

Name: Fran

Level: 1

Age: ?
Gender: female
Hair: white
Height: 1.87m
Eyes: brown
quiet
mysterious

Talents:
Level 2



Omega Fantasy II



Story:

She grew up in a remote village hidden in the woods where she lived in harmony with nature. But when she become older, she left her tribe and her family behind to explore the world outside.

”The Viera may begin as part of the Wood, but it is not the only end that we may choose.”

Character Sheet

current

maximum

Health Points:

19

Mana Points:

17

Strength: 1

Agility: 2

Defense: 1

Movement: 3u

Magic: 0

= 1 + Agility

Resistance: 1

Evasion DC: 10

= 12 - Agility

Job: Marksman

Level 1

Archetype:

Level 3

Magic & Techs:

Libra

Passives & Reactions:

Weapon: Elfin Bow

Rank DMG

1d 2d 3d

Unique Effect: 3 extra damage if target has Status

Type Effect: 5u Range but target has advantage if you move

Materia:

Accessory:

Effect:

Accessory:

Effect:

Armor: Gaia Gear

Rank DEF & RES

+0 +1 +2

Unique Effect: Resilience: earth

Type Effect: DEF +1, RES +1

Materia:

Inventory:

Gil: 200

2x Potion, 2x Antidote

Limit Break:

Level 4

Limit Modes:

Limit Points:

Espers:

Level 5

Support:

Call:

Combat Actions Summary:

- Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- Defend:** Damage you receive by Attacks until your next turn is halved.
- Item:** Use Item from your inventory on yourself or someone within 1u.
- Re-Equip:** Swap a Materia or Equipment piece that you are wearing against one from your Inventory.
- Dash:** Move to a location up to AGI +1 units away.

Status Effects Summary:

- Blink:** You have Advantage on all evasion checks.
- EnATR:** According attribute is increased by 1 + half your Level.
- Haste:** During your turn, make an extra movement or action.
- Regen:** You regain 10% of your max. HP at start of each turn.
- Blind:** On Attack, enemy has Advantage on the evasion check.
- DeATR:** According attribute is reduced by 1 + half your Level.
- Immobile:** You are unable to move.
- KO:** You are unconscious and your turns are skipped.
- Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- Sleep:** You can't move or take actions. Removed when you take damage.
- Silence:** You cannot begin casting Magic or using Techs.
- Slow:** During your turn, you can move or take an action but not both.
- Zombie:** All healing effects are reversed for you.

Name: Kain

Level: 1

Age: 21
Gender: male
Hair: blond
Height: 1.83m
Weight: 61kg
calm
driven

Talents:
Level 2



Omega Fantasy II



Story:

Raised in a castle, he became a commander in the army like his father. Later, he was manipulated into betraying his lifelong friend to be with the love of his life.

"It would seem your life is spared. For now."

Character Sheet

current

maximum

Health Points:

23

Mana Points:

16

Strength: 1

Agility: 2

Defense: 2

Movement: 3u

Magic: 0

= 1 + Agility

Resistance: 0

Evasion DC: 10

= 12 - Agility

Job: Dragoon
Level 1

Archetype:
Level 3

Magic & Techs:

Jump

Passives & Reactions:

Status Effects:

Weapon: Trident

Rank 1d 2d 3d

Unique Effect: Also attacks anyone right behind target

Type Effect: 2u range

Materia:

Armor: Diamond Armor

Rank DEF & RES +0 +1 +2

Unique Effect: Resilience: lightning

Type Effect: DEF +2

Materia:

Accessory:

Effect:

Accessory:

Effect:

Inventory:

Gil: 200

2x Potion

1x Bomb Fragment

Limit Break:
Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Combat Actions Summary:

- Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- Defend:** Damage you receive by Attacks until your next turn is halved.
- Item:** Use Item from your inventory on yourself or someone within 1u.
- Re-Equip:** Swap a Materia or Equipment piece that you are wearing against one from your Inventory.
- Dash:** Move to a location up to AGI +1 units away.

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- DeATR:** According attribute is reduced by 1 + half your Level.
- Immobile:** You are unable to move.
- KO:** You are unconscious and your turns are skipped.
- Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- Sleep:** You can't move or take actions. Removed when you take damage.
- Silence:** You cannot begin casting Magic or using Techs.
- Slow:** During your turn, you can move or take an action but not both.
- Zombie:** All healing effects are reversed for you.

Name: Locke

Level: 1

Age: 25
Gender: male
Hair: brown
Height: 1.76m
Weight: 67kg
cheerful
kind

Talents:
Level 2



Omega Fantasy II



Story:

After losing the love of his life, he has joined a rebellion group to fight against evil. Using his skills as a "treasure hunter", he worked as a spy and saboteur.

"Hey! Call me a treasure hunter, or I'll rip your lungs out!"

Character Sheet

current

maximum

♥ Health Points:

|

20

★ Mana Points:

|

19

✂ Strength: 1

≡ Agility: 4

🛡 Defense: 1

Movement: 5u

🌀 Magic: 0

= 1 + Agility

🔥 Resistance: 1

Evasion DC: 8

= 12 - Agility

Status Effects:

Job: Thief

Level 1

Archetype:

Level 3

🌀 Magic & ⚙ Techs:

Steal

🗨 Passives & ⚠ Reactions:

⚔ Weapon: Myhtril Knife

Unique Effect: Extra Materia slot

Type Effect: Can wear 2nd dagger instead of accessory

Materia:

📊 Rank DMG

1d 2d 3d

📡 Accessory: Power Armlet

Effect: STR+1

📡 Accessory:

Effect:

🛡 Armor: Myhtril Vest

Unique Effect: Extra Materia slot

Type Effect: DEF +1, RES +1

Materia:

📊 Rank DEF & RES

+0 +1 +2

🗑 Inventory:

Gil: 150

2x Potion

1x Ether

Limit Break:

Level 4

Limit Modes:

Limit Points:

Esper:
Level 5

Support:

Call:

Combat Actions Summary:

🗡 Attack: Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.

🌀 Magic: Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.

📡 Tech: Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.

🛡 Defend: Damage you receive by Attacks until your next turn is halved.

🗑 Item: Use Item from your inventory on yourself or someone within 1u.

🔄 Re-Equip: Swap a Materia or Equipment piece that you are wearing against one from your Inventory.

🏃 Dash: Move to a location up to AGI +1 units away.

Status Effects Summary:

👁 Blink: You have Advantage on all evasion checks.

🌀 🛡 🌀 EnATR: According attribute is increased by 1 + half your Level.

🕒 Haste: During your turn, make an extra movement or action.

📶 Regen: You regain 10% of your max. HP at start of each turn.

👁 Blind: On Attack, enemy has Advantage on the evasion check.

🌀 🛡 🌀 DeATR: According attribute is reduced by 1 + half your Level.

🛑 Immobile: You are unable to move.

🛑 KO: You are unconscious and your turns are skipped.

📶 Poison: You suffer damage equal to 10% max. HP at start of each turn.

🛑 Sleep: You can't move or take actions. Removed when you take damage.

🛑 Silence: You cannot begin casting Magic or using Techs.

🕒 Slow: During your turn, you can move or take an action but not both.

🛑 Zombie: All healing effects are reversed for you.

Name: Snow

Level: 1

Age: 21
Gender: male
Hair: blonde
Height: 2.00m
Eyes: blue
confident
irresponsible

Talents:
Level 2



Omega Fantasy II



Story:

He is the leader of a small resistance group named NORA. Just after they got engaged, his fiancée was cursed and turned into crystal. Now he is traveling the world to find a way to lift her curse.

”Since when have heroes ever needed plans?”

Character Sheet

current

maximum

Health Points:

27

Mana Points:

16

Strength: 1

Agility: 3

Defense: 2

Movement: 4u

Magic: 0

= 1 + Agility

Resistance: 0

Evasion DC: 9

= 12 - Agility

Job: Sentinel

Level 1

Archetype:

Level 3

Magic & Techs:

Guard

Passives & Reactions:

Weapon: Vorpall Blade

Rank DMG

1d 2d 3d

Unique Effect: Triple damage on critical hit

Type Effect: Counter on 11 or 12 enemy evasion check

Materia:

Accessory:

Effect:

Accessory:

Effect:

Armor: Crystal Mail

Rank DEF & RES

+0 +1 +2

Unique Effect: Resilience: ice

Type Effect: DEF +2

Materia:

Inventory:

Gil: 200

1x Potion, 1x Lunar Curtain

Limit Break:

Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Combat Actions Summary:

- Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- Defend:** Damage you receive by Attacks until your next turn is halved.
- Item:** Use Item from your inventory on yourself or someone within 1u.
- Re-Equip:** Swap a Materia or Equipment piece that you are wearing against one from your Inventory.
- Dash:** Move to a location up to AGI +1 units away.

Status Effects Summary:

- Blink:** You have Advantage on all evasion checks.
- EnATR:** According attribute is increased by 1 + half your Level.
- Haste:** During your turn, make an extra movement or action.
- Regen:** You regain 10% of your max. HP at start of each turn.
- Blind:** On Attack, enemy has Advantage on the evasion check.
- DeATR:** According attribute is reduced by 1 + half your Level.
- Immobile:** You are unable to move.
- KO:** You are unconscious and your turns are skipped.
- Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- Sleep:** You can't move or take actions. Removed when you take damage.
- Silence:** You cannot begin casting Magic or using Techs.
- Slow:** During your turn, you can move or take an action but not both.
- Zombie:** All healing effects are reversed for you.

Name: Squall

Level: 1

Age: 17
Gender: male
Hair: brown
Height: 1.75m
Right-Handed
introverted
aloof

Talents:
Level 2



Omega Fantasy II



Story:

Grew up in an orphanage after his parents died. Then, he was trained in an academy to become a talented mercenary who has mastered the gunblade. A lone wolf, without many friends.

”Why do people depend on each other? In the end, you are on your own.”

Character Sheet

current

maximum

♥ Health Points:

| 25

★ Mana Points:

| 18

🔪 Strength: 1

⚡ Agility: 3

🛡 Defense: 1

Movement: 4u

🌟 Magic: 0

= 1 + Agility

🔥 Resistance: 1

Evasion DC: 9

= 12 - Agility

Job: Warrior
Level 1

Archetype:
Level 3

🔮 Magic & ⚙ Techs:
Rush

🗨 Passives & ⚠ Reactions:

Status Effects:

⚔ Weapon: Gunblade

Rank DMG
1d 2d 3d

Unique Effect: Ranged attack after ability

Type Effect: Counter on 11 or 12 enemy evasion check

Materia:

🛡 Armor: Myhtril Vest

Rank DEF & RES
+0 +1 +2

Unique Effect: Extra Materia slot

Type Effect: DEF +1, RES +1

Materia:

📿 Accessory:
Effect:

🗑 Inventory: Gil: 250

2x Potion, 2x Eyedrops, 1x Giant’s Tonic

📿 Accessory:
Effect:

Limit Break:
Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Combat Actions Summary:

- 🔪 **Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- 🔮 **Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- ⚙ **Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- 🛡 **Defend:** Damage you receive by Attacks until your next turn is halved.
- 🗑 **Item:** Use Item from your inventory on yourself or someone within 1u.
- 🔄 **Re-Equip:** Swap a Materia or Equipment piece that you are wearing against one from your Inventory.
- 🏃 **Dash:** Move to a location up to AGI +1 units away.

Status Effects Summary:

- 👁 **Blink:** You have Advantage on all evasion checks.
- 🔪 🛡 🌟 🔥 **EnATR:** According attribute is increased by 1 + half your Level.
- ⌚ **Haste:** During your turn, make an extra movement or action.
- 📈 **Regen:** You regain 10% of your max. HP at start of each turn.
- 👁 **Blind:** On Attack, enemy has Advantage on the evasion check.
- 🔪 🛡 🌟 🔥 **DeATR:** According attribute is reduced by 1 + half your Level.
- 🚫 **Immobile:** You are unable to move.
- 💤 **KO:** You are unconscious and your turns are skipped.
- 📈 **Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- 🛑 **Sleep:** You can't move or take actions. Removed when you take damage.
- 🔇 **Silence:** You cannot begin casting Magic or using Techs.
- ⌚ **Slow:** During your turn, you can move or take an action but not both.
- 🔄 **Zombie:** All healing effects are reversed for you.

Name: Tifa

Level: 1

Age: 20
Gender: fem.
Hair: dark
Height: 1.67m
Eyes: brown
empathic
reserved

Talents:
Level 2



Omega Fantasy II



Story:

Grew up in a village where she was trained by a master of martial arts. After the destruction of her village and the death of her family, she moved to a big city and joined an environmentalist resistance group.

"Words aren't the only way to tell someone how you feel."

Character Sheet

current

maximum

Health Points:

20

Mana Points:

16

Strength: 2

Agility: 4

Defense: 1

Movement: 5u

Magic: 0

= 1 + Agility

Resistance: 1

Evasion DC: 8

= 12 - Agility

Status Effects:

Job: Monk
Level 1

Archetype:
Level 3

Magic & Techs:

Passives & Reactions:
Brawler

Weapon: Power Armlet
Unique Effect: STR+1
Type Effect:
Materia:



Accessory:
Effect:

Accessory:
Effect:

Armor: Kenpo Gi
Unique Effect: Immunity: Blind
Type Effect: DEF +1, RES +1
Materia:



Inventory: Gil: 200
3x Potion

Limit Break:
Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Combat Actions Summary:

- Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- Defend:** Damage you receive by Attacks until your next turn is halved.
- Item:** Use Item from your inventory on yourself or someone within 1u.
- Re-Equip:** Swap a Materia or Equipment piece that you are wearing against one from your Inventory.
- Dash:** Move to a location up to AGI +1 units away.

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- Blind:** On Attack, enemy has Advantage on the evasion check.
- DeATR:** According attribute is reduced by 1 + half your Level.
- Immobile:** You are unable to move.
- KO:** You are unconscious and your turns are skipped.
- Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- Sleep:** You can't move or take actions. Removed when you take damage.
- Silence:** You cannot begin casting Magic or using Techs.
- Slow:** During your turn, you can move or take an action but not both.
- Zombie:** All healing effects are reversed for you.

Name: Vivi

Level: 1

Age: 9
Gender: male
Race: ?
Height: 1.21m
Right-Handed
shy
clumsy

Talents:
Level 2



Omega Fantasy II



Story:

Fell off a cargo ship and was found by a gourmand named Quan, who he sees as his grandfather. Lived in his cave for a few months until Quan died. When alone, he left to find out more about his past.

"I have to find out who I am. I'm scared. What if I'm not even human?"

Character Sheet

current

maximum

♥ Health Points:

|

18

☆ Mana Points:

|

26

✎ Strength: 0

≡ Agility: 2

🛡 Defense: 0

Movement: 3u

= 1 + Agility

★ Magic: 2

Evasion DC: 10

= 12 - Agility

🔥 Resistance: 3

Status Effects:

Job: Black Mage

Level 1

Archetype:

Level 3

🔮 Magic & ⚙ Techs:

Fire, Blizzard, Thunder

🕒 Passives & ⚠ Reactions:

⚔ Weapon: Stardust Rod

Rank DMG

1d 2d 3d

Unique Effect: Regain MP equal to Level on enemy KO

Type Effect: MAG +2

Materia:

📿 Accessory:

Effect:

📿 Accessory:

Effect:

🛡 Armor: Myhtril Robe

Rank DEF & RES

+0 +1 +2

Unique Effect: Extra Materia slot

Type Effect: RES +2

Materia:

🗑 Inventory:

Gil: 250

2x Potion

2x Ether

Limit Break:

Level 4

Limit Modes:

Limit Points:

Espers:

Level 5

Support:

Call:

Combat Actions Summary:

- 🗡 **Attack:** Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- 🔮 **Magic:** Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
- 🔮 **Tech:** Used the same way as Magic but add your STR instead of MAG to damage and healing if bonus is not already included.
- 🛡 **Defend:** Damage you receive by Attacks until your next turn is halved.
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- 🏃 **Dash:** Move to a location up to AGI +1 units away.

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- 🛡 **Poison:** You suffer damage equal to 10% max. HP at start of each turn.
- 🛡 **Sleep:** You can't move or take actions. Removed when you take damage.
- 🗑 **Silence:** You cannot begin casting Magic or using Techs.
- 🏃 **Slow:** During your turn, you can move or take an action but not both.
- 🛡 **Zombie:** All healing effects are reversed for you.

Name: Yuna

Level: 1

Age: 17
Gender: fem.
Hair: brown
Height: 1.60m
Heterochromia
honest
passionate

Talents:
Level 2



Omega Fantasy II



Story:

Her parents died at a young age and she was raised in a remote village. Her father was a famous high summoner, who sacrificed himself to bring peace. She wants to walk in his footsteps to continue his legacy.

"I will defeat sorrow, in his place."

Character Sheet

	current	maximum
♥ Health Points:		16
☆ Mana Points:		34
✎ Strength: 1	≡ Agility: 2	
🛡 Defense: 0	Movement: 3u	
✨ Magic: 0	= 1 + Agility	
🔥 Resistance: 2	Evasion DC: 10	
	= 12 - Agility	

Status Effects:

Job: Summoner Level 1	Archetype: Level 3
✨ Magic & ⚙ Techs: Summon (Carbuncle)	
🕒 Passives & ⚠ Reactions:	

⚔ Weapon: Myhtril Staff
Unique Effect: Extra Materia slot
Type Effect: Maximum MP +10
Materia:



🛡 Armor: White Robe
Unique Effect: Immunity: Sleep
Type Effect: RES +2
Materia:



📿 Accessory:
Effect:

📿 Accessory:
Effect:

🗑 Inventory: Gil: 200

3x Potion
1x Remedy

Limit Break:
Level 4

Limit Modes:

Limit Points:

Espers:
Level 5

Support:

Call:

Combat Actions Summary:

- 🗑 Attack: Attack with your weapon. The target makes an evasion check with DC 12 minus his AGI. On failure, the damage dealt is your weapon's DMG plus your STR. You score a critical hit (2x damage) if he rolls a 2. The target makes a counter attack that cannot be evaded if he rolls a 12.
- ✨ Magic: Cast a spell by spending MP, choosing a target in range and concentrating. While concentrating, you cannot take actions or evade. After cast time, its effect occurs on the target right before your turn and cannot be evaded. If it deals damage or restores HP, add MAG to the amount.
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- 🛑 KO: You are unconscious and your turns are skipped.
- 🔥 Poison: You suffer damage equal to 10% max. HP at start of each turn.
- 🛑 Sleep: You can't move or take actions. Removed when you take damage.
- 🛑 Silence: You cannot begin casting Magic or using Techs.
- 🕒 Slow: During your turn, you can move or take an action but not both.
- 🛑 Zombie: All healing effects are reversed for you.