Execute, Ravage, Raging Blow, Agonizing Chop