

# REALM WARS — Player Guide

## What is Realm Wars?

Realm Wars is a turn-based 4v4 team combat game. You command a team of 4 characters against an opposing team. Each character has unique abilities, stats, and stances that define how they fight. The last team standing wins.

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## The Basics

### Stats

Every character has 6 stats, randomly generated each game based on their class:

#### Stat What it does

**ATK** Scales physical damage dealt. Also determines crit chance.

**DEF** Reduces physical damage taken.

**INT** Scales magical damage dealt. Reduces magical damage taken.

**CON** Determines max HP.  $HP = 20 + (CON \times 4)$ .

**CHA** Increases chance of applying status effects (blind, freeze, stun, poison, etc).

**SPD** Determines who acts first each turn (initiative =  $2d8 + SPD$ ).

### Damage Types

There are 3 damage types. No weaknesses or resistances — damage type matters for which stat scales it:

- **Physical** — Scaled by ATK vs DEF
- **Magical** — Scaled by INT vs INT
- **Soul** — Flat damage, ignores stats entirely

### Damage Formula

$(\text{Fixed Base} + \text{Dice Roll}) \times (0.5 + 0.5 \times (2d6 + \text{Attacker Stat}) / (2d6 + \text{Defender Stat}))$

Every attack has a fixed base (consistent) plus dice (variance). The tooltip shows the standard deviation ( $\sigma$ ) so you know how swingy a move is.

### Crits

$d100 + \text{ATK} > 100 \rightarrow 1.5 \times \text{damage}$

A character with 15 ATK has a 15% crit chance. Crits apply to ALL damage types — even magical and soul. This gives ATK value to every character. You'll see a red screen flash and "CRIT!" when one lands.

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## Stances

When a character enters battle (or switches in), you pick one of two stances. This choice is **locked** until they switch out. Each stance gives:

1. **Stat boosts** (e.g. ATK+3, DEF+2)
2. **A passive ability** (e.g. stun on hit, regen per turn, lifesteal)

Choosing the right stance for the matchup is one of the most important decisions in the game.

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## Status Effects vs Buffs

**Status effects PERSIST through switches:** - ⚛ **Frozen** — 60% SPD reduction, 66% chance to skip your turn. Thaws when you take damage. 20% damage reduction while frozen. - 🎭 **Stun** — Halves SPD, ATK, INT, and CHA for 1 turn. You still act, just weaker. - 🔥 **Burn** — Takes 4% max HP per stack per turn. 50% chance to lose a stack each tick. - 💊 **Poison** — Takes 2 HP per stack per turn. Stacks never fall off naturally — only removed by abilities. - 👀 **Blind** — Each stack = 15% miss chance. Consumed on miss. - 💗 **Wound** — Each stack adds +2 damage to all attacks against you. - 🌟 **Curse** — 35% chance per stack per turn to transform into any random status (frozen, stun, blind+1, burn+1, poison+1, wound+1).

**Buffs/Effects CLEAR on switch-out:** - Death Lust (+4 soul damage) - Whittle (stacking ATK boost) - Swerve (dodge active) - Duelist (ATK on hit) - Switch Lock (Subdue pin)

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## Switching

You can switch your active character by clicking a teammate in the roster. But there's a cost: **the opponent gets a free attack** on your incoming character.

If both sides switch on the same turn, neither gets a free attack — it's a fair trade.

**Switch-in effects** (Flashy Arrival blind, Guerilla entry Battlerang, Overgrowth vines) trigger when you switch in — unless the opponent has the **Overwhelming** stance, which suppresses them.

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## The Characters

### 🛡 Sir Shining — Paladin

**Identity:** Tanky anchor with self-healing and blind pressure.

#### Ability      Type      Description

Radial Strike      Physical      Reliable damage + 40% blind chance

Heavenly Blow      Hybrid      Physical + Magical split damage

Healing Prayer      Heal      Heals 25% max HP + cures ALL statuses. Bypasses frozen.

**Stances:** - *Battlefield Star* — CHA+2. 25% blind chance on all attacks. - *Flashy Arrival* — DEF+2. Applies 2 blind stacks on switch-in.

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## Pit Dweller — Berserker

**Identity:** Aggressive brawler with stun pressure and self-buffing.

Ability	Type	Description
Tump Up	Physical	Double hit (2nd hit 1.5×, 30% miss chance)
Counter Throw	Physical	Halved initiative, +75% bonus if damaged this turn
Subdue	Physical	Pins opponent — prevents switching next turn
Death Lust	Buff	+4 soul damage on all attacks for 2 turns

**Stances:** - *Dirty Boxing* — CON+2. 30% stun chance on all attacks. - *Pit Veteran* — DEF+2. Regenerates 5% max HP per turn.

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## Lich King — Mage

**Identity:** Freeze-and-burst mage with lifesteal sustain.

Ability	Type	Description
Lich Blast	Magical	Solid damage + 20% freeze chance
Glaciate	Magical	Lower damage but 60% freeze chance
Life Drain	Magical	Heals 40% of damage dealt
Shatter	Soul	18 + 2d6 soul damage. ONLY works on frozen targets. Removes freeze.

**Stances:** - *Arctic Aura* — CON+2, CHA+2. +10% freeze chance on all attacks. - *Soul Snatcher* — INT+2. Heals 10% of all damage dealt.

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## Rex Rang — Ranger

**Identity:** Skirmisher with boomerang mechanics and two distinct playstyles.

Ability	Type	Description
Battlerang	Physical	Hits now + returns next turn for equal damage. 25% flinch.
Emberang	Physical	Boomerang + 35% burn chance
Whittle	Buff	+4 ATK per use (stacks, lost on switch-out)
Swerve	Dodge	100% dodge first use, 20% consecutive. +50% initiative.

**Stances:** - *Patient Killer* — ATK+2. Boomerang returns deal 130% damage. - *Guerilla Fighter* — SPD+2. Throws 30% Battlerang on switch-in. Swerve-dodge forces switch-out.

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## Count Coction — Rogue

**Identity:** Poison economy specialist. Stacks poison, then cashes out.

Ability	Type	Description
Poison Dart	Physical	Damage + guaranteed 2 poison stacks

<b>Ability</b>	<b>Type</b>	<b>Description</b>
Goblin Gas	Terrain	Both sides gain 1 poison per turn for 5 turns
Remedial Ointment Heal		Removes all self-poison, heals 9 HP per stack
Violent Extraction	Soul	Removes all enemy poison, deals 15 soul damage per stack

**Stances:** - *Rapid Transmission* — CHA+2. 30% chance to add +1 poison on any poison application. - *Night Terrors* — SPD+2. Act faster.

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## ⚔ Lexilas — Warrior

**Identity:** Raw physical duelist with the biggest single hit in the game.

<b>Ability</b>	<b>Type</b>	<b>Description</b>
Reckless Swing	Physical	14+2d6 massive damage (10% recoil to self)
Eviscerate	Physical	Applies Wounded stacks (+2 dmg taken per stack)
Shield Bash	Physical	+4 DEF during attack, 35% stun chance
Chivalry	Heal	Goes LAST. Heals 30% max HP if you didn't take damage this turn.

**Stances:** - *Overwhelming* — ATK+3. Suppresses enemy stance passive AND switch-in effects. - *Duelist* — DEF+2. Gain +5 ATK on hit (consumed on next attack).

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## 🌿 Viny the Younger — Druid

**Identity:** Glass cannon disruptor with delayed damage and status transfer.

<b>Ability</b>	<b>Type</b>	<b>Description</b>
Petal Storm	Magical	Damage + 50% blind chance
Ancient Power	Magical	15+2d6 delayed nuke — lands 2 turns later
Transference	Soul	Dumps ALL your statuses onto the enemy
Battle Boar	Summon	Summons a boar with fixed stats (Druid goes to bench)

**Stances:** - *Overgrowth* — INT+2. Sets Vine terrain on switch-in (4 dmg/turn to faster unit, 5 turns). - *Restoration* — CON+2. Heals 20% max HP when switching out.

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## ✝ Jah Apostle — Cleric

**Identity:** Pure support that controls the battlefield through curse and shields.

<b>Ability</b>	<b>Type</b>	<b>Description</b>
Moonlight	Heal	Heals self 25% max HP + stores heal for next ally to switch in
Read Scripture	Soul	10+1d8 damage + variable curse (50% 0, 25% 1, 15% 2, 10% 3 stacks)
Riot	Soul	5+1d4 damage + 2 curse stacks + 1 burn stack
Look at Me	Utility	If opponent tries to switch this turn, it fails + your team gets shields

**Stances:** - *Gekyume's Blessing* — INT+2. Heals and shields boosted by 30%. Shield duration +1 turn. Shield HP 15→20. - *Forbidden Sermon* — CHA+2. Applies 2 curse stacks to the opponent every turn passively.

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## Shield Mechanic

Shields are an HP pool that absorbs damage. A 15 HP shield blocks all damage up to 15 — any excess goes through to your real HP. Shields persist through switches and last a set number of turns.

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## Terrain

Only one terrain can be active at a time. A new terrain cancels the previous one.

- **Goblin Gas** — Both sides gain 1 poison stack per turn (5 turns)
  - **Overgrowth Vines** — The faster unit takes 4 fixed damage per turn (5 turns)
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## Tips

1. **Stances are permanent until switch-out.** Pick based on the matchup, not in a vacuum.
  2. **Switching costs a free hit** but resets your buffs and lets you pick a new stance. Sometimes the matchup advantage is worth the damage.
  3. **Poison never falls off.** Against Rogue, either kill them fast or bring Healing Prayer / Remedial Ointment.
  4. **Frozen thaws on damage.** Don't waste attacks on a frozen target unless you're using Shatter.
  5. **Curse is unpredictable but powerful.** Each stack has a 35% chance per turn to become any status. Stack enough curse and the enemy drowns in random debuffs.
  6. **Chivalry goes last deliberately.** If you predict the enemy won't attack your Warrior (maybe they switch or use a buff), it's a free 30% heal.
  7. **Transference is a hard counter to Forbidden Sermon.** The Cleric curses you? Dump it right back.
  8. **Overwhelming suppresses passives AND switch-in effects.** Warrior shuts down stance-dependent characters.
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