**Character A**

Ability 1: Rolling Pin Smash

Description: Execute a single target smash in one direction, dealing blunt damage.

Cooldown: None

Ability 2: Tray Bash

Description: Bash the shield tray in one direction, dealing blunt damage in a 1x2 area in the chosen direction.

Cooldown: 1 Turn

Ability 3: Chef’s Orders

Description: Shout to increase the character’s defense for 2 turns while making enemies within 4 tiles attack the character.

Cooldown: 3 Turns

**Character B**

Ability 1: Batonnet Chop

Description: Perform a chop on a single target in one direction, dealing cutting damage.

Cooldown: None

Ability 2: Mincing Slashes

Description: Execute a flurry of slashes in one direction, dealing cutting damage in a 3x3 area in the chosen direction.

Cooldown: 1 Turn

Ability 3: Studding Stab

Description: Stab forward in one direction, dealing cutting damage in a 1x5 area in the chosen direction.

Cooldown: 2 Turns