

Tier 1 Enemies

Police: The police are deployed against protestors, activists, criminals, and anyone else that the government perceives as threatening the established order.

In combat, police will swap between rounds where they debuff and rounds where they exert maximum force. During the first round of battle, they will not attack but instead sit there and either inflict status effects, use buffs and debuffs, or just look menacing.

Cop (Normal 1, Human)

Elemental Type: Colorless

Statistics: HP 10/Shell 5, Initiative 4, Mana 5, Physical Attack 4, Magical Attack 0, Physical Defense 2, Magical Defense 0, Evasion 4, Resistance 4, Physical Accuracy 4, Magical Accuracy 4, Status Accuracy 4

Truncheon. Melee. The Cop makes a basic physical attack..

Body Armor. Passive. The first time the Cop is hit by a physical attack, they do not take any damage.

Item Table: Guard, Mundane Colorless Physical Damage, 10 cr.

Hover Drone (Normal 1, Construct)

Elemental Type: Water

Statistics: HP 8/Shell 12, Initiative 0, Mana 20, Physical Attack 2, Magical Attack 4, Physical Defense 2, Magical Defense 2, Evasion 0, Resistance 6, Physical Accuracy 2, Magical Accuracy 2, Status Accuracy 2.

Rubber Bullets. Melee. Makes a basic physical attack.

Water Cannon. Ranged. Costs 5 MP. Makes a magical water attack against a single target.

Tear Gas. Ranged. Costs 7 MP. Inflicts the Burn status on a single target with a successful status-inflicting roll.

Injection. Ally. Costs 5 MP. Restores 4 HP to a single ally.

Refill. Passive. If the Hover Drone takes water damage, they will absorb it into their MP instead, with all damage multipliers applying as normal.

Rebooting. Passive. If the Hover Drone takes any physical damage, they will no longer be able to use Rubber Bullets, Water Cannon, or Tear Gas for a single turn.

Item Table: Mundane Restore Health, Mundane Inflict Burn, 10 cr.

Spider Drone (Normal 1, Construct)

Elemental Type: Light

Statistics: HP 2/Shell 8, Initiative 4, Mana 5, Physical Attack 2, Physical Defense 1, Magical Defense 0, Evasion 6, Resistance 2, Physical Accuracy 4, Status Accuracy 6

Pincers. Melee. Makes a basic physical attack.

Autocannon. Special. Makes a colorless physical attack that can hit enemies in the back row or front row if the Spider Drone is in the front row, and can hit enemies in the front row if the Spider Drone is in the back row. The Spider Drone may only use this ability once per battle.

Disarm. Special. Makes a physical attack roll that, if successful, takes a battle item of the GM's choice from the party inventory. This can take from characters in both rows while the Spider Drone is in the front row, but can only take from the front while the Spider Drone is in the back row.

Nimble. Passive. Once per round, the Spider Drone can move between rows for free.

Pickpocket. Passive. If the Spider Drone successfully dodges a melee attack, they can use the Steal ability against the attacker for free.

Item Table: Mundane Buff Evasion, Mundane Scan, 10 cr.

Lieutenant (Elite 1, Human)

Elemental Type: Ice

Statistics: HP 20/Shell 5, Initiative 5, Mana 15, Physical Attack 4, Magical Attack 2, Physical Defense 3, Magical Defense 1, Evasion 0, Resistance 6, Physical Accuracy 4, Magical Accuracy 0, Status Accuracy 0.

Fists. Melee. Makes a basic colorless physical attack.

Discipline. Ally. Costs 5 MP. Buffs the Resistance of a single ally.

Knock Some Sense Into Em. Ally. Does 1 damage to a single ally, and restores 5 MP as a result.

Faithful. Passive. If there is a Captain on the battlefield and they are hit by an attack that would otherwise down them, the Lieutenant is hit by the attack instead.

Item Table: Mundane Restore MP, Mundane Buff Resistance, 50 cr.

Captain (Elite 1, Human)

Elemental Type: Thunder

Statistics: HP 14/Shell 6, Initiative 5, Mana 10, Physical Attack 3, Magical Attack 1, Physical Defense 2, Magical Defense 0, Evasion 6, Resistance 4, Physical Accuracy 4, Magical Accuracy 3, Status Accuracy 4.

Baton. Melee. Makes a basic physical attack.

Cattle Prod. Melee. Costs 3 MP. Makes a thunder physical attack against a single target.

Ammo. Passive. The Captain's Pistol ability requires a resource called Ammo instead of MP. At the beginning of the battle, the captain starts with 0 Ammo.

Pistol. Ranged. The Captain makes a ranged physical attack against a single target.

Reload. Self. The Captain gains 1 Ammo.

Intimidate. Ranged. Costs 3 MP. The Captain debuffs a single target's Physical Accuracy.

Revenge. Passive. If an opponent misses the Captain with a melee attack, they can make a free use of Baton against them.

Retaliation. Passive. If an opponent misses the Captain with a ranged attack and the captain currently has Ammo, they can use Pistol against them immediately without spending AP.

Item Table: Mundane Thunder Damage (Physical), Mundane Debuff Physical Accuracy, 50 cr.

Goblins: Goblins are sentient woodland creatures that have their own language and culture. During lean times, they will sometimes resort to raiding human settlements for food and supplies.

In combat, goblins are both bullies and cowards. They will gang up on the weakest party member they can attack, and will retreat to the back row as soon as they lose their shields. They are also wicked cunning, and smart enough to exploit magical and physical vulnerabilities (although they do not know the elements of their enemies off the bat).

Skirmisher (Normal 1, Fairy)

Elemental Type: Wood

Statistics: HP 5/Shell 5, Initiative 4, Mana 10, Physical Attack 4, Physical Defense 1, Magical Defense 1, Evasion 4, Resistance 2, Physical Accuracy 4, Status Accuracy 4

Knife. Melee. Makes a basic physical attack.

Poison Arrow. Ranged. Costs 7 MP, attempts to inflict Toxin on an enemy.

Tactical Retreat. Passive. If the skirmisher is Shellbroken, it will move to the back row immediately for free.

Item Table: Mundane Restore MP, Mundane Inflict Toxin, 10 cr.

Arsonist (Normal 1, Fairy)

Elemental Type: Fire

Statistics: HP 3/Shell 7, Initiative 2, Mana 25, Magical Attack 5, Physical Defense 1, Magical Defense 1, Evasion 4, Resistance 2, Magical Accuracy 5, Status Accuracy 4

Firebomb. Ranged. Makes a fire magical attack that costs 5 MP.

Tinder. Melee. Inflicts Burn with a status-inflicting ability roll. This ability costs 4 MP.

Detonate. All. Kills the Arsonist and makes a fire magical attack against every enemy on the battlefield.

Bomb Vest. Passive. If the arsonist is hit by fire damage or is no longer able to use its abilities, it will use Detonate during the next Effect Phase.

Douse. Passive. If the arsonist is hit by water damage, it is no longer able to use Detonate.

Item Table: Mundane Magical Damage (Fire), Mundane Inflict Burn, 10 cr.

Prankster (Normal 1, Fairy)

Elemental Type: Shadow

Statistics: HP 5/Shell 5, Initiative 6, Mana 10, Physical Attack 3, Physical Defense 0, Magical Defense 1, Evasion 6, Resistance 2, Physical Accuracy 4, Status Accuracy 6

Steal. Special. Makes a physical attack roll that, if successful, takes a battle item of the GM's choice from the party inventory. This can take from characters in both rows while the Prankster is in the front row, but can only take from the front while the Prankster is in the back row.

Practical Joke. Ranged. Costs 7 MP. Makes a status-inflicting roll that, on a hit, inflicts the Confused status effect on an enemy.

Sand in the Eyes. Ranged. Costs 3 MP. Debuffs the Physical Accuracy of a single enemy.

Quick Fingers. Passive. If the Prankster successfully steals an item, they will use it immediately for free.

Item Table: Mundane Debuff Physical Accuracy, Mundane Inflict Confusion, 10 cr.

Boar Rider (Elite 1, Fairy)

Elemental Type: Earth

Statistics: HP 19/Shell 6, Initiative 7, Mana 15, Physical Attack 7, Magical Attack 2, Physical Defense 3, Magical Defense 1, Evasion 2, Resistance 6, Physical Accuracy 5, Magical Accuracy 2, Status Accuracy 2.

Stab. Makes a physical attack against an enemy.

Gore. Costs 3 MP. Makes a physical attack that has a base damage of 10.

Charge. Costs 5 MP. Makes a physical attack against an enemy in the back row. Can only be done if there are no enemies left in the front row.

Intimidate. Costs 3 MP. Debuffs an enemy's Magical Attack.

Spurs. Reduces the HP of the Boar by 5 in exchange for increasing its MP by 5.

Enrage. Passive. If the Boar Rider is Taunted, they will also become Berserk, which is the equivalent of the Knight's Focus ability.

Too Stupid to Die. Passive. If the Boar Rider is reduced to 0 HP, it will not die until the Effect Phase at the end of the round.

Primal Fear. Passive. If the Boar Rider is hit with fire damage, it will become Confused.

Item Table: Focus, Mundane Colorless Physical Damage, 50 cr.

Shaman (Elite 1, Mage)

Elemental Type: Wood

Statistics: HP 4/Shell 11, Initiative 3, Mana 25, Magical Attack 7, Physical Defense 0, Magical Defense 3, Evasion 6, Resistance 2, Magical Accuracy 6, Status Accuracy 6.

Ghost Hand. Ranged. Costs 3 MP. Makes a shadow magical attack against one character.

Hex. Ranged. Costs 3 MP. Lowers the Evasion of one target.

Medicine. Ally. Costs 5 MP. Heals the target for 7 HP.

Ritual Circle. Multi. Costs 2 AP. Gives every ally excluding the Shaman the Sacrifice status effect. Once the Ritual Circle is established, the Shaman can spend an additional AP to make one of its enemies part of it as well.

Blood Sacrifice. Ally. The Shaman immediately kills an ally that has Sacrifice inflicted on it to restore its MP back to full.

Ghost Talk. Passive. When one of the Shaman's enemies has the Sacrifice status effect and dies, the Shaman heals its MP back to full.

Doom. Passive. Characters with the Sacrifice status effect that are downed during battle cannot be revived until after the battle is over.

Item Table: Mundane Debuff Evasion, Mundane Restore MP, 50 cr.