

Enforcer

Class overview:


The Enforcer is a disciplined warrior trained in the art of combat, specializing in wielding heavy weapons and armor to crush opponents on the battlefield.

Signature Skill:



- **Ferocity:** Once per combat, the Enforcer may deal a strike that cannot be countered, ignored, blocked or parried.

PATH OF JUSTICE



• Shieldwall

The Enforcer braces their shield, increasing their current shield's armor () rating by 50%. The effect expires when the enforcer's turn starts again. After the effect expires, the armor rating returns to its original value, before the ability was used, provided that it didn't sustain enough damage to be destroyed.

• Counter Strike

Anticipating enemy moves, the Enforcer delivers a swift retaliatory strike after the enemy successfully attacks them. The counter attack deals the weapon's damage + 20 (), and doesn't consume any energy (). It is considered an extra move.

• Ironclad

The enforcer channels inner resolve to bolster defenses, reducing all incoming damage () for the next 3 rounds by 25%. However, during the duration of the ability, the enforcer drains double energy () when attacking.



• Brace for Impact

The enforcer may assume a defensive stance and block the next attack against them, provided that they still have a shield. During this ability's effect, no damage to the enforcer's health (❤) or armor points (🛡) is received.

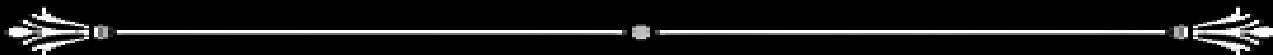


• Guardian

The enforcer enters a vigilant state, in which they may interrupt incoming attacks aimed at allies, sacrificing their own armor for their allies protection. The effect lasts 3 turns, but it may expire sooner if the enforcer's armor (🛡) gets destroyed sooner than that.

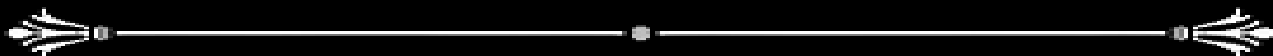


PATH OF DISCIPLINE



• Swift Strike

The enforcer executes a quick and precise strike, dealing a guaranteed hit to a single target, that costs no energy (⚡), but the damage (⚔) is reduced by 50%. This ability has a 3 turn cool down.



• En Garde

The enforcer assumes a defensive posture, allowing them to sacrifice energy points (⚡) and treat them like armor points (🛡) to tank incoming damage for the duration of the next enemy turn.





• Dual Hits

The enforcer unleashes a series of attacks, allowing them to strike again if the first attack lands successfully, albeit with - 15% reduced accuracy (🎯) on the second strike. The second strike costs no energy (⚡).



• Parry

If the Enforcer successfully dodges an attack against them, they can immediately parry and stun the enemy who attacked them for 1 turn.



• Redemption

(Passive): Every failed attack against the Enforcer fuels their determination, granting them additional energy to continue the fight. For the duration of combat, every miss against the enforcer grants them +10 energy (⚡).



PATH OF VENGEANCE





• Rage

The enforcer unleashes a reckless and powerful assault against a single target, dealing increased damage but leaving the Enforcer vulnerable. A successful attack deals 150% (⚔) weapon damage to the target. However, the enforcer becomes vulnerable during the enemy turn, taking 50% more damage in return.







• Devastation

The enforcer channels inner fury into a devastating blow, sacrificing accuracy for increased damage. For the next attack, the enforcer may add any number from 1 to 30 to the next attack's damage (), but they also have to reduce the same number from the weapon's accuracy ().





• Piercing Thrust

The enforcer executes a precise attack that costs double energy points () to attempt but ignores the enemy's armor (), if successful.





• Requiem

(Passive): When the Enforcer kills an enemy that has previously wounded them, they gain a permanent +1 damage () increase with all weapon types. This effect can stack multiple times. The increased damage is noted in future attacks with the skull () icon.



• Payback

When the enforcer has below 50% of their health points (), they may activate this ability, increasing their damage output by + 10 () for each attack they receive (hit or miss) after the ability activation. Lasts until the end of combat.



Brute



Class overview:

Known for their raw strength and resilience, Brutes charge headlong into battle, smashing through enemy lines with sheer force and ferocity.

Signature Skill:

- **Endurance:** (Passive) The Brute starts with + 25 health points (❤️).

PATH OF PROTECTION



• **Bulwark:**

Provided they have a shield, the Brute charges into battle, ignoring all ranged attacks against them while closing the distance to engage a selected enemy in melee combat.



• **Shield Bash:**

The Brute uses their shield to bash an enemy, dealing 20 guaranteed damage (⚔️) and having a 35% chance to stun the target. The bash requires 15 energy (⚡) and has a 3 turn cooldown.




• **Powerful Presence:**

(Passive): The Brute's mere presence inspires and empowers nearby allies, allowing them to roll for a 50% chance to dodge the first successful attack against them. The Brute may also use this ability to attempt to dodge the first successful attack against them as well.




• **Bodyguard:**

The Brute steps in to take a successful hit meant for an ally, receiving the damage themselves. If the brute has a shield, the attack is completely blocked instead, without any damage being directed to the shield's armor rating ().



• **Fortress:**

(Passive): When the Brute's health drops below 50 health points (), they gain a 50% chance to block each incoming attack against them for the duration of the battle.



PATH OF PERSEVERANCE




• **Grapple:**

(Passive): The Brute gains an opening and uses their immense strength to grapple and throw down an opponent after the opponent's first failed attack against them, stunning them for 1 turn.



• **Thick Skinned:**

At the cost of 20 energy () the Brute's sheer willpower allows them to resist all status effects, pushing through debilitating conditions. This removes all negative status effects from the Brute (such as stun, poison, burning and other debuffs) for 3 turns.





• **Unyielding:**

The Brute taps into deep reserves of strength, allowing them to keep fighting, despite their injuries. Once per combat, the Brute may sacrifice up to 30 points of energy (⚡) to restore the same number of health points. (❤️).



• **Return to Sender:**

(Passive): The Brute skillfully blocks incoming ranged attacks from thrown weapons directed at them, and sends them back to the thrower with perfect accuracy as a free move. Additionally, the Brute gains a passive 10% resistance to arrows and bolts.



• **Second Wind:**

When the Brute receives lethal damage, they stand on their feet and are granted an extra bonus move before they die. If the Brute kills an opponent with this bonus move, they regain 20 health points (❤️) and escape death. This ability can only be triggered once per combat.



PATH OF DESTRUCTION



• **Whirlwind Strike:**

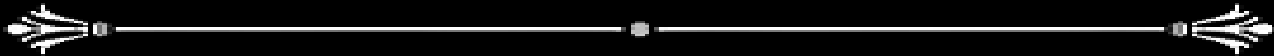
The Brute unleashes a ferocious spinning attack, striking two different enemies at once, but the energy cost (⚡) is doubled for this move.





• **Tenacity:**

(Passive): The Brute's unmatched strength allows them to handle heavy weapons with ease. The energy (⚡) drain for all Axes and Warhammers is permanently reduced by 5.



• **Berserk:**

The Brute enters into a frenzied, bloodthirsty state, significantly increasing their damage output but sacrificing their defense. For the next 3 rounds, the Brute's weapon damage (⚔) is increased by 50%, but they also take 50% more damage from all sources.



• **Annihilator:**

The Brute delivers a devastating strike with a low chance of success but catastrophic consequences for the enemy if it lands. The attack has a 35% (🎯) chance to hit, regardless of the weapon's accuracy rating. If successful, the weapon deals double damage (⚔), and the enemy loses a limb (of their choice). This attack costs no energy (⚡) to attempt.



• **Serial:**

The Brute goes on a rampage, becoming a whirlwind of destruction. For this turn, the Brute receives a refunded action move for every kill they achieve. There is no energy cost (⚡) for attacks after the first successful attack.



Martialist

Class overview:



Masters of martial combat techniques, Martialists employ agility, precision strikes, and weapon expertise to outmaneuver and defeat their foes.

Signature Skill:

- **Weapon Mastery: (Passive)** Martialists have a + 5 accuracy (🎯) on their simple combat moves, for all weapon types.

PATH OF GRACE



• Precision Strike:

The Martialist delivers a pinpoint attack, dealing guaranteed damage (✂) at the cost of + 10 energy drain (⚡). This move has a three turn cooldown.



• Awareness:

(Passive): The Martialist's keen senses grant them immunity to ambushes, allowing them to always dodge ambush attacks, even by their counter class, the Brute. They are aware of enemies in their vicinity, even those who are concealed. Assassination attempts against them have only a 10% chance to be successful.



• Disarming Technique:

The Martialist executes a precise move to disarm the enemy, forcing them to either change their weapon or lose a turn while trying to recover it. Costs 15 energy (⚡) and has a three turn cooldown.



• **Cyclone Technique:**

The Martialist unleashes a rapid series of strikes, attacking a single target up to three times in a single turn with a -10% accuracy (🎯) penalty on each successive hit. Each attack costs 10 energy (⚡), regardless of the weapon's energy drain.



• **Graceful execution:**

The Martialist executes a flawless attack, dealing double weapon damage (🗡️) with a guaranteed hit (🎯). This move can only be activated on enemies without any armor points (🛡️). Costs double energy (⚡) and has a five turn cooldown.



PATH OF GREED



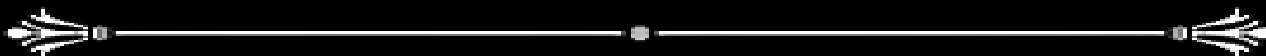
• **Shrewdness:**

The Martialist sacrifices their turn to adopt a defensive stance, gaining a 50% chance to counterattack that costs no energy if the enemy attacks them in their turn. Additionally, the Martialist gains a 10% increased accuracy (🎯) in their next attack. This move has a three turn cooldown.



• **Opportunism:**

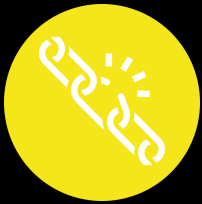
After the next failed attack against the Martialist, this ability can be activated. The Martialist may now perform two attacks in that turn, against the target that attacked them, at the cost of double energy (⚡).





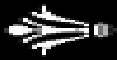
• **Mimic Technique:**

The Martialist forfeits their turn to closely observe an ally's or enemy's moves. In their next turn, if applicable, the Martialist can use any unlocked special abilities of their opponent.



• **Exploitation:**

At the cost of 20 energy (⚡), the Martialist identifies and exploits weaknesses in a single target, gaining + 5 accuracy (🎯) and + 10 damage (💣) against that target for the entire duration of the combat



• **Dual Wield:**

Provided that the Martialist has at least two weapons equipped, they can now perform two attacks each turn against a single target, significantly increasing their offensive capabilities.



PATH OF HARMONY




• **Inner Peace:**

The Martialist achieves inner calm, losing their first turn to restore 3 energy (⚡) and 3 psychic energy (🌀) at the beginning of every turn for the duration of combat.






• **Stasis:**

At the cost of 20 psychic energy (), the Martialist twists the fabric of reality to immobilize a target for 1 turn. During this time, the target is invulnerable to all forms of damage. Stasis can also be cast on allies. This ability has a two turn cooldown.




• **Immateriality:**

For 30 psychic energy (), the Martialist becomes temporarily immaterial, dodging all enemy attacks received this turn. This ability has a five turn cooldown.





• **Yadomejutsu:**

(Passive): At the cost of 5 psychic energy () per use, the Martialist gains the ability to deflect incoming arrows, bolts, knives, and offensive psychic attacks back to the attacker as a free move. However the ability can only be used once per turn.



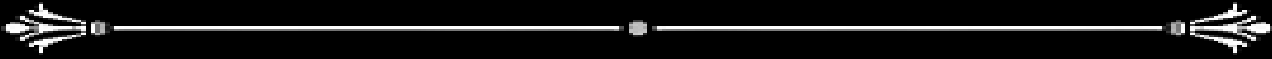
• **Psi-Bending:**



Harnessing their mastery over psychic energy, the Martialist manipulates the interdimensional fabric around them to unleash directed waves of psychic energy. These waves can be used either offensively or defensively. The Martialist may direct the psychic waves towards enemies, dealing 20 guaranteed damage (). This attack ignores armor points (). Alternatively, the Martialist can create a protective barrier that pushes enemies back and cancels received attacks against them or allies.



PATH OF CORRUPTION



• Nerve Attack:

The Martialist targets the main artery near the heart, immobilizing an unarmored enemy for as long as the Martialist remains at the scene or until the target takes damage. Costs 20 psychic energy (🌀) to execute.



• Spirit Strike:

The Martialist channels psychic energy into their weapon, increasing the damage of the next attack by an amount between 1 to 50 at the cost of the same number of psychic energy (🌀 w) drain .



• Vanish:

The Martialist vanishes from sight, dodging an incoming attack and reappearing behind a chosen target in the scene. The Martialist can then immediately attack. This ability has a 4 turn cooldown and costs 20 energy (🌀). This ability can be triggered only by successful enemy attacks..



• Soul Drain:

The Martialist attempts to drain the soul of an opponent with a 60% chance of success. If successful, they drain 30 health points (❤️) from the enemy and restore 20 psychic energy (🌀) and 20 energy (⚡) or alternatively, 20 health points (❤️). This ability is guaranteed to succeed against stunned opponents and can only be used once per combat.





- **Dark Affinity:**

(Passive): Each opponent killed by the Martialist allows them to drain psychic energy, permanently increasing their maximum psychic energy (🌀) reserves by 1.



Rogue



Class overview:



Agile and cunning, Rogues excel at stealth, deception, and hit and run tactics, using their speed and wit to strike from the shadows and wreak havoc among enemy ranks.

Signature Skill:

- **Quick Reflexes:** Once per combat, the Rogue can automatically dodge a successful incoming attack.

PATH OF OPPORTUNITY



- **Target Practise:**

(Passive): The Rogue's proficiency with knives is unmatched, allowing them to always land thrown knife attacks. Additionally, throwing knives requires no energy (⚡).



- **Quickshot:**



Provided that the Rogue is using a ranged weapon without a reload time, they may attempt a second shot against their enemy. The second shot has a 25% reduced accuracy (🎯). This ability has a 3 turn cool down.





• **Quick Fingers:**

(Passive): The Rogue's dexterity allows them to reload crossbows one turn faster.



• **Focus:**

The Rogue takes a moment to carefully aim at a target, losing their current turn. In the next turn, and provided they are not forced to enter melee combat, the Rogue gains a +20% accuracy (🎯) bonus against the chosen target.



• **Barrage:**

The Rogue can attack up to three different targets in a single move with ranged weapons, provided these weapons do not require reloading between attacks. This ability has a 4 turn cooldown.



PATH OF EVASION



• **Evasive Maneuvers:**

The Rogue can dodge an incoming attack once per combat, at the cost of 10 energy (⚡), and immediately make a counterattack.





• **Parkour:**



The Rogue can climb over walls and free-run across buildings or the wilderness like a parkour expert. Additionally, provided that the Rogue has at least 60 energy (⚡) to spend, and that the last attack against them was a miss/dodge, they are allowed to escape and move to another channel.



• **Assassin's Instincts:**



At the cost of 20 energy (⚡) and losing their turn, the Rogue can parry a successful hit against them or redirect it towards another enemy (not the one who attacked them however). This ability has a 3 turn cooldown.



• **Concealment:**



The Rogue can evade capture or combat for 3 turns, allowing them to remain hidden and out of sight. During this time, enemies can still attempt to track them, but the Rogue remains concealed. After 3 turns, the effect expires, and the enemy can spot them. This ability can be used only once per combat.



• **Shadow Strike:**



The Rogue strikes from the shadows during the 3 turns of Concealment, guaranteeing a hit against a single target that also ignores armor. This move costs 25 energy (⚡).

! **Warning:** You must first unlock Concealment before you may unlock this ability.



PATH OF TRICKERY



• **Playing Dirty:**

The Rogue throws dirt into an enemy's eyes, disorienting them and lowering their next attack's accuracy (🎯) by 40%. This move can be used once per combat.



• **Smoke Bomb:**



The Rogue deploys a smoke bomb, creating a cloud that obscures vision. This reduces everyone's (both allies and foes) accuracy (🎯) by 30% for 2 turns and lowers enemies' damage by 10 (🔪) for the duration of the smoke cloud. Only Rogues are allowed to escape the smoke cloud, by losing a turn.



• **Decoy:**



The Rogue uses a decoy to distract an enemy, forcing them to investigate a particular area. This allows the Rogue to pass through a guarded area unprovoked and undetected or ambush the enemy, gaining the initiative in combat even against their counter class, the Martialist. This move has a 8 turn cooldown.



• **Sleight of Hand:**



The Rogue skillfully steals an enemy's non equipped weapon, allowing them to use it against the enemy. This move costs 20 energy (⚡) and can only be used once per combat.





- **Slashing Strike:**

The Rogue executes a guaranteed hit move with a knife or sword, costing + 10 extra energy (⚡). This attack causes the target to start bleeding, losing 10 health points (❤️) each turn until they lose a turn to bandage the wound. During the bleeding effect, the target also deals 10% less damage (🔪). This move has a 3 turn cooldown.



Tactician

Class overview:



Strategists and planners, Tacticians analyze the battlefield, exploit weaknesses, and coordinate troop movements to gain tactical advantage and secure victory.

Signature Skill:

- **Slowing Down Time:** Once per combat, tactician can focus intensely and perform up to 3 rolls instead of 1 to determine the weapon's accuracy (🎯). If all of these rolls are unsuccessful, the Tactician loses their turn, but gains a 50% chance to dodge the next attack against them

PATH OF GALLANTRY



- **Battlefield Insight:**

The Tactician loses a turn to observe a single target, analyzing their moves and weak points in their armor. This grants the Tactician + 5 damage (🔪) against that target for the entire duration of the battle.





• **High Guard:**

Provided that the Tactician is using a sword or longsword and does not have a shield, they adopt the 'high guard of the lady' stance, remaining on the defensive for 3 turns. During this time, the Tactician cannot attack, but all incoming attacks have a 50% chance to be blocked and counterattacked with free moves of the Tactician. This ability can only be used once per combat.



• **Lunge Thrust:**

The Tactician leaps forward, delivering a precise attack with an added + 15 accuracy (🎯) at the cost of + 15 energy (⚡) drain.



• **Murder Strike:**

The Tactician uses their sword's pommel as an improvised mace, delivering a powerful blow in their head. If the attack is successful, the damage dealt ignores armor points (🛡️). This ability has a 3 turn cooldown.



• **Lance Couching:**

Provided that the Tactician has a lance and a horse, they can couch their lance and double the damage (🚧) dealt by it. This powerful maneuver requires extra space to build up momentum, so couching lance attacks have a 2 turn cooldown.



PATH OF LEADERSHIP



• Encouragement:

The Tactician loses their turn to grant an additional move to an ally for this round. Additionally, the ally gains a 10% boost to their accuracy (🎯) for their extra move. This move has a 5 turn cooldown.



• Inspiring Presence:

(Passive): Allies fighting along the tactician, perform their first move/ability without losing any energy (⚡) at all.



• Provocation:

The Tactician can lose their turn to challenge an enemy by provoking or insulting them, forcing that enemy to leave an ally alone and fight the Tactician until one of the two is defeated or until one of the two surrenders.



• Rallying Cry:

The Tactician lets out a rallying cry, restoring 25 energy (⚡) to each ally in proximity. This ability has a 4 turn cooldown.



• Commander:

Once per combat, the Tactician can lose their turn to motivate each ally, granting a +20 damage (⚔) boost for their next attack, restoring 20 energy (⚡), and providing 50% resistance to ranged projectiles. The ranged projective resistance effect lasts for 3 turns.



PATH OF MANIPULATION

• Bending the Rules:



The Tactician deploys dirty moves like eye pokes, groin kicks, and knee strikes, catching the opponent off guard. The result effect is random and determined by a 3 roll of the opponent:

- 1: The opponent loses their turn.
- 2: The opponent gets infuriated, and their next attack has - 10% accuracy (🎯).
- 3: The opponent feels demoralized and loses 10 energy (⚡).

• Feint:

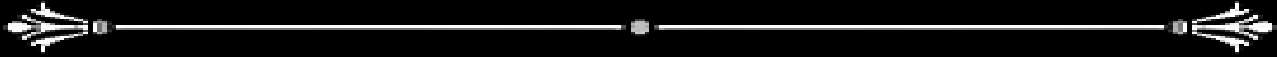


The Tactician feints a move, forcing the opponent to roll a 100. If the roll is 0-50, the feint is successful: the opponent is bound to miss their next attack, and the Tactician is guaranteed to land their next attack without needing to roll for accuracy. If the roll is 51-100, the feint fails: the opponent plays normally after the Tactician has lost their turn in the feint attempt.

• Human Shield:



Once per combat, the Tactician can grab an enemy and use them as a meat shield to absorb the impact of all ranged attacks directed on the Tactician on that turn, on their behalf. This move costs 20 energy (⚡).



- **Mutually Assured Destruction:**

Once per combat, when the Tactician is successfully wounded by a melee attack, they are guaranteed to hit their next attack against the foe that wounded them.



- **Apparent Death:**

Once per combat, when the Tactician's health drops below 25 (♥), The Tactician may skillfully feign their death, fooling enemies into believing they are incapacitated. This ability allows the Tactician to evade capture or certain death.

