**Base:**

* **Normal attack**
* **Heavy attack**
* **Parry**
* **Guard**

**Paladin:**

* **Guard breaker**
* **Counter**
* **Taunt**

**Healer:**

* **Single heal ~ 60%**
* **Team heal ~ 30%**
* **Revive + single heal (costs a lot sp)**

**Mage:**

* **Fire attack (burn chance, AOE?)**
* **Lightning attack (stun chance)**
* **Focus up (extra focus)**

**Dwarf:**

* AOE attack
* Super heavy attack
* Single attack up

**Summoner:**

* Summon ghost
* Summon snek
* Summon humming bird
* Summon owl

**Great sword user:** (Boss)

* Impale (cooldown 3 turns charge, that’s a lot of damage!)
* Massive slash (AOE damage, bleeding)
* Summon minion
* Party defense down