Vin, Mistborn in training [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🔶2/0	3/3	5	12

Equiptment and Traits

💢**Inhance Speed:** Gain 2 Movement, or jump your full Movement
💢💢**Inhance Stregth:** Gain +1/0 Attack and be able to move characters and move obsticles up to 4 movement or resist being moved
💢💢**Inhance Healing:** Regain 1 Health
💢**Tin Eye:** Reroll an Attack and ignore enviremental effects
➡️💢**Sooth:** Cause a target charactert's next Attack to go down by one dice type.
➡️💢**Riot:** Cause a target's next Attack to go up by one dice type
➡️💢**Coin Shoot:** Ranged 2
➡️💢💢**"Fly":** Move up to 10 movement ingoring any obsticles.
💢**Deflect Metal:** Force an attack to be rerolled
💢**Lurcher:** As a reaction Cause a ranged attack target you instead
💢💢**Seeker:** Cancel the effects of a Copper Cload, and force the other player to reveal allomancers
💢💢**Copper Cload:** After revealing, but before set up you may swap in or out allomancers.
💢💢💢**Atium:** +4/+4 Defense and +1 Attack until the start of this character's next activation
Obsidian Weapon: weapon doesn't contain metal

Ham [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	3/2	6	6

Equiptment and Traits

💢**Inhance Speed:** Gain 2 Movement, or jump your full Movement
💢💢**Inhance Stregth:** Gain +1/0 Attack and be able to move characters and move obsticles up to 4 movement or resist being moved
💢💢**Inhance Healing:** Regain 1 Health

Kelsier [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🔶2/0	4/3	6	16

Equiptment and Traits

💢**Inhance Speed:** Gain 2 Movement, or jump your full Movement
💢💢**Inhance Stregth:** Gain +1/0 Attack and be able to move characters and move obsticles up to 4 movement or resist being moved
💢💢**Inhance Healing:** Regain 1 Health
💢**Tin Eye:** Reroll an Attack and ignore enviremental effects
➡️💢**Sooth:** Cause a target charactert's next Attack to go down by one dice type.
➡️💢**Riot:** Cause a target's next Attack to go up by one dice type
➡️💢**Coin Shoot:** Ranged 2
➡️💢💢**"Fly":** Move up to 10 movement ingoring any obsticles.
💢**Deflect Metal:** Force an attack to be rerolled
💢**Lurcher:** As a reaction Cause a ranged attack target you instead
💢💢**Seeker:** Cancel the effects of a Copper Cload, and force the other player to reveal allomancers
💢💢**Copper Cload:** After revealing, but before set up you may swap in or out allomancers.
💢💢💢**Atium:** +4/+4 Defense and +1 Attack until the start of this character's next activation
Rebel: After rolling a 6+ to attack a noble or other ruler add an extra hit.
Obsidian Weapon: weapon doesn't contain metal

Marsh [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦1/0	3/3	5	2

Equiptment and Traits

💢💢**Seeker:** Cancel the effects of a Copper Cload, and force the other player to reveal allomancers before you reveal.

Breeze [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦1/0	3/3	5	6

Equiptment and Traits

➡️💢**Sooth:** Cause a target charactert's next Attack to go down by one dice type.

➡️💢💢💢**Mass Sooth**: Cause the all enemies' next Atttack to go down by one dice type.

Dockson

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	2/2	5	-

Equiptment and Traits

Spook [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	3/3	5	6

Equiptment and Traits

💢**Tin Eye:** Reroll an Attack and ignore enviremental effects

Unnoticed: if targeted by an attack you may force them to target another of your characters

Clubs [Allomancer]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	3/3	5	2

Equiptment and Traits

💢💢**Copper Cload:** After revealing, but before set up you may swap in or out allomancers.

➡️**Command:** Give one fo your actions to another character on your team.

Yeden

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	4/4	5	-

Equiptment and Traits

Rebel: After rolling a 6+ to attack a noble or other ruler add an extra hit.

➡️**Command:** Give one fo your actions to another character on your team.

Bendal [Hemalurgic Construct]

Actions	Movement	Attack	Defense	Health	Investiture
2	4	🟦2/0	3/3	5	18

Equiptment and Traits

💢**Inhance Speed:** Gain 2 Movement, or jump your full Movement

💢💢**Inhance Stregth:** Gain +1/0 Attack and be able to move characters and move obsticles up to 4 movement or resist being moved

💢💢**Inhance Healing:** Regain 1 Health

💢**Tin Eye:** Reroll an Attack and ignore enviremental effects

➡️💢**Sooth:** Cause a target charactert's next Attack to go down by one dice type.

➡️💢**Riot:** Cause a target's next Attack to go up by one dice type

➡️💢**Coin Shoot:** Ranged 2

➡️💢💢**"Fly":** Move up to 10 movement ingoring any obsticles.

💢**Deflect Metal:** Force an attack to be rerolled

💢**Lurcher:** As a reaction Cause a ranged attack target you instead

💢💢**Seeker:** Cancel the effects of a Copper Cload, and force the other player to reveal allomancers

💢💢**Copper Cload:** After revealing, but before set up you may swap in or out allomancers.

💢💢💢**Atium:** +4/+4 Defense and +1 Attack until the start of this character's next activation

Blood Maker: Reduce Health by 1 until the next time this character is activated then gain 2 Health

Obsidian Weapon: weapon doesn't contain metal

OreSeur [Kandra]

Actions	Movement	Attack	Defense	Health	Investiture
2	6	🟦2/0	2/2	11	-

Equiptment and Traits

Kandra Code: This character can not attack another character or be the VIP in an assaignaton

Regenarate: At the begining this character's activation regain 1 health

Impersonater: May reveal this character as any other, then reveal true chracter on set up

Lord Ruler [Allomancer, Ruler]

Actions	Movement	Attack	Defense	Health	Investiture
3	6	🟦1/0	4/4	6	24

Equiptment and Traits

💢💢💢**Atium:** +4/+4 Defense and +1 Attack until the start of this character's next activation

💢**Gold Compound:** Regain 1 Health

Blood Maker: Reduce Health by 1 until the next time this character is activated then gain 2 Health

💢**Pewter Compound:** Gain +1/0 Attack.

💢**Tin Eye:** Reroll an Attack and ignore enviremental effects

💢**Electrum Compound:** Ignore the effects of soothing and rioting

➡️💢**Sooth:** Cause a target charactert's next Attack to go down by one dice type.

➡️💢**Riot:** Cause a target's next Attack to go up by one dice type

➡️💢**Coin Shoot:** Ranged 2

➡️💢💢**"Fly":** Move up to 10 movement ingoring any obsticles.

💢**Lurcher:** As a reaction Cause a ranged attack target you instead

💢**Deflect Missile:** Force a ranged attack to reroll

Skimmer: Do not take fall damage, gain the jump ability and can not be pushed

💢💢**Seeker:** Cancel the effects of a Copper Cload, and force the other player to reveal allomancers

X💢**Duraliium:** Double the effect of an allomantic ability. X = 2*Investiture cost