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| **Pendragon** - (Eva Wilson)  **PR: 2** |
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| HP: 7 Def: 15 Atk: +2 Speed: 5 |
| Role: Tank Range:1   * *Valkyrie Forward* - Charge forward (7 spaces) [1BP]   (replaces movement phase)   * *Beacon of Hope* - Enemies have disadvantage on allies within 1 spaces of hero for next turn. [2 BP]   + *Guardian’s Flight-* At start of activation, if ally is at 2 or less HP, can sacrifice movement and fly to the closest unobstructed space.   **Hero Power:** *Conquer the Army -*  Deal damage upon an area 2 units around hero equal to number of enemies. [5BP] |

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| **Scabbard of Excalibur -**  At the end of activation may pay 1BP and heal 1HP to hero  Pendragon | **Banner of Heroes -**  The areas covered by *Beacon of Hope* and *Conquer the Army* are increased by 1.  Pendragon |

Beelzebub: PR: 6 HP: 9, Def: 13, Atk +4, Speed: 0 , Range: 5

controls area of 3x3, any enemy that enters area takes 1 dmg and cannot use skills (includes passives) inside the area.

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| **Killer** - (Armina Klein) **PR: 3** |
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| HP: 6 Def:12 Atk: -1 Speed: 6 |
| Role: Offense Range:1   * *Drain the Blood* - raise atk or def by X for this turn by sacrificing X hp. [1BP] * *Blood Slash -* next attack does damage to the 3 spaces in front of her. (roll separately for each target) [2BP]   + *Devour the Soul -* when she kills an enemy hero gain 1 HP.   **Hero Power:** *Beelzebub -* transform into a demon *(*flip to other side), transformation lasts 1 turn + one additional turn for each kill. [7BP] |

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| **Sacrificial Dagger -**  *Drain the Blood* now increases the desired stat by 2.  Killer | **Devil’s Contract -**  After each death, upon resummon can sacrifice 1 hp and increase PR by 1. (resets on death)  Killer |

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| **Lilly Nilsson PR: 1** |
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| HP: 5 Def:12 Atk: +2 Speed: 5 |
| Role: Support Range:3   * *Rewind -{s}* return target to position it had last turn (replace attack phase) [2BP] * *Return -{s}* return target's hp to what it was last turn. (replace attack phase) [1BP]   + *Blink -* Hero is unaffected by rough terrain. (unless they are on the space they are on)   **Hero Power :** *Fast Forward -* increase the speed of every ally within 3 spaces by 2 until the end of your next turn [6BP] |

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| **Void Orb -**  *Blink* now allows for movement past and on top of walls. It costs two extra movement to go up and down walls.  Lilly |  |

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| **Archer** - (Hugo Dubois) **PR: 2** |
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| HP: 5 Def:11 Atk: +3 Speed: 6 |
| Role: Defense Range: 5  (disadvantage when target within 1)   * *Headshot:* On next hit roll d20 if higher than 10 deal double damage. [2BP] * *Bramble Patch:* choose a spot within range within 1 space of point is rough terrain for enemies (replace attack phase) [1BP]   + *Sniper’s Perch:* able to move onto obstacles and shoot at targets as if normal (cost 1 speed to get up and down)   **Hero Power:** *Mark the Dead Man -* Next attack (from any source) on chosen target auto-hits and on a roll of 17+ does double damage. (this attack can not be stopped) [5BP] |

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| **Arcane Scope -**  Range increased by 1, can spend 1BP and give Archer advantage on next attack.  Archer | **Double the Death Toll -** |

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| **Alastair MacCalman PR: 3** |
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| HP: 8 Def:16 Atk: +0 Speed: 4 |
| Role: Tank Range:1   * *Face to Face*: pull target within 4 spaces to space in front of you [1BP] * *War Cry:* enemies within a 3x2 block in front of him have disadvantage on attacks against him until his next turn. [2BP]   + *Zone Control:* Treat the 2 spaces to his left and right as a shield, any allies attacked through the spaces gain +3 to Def   **Hero Power:** *The Wall Never Falls-*  Upon death Zone Control remains active on this position until he returns to it (until he returns to that position Zone Control is inactive, he gains +1 speed, upon returning to spot increase Def by 1 and return speed to normal) [3BP] |

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| **Horned Helmet -**  *Face to Face* now has a chance to deal damage. Roll d20, on roll of 10+ target takes 1 dmg.  Alastair | **Twin Chains-** |

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| **Jiho Dahn PR: 2** |
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| HP: 4 Def:12 Atk: +3 Speed: 5 |
| Role: Defense Range:1   * *Barrier of Calm:* add +2 to target Def within 3 spaces for one round (replaces attack phase) [1BP] * *Peace for the Weary:* heal 1 HP at start of target’s turn, for X turns to target within 5 spaces caps at 4 [XBP]   + *Mind over Matter:* can pass through walls   **Hero Power:** *Remember the Dead-*  Instantly resurrect one dead hero in an space within 5 spaces, the hero’s turn will instantly be after, hero fades and must be re summoned afterwards. [5BP] |

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| **Way of the River -** | **Way of the Mountain -**  As a reaction, once attack roll is determined, can pay XBP and add X to current Def until end of round.  Jiho |

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| **Streaker** - (Tony Romano) |
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| HP: 4 Def: 11 Atk: +2 Speed: 4 |
| Role: Offense Phase: Mid Range: 1   * *Without a Stitch:* * *Pain and Pleasure:* * *Perfect Body:* Until his next turn Witness Me also increases Atk [2 BP]   + *Witness Me:* For each hero within 3 spaces increase def by 1.   **Hero Power:** *Au Naturel:*  **Cond:** |

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| **Carla Calderon PR: 1** |
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| HP: 4 Def: 12 Atk: +1 Speed: 5 |
| Role: Support Range: 3   * *Song of Healing:* All allies within two spaces heal 1 hp. [2BP] (replace attack phase) * *Vocal Distortion:* during target’s move action they can only move in one direction determined by 1d4. [1BP] (1 = up, 2 = left, 3 = down, 4 = right)   + *Inner Song:* Heal 1 HP to self every other turn.   **Hero Power:** *Song of Power -* All allies within 4 spaces gain a +3 to atk and a +1 to PR for the next turn. [6BP] |

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| **A Song for You -**  Fully heal an ally within 1 space of her. [3BP]  Carla |  |

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| **Jack Martin PR:2** |
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| HP: 6 Def: 14 Atk: +2 Speed: 6 |
| Role: Defense Range: 4   * *Arctic Cliff:* create wall within 5 spaces, lasts two turns. [1BP] * *Frostbite:* next attack that hits also freezes the target until the end of their next turn. [2 BP]   + *Chill in the Air:* Enemies within one space of him have speed reduced by 1.   **Hero Power:** *Zeroth Hour:* For the next two turns, Frostbite costs 0BP and Def increased by 2. [5 BP] |

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| **Blizzard -**  Enemies within the range of *Chill in the Air* have a chance to be frozen. (roll d20 on 15 or higher target is frozen).  Jack |  |

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| **Pashakushka** - (Amber Sokolov) **PR:3** |
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| HP: 5 Def: 13 Atk: +0 Speed: 5 |
| Role: Offense Phase: Mid Range: 2   * *Explosion:* Target and all enemies within 3 spaces take 2 damage [3BP] (replace attack phase) * *Ignition:* next attack has range 5 and can deal damage to enemies on either side of target. [1BP]   + *Immolate:* All direct attacks have a chance to burn an enemy, on roll of 12 or higher enemy is burnt   **Hero Power:** *Blaze of the Phoenix:* Upon death, deal damage equal to PR on all enemies within range 2 [6 BP] |

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| **Heat Surge:**  All enemies within 1 space at the end of the round take 1 damage if they fail a roll of 15+.  Pashakushka | **Rise from the Ashes -**  *Blaze of the Phoenix* range is increased to 3 and revive with 1 hp after activation if any enemy is killed*.*  Pashakushka |

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| **Yossele PR: 2** |
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| HP: 7 Def: 16 Atk: +1 Speed:3 |
| Role: Tank Range: 2   * *Aegis Reflect:* as reaction when hit can roll d20, on 10-17 take no damage, on 18-20 reflect damage back in straight line (replace attack phase, range 4) [1BP] * *Body of Earth:* Heal 2 hp to self (replaces move action) [2BP]   + *Earth Shifter:* Can replace attack action to move one wall next to her in any direction around her.   **Hero Power:** *The Guardian Rises:* For the next two turns she controls an area of 2x2, for duration ignore walls and terrain, PR increased by 2. [7SP] |

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| **Invisible Sentinel -**  Yossele becomes untargetable for the remainder of the round, but is also unable to attack. [3BP] (she is still affected by area effects)  Yossele |  |

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| **N.R.K. - No Rulez Kid** |
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| HP: Def: Atk: + Speed: |
| Role: Offense Phase: Range:  **Hero Power:**  **Cond:** |

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| **RadioFreak (tv head)** |
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| HP: Def: Atk: + Speed: |
| Role: Support Phase: Range:   * Playback - return taken damage at target in range   **Hero Power:**  **Cond:** |

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| **#5** |
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| HP: Def: Atk: + Speed: |
| Role:Offense Phase: Range:   * Theft   **Hero Power:** I want it all  **Cond:** |

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| **Tom Tildrum** |
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| HP: Def: Atk: + Speed: |
| Role: Tank Phase: Range:  **Hero Power:** King O’ The Cats  **Cond:** |

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