Marksman (30 health):

Buck shot- 3 damage

Explosive shells- 5 damage

Stealth- increases chance of enemy missing on next turn, if don't take damage, extra 3 damage on next turn (dice)

Piercing bullet- 15 damage, must reload gun after using this (inactivity- skip line of code)

Assassin (20 health):

Quick slash- 3 damage

Poisoning slit- 3 damage, 1 damage each turn for 5 turns

Invisible shroud- Becomes untargetable for the next turn

Blade dance- 15 damage, must clean blades after using this (inactivity- skip line of code)

Mage (20 health):

Fireball- 3 damage

Ice beam- 5 damage

Wish- +7 health

Elemental fury- 15 damage, must recharge magic energy (inactivity- skip line of code)

Tank (35 health):

Sword swing- 3 damage

Brute force- 7 damage

Parry- Blocks incoming attack

Draining charge- Does 20 damage but takes 7 damage (inactivity- skip like of code)

Goblins (10 health):

Swipe- 3 damage

Bite- 3 damage

Mushroom munch- +3 health

(Ability is chosen with dice)

Spiders (15 health):

Poison fang- 3 damage 1/3 chance of being poisoned for the next 3 turns with 1 damage for each turn (dice)

Venom spit- Coats character in poison which deals 1 damage for the next 5 turns (not including the turn of the ability used)

Silk spinning- Immobilizes character for a turn

Responsibilities ([10000000](tel:10000000) health):

The crushing feeling of failure and like you have accomplished nothing in your life and... Demoralizes the character and makes them miss 100% of the time. Only option is to run away.

Trolls (30 health):

Foot stomp- 5 damage

Club smash- 7 damage

Ferocious roar- Increases chance for character to miss for their next attack.

Skeleton (20 health):

Bonemerrang- 5 damage

Skull bash: 7 damage

Humerus pun- Makes character cringe so much that their next attack does not occur

Dragon (35 health):

Tail smash- 5 health

Swiping claws- 5 health

Scaly skin- Decreases damage taken by 1

Final Boss-

Meme Lord V2.0 (50 health):

Pepe the Frog- Character is cursed by Pepe, and feelsbadman for the turn, which deals 10 damage.

Yee- Character is cursed by Yee, dealing 3 damage every turn.

Dat boi- Character is condemned to sit on a unicycle for a turn, which decreases their damage by 1 for the next turn.

Lenny face- Meme Lord smiles a lenny face which makes the character inactive for the turn.

Doge- Meme Lord unleashes a pack of doge, making the character simply state ‘wow’.