Battle Arena Player’s Manual

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# C:\Users\User\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Swordsman.pngC:\Users\User\AppData\Local\Microsoft\Windows\INetCacheContent.Word\SwordsmanPortrait.pngCharacters

**Swordsman**

Strength Bonus: 2  
Toughness Bonus: 1  
Health: 100

Attacks

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0 | 10 | +Strength x 1 | -Toughness x 1 |

Strike: Hits the enemy. User position: 0.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0-1 area | 15 | +Strength x 0.5 | -Toughness x 1 |

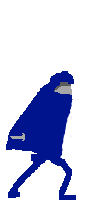
Charge: Charge into the front two enemies. User position: 0-1. Cooldown: 2 turns

Battlecry: Inspires friends to do more damage. User position: 0-3

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| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Buff Friend Strength | 1 | 0-1 area | 2 |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Heal Self | 0 | 0-3 | 5 | +Toughness x 1 |  |

Rest: Recover health. User position: 0-3

**Assassin**

Accuracy Bonus: 2  
Evasion Chance: 25%  
Health: 70

Attacks

Assassin’s Blade: Attacks enemy with poisoned blade, dealing ongoing damage. User position: 0.

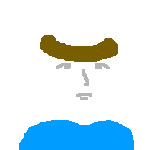
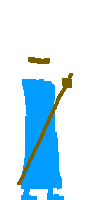
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0 | 10 | + Strength x 1 | - Toughness x 1 |
| Damage Enemy | 4 |  | 2 |  | - Toughness x 0.5 |

Shoot: Shoot enemy with arrow. User position: 1-3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0-3 | 5 | + Accuracy x 1 | - Toughness x 1 |

Poison Dart: Hit enemy with poison dart, dealing ongoing damage. User position: 1-3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 4 | 0-3 | 2 |  | - Toughness x 0.5 |



**Mendicant**

Holy Bonus: 2  
Toughness Bonus: 1  
Health: 50

Attacks

Strike: Hits the enemy. User position: 0.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0 | 10 | +Strength x 1 | -Toughness x 1 |

Cure: Magically heal the target’s injuries. User position: 1-3

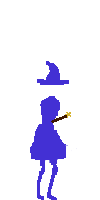
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Heal Friend | 0 | 0-3 | 0 | + Holy x 1 | + 10% Max Health |

Divine shield: Magic shield deflects enemy attacks. User position 0-3. Cooldown: 3 turns

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Buff Friend Evasion | 1 | 0-3 | 40 | + Holy x 0.5 |  |

Holy Ward: Protective spell defends against offensive magic. User position 2-3.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Buff Friend Magic Resist | 1 | 0-3 area | 2 | + Holy x 1 |  |

**Witch**

Mystic Bonus: 2  
Magic Resist Bonus: 1

Attacks

Magic Blast: Blasts enemy with magic. User position: 1-3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0-3 | 5 | + Mystic x 1 | - Toughness x 0.5  - Magic Resist x 1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Damage Enemy | 0 | 0-3 area | 10 | + Mystic x 1 | - Magic Resist x 2 |

Fireball: Ball of fire explodes among enemy team. User position: 1-3. Cooldown: 3 turns

Curse: Victim is more susceptible to attacks. User position: 0-3. Cooldown: 2 turns

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Effect | Duration | Target Positions | Base Value | User ability modifier | Target ability modifier |
| Debuff Enemy Toughness | 1 | 0-3 | 3 | + Mystic x 1 | - Magic Resist x1 |

## Monsters