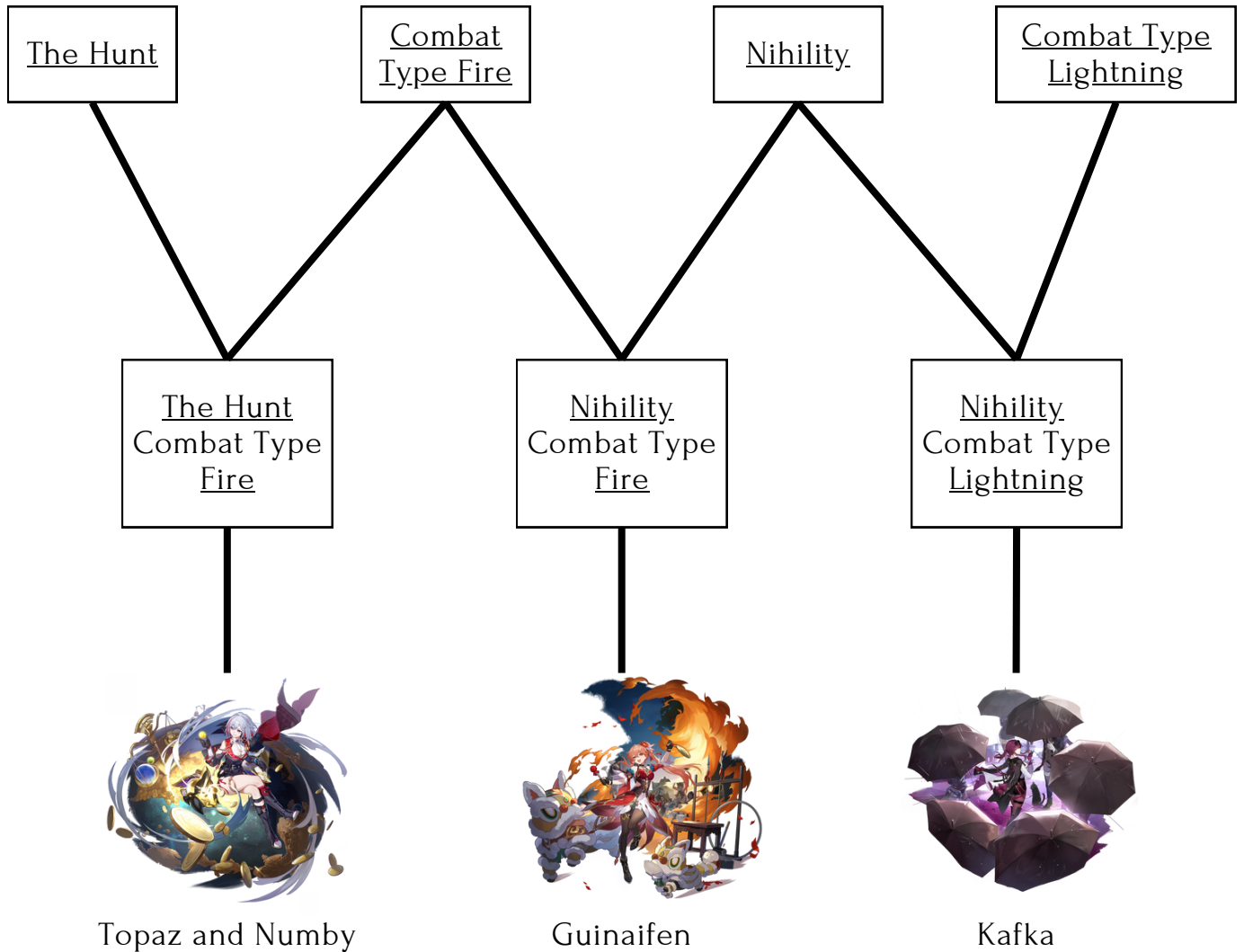


Interface Characters



The Hunt

Strikers are those that are able to deal massive sums of damage to a single target in a short amount of time.

Nihility

Applies debuffs to enemies to reduce their combat capacities.

Combat Type Fire

Fire – applies Burn to the enemy, which deals damage over time.

Combat Type Lightning

Lightning units can apply the Shock debuff, which deals Dot (damage over time) damage at the start of the affected character's turn