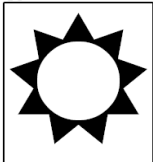
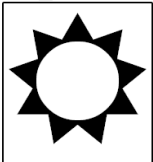


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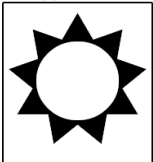
ADVENTURER



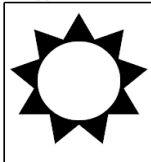
CLERIC



NOBLE



RANGER



Ork

**ORKISH RAGE**

Pain is strength. Once all three of your Bashed boxes are marked, you do +1 Hit whenever your brute force and toughness could aid your action. In addition, if you're Perished! or otherwise "killed", you can keep fighting until the scene is over (then you suffer the full effects of whatever killed you).

**FURY OF THE WARLOADS**



You're even more dangerous when you're wounded. Add +2 Hits if you have any stunned boxes marked, and +3 hits if you have any Injured boxes marked.

READY TO RUMBLE

[+] [+]

THICK SKIN

[+] [+]

INTIMIDATING GLARE

[+]

FOR THE GLORY OF THE NAZGAIM

[+]



Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

Legend Tokens

**BASHED**



**STUNNED**

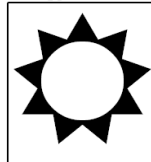


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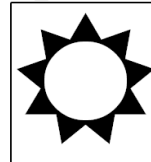


Gender

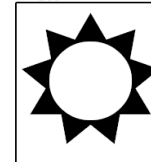
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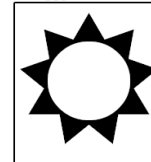
SCHOLAR



WARRIOR



WIZARD



Adventurer

**EXPERIENCED DUNGEONEER**

You've been in more than your fair share of ancient ruins and haunted tombs. Once per scene, you can reroll the failed dice in a roll by narrating a quick flashback to a previous tale where your character dealt with a similar situation. Also, you do +1 Hit when dealing with dungeons, traps, and puzzles.

**UNCANNY AWARENESS**



You use your keen senses to get +1 Hit on this roll. Also, up to three Peril dice you get on this roll can become bonus dice you can use on a future roll or give to an ally.

OLD MYSTICAL ARTIFACT

[+]

SURVIVAL GEAR

[+]

MAPS AND COMPASS

[+]

USEFUL TRADE GOODS

[+]

KNOWLEDGE OF THE ANCIENT, MONSTEROUS, OR LEGENDARY

[+] [+]

WEAPON: LONG SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

**INJURED**



**KNOCKED OUT**

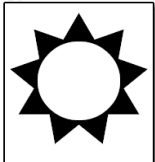


**PERISHED!**

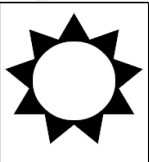


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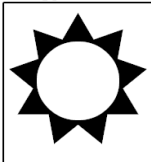
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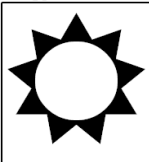
CLERIC



NOBLE



RANGER



## Dwarf

### DWARVEN GUTS

You have a risky knack for getting your allies out of a harrowing situation. You can allow an ally to reroll failed Peril dice in a roll by saying how you use your wits and courage to help. You take a Peril point for each die rerolled. On a side note, you can drink pretty much anyone under the table.

### RIGHT BACK AT YA



When you take a reduced hit, activate this power to immediately do 1 hit to the threat. When you take a full hit, activate this power to do 2 hits to the threat.

ANGER SENSE

[+] [+]

TOUGH AS A ROCK

[+] [+]

DARK VISION

[+]

BLESSING OF THE SHIELD LORDS

[+]



Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

Legend Tokens

BASHED



STUNNED

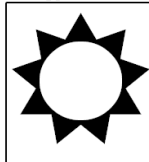


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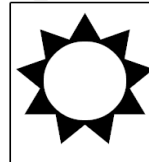


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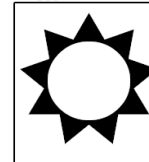
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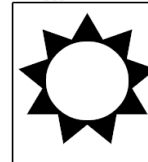
SCHOLAR



WARRIOR



WIZARD



## Cleric

### DIVINE EMPOWERMENT

Your prayers are answered. During an interlude scene, you can refresh an additional 3 [+], or distribute these among your allies as you see fit. In addition, you can bless one piece of gear (you or your ally's) so that it does +1 Hit whenever it's used in the next scene.

### CHANT OF RESTORATION



As a priest of the light, you have holy healing prayers. Activate this power to heal a Stunned or Injured box, or all of the Bashed boxes for you or ally.

BLESSED HOLY SYMBOL

[+]

TOME OF THE RIGHTEOUS

[+]

EVERGLOWING CANDLE

[+]

HEALING POLTICES

[+]

SHINING SHIELD OF THE FAITHFUL

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT

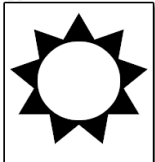


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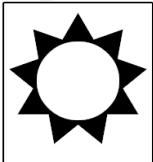


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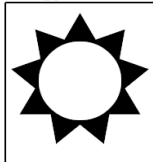
ADVENTURER



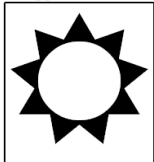
CLERIC



NOBLE



RANGER



## Shifter

### SHIFTER VERSATILITY

You are a gifted jack-of-all-trades. Raise one of your d8 Aptitudes to d10, and one of your d6 Aptitudes to d8. In addition, during an interlude scene, you can change your appearance and swap any two of your Aptitudes, except your Class Aptitude.

### ROLL WITH THE PUNCH



You're adept at narrowly escaping danger and sending it toward the enemy. Reduce a hit you just took and redirect the attack to do +1 hit to a nearby threat.

REACTIVE CAMOFLAQUE

[+] [+]

SUPERNATURAL CHARISMA

[+] [+]

DOUBLEGANGER

[+]

CONNECTED TO THE SPIRIT WORLD

[+]



Legend Tokens

Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

BASHED



STUNNED

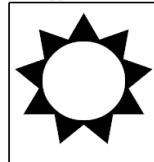


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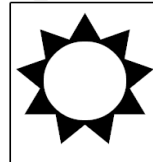


Gender

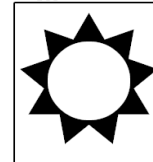
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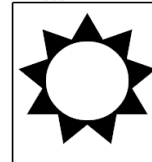
SCHOLAR



WARRIOR



WIZARD



## Noble

### COMMANDING PRESENCE

Your intense personality makes you invaluable during suspense scenes. You do +1 hit and take -1 Peril during a suspense scene. Also, when you roll multiple hits, you can spread them across multiple Questions (but not Threats) in play, so long as you can explain how they're connected.

### TEAM COORDINATION



You shout coordinating commands to rally against a threat. Until the threat is defeated, you and your allies do +1 Hit against that threat. (Use on one threat at a time).

STATUS AND RESPECT

[+]

INQUISITOR'S LENS

[+]

FRIENDS IN HIGH PLACES

[+]

FRIENDS IN LOW PLACES

[+]

TOWERING BODYGUARD OR ELITE HANDMAIDEN

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT

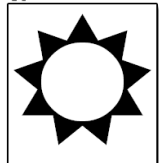


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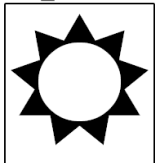


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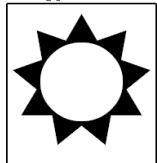
ADVENTURER



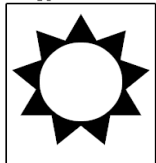
CLERIC



NOBLE



RANGER



# Elf

## ELVEN ESSENCE

The elves have a natural affinity and tolerance to the mana weave. You do +1 Hit when dealing with mystical, magical, ethereal, or intangible dangers, and by taking a Peril point, you can reduce a hit from one of those dangers.

## VEIL WALK



You step through the aether, teleporting across the field. You can also split your action dice to perform two actions (use two Aptitude dice - one per action).

ELVEN PRECISION

[+] [+]

BLEND INTO THE SHADOWS

[+] [+]

BLESSING OF THE ANCIENTS

[+]

AFFINITY WITH THE WILD

[+]



Legend Tokens

Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

BASHED



STUNNED

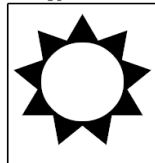


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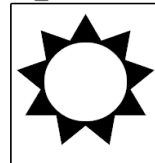
Gender

Cloak Color

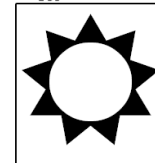
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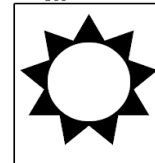
SCHOLAR



WARRIOR



WIZARD



# Ranger

## HAIL OF ARROWS

When your using your bow and you roll multiple hits, you can spread them across multiple targets, so long as you can reach all of your targets with the attack.

## ARCHER'S PROTECTION



You use your bow for covering fire, protecting yourself or an ally. Reduce a hit they (or you) just took and give them (or you) +1 Hit to their next action.

POISON ARROWS

[+]

FIREBOMB ARROWS

[+]

MASTERWORK LONGBOW

[+]

SNARES AND TRAPS

[+]

LOYAL AND INTELLIGENT HUNTING HAWK

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT



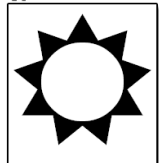
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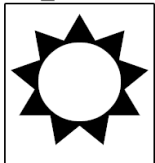
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Hero Name

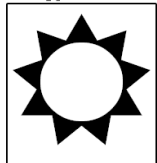
ADVENTURER



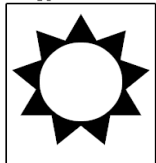
CLERIC



NOBLE



RANGER



# Troll

## TROLL HERITAGE

Trolls are renowned for their resilience and durability. You suffer no penalty for marking a Stunned or Injured box - your target number doesn't go up to 5 and your Aptitude dice don't get smaller.

## REGENERATIVE MUSCLE



Your wounds close before your eyes. Heal an Injured or KO'd box (you can activate this power while unconscious).

EXCEPTIONAL STRENGTH

[+] [+]

HARDENED SKIN

[+] [+]

THERMOGRAPHIC VISION

[+]

EDGE OF THE HUNTER

[+]



Legend Tokens

Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

BASHED



STUNNED



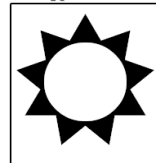
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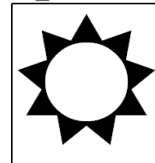
Gender

Cloak Color

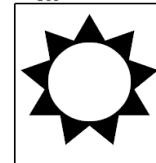
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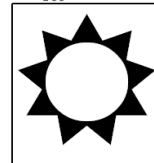
SCHOLAR



WARRIOR



WIZARD



# Rogue

## STEALTHY BY NATURE

You prefer to do things from the shadows. As long as you're in disguise or being sneaky, you can add your Rogue Aptitude (d12) to any roll. The Narrator can introduce threats of discovery such as "You've been caught!" or "Your cover is blown!" Also, all of your gear is concealable and silent.

## SNEAK ATTACK



You go at your enemy from an unexpected direction, surprising them with a lethal blow. Add +2 hits to a roll.

THIEVE'S TOOLS

[+]

GRAPPLING CROSSBOW

[+]

POISON TIPPED DARTS

[+]

SMOKE BOMBS

[+]

BOTTOMLESS BAG OF MAGICAL TRICKS

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT

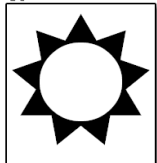


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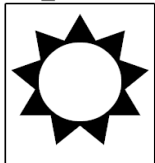


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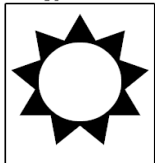
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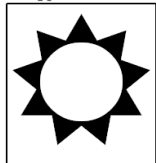
CLERIC



NOBLE



RANGER



# Human

## HUMAN PERSEVERANCE

You are extremely brave and dedicated. When you mitigate a disaster, you take a reduced hit instead of a full hit. You are not trapped by the disaster either. Also, your resolve inspires your allies who each do +1 Hit on their next rolls.

## HEROIC RALLY



You call out to your ally, inspiring them with confidence. You gain +1 Hit to your roll and your ally receives +1 Hit to their next roll.

AMBITIOUS TENACITY

[+] [+]

ADAPTABLE NATURE

[+] [+]

I GOT A BAD FEELING...

[+]

BRAVE HEART

[+]



Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

BASHED



STUNNED

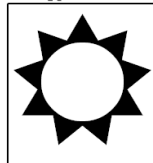


Legend Tokens

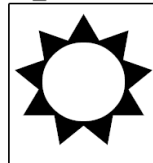


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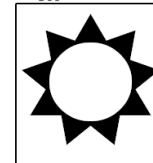
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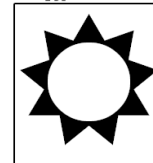
SCHOLAR



WARRIOR



WIZARD



# Warrior

## UNSTOPPABLE

Battle drives your soul. Bringing pain to your enemies empowers you. When you do 4 Hits at once to a threat, you can heal a Stunned box. When you do 5 Hits to a threat, you can heal an Injured box.

## BATTLEFIELD DOMINATION



You wade through danger bravely, letting your victorious momentum carry you. When you defeat a threat, activate this power to immediately do 3 hits to a nearby threat.

GREAT BIG BATTLE AXE

[+]

ENCHANTED BROADSWORD

[+]

HARDENED TOWER SHIELD

[+]

SPIKEY PLATE ARMOR

[+]

VALIANT ARMORED WARHORSE

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT

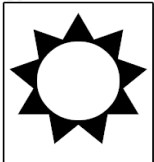


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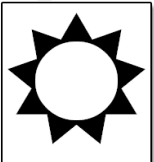


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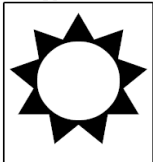
ADVENTURER



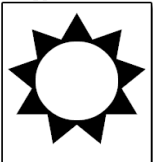
CLERIC



NOBLE



RANGER



# Elemental

## ELEMENTAL EMBODIMENT

You can change your form to embody an element such as fire, air, water, or earth. As an act of will, you can part your body into two smaller versions of yourself and can perform two different actions at once (rolling one Aptitude die per action). You must split your Peril and Bonus dice between the actions.

## POWER OF THE ELEMENTS



You can call upon your connection to the elemental planes to empower your efforts. Add +2 hits to this roll.

STRENGTH OF EARTH AND WATER

[+] [+]

SPEED OF AIR AND FIRE

[+] [+]

VALUABLE FORM

[+]

ELEMENTAL STORM

[+]



Spend a Legend Token to...

- Do a +1 Hit
- Reduce a Hit
- Use a Power

BASHED

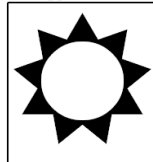


STUNNED

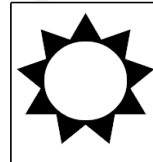


Gender

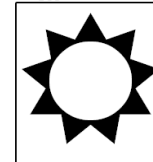
ROGUE



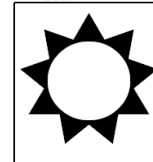
SCHOLAR



WARRIOR



WIZARD



# Wizard

## ARCANE WEAVER

You are a master of weaving the threads of mana that create magical effects. By taking a Peril point and saying how you use your magic spells, you can add your Wizard Aptitude (d12) to any roll. In addition, you can reduce a hit from a magical source once per scene.

## MANA STORM



Your magical abilities are far reaching. When you do a hit to a threat, you can immediately do 2 hits to a nearby threat, or 1 hit to two nearby threats.

WIZARD'S WAND

[+]

STAFF OF DEFENSE

[+]

BALL OF FIRE

[+]

MAGIC MISSILE!

[+]

DARK AND POWERFUL RITUALS

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT



PERISHED!

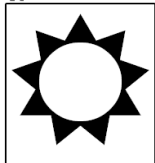


PERIL > ○ ○ ☀ ○ ○ | ○ ○ ☀ ○ ○ >

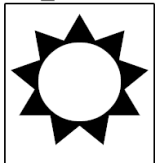
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Hero Name

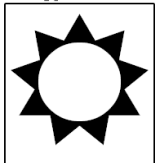
ADVENTURER



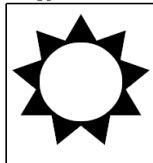
CLERIC



NOBLE



RANGER



## Revenant

### DEAD MAN'S FLESH

You can't kill what is already dead. If you are Perished! or otherwise "killed", you raise back up from the dead a few minutes later (uncheck the Perished! box). You can momentarily release your spirit from your risen flesh and step "out of body". You do +1 Hit when dealing with undead or when facing the thing that ties you to this world.

### DEATH'S EMBRACE



You are capable of absorbing damage and transferring that energy into baleful power. Reduce a hit you just took and do +1 hit on your next roll.

TEARIFYING PRESENCE

[+] [+]

VICIOUS CLAWS

[+] [+]

FROM BEYOND THE GRAVE

[+]

THERE IS A REASON I'M STILL HERE...

[+]



Legend Tokens

Spend a Legend Token to...

- ▶ Do a +1 Hit
- ▶ Reduce a Hit
- ▶ Use a Power

BASHED



STUNNED

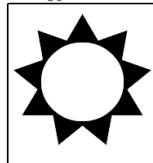


PERIL

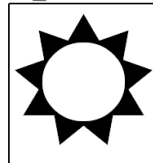


Gender

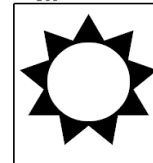
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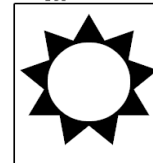
SCHOLAR



WARRIOR



WIZARD



## Scholar

### MASTER OF LORE

Your knowledge of the world and it's workings are unmatched. During an interlude scene, you refresh 5 [+] instead of 3. Also choose two of the following for you or an ally: heal an extra section of damage, reduce danger by an extra 5, or discern an extra clue or plot point.

### UNEXPECTED CAPABILITY



Nobody expects a scholar to be as skilled in dealing with danger as you are. Add +1 hit to this roll and give an ally +1 hit to their next roll.

SCROLLS OF POWER

[+]

ORB OF KNOWLEDGE

[+]

MECHANICAL GADGET I

[+]

MECHANICAL GADGET II

[+]

ANCIENT AND MYSTICAL RELIC

[+] [+]

WEAPON: SWORD, MACE, AXE, BOW, OR DAGGER

[+] [+]

INJURED



KNOCKED OUT



PERISHED!

