

Szeth, Assassin in White					Cost
Actions	Movement	Attack	Defense	Health	Investiture
2	4	◆ 6/0	3/6	5	12
Equipment and Traits					
<p>☒ Inhance Speed: Gain 2 Movement, or jump your full Movement</p> <p>☒☒ Inhance Strength: Gain +1/0 Attack and be able to move characters and move obstacles up to 4 movement or resist being moved</p> <p>☒☒☒ Inhance Healing: Regain 1 Health</p> <p>➡☒☒☒ "Fly": Move up to 10 movement ingoring any obstacles.</p> <p>☒ Deflect missile: Force a ranged attack to reroll</p> <p>➡☒☒☒ Lash Up: Tarfet character gains one free action and then takes 5d6 fall damage.</p>					

[illegible]

Kaladin, Soldier					Cost
Actions	Movement	Attack	Defense	Health	Investiture
2	5	◆ 2/0	4/3	6	4
Equipment and Traits					
<p>⚔️ Inhance Speed: Gain 2 Movement, or jump your full Movement</p> <p>⚔️⚔️ Inhance Strength: Gain +1/0 Attack and be able to move characters and move obstacles up to 4 movement or resist being moved</p> <p>⚔️⚔️ Inhance Healing: Regain 1 Health</p> <p>Protector: If an attack against an ally has been declared and Kaladin hasn't been activated, he may be activated in an attempt to stop the attack.</p> <p>👉 Medic: Spend an action to heal an ally that is next to Kaladin by one health.</p>					

[illegible]

