



ORC

ANCESTRY

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw.

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra **1d6** damage.

