**Character Specials**

Gunslinger: Damage

* Base Attack (Revolvers)-none
* Ricochet (Double shot“Second shot is random“ [TwoOpponents])\*-30
* Bullseye (Attack Mod. „1 round“ [SelfOnly])#-60
* Disarm(Attack penalty 1 round[OneOponentOnlyInNearestRank])\*-40
* Playing dirty(Stun 1 round[OneOponentOnlyInNearestRank])\*-35

Alchemist: Support

* Base Attack (Explosive Granade)-none
* Remedy (Heal [OneFriendOnly])\*-25
* Poisonous gas (Poison „3 rounds“ [OneOponentOnlyInNearestRank])\*-40
* Throw Acid (Defence Penalty-1 „1 round“ [OneOponentOnlyInNearestRank])\*-35
* Catalitic Bomb(Attack All Oponents [AllOponents])#-60

Automaton: Defence

* Base Attack (Steam Pipe)-none
* Break Defence (Defence Penalty-1 „1 turn“ [OneOponentOnly])\*-30
* Burning Flames(Lingering 3 rounds[OneOponentOnlyInNearestRank])\*-40
* Brass Shield (Defence Booster+1 „3 rounds“ [SelfOnly])\*-35
* Shake Ground (Stun All Oponents [AllOponents])#-60

Musketeer: Utility

* Base Attack (Rifle)-none
* Medikit (Heal [OneFriendOnly])\*-30
* Precision Shot (Powerfull Shot [OneOponentOnlyInAnyRank])\*-45
* Bayonet Charge(Bleeding 3 rounds[OneOpponentOnlyNearestRank])\*-40
* Battle Cry (Party Attack Booster „1 round“ [AllFriends])#-45

Illusionist: Tricks

* Base Attack (Deck Of Cards)-none
* Ace (Powerfull Shot [OneOponentOnlyInNearestRank])\*-30
* Blind(Attack Decreaser-1 „3 turns“[OneOponentOnlyInNearestRank])\*-35
* Performance(Defence Penalty 1 round[OneOponentOnlyNearestRank])\*35
* Transform Into Rabbit (Stun „3 turns“ Until All Other Oponents Are Dead [OneOponentOnlyInNearestRank])#-70

Assasin: Lethal

* Base Attack (Dager)-none
* Disappear (Imune To Damage „1 turn“ [SelfOnly])\*-35
* Backstab (PowerfullAttack[OneOponentOnlyInAnyRank])\*-50
* Ripping cut (bleeding 3 turns[ OneOponentOnlyInNearestRank])\*-40
* Cutthroat (Intant Kill [OneOponentOnlyInNearestRank])#-90

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| --- | --- | --- | --- | --- | --- | --- |
| Attack2/2 Positiv | Attack2/2 Negative | Defence1/2 Positive | Defence2/2 Negative | Lingering  Damage\* | Stun3/3  Efect\* | Healing+  Efect+2/2 |
| Gunslinger | Gunslinger | Automaton | Automaton | AutomatonF | Automaton# | Musketeer |
| Musketeer# | Illusionist | Assasin\* | Alchemist | Alchemist P | Illusionist\* | Alchemist |
|  |  |  | Illusionist | Assasin B | Gunslinger |  |
|  |  |  |  | MusketeerB |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Unique Specials** | | |  |
| **Character** | **Special** | **Efect** | **Mana Cost** |
| Assasin | Disappear | Imune to all damage\* | 30 |
| Assasin | Cutthroat | Instant kill\* | 90 |
| Illusionist | Transform into Rabbit | Transform a oponent into a rabbit(Stun) for 3 rounds or until other oponents are dead\* | 70 |
| Musketeer | Battle Cry | Party A & D Boster for 1 round# | 70 |
| Automaton | Shake the Ground | Stun all oponents for 1 round# | 70 |