

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.				
Foresee Cure	Cost 5	Range Melee	Hit N/A	Type Offensive
Heal 2d6				
Sins of the Future Fathers	Cost 5	Range 5	Hit N/A	Type Offensive
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.				

Prophecy had a horrible childhood. He foresaw every horrible thing that was going to happen yet he almost always couldn't stop it from happening because no one listens to a five year old who claimed to see the future. After watching his father get killed in a barroom brawl, (which he was of course warned about) Prophecy, at age ten, got a cane, a big fake beard, and pretended to be sixty. It has worked and people have started listening.

	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				
Reknitting 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				

Shambles, formerly Ryan the shut in, lived a very dull life. He loved to sow and because of this fact never had a wife, child, or real career. After dying he was given unlife by a necromancer hoping to form an army. Considering almost his entire life was spent not living he had a great level of control in his new, but similar way of living. So instead of trying to conquer the world as the necromancer had planned Shambles went back to sowing

	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				

	AP	HP		
Gabe- Angel of Midday Tea	10	25		
Mysterious Ways	Cost 5	Range 5	Hit N/A	Type Offensive
Ally gains a stack of Mysterious Ways. Ally is healed for 3d6. When a character with Mysterious ways takes damage they lose the stacks, but take 1d6 more per stack				
We caught that bit in revision	Cost 5	Range 5	Hit N/A	Type Offensive
Target ally loses all stacks of Mysterious Ways				
Preach love so it's easier to commit violence.	Cost 5	Range 5	Hit N/A	Type Defensive
Target deals 1d6 less damage with every ability until end of turn.				