

DPS (melee):

	AP	HP		
Muttul – The ten and ten hundred year old Viking vampire	0	30		
Impale	Cost 5	Range Melee	Hit Melee	Type Offensive
Deal 2d6 to target and to a target one square behind.				
The Spear of fallen Kings	Cost 5	Range Melee	Hit Melee	Type Offensive
3 attacks that deal 1d6 and gain a stack of Blood				
The shadows move with me	Cost 5	Range self		Type Offensive
Move Muttul up to 5 spaces, these do not provoke an attack of opportunity.				
Favorite Non-Spill Chalice	Cost 5 +X Stacks of Blood	Range Self		Type Offensive
For every stack of blood consumed Muttul heals for 1d6				

	AP	HP		
Ersia – The Ex-Prince	+10	30		
Two blades, Two targets	Cost 5	Range Melee	Hit Melee	Type Offensive
Deal 1d6 to two target in Melee range.				
From Shadows	Cost 5	Range Melee	Hit Melee	Type Offensive
Appear behind the target and deal 1d6 damage				
Apply Poison	Cost 5	Range Self		Type Offensive
Add 2d6 to next From Shadows or Two Blades. Does not stack. Remains until used.				
Fall from Grace	Cost 10	Range 10		Type Offensive
Move 10 squares they do not provoke an attack of opportunity, but Ersia may take no more actions this turn.				

	AP	HP		
Rygo – Berserker extraordinaire and amateur weaponsmith	+10	25		

Fortune favors the Bold	Cost 5	Range Melee	Hit Melee	Type Offensive
Move up to 3 spaces and strike for 1d6 damage to a target in melee range				
This un's my favorite	Cost 10	Range Melee	Hit Melee	Type Offensive
Roll a d6 before you roll to hit, if successful this attack does that many d6 of damage.				
The best defense is a violent offence	Cost 10	Range Melee	Hit N/A	Type Defensive
Before damage is dealt to Rygo from a melee source the damage dealer takes 1d6 (affected by rage counters)				
I am really quite angry	Cost N/A	Range N/A		Type Trait
Every time Rygo deals damage or takes damage roll a d6 on a 4 or higher add one rage token. He deals 1d6 more damage and takes 1d6 more damage per rage token.				

	AP	HP		
Johnny- The Hate Apparatus	+10	30		
Fury Strikes	Cost 5	Range Melee	Hit Melee	Type Offensive
Make an attack for each stack of arcane hatred Johnny has that deals d6 damage. For each attack that hits he loses a stack of arcane hatred.				
Large Groups AKA Easy Targets.	Cost 10	Range 5	Hit 3+	Type Offensive
Choose a target. All opposing characters (including the target) in adjacent squares take 2d6 damage. This consumes all the stacks of arcane hatred that Johnny has				
Plugged into the Hate machine	Cost 5	Range Self		Type Offensive
Johnny recharges back to four stacks of arcane hatred and Johnny counts as an object until the start of your next turn.				
Powered by the Worst in Anger and Anguish	Cost N/A	Range N/A		Type Trait
Johnny starts the game with four stacks of arcane hatred.				