



SORCERER

Frost Wave (-3 health affecting 2 players)
Frost Wave (-5 if there's only 1 player)
One arm

Fire Touch (-2 armor, -2 health)
Two arms

Heal (+3 health) if on self; Heal (+4 health) if on others, but can divy up in any way
head

Petrify (Disable for one Round)
Every other turn
Two arms

Arcane Shield (+4 armor for one Round)
Head

WARRIOR

Swing Blade (-2 health)
One Arm

Impale (-3 health)
Two Arms

Charge Stun (Disable for one Round)
Every other Round
Two Legs

Sever Arm (Lose Arm and -5 health)
One arm and one leg

Sever Leg (Lose Leg and -6 health)
One arm and one leg

ROGUE

Slash (-3 health)
One arm

Shoot arrow (-5 health)
Two arms

Shank (-6 health)
One arm and two legs

Slash Leg Artery (Lose leg, -8 health)
You must have no legs

Gouge Eyes (Damage head and -4 health)
One arm and two legs

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