Daralion, Marksman. Man.

HP Max: 175 + 5

Str: 5

Cons: 1

Vel: 10+2

Int: 0

Dex: 9 + 4

Melee Arm: 2 (2% Red física)

Skills: Lvl 1(Passive) Bull’s eye: You get more chance of critical hits. You need to roll a 8 or more for critical instead of 10. Bonus +0.25 Vel and Dex per level.

Lvl 1: (Active) Pro-Hunter : With your sharp eye you can see things others can’t. When active, you will sense every movement and action your target makes. 100% chance of hitting the next attack and can apply **Root** for 2 turns.

13+15

Average Dmg: 25 + 44

Equipment:

**Hood**: +1Dex/+1Vel.

**Wood bow:** 10m distance, +1 Dex. 25 Dmg.

**Leather Boots:** 2 Arm.

**Rookie Hunter Gloves:** +1 Dex.

**Quiver:** Capacity for 25 Arrows.

**Backpack:** 7 Normal Arrows. x2 Pociones Pequeñas. Sacred Leaf. 350gr de Miel. Bee’s Sting. Pedazo de panal.Diario.

**Gold:** 132g.

Hermenegildo, Mage, Hermafrodita.

HP Max 175+25

Str: 2

Cons: 5

Vel: 4

Int: 11 + 3

Dex: 3

Melee Arm: 1 (1% Red física)

**Skills**

Lvl 1:(Active) Nature Wand: Using **one turn** you can change the element of a Wand (Neutral, Ice, Fire, Dark, Earth). For this, you need an item of the element you wish to transform to (if you want ice, you can use a cube of ice. If you want fire, you can use a flame, etc).

Lvl 1:(Active) Splash Energy: 45 Dmg (Wand element) in the center point and 30 Dmg from 1m to 3m. You fire a burst of energy into the ground of your target and has a effect range of 3m. Your enemy can avoid it with a Vel. (1 Turn cool down)

Lv 1: (Active) Concentrate: you charge up your energy (uses one turn) to improve your next spell dmg in 100%. You can stack up this up to 5 times to get a 500%. But if you are attacked while concentrating you will lose half the charge you got.

Average Dmg: 25 + 23

Average Spell Dmg: 37 + 42

Equipment:

**Wizard Hat:** +1 Int.

**Typical Wand: (Neutral)** 25 Dmg.

**Wizard Robe:** +1 Int, +1 Arm.

**Academic Ring:** +1 Int.

**backpack:** broken armor. x2 Bee’s sting. Sacred Leaf. 350gr de Miel. Pedazo de panal. Bear’s Fur

**Gold:** 220g

Xetfrick, Assassin, Man

HP max: 200+15

Str: 6

Cons: 1+2

Vel: 7+1

Int: 0

Dex: 11 +2

Melee Arm: 3 (3% Red física)

(Class bonus: Double wielding: Can attack twice per turn, but second attack will do 60% the total dmg).

**Skills**

Lvl 1 (Passive) Killing instinct: Always activated. Gets a chance of applying **Bleeding** to monster every time the players hits. **Bleeding** does 10hp + 5% actual health dmg unavoidable every turn. **Bleeding** uses 1-20 dice. Constitution applies.

Lvl 1 (Active) Poison Gas: Does 10hp + (Player Lvl)\*0.5 dmg every turn. **Doesn’t waste a turn.** Active for 2 turns. Requires a **Poison Bag**.

Average dmg: 25+41

Average dmg Left-Hand: 15+25

**Equipment:**

**Koala Hat:** +2 Cons. +1 Arm.

**Assassin Scarf:** +1 Vel, +1 Arm. Immune to gasses

**Assassin daggers:** Two hands. 25 Dmg.

**Robe:** Just fashionable.

**Thief’s gauntlets:** +2 Dex +1 Arm.

**Gold:** 45g

**Backpack:** x3 Smoke Bombs, x1 Poison Bag, x1 Pociones grandes. x3 Wolf’s fang. Sacred Leaf. 350gr de Miel. Bee’s Sting. Pedazo de panal.

**Ciudad origen:** Crossei

**Mabel,** Paladin, Woman

HP max: 250+60

Str: 4 +3

Cons: 10+2

Vel: 5

Int: 2

Dex: 8

Melee Arm: 5 (5% Red física)

Average dmg: 35+31

Equipment:

**Iron Helmet**: +5 Arm.

**Holy Sword: (Holy)** 35 Dmg.

**Iron Boots:** +3 Arm. +3 Str.

**Paladin Ring:** +2 Cons.

**Gold:** 325g.

**Backpack:** Apple. Sacred Leaf. 350gr de Miel. Cruz. Bee’s Sting. Pedazo de panal.

**Ciudad origen:** Arthonia.

Skills:

Lvl 1 Skills (from 1 to 10)

1. **(Active) I’ll protect my friend!:** Cast a protective aura upon **one player** and reduces the dmg taken by that player by 50%. However, the caster will receive that dmg as his own (doesn’t apply caster arm).
2. **(Passive) Recovery:** Every turn the player will be healed by 5+5% of Max health.
3. **(Active) Holy intervention:** Cast a spell that can heal all your teammates a total of their 10% max health. Can only be used if at least one teammate is below 35% Health. “I’ll protect my friend” and “Recovery” will be disable for the next turn. (3 turns Cool Down)

**Trakkun Manfaruk Trakjar Gunkan Kingarak** (Minotauro), Paladin (Descastado), Hombre

HP Max = 170 + 15

Str: 5+3

Cons: 3

Vel: 0+2

Int: 0

Dex: 1+1

Melee Arm: 5 (5% Red física)

Average dmg: 40+26

**Viking Helmet**: +5 Arm.

**Dark Sword: (Holy)** 40 Dmg.

**Bloody Boots:** +3 Str. +2 Vel

**Silver ring:** +1 Dex

**Gold:** 25g.

**Backpack:** Rusted armor. x2 Manzanas. Branch, Leaf.

**Ciudad origen:** Arthonia and self-exiled to Zerith

Skills:

Lv 1 (From 1 to 10)

1. (Active) I was born to kill: Has a chance to self-heal of 5% every time you strike an enemy (Your dex vs cons). Heals 5+10% of the damage done.

**Waunman** (enano), Mage, Man

HP Max = 155 + 20

Str: 0

Cons: 4

Vel: 0

Int: 4+3

Dex: 2

Melee Arm: 1 (1% Red física)

Average Dmg: 25 + 14

Average Spell Dmg: 37 + 21

Equipment

**Wizard Hat:** +1 Int.

**Typical Wand: (Neutral)** 25 Dmg.

**Wizard Robe:** +1 Int, +1 Arm.

**Academic Ring:** +1 Int.

**Gold:** 155g.

Backpack: x1 Normal Arrow.

**Ciudad origen:** Arthonia.

Lvl 1 Skills (from 1 to 30)

1. (Active) Nature Wand: Using **one turn** you can change the element of a Wand (Neutral, Ice, Fire, Dark, Earth). For this, you need an item of the element you wish to transform to (if you want ice, you can use a cube of ice. If you want fire, you can use a flame, etc).
2. (Active) Splash Energy: 45 Dmg (Wand element) in the center point and 30 Dmg from 1m to 3m. You fire a burst of energy into the ground of your target and has a effect range of 3m. Your enemy can avoid it with a Vel. (1 Turn cool down)