

TopHat, English Aristocrat

HP/REC 5/1
SP/FOC 3/1

MOV 3
Affinity **Neutral**
Type Human

 **Gilded Pistol** [+2 / 1d4] [Neutral] [4] Starts with 4 AMMO. Each attack consumes 1 AMMO. If no AMMO is left, attacks cannot be made.

 **Gentlemen's Agreement** [+3] [Neutral] [4] [1 SP] You and the target cannot attack each other. Lasts for 3 turns.

 **Reload** [No Roll] [Neutral] Restores the pistol's AMMO to 4.

 **Duel:** Grants +1 ACC & +1 DMG if this unit was the last unit to attack the target.

Entropy

HP/REC 10/1
SP/FOC 5/1

MOV 1
Affinity **Dark**
Type Concept

 **Inevitability** [No Roll / 1d12] [Fire] [3] Damage is inflicted three turns after the attack is made.

 **Distribute** [No Roll] [Dark] [3 SP] Pools all allies' current HP, and then attempts to divide it equally.

 **Entropic Favour (Inverted)** [No Roll] [Dark] [2 SP] Teleport to the tile adjacent to the most units. If multiple tiles are tied, one of them is selected at random.

 **Incarnation of Randomness:** The next three accuracy rolls against you are visible.

Rusty, Rust Monster

HP/REC 8/2
SP/FOC 4/2

MOV 4
Affinity **Neutral**
Type Monster

 **Chomp** [-2 / 1d8] [Neutral] [1] Inflicts -1 DEF. (Lasts 2 turns)

 **Feelers** [+2] [Neutral] [1] [2 SP] Inflicts -2 ATK. (Lasts 3 turns)

 **Corrosive Counter:** If an attacker's weapon contacts this unit, they suffer -1 ATK for 2 turns.

Easter Sunday, Tribal Warrior

HP/REC 7/2
SP/FOC 4/2

MOV 5
Affinity **Earth**
Type Human

 **Blowgun** [+4] [Earth] [4] [2 SP] Inflicts Poison, -1 ATK, and -1 DEF. (Poison duration: 3 turns) (Stat malus duration: 1 turn)

- 📖 **Earth's Blessing** [+3] [Earth] [5] [1 SP] Grants +1 DEF for 4 turns.
- 📖 **Spirit Cure:** Resting cures most ailments.