Bleep – high damage

Basic – This really isn’t my final form – Deals a small amount of damage, increasing based on how many evolutions of Prasfu have been unlocked.

Medical – A master in my specialty – Deals a decent amount of damage, increasing based on the amount of medical cards in play (fewer = better).

Humanitarian – Parlez-vous francais? – Tempts the enemy active to give up some of his stats permanently, and deals damage based on how few stats the enemy has.

Stem – I am the computer – Gains power based on how many cards are played on your side of the map. However, each time this is used, a card is returned to your hand and cannot be replayed the next turn.

Moodle – High damage

Basic – MY WRATH – Deals a moderate amount of damage, but is hit in recoil.

Medical – I only get stronger – Deal a large amount of damaged based on the total health of all ally cards in play.

Humanitarian – Succeed when pressured – Deal a decent amount of damage, increasing as Deepnim’s health falls.

Stem – Efficient, Reusable, Robust – Deals more damage the more times Deepnim can reuse this attack.

Blurp – Normal

Basic – Quick learner – Does more damage based on how early Teefa is played.

Medical – High survival rate – Damage for (decently high set amount). Decreases for each unimon that has currently been defeated.

Humanitarian – You taught me well – damages the enemy for a percentage of the enemy’s health (attack?), increasing based on how long Teefa has been active for.

Stem – New and Improved V3.0 – Does damage based on how many basic unimon you have played that have school cards attached.

Dotto – Defensive (support)

Basic – FREEZE SUCKA – Places a barrier between the two players, which requires a low amount of damage to kill. If it cannot be broken, Fellina damages the other player for the remaining barrier health.

Medical – My allies come first! – Heal everyone on your team (player included) for a percentage based on the percentage of Fellina’s health.

Humanitarian – I propose an idea – Deals a random amount of damage between x and x amount, depending on how well Fellina presents herself.

Stem – SUPER TURBO SHIELD REFLOCTOR-INATOR – returns the amount of damage dealt in the previous round. If no damage was dealt, this damages the enemy player for (set low amount).

Drawgin – defensive (support)

Basic – Learn from the Pros – Shield a small amount of damage, increasing on the amount of benched cards there are currently played in game.

Medical – Outstanding Compassion - Heals player (small amount) and damages opponent % of players missing health.

Humanitarian – Persuasive Dissuasion– Dissuades one enemy benched unimon to return to the enemy’s hand, and deals damage relative to how long that card has been on the bench for (longer = higher damage).

Stem – Good with numbers – Increase you, or any unimon on the bench, health by a set percentage. Damage the enemy for the value you increased your health by.