DPS (ranged):

	AP	HP			
Facade – The decoyed	+5	15			
Archer					
	Cost	Range	Hit	Type	
Quick Shot	5	6	4+	Offensive	
2 attacks that deal 1d6 each					
Steady Shot	Cost	Range	Hit	Туре	
	10	7	4+	Offensive	
This may be Facades only action this turn. Five attacks that deal 1d6.					
The Big Reveal!	Cost	Range Type		Type	
	5	Unlimited		Offensive	
Declare which façade is the fake and cause all enemy models within 5 squares to face it. (can be used					
until false façade takes damage)					
	Cost	Range		Туре	
Decoy	N/A	N/A Trait		Trait	
Place two markers instead of placing Façade at the start of the game. Designate which one is real, but					
J', : f					

Place two markers instead of placing Façade at the start of the game. Designate which one is real, but don't inform your opponent. Attacks may be used from either marker (though 2 abilities per turn is still in effect) until the false Façade takes damage or you use The Big Reveal. Every time you spend an action point to move the real Façade you may move the false one for no cost.

Façade is a cocky bastard of an archer and an expert taxidermist. Making his life as a hunter, his life took a dramatic turn when he hunted and killed one of the king's stags when he accidently wandered into the king's land. A price was then put on Façade's head. He was hunted down by the supposedly best hunter in the land. Façade then killed the hunter and stuffed him. Dressing him in the same clothes and using a complex system of string and pulleys uses the well preserved corpse as a distraction that has been helping add to Facades headcount.

	AP	HP		
Alexzander – Drunken	+10	20		
Elf Artillery				
Volley	Cost	Range	Hit	Type
	5	5	5+	Offensive
3 attacks dealing 1d6 per hit (does not require line of sight)				
I meant to hit that one!	Cost	Range	Hit	Type
	5	5	6	Offensive
Designate 2 targets in range as target one and target two. Roll five attacks against target one and for				
each miss roll an attack at target two. (Does not require line of sight)				
	Cost	Range		Type
Smoke Screen	5	5		Defensive
An ally (other than Alexzander) is one harder to hit (ie. 3+ to 4+) to a maximum of 6				

A lot has been said of Elven constitution, they can withstand poisons, venoms, and toxins that would ravage and destroy any normal human body. Alexzander abuses this by developing and heavily testing many types of alcohols. The concoctions are of such high proof they also make great fuel for the Artillery pieces Alexzander uses.

	AP	НР		
Thed- The Flame Artist	+10	20		
	Cost	Range	Hit	Type
Pillar of Fire	5	5	N/A	Offensive
Designate a square, deal 1d6 damage to every character in an adjacent square				
	Cost	Range	Hit	Type
Flame Lance	5	3	3+	Offensive
Flame lance deals 1d6 for each 2 squares Thed towards his target this turn. With a minimum of 1d6				
and a max of 5d6				
	Cost	Range	Hit	Type
"Common" Fireball	5	5	4+	Offensive
Deal 2d6				

Thed was a struggling artist in the small town of Brish. While trying to show his gallery of splatter art displaying what he believed to be the most vibrant shade of red from berries found in the forbidden cove. After days without anyone showing the slightest interest in his work, Thed flew into such a rage and his berry stained hands burst into flames. Thed used his newfound talent to create a new form of "art" using the homes of the people who snubbed him.

	AP	HP			
Basil- The Spice	+10	25			
Clockwork Soldier					
Spice padded	Cost	Range	Hit	Туре	
Blunderbuss	5	6	See	Offensive	
			Description		
1d6 damage. To hit is same as distance to target (I.E. 5 squares away hits on a 5+, 3 squares away 3+,					
the best the roll can get to is 2+)					
	Cost	Range		Туре	
All Wound up	N/A	N/A		Trait	
If Basil starts in his turn in a square adjacent to an ally character his attacks this turn deal 1d6 more.					
	Cost	Range	Hit	Туре	
Flour Bomb	5	5	4+	Defensive	
Designate a square. All characters in that square and in an adjacent square take 1d6 damage.					

Basil was originally designed by Dr. Namdam as the spice rack of the future. Not only was Basil supposed to correctly organize all the spices given to him, he would also choose which spice he thought best and apply it accordingly. The problem lie in that Basil would "knock it up" a notch too high killing anyone in the room. Lamenting on his poor design, but still hoping to make a profit Dr. Namdam turned Basil into a gladiator though he has yet to change any of the commands that Basil follows.

Basil himself believes he is baking the most delicious cake one could possibly imagine.