slime:

1000 HP

30 ATP

skills: none

imp:

1500 HP

50 ATP

skills: none

blood warrior:

2500 HP

100 ATP

skills:

-On hit the unit heals for it’s ATP.

-For every -200 HP the unit loses it gains 1 ATP.

orc:

4000 HP

120 ATP

skills:

-The unit takes 10% less damage from ATP.

-The unit has a 5% chance to doge an attack.

vampire:

3200 HP

100 ATP

10 AP

skills:

-The unit heals 3% + 1% for every 20 AP at the end of it’s strike.

-When the unit strikes an opponent it raises it’s AP by 6

trap chest:

10 HP

skills:

-If it is opened it will deal 40% of the player’s max health to the player.