# Caster DPS

Most of their damage comes from spell damage, they focus on slow or fast attacks but with great power and buffs to increase their damage output.

**Stance Aspect**: The caster DPS has two stances; RED and BLUE. Both has its own play style and it is possibly to switch between stances.

In a combat you’ll start with RED on if you didn’t used one yet. If you finished the last combat with a stance when you enter a new one that stance will be active.

RED STANCE: This is the slow stance. When you have this stance on the attacks will have a “cast time”. This stance is oriented to Burst damage and is very efficient versus single enemies but struggles with multiples enemies.

BLUE STANCE: This is the fast stance. When this stance is on the attacks will be “instant cast”. This stance is oriented to rough damage over time. Is efficient versus multiples enemies but struggles with a single target.

**Curse of Fire**: Deliver a curse to the enemy that burns his flesh with a power of 100 after his turn. This curse last 3 turns.

**BLUE EFFECT:** It can affect multiples enemies. Every time an enemy is hit by the effect of this ability this unit gains +1AP. This ability transforms into a BLUE spell if it is used with this stance

**RED EFFECT**: When hit this ability has another hit that do half of the damage dealt (Example: 50). This ability transforms into a RED spell if it is used with this stance.

**Blast**: Delivers a blast attack that deals unaspected damage with a power of 300.

**BLUE EFFECT:** When used in BLUE STANCE automatically change to RED STANCE and let this unit to instant cast one ability of choice (Except Kaz Flare) in the same turn. Cast time: Instant. The stance can’t be changed until the next turn. This ability remains unaspected.

**RED EFFECT:** If the enemy is affected by Spark the effect will stop when this ability hit that enemy making an explosion damaging the enemy with a power of 600 and adjacent enemies with a power of 300. Cast Time: 1 turn. This ability remains unaspected.

**Yellow Spark**: Deals yellow damage with a power of 100 with a chance of paralyze the enemy.

**Flare**: Deals red damage with a potency of 250.

> Additional effect: inflicts Spark.

> **SPARK**: Weakens this enemy making it take 20% more damage from non-melee attacks. This effect last for 3 turns.

**Rainbow**: Transforms one of the enemy weaknesses into another color.

**BLUE EFFECT**: Transforms one weakness to blue.

**RED EFFECT**: Transforms one weakness to red.

**Death Flare**: Delivers an attack with a power of 800. The aspect of this ability depends on the stance you’re on.

**BLUE EFFECT**: Hit all enemies within and grants Ultra-charged

> **ULTRA-CHARGED**: Let this unit use Kaz Flare in the next turn and change to Red Stance.

**RED EFFECT**: Cast time: 1 turn. The power of this spell increases by 1200 and inflicts Burns.

> **BURNS**: Burn the enemy at the final of his turn with a power of 300. This is red aspect

**BLAST RED EFFECT**: It only can be used if **Blue Effect** **Blast** was used before. Delivers a mortal blast with a power of 1500 to a single enemy and switch into Blue Stance granting Ultra-charged.

**Kaz Flare**: Can only be used if this unit is **Ultra-Charged**. Delivers a powerful hit, its effect and dmg depends of the stance this unit is on

**BLUE EFFECT**: Hit all enemies within with a power of 1200 and in the next turn every enemy that was hit explodes receiving damage with a power of 800. This ability color is Blue and it cast time is instant

**RED EFFECT**: Delivers a hit to a single foe, with a power of 2300. This ability color is Red and it cast time is 1 turn.