## Support abilities:

Berserk offense

Combo plus offense

Scan mage

Mp rage mage

Second Chance defender

Critical plus offense

Mp haste mage

Air combo plus offense

Cheer mage

Glide defender

Super glide defender

Teleport mage

Magic lv. 2 mage

Magic lv. 3 mage

Quick run mage X

Finishing plus offense

Defender defender

Once more defender

Teamwork defender

Auto healing defender

Hyper healing defender

Reversal: when adjacent to an enemy you may go to any other space adjacent to that enemy X

6 warrior

8 mage

8 defender

## Combat abilities:

Dodge roll mage

Sliding dash warrior

Stun impact defender

Vortex warrior

Aerial sweep warrior

Counter attack defender

Guard defender

Blitz warrior

Hurricane period warrior

Upper slash mage

Ripple drive mage

Fire raid defender X

Blizzard raid defender X

Thunder raid defender X

Stop raid mage

Judgment warrior

Reflect raid defender

Magnet spiral defender

Mp gift defender

Hp gift mage

Rocket mage

Charge warrior

Tornado defender

Fire break warrior X

10 warrior

6 mage

10 defender

Blizzard break warrior X

Thunder break warrior X

Warpinator mage

Cross slash warrior

Horizontal slash warrior

Finishing leap mage

Retaliating slash defender

Dodge slash defender

Guard break mage

Aerial spiral defender

Counterguard defender

Auto form mage

Auto summon mage

Aerial dodge defender

Combo boost warrior

Aerial combo boost warrior

Magic boost mage

Berserk charge warrior

Drive boost mage

Form boost mage

Summon boost mage

Experience boost defender

Lucky strike mage

Item boost defender

Dark shield defender

Air twister: throws an adjacent aerial enemy 8 squares away defender

Bolt reversal: at a save of 13 send an ranged attack back at the enemy defender

6 warrior

10 mage

10 defender

Heal stomp: enemy drops Hp balls mage

Full swing: Air twister + standard damage warrior

Quick blade: if you lose initiative you may hit an adjacent enemy warrior

Meteor strike: grab an opponent in the air and throw it into the ground warrior

Wild dance: take any one adjacent enemy and hit other enemies with a combo performed with the enemy warrior

Aero blade: attacks all enemies that are 2 spaces away mage

Cyclone: slide across 3 spaces and damage everyone there warrior

Berserker: at the cost of 10 hp you gain +4 attack this turn warrior

Magna storm: you are invulnerable and enemies can’t dodge you this turn defender X

Duel stance: adjacent to an enemy both rolls a dice if yours is highest it’s dead, if not you receive 2\*damage mage

Warp snipe: at the save of 13 you can return a ranged attack to hit the enemy and kick it three times defender X

Berserk storm: do 2 more hits and enemies can’t dodge you this turn warrior

5 warrior

4 mage

2 defender

## Treasure abilities:

Jackpot mage

Treasure magnet defender

Lucky lucky mage

0 warrior

2 mage

1 defender

## Combination abilities:

Fantasia: 2 players different combination magics mage

Flare force: needs 3 players with different magics (fire, blizzard, thunder) mage

Tornado fusion: 2 players combine tornado ability (bigger range and more damage) defender

Treasure isle: 1-4 players may offer their mp in order to receive items from every enemy they kill defender

Eternal session: warrior

Guard n’ kickback: 2 players if a guard is successfully preformed perform a hit of 4 hits and a Full swing warrior

2 warrior

2 mage

2 defender

## Special abilities:

Holy mage

Raging storm warrior

Full-Cure defender

Healing water defender

Explosion mage

Finishing blast mage

Sonic blade warrior

Strike raid defender

Ars Arcanum warrior

Ragnarok mage

Trinity limit defender

Lethal frame mage

Zantetzuken warrior

Divider warrior

Overdrive defender

Dark aura mage

Rising sun: sonic blade but hits both aerial and ground defender

5 warrior

6 mage

6 defender

## Light abilities:

Light break: laver en combo på 4-5 light slashes

Wave: laver en explosion som rammer de tre felter foran dig

Light wave: laver en explosion som rammer de tre felter foran dig gange

Blade: sender et ranged light attack imod en enemy

Light blade: sender 4 blades skråt ud fra sig selv

Light shield:

a) Light burst Dark burst attack 10/20 20/10

a) Guardian’s charisma Guardian’s aura boost def +2 /+4 +4/+2

b) Paradise Soul Eater boost mp 4 MP balls

b) Soldier’s charisma Soldier’s aura boost atk +4 /+2 +2/+4

c) Magician’s charisma magician’s aura boost def/atk 3/1, 1/3 1/3,3/1

c) Ray of Light Dark matter boost hp 4 HP balls

d) Light shield Dark shield defense 20 /40 40 /20

d) Light wave Dark maelstrom attack 10d 8 move/stand knockback 2

e) Holy Ultima spell 50/60-80 60-80/50

e) Key bearer’s charisma Key bearer’s aura boost def/atk 6/2 2/6

## Rikus’ abilities:

Dark break: attack enemies from above multiple times warrior

Dark Firaga: none-elemental dark blast mage

Dark aura: teleport around stage hitting all enemies and end with dark explosions covering the stage mage

Impulse: send enemy into the air with a dark bolt, then execute a cleave attack (hits adjacent (3 spaces)) defender

Dark impulse: Impulse more powerful defender

Maelstrom: spin across 4 spaces hitting all in your way, last hit sends enemy aerial warrior

Dark maelstrom: samme som maelstrom gange felter 3 warrior

Barrage: throws your keyblade at the enemy defender

Dark barrage: throws multiple keyblades at the enemy for fierce damage defender

Holy burst: blast everything around you with light bolts mage

Inverse burst: blast everything around you with both light and dark bolts mage

Eternal Session: combo together, fury of stabs from both of the sides, dark bolts, XIII blades, The End warrior

4 warrior

4 mage

4 defender

flare run

4 warrior

4 mage

4 defender

thrust through the enemy with an attack

X blades

Attack the enemy from all sides with the blades

X shields

Uses the X shields of twilight to protect from an attack either at a friend or one self

Laser array

Fires a twilight laser all the way down the field

Keyblade levitation

Attack all adjacent fields

X blades of fury

Combo of 10 hits and a finishing move

Blue sphere

Fires twilight spheres at all enemies

Blink blade

Thrust forward with an attack

Shockwave

Attack both adjacent and those adjacent to those, gives knockback

Nobodys’ combo plus

Each time you attack you give double damage with the power of twilight blades

## Darkness:

Seekers of darkness:

2 (theme Ansem jacket med eget præg) lederen

Apprentices of darkness:

2 (theme riku dark suit)

Halfblood:

5 (theme anti-sora)

## Twilight:

Seekers of reunion:

2 (theme white organization XIII med eget præg og stil) lederen

Organization X:

3 (theme organization XIII) 2 , 3 , 9

## Nothingness:

Heartbreakers:

1 (theme fallen sora)

1 min character

## Alliance of Light:

Knights of hearts:

1 (theme terra rustning)

Squire of hearts:

2 (theme terra civil)

Freelancers:

1 (theme ærke sora/riku/kairi)

20 characters i alt