

# AXEL

Start In  
City Gates



## Special Abilities

1. Begin game with one
2. Whenever you land on a COD you may gain your full complement of spells according to your current   
*(empty COD also counts)*
3. You do not take damage on Empty CODs

2 strength | 4 magic | 4 health | 4 fate



followers



objects

# ROXAS

Start In  
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## Special Abilities

1. The first time Roxas gets a keyblade he may pick another which he can dual wield.
2. If Roxas Posseses both Oathkeeper and Oblivion he gets plus 1 to a stat of his choice
3. On your turn Roxas can alchemise objects. Discard any objects for 1 or discard any magical objects for 2
4. Keyblades do not count towards your Object limit

2 strength | 4 magic | 4 health | 4 fate



followers



objects



