Shoto											/	10 Stamina
	allies w stamina - Burnii	vithin 2 a equa ng Res	hex al to solve	ces Sho	ma oto's Onc	y ad s cu se p	dd a irre er g	an a nt h gam	iddi igh ie y	tion est ou r	al c For may	ify dice step die or regain m Level / perform a heroism.
Light / Eiro	-											
Light / Fire											/	5 Momentum

Whale Mutant	/ 8 Stamina
	- Wisdom
	- We'll need that later - During the modify action die step of any fighter that shares affinity with whale mutant, you may choose an action die, then that fighter gains bonus stamina equal to that die's value and swap that action die with the wisdom die. The die swapped becomes the wisdom die.
Light / Water	/ 4 Momentum

Gator Aug													/	12	Stamina
	adj eitl ha	jace ner: ve d luta	ent e rota ne) nt F	enei ate wit	my I one th o	hero e of ne o	o, gathe one	ator dic of t	r mu e, o the	itar r sv dice	it m vap e (bi	ay pou	pay ur v ot l	/ 3 s visdo ooth	of an tamina to om die (if you) ce dice step
Earth / Water													/	6	Momentum

Tosho									/	8 Stamina
		anoth n and	ner (d ea	die ach	for o	eac figl	h ei nter	nem he	ny fi doe	ighter he doesn't es within 2 hexes
	damage deal ac									
Fire / Dark									/	3 Momentum

Franklin Stein											/ 10 Stamina			
		- Immune Shock - Ancient Frame - At the end of the modify action dice step												
		you must discard one die - Shocking Insight - When any action dice are discarded without being used during this heroes action, set it aside and it may be added to the pool of a fighter that shares affinity with this fighter at the start of the Modify Action Dice Step, until the end of this fighters next activation												
	withou it may with th													
Wind / Dark											/ 4 Momentum			

Smokey, Bear Aug														/ 14 Stamina
		- 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 - 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.												
Fire / Earth														/ 6 Momentum