



HP: /60 **Toughness:** 4 **Resistance:** 8 **Rank:** **Awakened Type:** Human **Size:** 1x1

DEFAULT CHARACTERISTICS

- Tunnel Vision:** Moves toward nearest Hero.
- Immediacy:** Attacks nearest Hero.
- Melee Focused:** Executes Melee Attack over Ranged Attack if possible.

OPTIONAL MODIFIERS

- Bonded:** Targets the last Hero that targeted the Houndmaster.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 3

Dagger vs	Melee	1	Deal 2d10 + 10 Damage vs .
Whip vs	Ranged	3	Deal 2d10 + 10 Damage vs .

SPECIAL ABILITIES

Disarming Lash vs	A	3	Deal 1d10 + 10 Damage VS . Hero suffers 5 Stacks of WEAKNESS vs .
Animal Handling	B	-	All Bloodhounds heal 10 HP.
Unleash	C	-	Actions by nearest Bloodhound deal +10 Damage next Turn.

HOUNDMASTER

- TURN BLOCK:**
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
 2. Roll 1d6.
 3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.