

	<p>Toadsong: Passive, Fighter's within 3 hexes may swap one of their action dice with the wisdom die at the end of the modify action dice step.</p>	<p>Hop Kick: Action, Double - Select a fighter within value hexes. Place yourself within value hexes of that fighter. Gain 2 momentum. You may deal damage equal to your wisdom Die's count to that fighter</p>	<p>Warty Hide: Passive, Any damage this fighter takes and any hexes this fighter is thrown are reduced by half the value of the wisdom die (Rounded up) to a minimum of one. If you don't have a wisdom die instead reduce it by 1 (also to a minimum of one)</p>
	Level 1	Level 2	Level 3
	<p>Wisdom Slippy: Passive - if your wisdom die has count 3 or greater or value greater 4 or greater you can take the move action when adjacent to an enemy.</p>	<p>Healing Touch: Action, Single+ - Choose a fighter within value hexes, increase their momentum by half the count(rounded up) then they may heal stamina equal to the value of the wisdom die</p>	<p>Sticky Tongue: Action, Double+ - Choose a fighter within value hexes and line of sight. You can place them in the nearest adjacent hex and then you may deal damage to them equal to your</p>
Toad Form			

	Hopper's Song: Action, Single+ Choose count fighters within 4 hexes that share affinity with this fighter, they gain 1/2 value momentum rounded up	Hopper's Spirit: Passive, ally Fighters that start adjacent to this fighter or end a move action adjacent to this fighter gain 2 momentum	Hopper's Resolve: This fighter can perform Heroic Intervention without spending a Heroism.
	Level 1	Level 2	Level 3
	Hopper's Speed: Passive - When this fighter would move on their turn, they move an additional 1 hex	Hopper's Grace: Passive - This fighter can take the move action while adjacent to enemy fighters	Hopper's Kick: Action, Triple - The hex you are in becomes Dangerous Terrain [Earth] Place yourself within 5 hexes, deal 5 damage to an adjacent enemy
Grasshopper			

	Devour: Action, Double - replace an adjacent terrain hex with Dangerous Terrain [Dark]	Swarm's buzzing: Passive - whenever an enemy fighter starts a turn in Dangerous Terrain they must Discard one Die.	Disjoint Kick: Action, Triple+: Deal 2 damage to an adjacent fighter then Throw that fighter six hexes. Each Hex that fighter moves through becomes Dangerous Terrain [Dark]
	Level 1	Level 2	Level 3
	Swarm's hunger: Passive - When an enemy fighter within 3 hexes of this fighter, you may spend a heroism and have this fighter move 3 hexes toward that enemy. if this fighter ends adjacent deal 1 damage to that fighter.	Swarm Mentality: Passive - Whenever a friendly fighter Starts a move adjacent to this fighter, this fighter may move one hex and gain one momentum. Whenever a Friendly fighter that is adjacent to this fighter deals damage to an enemy this fighter also deals one damage to that target.	Suffer Unto Me: Passive - At the end of this fighter's modify action dice step you may set this fighter's stamina to 1, and discard all of their action dice. For each fighter whose stamina is below half it's maximum stamina, add a quad four to this fighters action pool.
Locust Form			

	<p>Tumbleweed: Action, Double - Place a storm marker within 4 hexes. It remains for 3 turns. At the start of each friendly turn you may move it 2 hexes. Hexes with a storm marker in them are treated as dangerous terrain [Wind and Dark].</p>	<p>Quickdraw: Passive - When a fighter would deal damage to you, you may spend up to three heroism to deal that much damage to that fighter. If this exhausts a fighter their turn ends immediately unless they spend a heroism to perform a heroic last stand.</p>	<p>Walk the Sands: Action, Single+ - Place yourself adjacent to a storm Marker</p>
	Level 1	Level 2	Level 3
	<p>Shootout: Action, Double - Choose a fighter within 4 hexes and deal 1/2 value (Rounded up) damage to them</p>	<p>Kneecap: Action, Triple - Choose a fighter within 4 hexes. Set their momentum to 0</p>	<p>Ricochet: Passive - When taking the shootout action, you can choose a fighter within 4 hexes of a storm marker or ally fighter that you have affinity with.</p>
Gunslinger Form			

	Level 1	Level 2	Level 3
	By my Side: In the modify action dice step of a friendly adjacent fighter they add a result of 1 to their action pool, and regain 1 stamina	Rev up: Action, Double: An ally fighter within value hexes gains count momentum.	We're Stronger Together: Passive, Adjacent allies cannot be thrown or damaged.
Knowing The lover			

	Level 1	Level 2	Level 3
	Coming Darkness: whenever an ally fighter with affinity discards an action die without using it, add a single 4 action die to that fighter's pool for you to use during their activation	Treason: Once per turn, you may discard an action die of value or count 4 to have an NPC within 6 hexes move 4 hexes and deal 4 damage to an adjacent enemy fighter.	Cast Judgement: Whenever an enemy fighter within 4 hexes attempts to use an action die of value or count 4, pay 4 stamina to cancel that action and discard that action die. This counts as spending the action die
Judging The Devil			

	Level 1	Level 2	Level 3
	<p>Wisdom</p> <p>Crashing Wave:</p> <p>Passive - Once per activation you may add the count of your wisdom die to any damage that you do, or the number of hexes you throw a model.</p>	<p>Flooding Stream:</p> <p>Action, Single+, place yourself in an unoccupied hex within the value of the wisdom die of your current position.</p>	<p>Turn fortune:</p> <p>Passive - At the end of your modify action dice step, you may replace your wisdom die with either a double 6, or a triple 1</p>
<p>Flowing The Wheel</p>			

	Level 1	Level 2	Level 3
	Stonewalk: Action, Double+ - Until the start of this fighters next activation, whenever this fighter would move or be thrown, they move or are thrown 2 less hexes (Min 1)	Earthshape: Action Double+ - Choose an adjacent terrain and place it value hexes from it's current location.	No, You Move: Action, Single+ - You take the Move basic action as though this action die was spent on it, but you may move through hexes occupied by enemy fighters, when you do so, throw them 2 hexes.
Standing The World			

	Level 1	Level 2	Level 3
	<p>Eye of the Storm: Action, Double+ - Place a Storm Marker in a hex within value range for Count turns.</p> <p>When a fighter without wind affinity moves through a space adjacent to the storm marker, that fighter loses 3 momentum.</p> <p>When a fighter starts their turn adjacent to the storm marker, you may rotate that fighter clockwise or counterclockwise around the storm marker.</p>	<p>Arc Lightning: Action, Triple - Target fighter within 2 hexes of a wind affinity fighter becomes shocked.</p>	<p>Rolling Thunder: Action, Double+ - All enemy fighters within Count Hexes of target Wind affinity fighter take 4 damage. If the value of this was a 6 then the targeted fighter gains shocked.</p>
Whirling The Magician			

	Level 1	Level 2	Level 3
	Burning Strikes: Passive - Whenever this fighter does damage, they do 2 extra damage.	Inferno Kingdom: Passive - The adjacent hexes to this model are Dangerous Terrain [Fire]	Royal Furnace: Action, Quad - Change all remaining action dice in this fighters pool to a quad 6
Burning The Emperor			