**Game Information**: Element List

All information in this section will be denoted as follows:

Effect of Element on an opponent

Proton (P+) Cost

Effect of Element on self (Player)

Element Symbol

***H*** (1)  
S- None

O- Deal 25 Damage

H (1)  
 S- None

O- Deal 25 Damage

He (2)

S- Escape a battle if after rolling a 6-sided die, you roll an odd number.

O- Half the opponents attack for the next turn.

Li (3)

S- Deal x2 damage on your next attack.

O- Deal 40 Damage

Be (4)

S- Deal 10 damage to yourself **and** add 20 damage to your atk on your next attack.

O- At the beginning of their turn in battle, deal 10 damage to them for three turns.

B (5)

S- Add +1 to your defense until the end of your turn.

O- Prevent all damage that would be dealt to you the next time you are attacked, then deal damage equal to the damage prevented this way to that player/enemy.

C (6)

S- Heal 10 health for each type of element you control. (Not exceeding your max health)

O- If the enemy is an Elemental, deal 10 damage to it and create a compound with their element(s) and this C when it is defeated.

N (7)

S- On your next turn you may use 2 elements instead of one, if possible, combine those elements.

O- Set the opponent's attack to 0 for its next attack.

O (8)

S- Heal 20 health. (Not exceeding your max health)

O- None

F (9)

S- Reduce damage received this battle by 1/4.

O- Deal 30 damage to your opponent this turn, on their next turn deal 15, and on their following turn deal 5 damage to that player/monster.

Ne (10)

S- Heal 40 health during a battle. (Not exceeding your max health)

O- Deal 20 damage **and** the opponent deals 0 damage on their next attack.