

Fighter

Description here

Heavy Strike Tier 1

AP: Physical

Timing: D

Targeting: Single

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Wind up and deliver a slow but powerful swing.

Deals increased damage over standard melee, but lowers Evasion after, until the end of turn.

Evasion reduction from multiple Heavy Strikes do not stack.

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Range: 0

Accuracy: [Aim] + [Speed]

Damage: ([Strength] + [Stamina]) * [Object Damage Multiplier] * 2

Evasion Multiplier: 0.75

Block Tier 1

AP: Physical

Timing: D

Targeting: Single

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Guard yourself from an incoming attack.

Can use Block to avoid damage from melee and physical projectiles. If the Block strength is lower than the damage of the attack, the spill-over is taken as damage.

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Range: 0

Block Accuracy: ([Aim] + [Speed]) > [Attack Accuracy]

Block Strength: ([Strength] + [Stamina] + [Evasion]) * [Object Block Multiplier]

Swift Strike Tier 2

AP: Physical

Timing: D

Targeting: Single

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Deliver a weaker but more accurate attack.

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Range: 0

Accuracy: ([Aim] + [Speed]) * 2

Damage: ([Strength] + [Stamina]) * [Object Damage Multiplier] * 0.75

Power Stance Tier 2

AP: None

Timing: C

Targeting: Self

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Increase your Strength, but lower your Evasion.

Cannot use more than one Stance per turn. Effect lasts until end of turn.

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Strength Multiplier: 1.5

Evasion Multiplier: 0.75

Nimble Stance Tier 2

AP: None

Timing: C

Targeting: Self

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Increase your Aim and Evasion, but lower your Strength.

Aim increase only applies to melee attacks. Cannot use more than one Stance per turn. Effect lasts until end of turn.

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Strength Multiplier: 0.5

Evasion Multiplier: 2

Aim Multiplier: 1.5

Parry Tier 2

AP: Mental

Timing: D

Targeting: Single

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Deflect an attack with minimal effort.

Can use Parry to avoid damage from melee and physical projectiles. If the Block strength is lower than the damage of the attack, the spill-over is taken as damage.

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Range: 0

Block Accuracy: ([Aim] + [Evasion] + [Speed]) > [Attack Accuracy]

Block Strength: ([Strength] + [Stamina]) * [Object Block Multiplier]

Doublestrike Tier 3

AP: Mental

Timing: D

Targeting: Single

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Strike twice, hitting the same target or two separate targets.

Can use any melee skill twice, with their AP cost only applying once. Strength is halved for the skills, but not Stamina. Stamina is only depleted for the first skill usage, but still applies to the second skill usage.

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Range: 0

Strength Multiplier: 0.5

Momentum Tier 3

AP: Mental

Timing: D

Targeting: Single

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Build up energy throughout your movement, channeling it into your next move.

Amplifies the Strength of your next physical skill for every Physical AP spent on a physical action this turn. Includes movement, evasion, blocks, melee attacks. Parry uses Mental AP, but contributes to tracked AP for Momentum. Using Momentum resets the tracked AP for Momentum usage.

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Range: 0

Accuracy: [Aim] + [Speed]

Strength Multiplier: [Physical Action AP Spent]

Deflection Tier 3

AP: Physical + Mental

Timing: D

Targeting: Single

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Precisely deflect an attack, safely diverting even the strongest strikes.

Can use Deflection to avoid damage from melee and physical projectiles. If the Block strength is lower than the damage of the attack, the spill-over is taken as damage. Consumes one Physical AP AND one Mental AP.

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Range: 0

Block Accuracy: ([Aim] + [Speed] + [Evasion]) * 1.5 > [Attack Accuracy]

Block Strength: ([Strength] + [Stamina] + [Evasion]) * 1.5 * [Object Block Multiplier]

Redirection Tier 4

AP: Mental

Timing: C

Targeting: Single

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Absorb the momentum from an attack, channeling it into your next move.

Immediately after using Block, Parry, or Deflection, the blocked damage (not including spill-over) is added to the next physical skill you use as increased Strength. This applies before multipliers.

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Range: 0

Strength Increase: [Absorbed Damage]