**Hero**

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| Misdirection | -1 movement tile for enemy for 3 turns | Cooldown (3 turns) |
| Swap | Xander can switch places with an ally within 3 spaces of him | Cooldown (4 turns) |
| Vent | Xander loses his attack bonus and for every attack point lost, he regains 2% health | Ultimate (5 turns) |
| Incomprehensible Rage | For every enemy defeated by Xander, his attack increases by 3 | Passive |

**Swordsman**

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| Whirlwind | Damage in 1 AoE (1 attack damage) | Cooldown (2 turns) |
| Cripple | Slows 1 enemy for the next turn (1 attack + a little dmg, -1 movement tile) | Cooldown (3 turns) |
| Shield Bearer (Brother) | Reduces damage 70% for all allies targeted during the opponent’s next turn | Ultimate (7 turns) |
| Stalwart | Morale losses reduced by 15% | Passive |

**Alchemist**

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| Bomb | Damage in 2X2 AOE (Attack dmg + some) | Cooldown (3) |
| Chemical Spill | DOT in 3X3 (lasts 3 turns, enemies that end their turn in the area take ½ attack damage) | Cooldown (6) |
| Elixir of Life | Random buff to 2 of the 4: health, damage, or speed, defense (lasts 4 turns: +20% max health, +30% damage, +1 movement tile, 6 Def Ranks) | Ultimate (3) |
| Paradigm Shift | Bonuses given depending on the tile they’re on    -Mountain-  +3 Defense bonus    -Grass - +1 Movement bonus    -Hill - 15% Attack bonus    -Forest - +10% Health bonus  (slightly less than equivalent buffs from ult) | Passive |

**Bard**

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| Song of Reckoning | Calls down lightning on one enemy (stun (1 turn) + remove 10 defense | Cooldown (5) |
| Off Key Cacophony | (attack dmg) + knockback | Cooldown (5) |
| Ballad of Love and Hate | Link any two characters, linked characters receive 50% of healing and damage the other receives. Cannot self target) | Ultimate (Lasts until one affected unit dies, 3 turn cooldown afterwards) |
| Rising Tempo | Every 4th turn, take one turn off of all non-ultimate allied abilities. | Passive |

**Priest**

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| Heal | Heal one ally (Heals for twice priest’s attack) | Cooldown (2) |
| Guardian Angel | Immunity to next Normal or magical attack for targeted ally (cannot self target) | Cooldown (6)  (only one may be active at a time) |
| Holy Smite | Some fixed amount of damage? Static damage + 30% health remaining  (%hp damage occurs first) | Ultimate (6) |
| Martyr | When the priest dies, enemies take morale damage as well | Passive |

**Archer**

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| Vital Shot | Attack damage + some DOT over 2 turns | Cooldown (3) |
| Snipe | (Range 3) more powerful shot to one enemy | Cooldown (3) |
| Hunter’s Mark | (Range 3) All subsequent hits do 1.5 damage on one target next turn. | Ultimate (5) |
| The Wild Huntress | Bonuses when Archer on forest tiles.   +1 Attack Range   +3 Defense   + 15% damage | Passive |

**Magician**

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| Kaiyu-fication | All enemies are referred to as Kaiyu for the rest of the battle.  - 3 Morale for every enemy affected | Special (over 9000) |
| Quake | All enemies within 2 tile square cannot move for the turn | Cooldown(6) |
| Magic Missile | Enemy takes between 1.2 and 2 times attack damage | Cooldown (3) |
| Polymorph | 1 enemy is turned into a sheep for 2 turns. Their current health and defense is reduced by 50% and all of their attacks do 2 damage. | Ultimate (8) |
| Fantasia’s Return | While Polymorph is not on cooldown, all other cooldown are reduced by 1 turn | Passive |

**Llewellyn (Druid)**

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| Oakflesh | Increases target’s defense by 4 (lasts 5) | Cooldown(3) |
| Nature’s Fury | 1.5 times attack dmg, heal Llewellyn for half damage dealt | Cooldown(3) |
| Spirit Animal - Bear | Increased health, increased damage, mute, Transformation costs turn (Cooldown does not begin until Llewelyn reverts to human form) | Ultimate(2) |
| Thorn Armor | 30% chance to reflect 25% melee damage taken | Passive |

**Jester**

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| **Pun**ishing **Pun**chline | Reflects 1st damaging attack on Nope next turn | Cooldown (4) |
| Jester’s Joke | Nope made a bad joke. The enemies do 20% less damage to other characters and 20% more damage to Nope for 2 turns. | Cooldown (2) |
| Impish Impersonation | Nope switches stats (HP, ATK, DEF, RNG and MVT, and status effects) with closest enemy for 3 turns (ability ends if target is killed (maybe?) | Ultimate (7) |
| Last Laugh | The first time he takes lethal damage, block it and make jester immune this turn instead. | Passive |

**Edward**

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| Law of Equivalent Exchange | % of damage taken last turn added to your attack dmg this turn. | Cooldown(2) |
| Lodestone  (Mag-neat-o) | Moves targeted enemy towards Edward-Iron Form  Moves Edward toward targeted enemy and performs an attack - Hg Form  Targets in a cross, 3 tiles. | Cooldown(5) |
| Quick Silver | Allows transformation between mercury and iron mode (In Hg mode, defense is decreased, damage is increased and potential DOT) Transformation ends after cooldown reaches ½ completed | Ultimate (8)  Activating Paradigm Shift resets lodestone’s cooldown |
| Wear/Corrosion Resistance | Immunity to status effects (except Polymorph), - 1 movement (regained after transformation occurs) | Passive |

**Thief**

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| Poisoned Dagger | (1 attack) DOT (⅓ attack to the enemy for 3 turns) | Cooldown (2) |
| Pickpocket | Transfer status effects from a nearby character to the thief. Buffs from enemies and debuffs from allies. | Cooldown (4 on allies, 6 on enemies) |
| Smokescreen | Conceals targeted ally from enemies for 2 turns. Concealed allies are untargetable (but can be damaged), stealth breaks if ally uses any skill or attacks. Attacks from stealth do 1.3 times damage. Can self target. | Ultimate (6) |
| Acrobatic Leap | 25% chance to avoid melee attacks | Passive |

**Noble**

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| --- | --- | --- |
| A Well - Planned Attack | Allurianna catches the enemy off guard, ignoring 50% of its defense and attacks twice | Cooldown(4) |
| Inspiring Presence | While at least one allied unit is within one space of Allurianna, both gain 10% dmg and 2 defense. Lasts 6 turns, self stacking | Cooldown(2) |
| Silver Tongue | Convince a non-boss enemy with less than 30% health to surrender, +20% Morale loss from that enemy (execute move) | Ultimate (Once Per Game!) |
| Tactical Maneuver | If Allurianna interacts with an objective, the Morale change is double. | Passive |