**Wallthechef**

Wallthechef is a tanky support hero. He can make soup with different effects to provide buffs and heals to the team.

**Stats**

Health: 30

Power: 2

**Ultimate: Soup Time**

Wallthechef cooks up the best soup! Add as many ingredients to the soup as you want. **Sip** and **Throw** **Soup** and triple all effects. Remove all but two ingredients from the soup.

**Soup**

In the deck there are 5 different ingredients. Each ingredient has both an ally and an enemy effect. When you play an ingredient you add it to your soup. Soup can have max 3 ingredient at a time.

To use the soup you need to play a card that either has **sip** or **Throw Soup** on it. Whenever you do this remove the ingredient that has been in the soups the longest.

**Sip**: Wallthechef lets one or more allies have a sip from the soup. Apply all effects of the ingredients in the soup to the given amount of allies.

**Throw Soup**: Wallthechef throws the soup onto the enemies. Apply all effects of the ingredients in the soup to the given amount of enemies.

If there are no ingredient in the soup, you can play any **Sip** or **Throw Soup** card to throw boiling water on one enemy dealing your power in damage.

**Cards**

|  |  |  |
| --- | --- | --- |
| Name | Effect(Ally) | (Enemy) |
| Taste Test | Each ally behind you has a **Sip**. Move to the **back**. | |
| Belly Flop | Jump to the front of the line dealing **2x Power** to the front enemy. If you are on the front instead deal **1x Power**. | |
| Soup Throw | Throw Soup onto all enemies. | |
| Big Gulp | take two **Sips**, remove all ingredient. | |
|  |  |  |
| Super Sweet Peper(Ingredient) | **+1 Power** | |
| Bluefin Shark(Ingredient) |  |  |
| Shiny Noodles(Ingredient) | Move up to 2 | **Root** enemy |
| Veggie Bomb(Ingredient) | Heal **1x Power** | -**1 Power** |
| Golden Snapper(Ingredient) | Play an extra card | **Stun** enemy |

**Ranger**

Ranger is a high damage support hero. They shoot arrows to interrupt the enemy or deal massive blows. Watch out for the tail as that is their most devastation weapon.

**Stats**

Health: 15

Power: 3

**Ultimate: All in one**

Put as many arrows into your quiver as you want. Combine all arrow from your quiver effect into one arrow. Shoot.

**Class Ability**

Ranger can **load** **arrows** into their **quiver**. Whenever Ranger plays an **arrow** card add it to the **quiver** or **shoot**.

If you use your turn to **load** an **arrow** to your **quiver** you can **load** a second **arrow** from your hand.

Their can be max 5 **arrows** in your **quiver**.

Unless damage is specified all arrows deal **1x power** to the target.

**Passive**

Whenever Ranger **kills** an enemy **load** one arrow.

**Cards**

|  |  |
| --- | --- |
| Name | Effect |
| Barrage | **Shoot** all arrows that are in your quiver. |
| Double shot | **Combine** the effects of two arrows from your quiver and shoot it. |
| Mark | One target enemy becomes **marked** for two turns. Whenever this enemy takes damage double it. |
| All might tail stab | Dash to the front dealing **4x Power**. |
| Dodge Roll! | Play this card when you would take damage. Roll 1d20 on a 11 or higher you take no damage. **Move** 2. |
| Smoke Bomb | Enemies can’t target you and your allies for one turn. |
| Interrupting | Target enemy’s action doesn’t happen. Play this card only before the effects of an enemy is apply. |
|  |  |
| Knockback Arrow | Target enemy moves back two spaces. |
| Unluck Arrow | Target enemy rolls with disadvantage for 1 turn. |
| Slaying Arrow | Deal power+1 to target enemy. If the target dies repeat this card. |
| Piercing Arrow | Hit 2 extra enemies. |
| Landmine Arrow | Shoot a trap underneath target enemy. If the enemy moves it doesn’t move and takes 2x Power damage instead. This arrow deals no damage. |
| Barbed Arrow | Target enemy can’t heal for 2 turns. |
| Holy Arrow | Target ally heals 1x Power |
|  |  |

Slime, Water, Fire, Shock, Grappling, Net, Barbed, Smoke, Poison, Buff, Heavy, Explosive, Dazzle, Sleep, Blinding, Acid, Ice, Rope