Actions	Movement	Attack	Defense	Health	Investiture
2 4	 2/0	3/3	5	12	
Equiptment	and Traits				
X Inhance	Speed: Gain 2 Mo	vement, or jum	p your full Moveme	ent	
XXXInhan	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		
)X)X(Inhan	ce Healing: Regain	n 1 Health			
XTin Eye:	Reroll an Attack ar	nd ignore envire	emental effects		
➡XSooth	: Cause a target ch	naractert's next	Attack to go down	by one dice type	e.
⇒ <mark>)</mark> ≍(Riot: (Cause a target's ne	ext Attack to go	up by one dice typ	e	
➡)XCoin S	Shoot: Ranged 2				
	y": Move up to 10	movement ingo	oring any obsticles		
Content Market M	letal: Force an atta	ack to be rerolle	ed		
Curcher:	As a reaction Cau	se a ranged att	ack target you inst	ead	
)X)X(Seeke	r: Cancel the effec	ts of a Copper	Cload, and force th	ne other player to	o reveal allomancer
)X()X(Coppe	er Cload: After reve	ealing, but befo	re set up you may	swap in or out a	llomancers.
			until the start of th	ta ale ava ata da la a	

Kelsier [Allomance]			
Actions	Movement	Attack	Defense	Health	Investiture
2	4	 2/0	4/3	6	16
Equiptment a	nd Traits				
XInhance S	peed: Gain 2 Mov	ement, or jum	p your full Moveme	nt	
)X)XInhanc	e Stregth: Gain +:	1/0 Attack and	be able to move ch	naracters and m	ove obsticles up to 4
	movement or	resist being mo	oved		
)XXXInhanc	e Healing: Regain	1 Health			
💢 Tin Eye: F	eroll an Attack an	d ignore envire	mental effects		
■XSooth:	Cause a target ch	aractert's next	Attack to go down	by one dice typ	е.
Digital Contemporal Contempora	ause a target's ne	xt Attack to go	up by one dice type	9	
🔁 💢 Coin Sl	hoot: Ranged 2				
<mark>∋)≍()≍</mark> ("Fly'	": Move up to 10	movement ingo	oring any obsticles.		
💢 Deflect M	etal: Force an atta	ck to be rerolle	d		
XLurcher: /	As a reaction Caus	e a ranged att	ack target you inste	ead	
)X)XSeeker	: Cancel the effect	s of a Copper	Cload, and force th	e other player to	o reveal allomancers
Copper	r Cload: After reve	aling, but befo	re set up you may	swap in or out a	llomancers.
)XOXOX(Atiu	m: +4/+4 Defense	and +1 Attack	until the start of thi	s character's ne	ext activation
Rebel: After	rolling a 6+ to atta	ck a noble or o	ther ruler add an e	xtra hit.	
Obsidian We	eapon: weapon do	esn't contain n	netal		

Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	3/2	6	6
Equiptment	and Traits				
X Inhance	Speed: Gain 2 Mo	vement, or jum	p your full Moveme	ent	
) Inhan	ce Stregth: Gain +	1/0 Attack and	be able to move c	haracters and m	ove obsticles up
	movement or	resist being mo	oved		
XXX Inhan	ce Healing: Regain	n 1 Health			

	Marsh [All	lomancer]				
1	Actions	Movement	Attack	Defense	Health	Investiture
1	2	4	1/0	3/3	5	2
l	Equiptment and	Traits				
	∑O∑(Seeker : C	ancel the effects before you revea		d, and force the o	other player to rev	real allomancers

Breeze [Allomancer]						
Actions	Movement	Attack	Defense	Health	Investiture	
2	4	1/0	3/3	5	6	
Equiptment	and Traits					
→XSooth	: Cause a target ch	naractert's next	Attack to go dowr	n by one dice typ	e.	
	Mass Sooth: Caus	e the all enemi	es' next Atttack to	go down by one	dice type.	

Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	2/2	5	-
Equiptment	and Traits				

Spook [Al	lomancer]				
Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	3/3	5	6
Equiptment and	Traits				
💢 Tin Eye: Rer	oll an Attack and	ignore enviremer	ital effects		
Unnoticed: if ta	rgeted by an atta	ck you may force	them to target ar	other of your cha	racters

Clubs [A	Allomancer]				
Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	3/3	5	2
Equiptment a	and Traits				
	r Cload: After reve	ealing, but befo	re set up you may	swap in or out a	llomancers.
Comman	d: Give one fo you	r actions to and	other character on	your team.	

Yeden					
Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	4/4	5	-
Equiptment and	l Traits				
Rebel: After rol	ling a 6+ to attack	a noble or other	ruler add an extra	a hit.	
Command:	Give one fo your a	actions to anothe	r character on you	ur team.	

OreSeur [Kandra]				
Actions	Movement	Attack	Defense	Health	Investiture
2	6	2/0	2/2	11	-
Equiptment and	l Traits				
Kandra Code:	This character ca	n not attack anotl	her character or b	e the VIP in an a	ssaignaton
Regenarate: A	t the begining this	character's activ	ation regain 1 he	alth	
Impersonater:	May reveal this c	haracter as any o	ther, then reveal	true chracter on s	set up

Bendal	[Hemalurgio	c Constru	ct]		
Actions	Movement	Attack	Defense	Health	Investiture
2	4	2/0	3/3	5	18
Equiptment	and Traits				
XInhance :	Speed: Gain 2 Mo	vement, or jum	o your full Moveme	ent	
)X)XInhano	ce Stregth: Gain +	1/0 Attack and	be able to move cl	naracters and m	ove obsticles up to 4
	movement or	resist being mo	oved		
)) () (Inhand	:e Healing: Regair	n 1 Health			
💢 Tin Eye:	Reroll an Attack an	id ignore envire	mental effects		
➡XSooth	: Cause a target ch	naractert's next	Attack to go down	by one dice typ	e.
<mark>⇒)≍</mark> Riot: (Cause a target's ne	xt Attack to go	up by one dice typ	e	
🔁 💢 Coin S	Shoot: Ranged 2				
<mark>→)≍()≍(</mark> "Fly	": Move up to 10	movement ingo	oring any obsticles.		
💢 Deflect M	letal: Force an atta	ack to be rerolle	ed		
Curcher:	As a reaction Cau	se a ranged att	ack target you inst	ead	
)XXXXSeeke	r: Cancel the effec	ts of a Copper (Cload, and force th	e other player t	o reveal allomancers
) <mark>)()</mark> Coppe	er Cload: After reve	ealing, but befo	re set up you may	swap in or out a	allomancers.
) <u> </u>	um: +4/+4 Defense	and +1 Attack	until the start of th	is character's ne	ext activation
Blood Make	er: Reduce Health	by 1 until the ne	ext time this charac	ter is activated	then gain 2 Health
Obsidian W	'eapon: weapon do	oesn't contain n	netal		

Actions	Movement	Attack	Defense	Health	Investiture
3	6	1/0	4/4	6	24
Equiptment	and Traits				
) () (Atiu	um: +4/+4 Defense	and +1 Attack	until the start of th	is character's ne	ext activation
Gold Cor	npound: Regain 1	Health			
Blood Make	er: Reduce Health	by 1 until the ne	ext time this charac	cter is activated	then gain 2 Health
Cewter C	ompound: Gain +	1/0 Attack.			
🂢 Tin Eye:	Reroll an Attack ar	id ignore envire	emental effects		
X Electrum	Compound: Igno	re the effects o	f soothing and rioti	ng	
➡)XSooth	: Cause a target ch	naractert's next	Attack to go down	by one dice typ	э.
<mark>→</mark> ズRiot: (Cause a target's ne	xt Attack to go	up by one dice typ	e	
🖃 💢 Coin S	Shoot: Ranged 2				
<mark>→)≍́)</mark> ≍́("Fly	": Move up to 10	movement ingo	oring any obsticles		
Curcher:	As a reaction Cau	se a ranged att	ack target you inst	ead	
💢 Deflect N	lissile: Force a ra	nged attack to r	eroll		
Skimmer: D	o not take fall dam	age, gain the ju	ump ability and car	n not be pushed	
) () (Seeke	r: Cancel the effec	ts of a Copper	Cload, and force th	he other player to	o reveal allomance