Battle Arena Player’s Manual

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# Characters

**Swordsman**

Strength Bonus: 2  
Toughness Bonus: 1  
Health: 100

Attacks

Strike: Does 10 Damage + Strength bonus.  
Charge: Does 15 Damage + half Strength bonus to enemies in front two positions. Cooldown: 1 turn  
Battlecry: +2 Strength Buff for friends in front two positions  
Rest: Heal self by 5 health + Toughness bonus

**Assassin**

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

Attacks

Assassin’s Blade: Does 10 Damage + Strength bonus, Poisons target for 4 turns (deals 2 damage/turn)  
Shoot: Does 5 Damage + Accuracy bonus to target.  
Poison Dart: Poisons target for 4 turns (deals 2 damage/turn)

**Mendicant**

Holy Bonus: 2  
Toughness Bonus: 1  
Health: 50

Attacks

Strike: Does 10 Damage + Strength bonus.  
Cure: Heals target by 10% of their health + user’s Holy bonus.  
Divine shield: 40% Evasion Chance buff for target. Cooldown: 3 turns  
Holy Ward: Give Magic Resistance buff of 2 + Holy bonus to entire friendly team

**Witch**

Mystic Bonus: 2  
Magic Resistance Bonus: 1

Attacks

Magic Blast:  
Fireball:  
Curse: