

Class: Barbarian		Title: Safeguard		Role: Tank	
Damage	5	4	3	2	1
Weapon:			Armor:		

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

Hero Action 1 2

Thunder Clap: Hit all adjacent enemies for 2 DMG.

Character Bio: Raised in the wild by the local tribe you were bred for defending your friends and striking fear into your enemies.

Good Trait

Bad Trait

Character Starter Attacks
Shield Slam, Shield Wall,
Dragon Roar, Colossus Smash

All movements and actions needs to be within reason

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

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

Class: Barbarian		Title: Berserker		Role: Damage	
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