

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				

	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				

	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 Melee	Type Offensive or defensive
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 That shirt, outdated.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 N/A	Hit N/A	Type Offensive
Move target up to 5 space so that he is in melee range of Wore and turn him so he is facing wore.				