Szeth, A	Cost 10				
Actions	Movement	Attack	Defense	Health	Investiture
2	4	 6/0	3/6	5	12
Equiptment a	and Traits				
 Inhance :	Speed: Gain 2 Mo	vement, or jump	your full Moveme	ent	
ĭ∷ĭInhand	ce Stregth: Gain +	1/0 Attack and	be able to move ch	naracters and m	ove obsticles up to 4
	movement or	resist being mo	ved		
ĭXInhand	ce Healing: Regain	n 1 Health			
■)≍()≍ ("Fly	": Move up to 10	movement ingo	ring any obsticles.		
	nissile: Force a rar	nged attack to r	eroll		
■)≍()≍(Las	h Up: Tarfet chara	cter gains one f	ree action and the	n takes 5d6 fall	damage.
_					
_					
_					

					Cost
Kaladin	, Soldier				4
Actions	Movement	Attack	Defense	Health	Investiture
2	5	\ 2/0	4/3	6	4
Equiptment a	and Traits				
≍ Inhance :	Speed: Gain 2 Mo	vement, or jum	p your full Moveme	ent	
 (Inhand	ce Stregth: Gain +	1/0 Attack and	be able to move c	naracters and m	ove obsticles up
	movement or	resist being me	oved		
XX (Inhand	ce Healing: Regain	n 1 Health			
Protector: I	f an attack against	an ally has bee	en declared and Ka	aladin hasn't bee	en activated, he n
	be activated in	n an attempt to	stop the attack.		
Medic: S	pend an action to h	eal an ally tha	t is next to Kaladin	by one health.	

Dalinar,	Cost 12				
Actions	Movement	Attack	Defense	Health	Investiture
2	6	 6/0	6/6	6	-
Equiptment a	and Traits				
Bloodlust: /	After defeating an o	pponent gain +:	1/0 Attack until an	activation goes l	by without
	attacking ano	ther character.			
Super Stren	ngth: Be able to me	ove characters	or obstacles up to	4 movement or	resist being move

٦.	- N a la 14 :	hlin [Dislat	.7			Cost		
Ja	Jasnah Kohlin [Ruler]							
Act	ions	Movement	Attack	Defense	Health	Investiture		
2		4	1/0	2/2	4	12		
Equ	uiptment and	Traits						
\rightarrow	⟨ SoulCas	sting: Eliminate a	target character,	X = double the p	oint value of targe	et.		
χα	nhance Spe	ed: Gain 2 Move	ment, or jump you	ır full Movement				
⊃≍c	 Inhance S	tregth: Gain +1/0	O Attack and be a	ble to move char	acters and move	obsticles up to 4		
		movement or res	sist being moved					
⊃≍c	XXInhance Healing: Regain 1 Health							

Eshoni	Cost 1				
Actions	Movement	Attack	Defense	Health	Investiture
2	6	0 6/0	6/6	5	-
Equiptment a	and Traits				
Super Strer	ngth: Be able to mo	ove characters	or obstacles up to	4 movement or	resist being moved
Rhythm of \	Vengance: gain an	extra victory p	oint for killing a ch	naracter with Dis	respect

Kaladin	, Brigeman				Cost
	5				
Actions	Movement	Attack	Defense	Health	Investiture
2	5	- 2/0	4/3	6	8
Equiptment	and Traits				
XInhance	Speed: Gain 2 Mo	vement, or jum	p your full Moveme	ent	
ĭĭXInhan	ce Stregth: Gain +	1/0 Attack and	be able to move c	haracters and m	ove obsticles up to
	movement or	resist being mo	oved		
 (Inhand	ce Healing: Regain	n 1 Health			
Protector: I	f an attack against	an ally has bee	en declared and Ka	aladin hasn't bee	n activated, he ma
	be activated i	n an attempt to	stop the attack.		
Medic: S	pend an action to h	neal an ally that	is next to Kaladin	by one health.	
Disrespect:	Activates the "Rhy	thm of Vengan	ce" trait for Listene	ers	

Torol Sedeas [Ruler]						
Actions	Movement	Attack	Defense	Health	Investiture	
2	6	3/5	6/6	4	-	
Equiptment	and Traits					
Bloodlust:	After defeating an o	oponent gain +	1/0 Attack until an	activation goes l	by without	
	attacking ano	ther character.				
Super Strer	ngth: Be able to me	ove characters	or obstacles up to	4 movement or	resist being move	

					Cost
Teft					2
Actions	Movement	Attack	Defense	Health	Investiture
2	5	2/0	3/3	5	=
Equiptment	and Traits				
Disrespect:	: Activates the "Rhy	thm of Vengar	nce" trait for Parsh	endi	