

Knight Balanced melee combatant. Close combat, protecting allies, controlling positioning.						Assassin Agile fighter. Mobility, eliminating priority targets and opportunistic strikes.						Mage Caster. Ranged attacks, area control and devastating magical damage.						Barbarian Savage warrior. Aggressive combat, growing damage as it takes Wounds.					
VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF	
2	2	0	3	1		1	3	0	1	1		1	0	3	1	3		2	2	0	2	1	
MOVE 2 AP / 2 / 2						MOVE 1 AP / 3 / 2						MOVE 2 AP / 1 / 1						MOVE 1 AP / 2 / 2					
Heroic Strike 1 AP Normal Attack. Knockback 2 if it deals a Wound.						Dagger Throw 2 AP Multi-Use 2. Light Attack, Range 4.						Fireball 2 AP Light Special Attack, Range 5.						Savage Fury 3 AP Normal Attack. +1 Combat Result per Wound you have.					
Wide Strike 2 AP Light Attack against all adjacent enemies.						Shadow Step 1 AP or 1 HEX Reaction. Move up to 2 spaces, through blocked areas.						Blizzard 3 AP Enemies within 5 spaces cannot move until end of next turn.						Whirlwind Strike 4 AP or 3 HEX Light Attack all adjacent. +1 Combat Result per Wound.					
Defend Ally 1 HEX Reaction. Become the target of an attack declared on an adjacent ally.						Execution 4 HEX Attack on a Wounded enemy. If it hits, cause Death.						Thunder 6 HEX Make a Special Attack. If it hits, cause Death. Range 4.						Last Massacre 5 HEX Heavy Attack. Take 1 Wound. +1 die and +1 Combat Result per Wound (max 5 dice).					
Gunslinger Shooter. Ranged attacks, precision and rapid elimination of targets.						Ranger Scout. Mobility, positioning and ranged attacks.						Cleric Support. Healing, sustaining the team and divine magic.						Samurai Duelist. Precision, positioning control and lethal strikes.					
VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF		VIT	ATK	SP ATK	DEF	SP DEF	
1	1	0	2	1		1	2	0	2	1		1	0	2	1	3		2	2	0	2	2	
MOVE 1 AP / 2 / 2						MOVE 1 AP / 3 / 1						MOVE 2 AP / 2 / 1						MOVE 1 AP / 2 / 2					
Quick Shot 0 AP Must be first action. Light Attack, Range 4.						Precise Shot 1 AP Light Attack, Range 5.						Holy Light 1 AP Light Special Attack, Range 4.						Quick Draw 1 AP Multi-Use 2. Light Attack.					
Weak Spot 2 AP Light Attack, Range 4 vs. target with at least 1 Wound.						Reposition 1 AP Extra Movement action (ignores Max).						Heal 2 AP Remove 1 Wound from one ally. Range 4.						Kusarigama 3 AP Pull it to a space adjacent to the Samurai. Range 3.					
Hail of Bullets 6 HEX Normal Area Attack, Range 5.						Piercing Arrow 2 HEX Choose an enemy within Range 5. It has Defense -1 until end of turn.						Divine Judgment 5 HEX Light Special Area Attack, Range 3.						Kiri-ai 7 HEX Reaction. Attack. If it hits, cause opponent's Death. Otherwise, cause your own Death.					

Paladin					Trickster				
Holy warrior. Protection, healing and sacrifice.					Manipulator. Altering probabilities, disrupting opponents and manipulating resources.				
VIT	ATK	SP ATK	DEF	SP DEF	VIT	ATK	SP ATK	DEF	SP DEF
2	0	2	3	3	2	0	2	1	3
MOVE 2 AP / 2 / 1					MOVE 1 AP / 2 / 2				
Consecrated Strike				1 AP	Sudden Misfortune				1 AP
Light Special Attack.					Light Special Attack. Swap your result with opponent's.				
Lay on Hands				3 AP	Steal Fate				3 AP
Remove 1 Wound from an adjacent ally.					Light Special Attack. Target loses 1 HEX, you gain 1 HEX.				
Divine Martyrdom				6 HEX	Lucky Roll				1 HEX
Reaction. Defeat self. Remove all Wounds from allies, grant Focus.					Reroll your Fate Die for 1 HEX instead of 3.				