

## Name: Joey (cheesyfriedeggs)

Level: 1

Health: 17/17

Energy: 17/17

Attack(determines the amount of damage they deal from standard attacks): 6

Defense(determines the amount of damage they take and the amount of health they have): 7

Speed(determines the chance of taking damage): 9

Skills:

Tuba Playing: Inflicts Sleepy(meaning they can't use standard attacks) on an enemy. (6 energy)

Tarp Attack: Inflicts Blindness(meaning their speed goes down) on an enemy. (5 energy)

Inventory:

- 2x pea cans: Heals anywhere from 5 to 10 health when used.
- Tuba: Deals anywhere from 10-12 damage when used. Required for the Tuba Playing skill.
- Tarp: Required for the Tarp Attack Skill.

## Name: SpongeBob SquarePants (Joyous Theta)

Level: 1

Health: 20/20

Energy: 20/20

Attack: 4

Defense: 10

Speed: 7

Krabby Patty: Heals an ally and temporarily increases their defense by 3(max health is unaffected by this skill, only the amount of damage they take is affected). (5 energy)

Bubble Shield: Blows a massive bubble around an ally that shields them from attacks. The bubble bursts after taking 25 damage. (4 energy)

Inventory:

- Spatula: Deals anywhere from 5 to 10 damage when used. Required for the Krabby Patty skill.
- Bubble Soap: Deals 5 damage and inflicts Blindness when used. Required for the Bubble Shield skill.
- Snail Food: Inflicts Disgusted(meaning they can't use skills) on an enemy when used. Could possibly be used for quests in the future.

## Name: Francis (Faressain)

Level: 1

Health: 13/13

Energy: 13/13

Attack: 4

Defense: 3

Speed: 3

Shotgun Blast: Powerfully blasts an enemy for 15 damage with 10% chance to friendly-fire on the ally (with randomized damage between 1-100%, lower percentages happening twice as often.) (3 energy)

Molotov Strike: Fires a Molotov at a target, dealing 10 splash damage, as well as inflicting Burned(meaning they will slowly take damage over time) on target over 3 turns. Critical casts use both Molotov and a Gas Can to deal twice the damage, as well as doubling Burned duration. (3 energy)

Inventory:

- Shotgun: Deals between 5 to 10 damage when used and has a chance to inflict Bleeding(like Burned, but more health is lost) on an enemy. Required for the Shotgun Blast skill.
- Painkiller Pills: Removes a random negative status effect.
- Medkit: Heals between 10 to 13 health when used.
- ∞x Molotovs: Required for the Molotov Strike skill.
- 2x Pistols: Deals 10 damage when used, but has a guaranteed chance to inflict Bleeding on an enemy.