Characters

**CS Major:** The “Goombella” character. Passive displays enemy hp. Special increases evasion slightly and gives information about the enemy (cost 1). AI: Attack (3), Internet (nothing), Loop (3 x All attacks used), uses Loop more if it’s useful. Item: Smart Phone (automatically recruits target)

**Sports Media Major:** Really just a football player. Support/Damage character. Passive gives your lead 1 charge if it has none. Special increases power of all party members by 1 permanently. AI: Attack (5), Rally (2), Defend (5). Item: Football (damage) or Water Bottle (refillable HP)

**Psychology Major:** Support Character. High evasion and decent attack. Passive lets you know if the enemy will attack each turn. Special inflicts sleep (cost 3-5). AI: Attack (4), Sleep, Nothing?. Item: Pendulum

**Culinary Major:** Basic Healer. High HP but low everything else. Passive heals the party after winning a fight. Special heals the whole party (cost 7), usable outside of combat. AI: Knife (4), Food (heal 1 party member), Specific Food (Small heal + increase defense, accuracy, or power). Item: Random food item

**Chemistry Major:** “Alchemist”/Damage character. High Attack, low accuracy. Passive resists poison and increases poison damage against enemies. Special – Use the flask to create Acid (4, outside of combat only, requires a flask you get on recruit). AI: Toxic Solution (1 + Poison), Acid Solution (6), Slime Solution (1 + Gooped or Blinded). If 5 turns pass, he runs out of vials and attacks for 2 each turn. Item: Toxic Solution.

**Business Major:** Thief Archetype. Average stats. Passive ??? Special – Steal the enemy’s item (you will get it immediately, not after combat, requires inventory space, cost 2). AI: Attack (3), Bargain (steals a random item), Advertise (May summon reinforcement, ½ hp or less). Item: Coupon?

**Political Science Major:** Setup Character. High HP and average everything else. Passive – Set power to the number of characters your party outnumbers the enemy by. Special – Campaign, the first time increases power and defense by 1, otherwise increases charge and guard by 2. If you don’t attack on the next turn, lose 3 power and this move does nothing. Cost 2. AI: Attack (4), Campaign, Debate (Increases both sides’ charge by 4). Item: Voted Badge

**Mathematics Major:** Glass Cannon. Very low HP, High Accuracy. Passive – When anyone misses an attack, increase their accuracy by 3 this combat. Special – Factorial Sequence, your attacks do set damage of 1, 2, 6, 24, 120… as long as you consecutively attack without missing (Cost 7). AI: Factorial then attack spam. Item: Calculator, also gain when he joins

**Aerospace Engineer:** Offensive Character. High Attack and accuracy. Passive – At the start of combat, launch an airstrike that hits the opposing team for 15 damage in 5 turns. Special – Drone, deals your attack twice (Cost 3). AI: Drone (3 x 2), Exhaust (Evasion and Guard down), Rocket (8 + Stunned), ½ accuracy. Item: Paper Plane

**English Major:** Support Character. High evasion. Passive - ??? Special – Words of Wisdom, Remove certain debuffs from entire party and gain 3 charge (Cost 3, tripled per use in combat). AI: Book (4), Insult (Target gains charge and loses defense), Argument (Charge+5, removes all attack debuffs). Item: Pencil

**History Major:** Tank. High HP and attack, 1 defense, low Evasion. Passive – Gain 1 Guard on each turn you don’t take damage. Special – Joust, Make an attack and take ½ the enemy’s charge in damage, removing their charge (Cost 4). AI: Sword (7), Shield (1 defense or 8-13 guard), Tactics (Party-wide Evasion and Accuracy buff). Item: Actual Sword

**Dance Major:** Dodge Tank. Very high evasion. Passive – Increases evasion even if not attacked each turn. Special – Double your evasion. If the enemy attacks and misses next turn, gain charge equal to their attack power (Cost 3). AI: Attack (3) + Evasion up, Dodge, Finish (Damage equal to evasion). Item: Heels

**Music Major:** Support Character. Average Stats. Passive – Party cannot be put to sleep. Special – Shockwave, Nullify Attack buffs and force switch (Cost 2). AI: Trumpet (shockwave), Keyboard (6), Violin (sleep). Item: Tuba

**Mechanical Engineer:** Team-based Character. High Accuracy and HP. Passive – Your team cannot get gooped??? Special – Team Attack, each party member attacks (Cost 3). AI: Team Attack, Wrench (5), Oil (Gooped). Item: Oil

**Criminal Justice Major:** Debuffer. High Attack and HP. Passive – Gain 2 charge if the enemy has more charge than you. Special – Taze, 6 damage and Nullify defense (Cost 5). AI: Tazer, Baton (5), Handcuffs (Stunned). Item: Tazer

**Pre-Med:** Healer. High Accuracy and Attack. Passive – Attacks are piercing. Special – Treat, Restore a lot of health to self, or any party member out of combat (Cost 6). AI: Treat, Steroid (2 power, -1 defense), Scalpel (4). Item: Antibiotics

Enemy Characters

**Researcher:** AI: Exploding brew (6), Toxic vial (2 Poison), Short Circuit (2 + nullify defense). High accuracy. Gains accuracy at the start of each turn. Item: Mystery Goo

**Instructor:** AI: Begin with Lecture (Sleep). Uses Seethe until you wake up (+2 Charge), then Attacks (2 + Charge). Then randomly uses Attack or Lecture, which procs the loop. Low HP. Immune to Sleep. Item: Textbook

**Teaching Assistant:** AI: Laziness (nothing), Attack (4), Grade (Drain 3 SP). Average Stats. Gains 10 Charge if you use coffee. Item: Coffee Mug

**Chef:** AI: First turn prepares (nothing). Second turn Cooks (5 Guard). Then either uses meal (He heals, you either get poisoned, lose charge, lose guard, or get stunned), or frying pan (6, 50% stun). High HP, low Evasion. Item: Random food

**Janitor:** AI: Broom (4), Chemicals (Poison and remove certain buffs), Exhaust Cloud (blind and poison). High HP, all his poisons stack. Item: Sanitizer

**Cop:** AI: Whistle (Nullify Attack), Tazer (4 + Nullify Defense), Donut (12 hp). Once you attack he adds Shoot (10). High Accuracy and Evasion. Item: Donut or Tazer

**Pizza Cultist:** AI: Has 3 Pizzas. Will use them to cast Cheese Spell (Gooped), Tomato Spell (Blinded), and Pepperoni Spell (2 AOE) in a random order, then uses Pizza Cutter (10) turn 4. Then runs out of manna and Attacks (1). Low HP, High evasion. Item: Number of pizzas remaining

**Admin:** AI: Turn 1 uses underlings (2 random faculty/staff). Then switches until they’re gone, followed by Fire (Charge + 10), then uses Attack (4) or Ban (embargoes items). High HP. Party members gain 1 Power per turn. Item: Pink Slip

**Representative:** AI: Turn 1 uses trade (gives a coupon, steals an item). Turn 2 uses read resume (nothing). Then spams Reject (15). Average Stats. Gains 5 charge when you use an item. Item: Briefcase

**Doctor:** AI: Operate (7 piercing), Anesthesia (sleep), Overdose (poison), Defibrillate (revives ally). High Accuracy. Immune to poison. Item: Defibrillator

**Conductor:** AI: Turn 1 uses Count In (+ 5 charge to party). Other turns uses Forte (3 + Nullify Attack), Piano (Heal 3 for party), and small chance of Finale (10 per party member, kill party members). High Evasion. While in the party, enemy switches at the start of your turn. Item: Metronome

**Criminal:** AI: Mug (4 + Item Steal), Bluff (5 Guard, you lose 5 charge), Knife (8). High Attack and Evasion. Item: Random

**Coach:** AI: Timeout (3 power to whole party), Football (3), Quick Swap (Switch and immediately attack). High HP and Accuracy. Team loses power when members die. Item: Whistle

**Shuttle Driver:** AI: Complain (Add power), Beer (Health, Accuracy Down), Attack (3). When below ½ hp rev’s shuttle next turn then Runs Over (15 to party, ends combat). High HP. Item: Shuttle

**Slime:** AI: Creep (nothing), Absorb (heal 5), Slam (4 + Poison). Only 10 hp and low Evasion. When hit and not killed, splits and goops you. Item: Slime Goop

**Lab Robot:** AI: 1st Turn Download (99 accuracy and evasion), then Beam (4 + Nullify Defense), Slice (7), or Reinforce (1 defense). Gains evasion every turn. Item: Wire

**Security Hologram:** AI: 1st Turn Firewall (10 damage to both characters on switch or run), then Radiate (2 + Poison), or Discharge (3 to whole party). 1 Defense, no Evasion. Item: USB

Bosses

**The Politician**: AI: Turn 1 campaign for Defense. Turn 2 Filibuster (sleep). Turn 3 Campaign balanced. Turn 4 Veto (Nullify attack and defense). Turn 5 Campaign for Attack. Turn 6 Attack (6 x 3) + Buffs. Repeat. Same effects as political scientist if status prevents her from fulfilling the campaign promise. Average HP, higher Evasion. When fought alone, Campaign effects are stronger. Item: ???

**The General:** AI: Either buff power and charge, Attack with Shotgun (12), Attack with Automatic (2 x 4). When fought alone, use the Aerospace engineer passive and throw an AOE grenade on turn 4. High HP and Attack, no evasion. Item: Automatic

**The CEO:** AI: 1st turn debuffs with Contraband (3 Poison) or Monopoly (Gain Power and Defense for every item you play). If with the final boss, attacks (5) every other turn, can switch between horizontal integration (5 guard every turn) or vertical integration (5 charge every turn), or repeat the opening debuff. If alone, summons 2 customers on the 2nd turn, switches on the 3rd, and will always stay for 2 turns before switching or summoning again. Very high HP, low evasion. Item: ???

**Dropout:** AI: If he has any party members, switches on turn 1 and on each member death, attacks for 1 turn then switches. When all members are dead, Hypnotize turn 1, alternates between using either pistol (10) or dagger (6, doubled accuracy for this attack), and either gaining 3 power, poisoning, blinding, or gaining 25 guard. Has all high stats.

Areas

**Sequence in any area:** Easy x 3, Reward x 1, Medium x 2, Hard x 1, Boss, Clear Reward

**Coffee Shop**

Common: All humans

Uncommon: All human minibosses

**Lecture Halls**

Common: Instructor, TA, All Students

Uncommon: Researcher, Administrator, Janitor

Bosses: Grading Team (TA), Tenured (Instructor)

**Research Lab**:

Common: Researcher, Lab Robot, Slime, Chemistry M, Mechanical E, Teaching Assistant

Uncommon: Aerospace E, Janitor, Mathematics M, Administrator, Security Program

Bosses: Experimenter (Researcher), Exterminator (Robot)

**Tower**

Common: Administrator, Security Program, Representative, Cop, Journalist

Uncommon: Business M, Political Science M, Lab Robot

Bosses: Dean (Administrator), Cleanser (Security Program)

**Rec Center**

Common: Sports Media M, Coach

Uncommon: Most Students, Cop, Journalist

Bosses: Quarterback (Sports Media), Rocket Scientists (AE)

**Dining Hall**

Common: Chef, Culinary M, Pizza Cultist, Janitor

Uncommon: Shuttle Driver, Slime, Most People

Bosses: Head Chef (Chef), Pizza Cult Leader (Pizza Cultist)

**Dorm**

Common: All Students, Criminal

Uncommon: Shuttle Driver, Cop, Pizza Cultist

Bosses: Robber (Criminal), Study Crew

**Greenspace**

Common: All Students, Shuttle Driver, Cop, Representative

Uncommon: Criminal, Researcher, Administrator, Journalist

Bosses: Boss (Representative), Patroller (Cop)

**Health Center**

Common: Doctor, Pre-Med, Slime, Chemistry, Lab Robot

Uncommon: Cop, Researcher, Pizza Cultist, Janitor

Bosses: Surgeon (Doctor), Sentient Slime (Slime)

**Arts Hall**

Common: Dance M, Music M, Conductor, Journalist

Uncommon: English M, Other Humans

Bosses: Savant (Music), Broadway Show (Conductor)

**Student Commons**

Common: Representative, Janitor, Chef, All Students

Uncommon: Criminal, TA, Pizza Cultist, Shuttle Driver

Bosses: STEM Crew, Liberal Arts Crew

**Items**

**Pizza**: Heal 10 hp

**Coffee:** Gain Caffene status (5 Power and Dexterity for 5 turns + Sleep/Hypnosis immunity, then lose goes to -5 for 5 turns)

**Pencil:** Attack for 6

**Textbook:** Attack for 10 inaccurately

**Briefcase:** Immune to having items stolen while in inventory

**Water Bottle:** Recover 3 HP. Refills after clearing an area

**Smartphone:** Recruit for free

**Wire:** Attack for 4 and nullify defense

**Automatic:** Attack for 3 x 4

**Calculator:** Gain 5 accuracy. Repeatable

**Pendulum:** Sleep

**Toxic Solution:** 2 Poison, leaves a flask behind

**Paper Plane:** Attack for 2 + Blind 4

**Voted Badge:**

**Coupon:** Trade for any item in shop events

**Tuba:** Nullify Attack and Defense

**Oil:** Decreases Defense by 2

**Mystery Solution:** Random effect on yourself, adds a flask

**Mystery Goo:** Random effect on enemy

**Slime Goop:** Goops the enemy

**Tazer:** Attack for 8 piercing + Stun

**Antibiotics:** Gives immunity to poison or cures it, maybe other statuses

**Actual Sword:** Attack for 12

**Heels:** Attack with piercing. Repeatable up to 10 times

**Coffee Mug:** Stores up to 5 servings of coffee

**Sanitizer:** Recover from poison, gooped, or hypnotized

**Pink Slip:** Enemy runs, ending combat

**Defibrillator:** Recover fallen ally with 1 hp

**Metronome:** While in inventory, normalizes attack damage

**Whistle:** Forces the enemy to switch

**Shuttle:** Run away without giving up a turn

**USB:** Deal 1 damage repeatably. If it misses, gain 2 Accuracy

**Donut:** Heal 15 hp and lose 1 Power and Defense

**Celery:** Heal 5 hp. Gain 1 defense

**Pepper:** Heal 5 hp. Gain 5 Charge

**Rice:** Heal 7 hp. Nullify attack and defense

**Milk:** Heal 5 hp. Recover from poison

**Protein Bar:** Heal 5 hp. Gain 1 power