

Magic Traits	Ability	Threshold	Hits	Range	Effects	Damage
Fire	Prominence burn	4+		3 Long	For each hit add a Cleansing burn token at the end of each combat phase make a Tenacity check each failed check take 3 damage	4
Water	Njords Fury	3+		4 Wide	This wide range attack is one hex perimeter wider than the usual wide range	5
Earth	Gaia Gigantic Giga Shatter	2+		1 Touch	An enemy that has taken damage from this move can now not move till the next combat phase	10
Plant	The Lifestream	4+		5 Touch	Every point of damage taken using this move can be added to either yourself or another friendly ally	3
Electric	Uberstrom	4+		3 Long	If the enemy is w	7
Air	Anti Oxygen Bomb	3+		8 Wide	Any enemy that received damage from this move and fails a toughness check can be moved up to 4 hexagons away from their current position aslong as there is nothing in the way	3
Robot Traits						
Robot Tail	Turborite Toxic Torpedo Beam	4+		15 Long	If you use this move without resting (using any other action between combat rounds) the threshold goes up by 1+ this is reset by resting	2

Robot Arms	Healing Hands			Touch	as an action roll a d6 and heal by as many points	
Double Up Traits						
4 Arms	Unrelenting Fist Tornado	3+		4 Touch	attack twice per turn	4
4 Ears	Already covered	N/A	N/A	N/A		
While Puffed Up	Puff Up!	N/A	N/A	Passive	if puffed up if any damage to be taken roll a d6 for each point of damage on a 6 take no damage	