

Tank:

	AP	HP		
Ashes- the Chain Smoking Tree Ent	+10	40		
Smog	Cost N/A	Range N/A	Type Trait	
A thick cloud of constantly surrounds Ashes making him one harder to hit (ie. 3+ to 4+) to a maximum of 6				
Tangled roots	Cost 5	Range Melee	Hit N/A	Type Offensive
Deal 1d6 to every enemy in a threatened square and makes avoiding attack of opportunity one harder until start of your next turn.				
Sludge	Cost 5	Range 5	Hit 4+	Type offensive
Deal 1d6 and target must pay double action points to move until start your next turn.				
Stamp it out	Cost 5	Range Melee	Type Defensive	
When a ranged action is performed in melee range, you can cancel it on a 4+				

Ashes was once a normal red wood. He didn't talk, he didn't walk, and he certainly didn't kill. So it came to the surprise of Sunrise logging company when Ashes trampled through their camp and slaughtered everyone he could get his branches on. Their surprise would have been greatly reduced had they researched the chemicals that ran their machines and the effects of prolonged exposure to plant life. While they were quite displeased with this situation, Ashes was also quite displeased to be reborn addicted to smog after watching his friends be killed.

	AP	HP		
Cast-The Darkness Devourer	+10	40		
Gather Darkness	Cost 5	Range Self	Type Offensive	
Gain one stack of pure unadulterated evil				
Axe of the Monstrous Assailant	Cost 5	Range Melee	Hit Melee	Type Offensive
Deal 1d6 + your current stack number of evil and push the target that many squares back (does not consume evil)				
Shield of Shadow	Cost X stacks of evil	Range Self	Type Defensive	
Absorb xd6 damage from the next attack directed at you				
Your Hate Feeds Me	Cost N/A	Range N/A	Type Trait	
Every time Cast takes damage he gains a stack of evil				
Release Night	Cost X stacks of Evil	Range Varies	Type Offensive	

Cast threatens his normal range +X range of squares until the start of your next turn

Evil can never truly be stamped out though. Although through the valiant efforts of many bands of adventurers, evil has on more than one occasion been almost completely suppressed. Each time though a champion of darkness arises to carry the dark torch and make sure that evil would continue. Before being chosen as a vessel of Evil, Cast was a blacksmith with a loving wife and a baby daughter. After telling his wife about his new life choice of being the chosen of darkness, she took umbrage and he sealed his fate in her blood.

	AP	HP		
Sir Gallant–The Infamous	+10	50		
Swat	Cost 5	Range Melee	Hit Melee	Type Offensive
Deal 1d6 and even if you do not hit you move the target back one space. If that space is occupied move both back and original target takes 2d6 and the second takes 1d6				
Deny area	Cost 5	Range Threatened Squares		Type Defensive
Double the damage dealt by attacks of opportunity until the end of turn. (2d6 instead of 1d6)				
Self-impale	Cost 5	Range Melee	Hit N/A	Type Defensive
Sir Gallant takes 2d6 damage, but target may not deal damage for the rest of the turn.				

Sir Gallant has killed 127 city guards, 54 village folk, 13 cows, 7 horses, and a handful of chickens (it was dark, he stumbled into a chicken coop, long story.) He gave himself the name Sir Gallant after he charged into an army barracks and killed for four hours and growing bored he walking out. He knighted himself as he walked out claiming it an act of bravery.

	AP	HP		
Scarecrow- The slightly bored, very insane scarecrow	+10	30		
Breaking the Flock	Cost 5	Range Melee	Hit Melee	Type Offensive
Scarecrow deals d6 damage for every enemy within three squares				
The Burlap Grin	Cost 5	Range 2	Hit N/A	Type Offensive
All opposing characters attempting to move out of a square within 2 of Scarecrow must pay double action points				
A Literal Strawman	Cost N/A	Range N/A		Type Trait
Scarecrow absorbs 1d6 damage less from every ability directed at him or that he uses Diligent Guardian on.				

Diligent Guardian.	Cost 5	Range 2	Hit N/A	Type Defensive
Scarecrow takes half the damage directed at an ally.				

Scarecrow spent the first ten years of his life nailed to a board stuck in the ground. Given life by a warlock who thought a scarecrow that moved would scare away more birds than the non-living counterpart. The boredom drove Scarecrow a bit mad and he would entertain himself by figuring out interesting ways to lure birds to him so he could kill them. After ten years of killing birds and a couple stay people who wandered into the field and within arm's reach, Scarecrow free himself and the surrounding land will never be the same or have the same number of birds.