

Shoto	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	/ 10 Stamina										
	<div><div>- Inspiring Presence - At the start of the modify dice step allies within 2 hexes may add an additional die or regain stamina equal to Shoto's current highest Form Level</div><div>- Burning Resolve - Once per game you may perform a Heroic stand with Shoto without spending a heroism.</div></div>											
Light / Fire	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	/ 5 Momentum										

[illegible]

[illegible]

Smokey, Bear Aug															/ 14 Stamina
			<p>- Friend of Nature - At the end of the modify action dice step if smokey is in dangerous terrain, he may remove that hex of terrain, and if he does he may add a double 5 to his action dice pool</p> <p>- Friend of a Friend - Allies that share affinity with Smokey while starting their turn in dangerous terrain may roll an additional die at the start of their modify action dice step.</p>												
Fire / Earth														/ 6 Momentum	