

Vassal:

	AP	HP		
Thrall- The Thrall	+20	25		
Hurl body	Cost 5	Range Melee	Hit Melee	Type Offensive
Deal 1d6 or 2d6 if thrall is under 10 health				
Blood Pact	Cost 5	Range 5	Hit N/A	Type Offensive
Thrall takes 1d6 and ally in range deal 2d6 more on their next attack, this buff is expended weather the attack hits or not.				
Seemly cowardice	Cost 5	Range Melee	Hit Melee	Type Defensive
All attacks designated at Thrall hit an ally in melee range of Thrall				

Common belief is when a vampire dies so does all the thralls it creates, but that is not the case as Thrall proves. Before losing his soul and self-identity, Thrall was a farmer that lived close to the dark evil castle that no one entered or left, claiming he was not afraid of the silly rumors that it was home to a being of pure evil. Well like all dark and evil castled it did house a creature of darkness that took control of all the lands in the area including the foolish farmer’s farm. Years later a band of plucky heroes killed the lord of darkness. Now Thrall lives on looking for someone strong to follow.

	AP	HP		
Sparkles – The Feline generator	+30	20		
Kitty in a Mouse Wheel	Cost N/A	Range N/A	Type Trait	
Sparkles may be placed anywhere on the field at the start of the game, but may not move. Sparkles counts as an object and still threatens the squares around it				

Dr. Nadman devised a revolutionary new way to generate energy. He came across this idea while watching his lab rats in their wheels. What if he placed a larger animal, let’s say a cat, in a wheel in a box could he generate a large quantity of power. The answer came weeks of testing and many bloody arms later. That answer was a resounding and passionate **yes**.

	AP	HP		
Wore-The Rumor Machine	+10 (for Wore) and +10 (per character, friend or foe, in adjacent square)	30		
Follow the gossip	Cost N/A	Range N/A	Type Trait	
Every time a movement point is spent you may also move Wore one square per point				

I never loved that Wore	Cost 5	Range Melee	Hit N/A	Type Offensive
Wore takes 1d6 damage, but opponent loses 20 from action pool., must have an enemy character in melee range. You do not have to roll to hit. May only be used once per turn				
Those shoes, ugly. That shirt, outdated. Your favorite uncle, gay	Cost 10	Range 5	Hit N/A	Type Offensive
Move target up to 5 spaces so that he is in melee range of Wore and turn him so he is facing wore.				

Put three people together and you'll end up with four rumors. Well put three mad scientists together and they'll devise a machine to do the same thing. Tired of having to make up rumors themselves, these three mad scientists created a machine that would do it for them. These machine was instantly hated by everyone, but it did take care of the tiring task of creating interesting and delicious rumors.

	AP	HP		
Mimic- The Lady Copycat	0	30		
Mimic	Cost N/A	Range N/A	Hit N/A	Type Trait
At the start of the game, choose three abilities that your characters can use. Mimic may use those abilities the entire game.				

Mimic started out as quite the annoying little sister. She would copy everyone around her, mocking them and antagonizing them. These skills grew more and more powerful until which point that she could copy skills and techniques from those around her. Her main reason for joining No Such Mercy was to meet new and interesting to copy, mimic, and steal the powers of.