ENHANCER
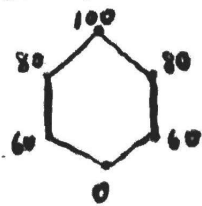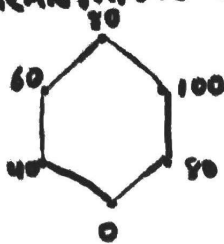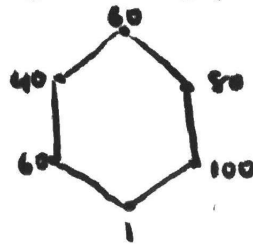

- weak against emmiter attacks
- strong against transmuter
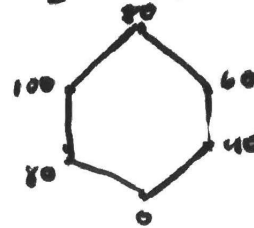
TRANSMUTER

- weak against enhancer ATKs
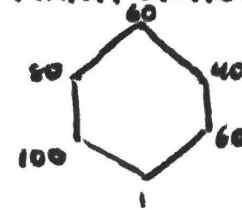- strong against conjurer

CONJURER

- weak against transmuter
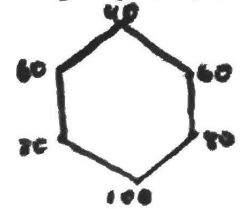- strong against manipulator

EMMITER

- weak against manipulator
- strong against enhancer

MANIPULATOR

- weak against conjurer
- strong against emitter

SPECIALIST

- weak against all
- strong against all.
- * can vary?

- System to level attacks? - EXP? or buildup from use

Example:

GON -

Rock - Enhancer - deals damage to single enemy

Paper - Emitter - delays one enemy for one turn + some damage

Scissor - Transmuter - damage to all enemies

PITOU

Pupeteer - Manipulator - deals damage to one enemy, revives one dead ally for one turn - only when ≤2 alive

Dr. Blythe - Specialist - greatly increases HP of one ally

Ultimate ATK: TERPSICHORA → debuff one enemy, deal heavy damage
Specialist

KURAPIKA   Specialist

Holy Chain - Greatly restores own HP

Steal Chain - conjurer - immobilizes one enemy and steals one random skill for the next turn

Emperor Time - specialist - removes modifier debuffs for all allies for 3 turns

Chain Jail - Deals damage to one enemy, immobilizes for one turn, small chance of instant death.

Each Unit in a class → determines DEF

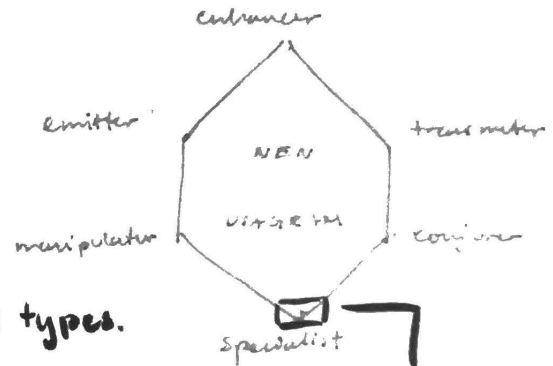ATKs have different types.

if weak to enemy - 50%

if strong to enemy - 150%

(SPECIALIST)

otherwise - 200%

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enhancer

emitter   transmuter

NEN
DIAGRAM

manipulator   conjurer

specialist

#s = percent modifier

EX: Manipulator has emitter ATK of 7846

7846 × .8 = 6277 after mod based on hexagon.