

Healer:

	AP	HP		
Prophecy – Master of Fate	0	25		
Shield of Forbearance	Cost 5	Range 5	Hit N/A	Type Defensive
Ally absorbs 3d6 damage until end of turn. May be declared after enemy attack, but before damage is dealt.				
Sins of the Future Fathers	Cost 5	Range 5	Hit N/A	Type Offensive or Defensive
Remove the number of action points from the enemy's pool equal to the targets action pool generation, may only be used once per turn				
Saw it coming	Cost 5	Range 5	Hit N/A	Type Defensive
Ally may only be stuck on a 6 until end of turn.				

	AP	HP		
Shambles – The Ghoul seamster of healing	+10	25		
You don't need it now, but I'll use it later	Cost 5	Range Melee	Hit N/A	Type Offensive
Heal 1d6 and gain extra bits				
Sewing Needle	Cost 5	Range Melee	Hit N/A	Type Offensive
Heal target for 1d6 + 2d6 if extra bits is consumed				
Just let me use this bit	Cost 5	Range Melee	Hit Melee	Type Offensive
Shambles deals 1d6 and gains extra Bits (next sewing needle heals for an extra 2d6)				
Distracting body parts	Cost 5 and Extra Bits.	Range 5	Hit N/A	Type Defensive
Opponent's ability misses.				
Gather Supplies	Cost 0	Range Melee	Hit N/A	Type Offensive
Once per corpse shambles may gain extra bits				

	AP	HP		
Travisty- Head Botanist	+10	25		
Regrowth	Cost 5	Range 5	Hit N/A	Type Offensive
Heal 1d6 to a friendly target				
Wall of Thorny Flowers	Cost 5	Range 5		Type Offensive

Create three Objects that block line of sight, have 3 HP each				
Seed of Madness	Cost 5	Range Melee	Hit N/A	Type Defensive
When struck by a melee attack move the attacker move up to 5 squares back				