

# Units

Skills / Definition

# The Alien

- ◆ Skills :
  - ◆ Acid throwing : distance (deal **Strength** ; *Poisoned*)
  - ◆ Impaled : close (deal **Strength** +80% ; *Injured*)
  - ◆ Scratched the head : distance (deal **Strength** +75% ; *Muzzled*)
  - ◆ Ultimate : “Infection Extraterrestrial” distance (all the enemies suffer from *Poisoned*, if an enemy already suffer from *Poisoned*, he lost 60% of his max hp)
- ◆ Battlefield Power : Infested Spaceship (several eggs are placed in the battlefield, if a character with 10% or less hp left is near an egg, it kill the character and summon an alien for 2 turns which attacks all characters)

# The Antichrist

- ◆ Skills :
  - ◆ Hellhound : distance (deal **Evilness** ; *Insane*)
  - ◆ Dark Messiah : distance (give +50% **Evilness** damages to an ally)
  - ◆ 666 : distance (give *Intercept* and *Undetectable* to an ally, if the ally has already one of this bonus effect, the ally gain +20% of crit instead)
  - ◆ Ultimate : "Son of Satan" (all allies gain +20% of all damages ; +20% of speed ; -20% when taking damages)
- ◆ Battlefield Power : Defiled Church (all **Evilness** damages are +50% effective)

# The Beast

- ◆ Skills

- ◆ Scratch stroke : close (deal **Strength** ; *Drain*)

- ◆ Howling of the creature : self (gain *Menacing* ; gain +20% speed)

- ◆ Shred : distance (deal **Strength** +70% ; *Injured* ; jump to the location)

- ◆ Ultimate : “Open the Gate” : distance (deal **Evilness** +70% to the enemies in a large zone ; *Fear*)

- ◆ Battlefield Power : Upside Down World (portals appear on the map, characters can go throw and teleport to the location of the other portal)



# The Bio-exorcist

- ◆ Skills :
  - ◆ Tormenting the living : close (deal **Evilness** ; *Fear*)
  - ◆ I'll help you : distance/self (heal for 40% an ally and himself)
  - ◆ Ghost in Freelance : distance (give +25% max life ; heal 25% an ally)
  - ◆ Ultimate : "Already dead" self (all damages taken by the allies are redirected to him, 1 turn)
- ◆ Battlefield Power : Netherworld Waiting Room (all status effects last 1 more turn)

# The Boogie man

- ◆ Skills :
  - ◆ Let's Play ! : close (deal **Evilness** ; *Poisoned*)
  - ◆ Made of Bugs : self (gain +20% of max life ; *Intercept*)
  - ◆ Bad Gambler : self (*Menacing* ; for the next turn, each time an enemy damages "the Boogie man", he suffer from *Poisoned* and deals -25% of all damages next turn)
  - ◆ Ultimate : "Rigged Game" distance (each time an enemy damages an ally, the damage has 1 chance on 6 to be canceled)
- ◆ Battlefield Power : Trapped Casino (at the end of each character turn, a wheel is spin, they have 1 chance on 3 to suffer from the damages and the effects they deals the previous turn)

# The Boss

- ◆ Skills :
  - ◆ Betrays : close (deal **Strength** ; *Menacing*)
  - ◆ Call the Boys : distance (summon a "Boy" in the battlefield ; give to all the Boys +10% **Strength** damages)
  - ◆ I'm your Leader : self (gain *Menacing* + heal all the Boys by 25%)
  - ◆ Ultimate : "Immortal Man" self (give to all the Boys +20% **Strength** damages ; +20% speed ; *Drain* status effect are redirecting to "the Boss")
- ◆ Battlefield Power : Cruel Dessert (when a character make more than 2 movements of distance, suffer from *Ignite*)

# The Boys

- ◆ Skills :

- ◆ For the Savior : close (deal **Strength** ; *Ignite*)
- ◆ Blood for Daddy : distance (heal "the Boss" by 10%)
- ◆ Heavy Metal : distance (deal **Strength** +30%)



# The Bully

- ◆ Skills :
  - ◆ Wrong answer : close (deal **Strength** +65%)
  - ◆ Butthead ! : self (*Menacing* ; gain +50% max life ; +30% **Strength**)
  - ◆ The school thug : close/self (deal **Strength** +55% ; all allies gain +10% of all damages)
  - ◆ Ultimate : "Chicken !" : self (*Menacing* ; take -50% to all damage ; heal himself to 70%)
- ◆ Battlefield Power : Dilapidated School (all **Strength** damages are +50% more effective)

# The Cannibal

- ◆ Skills :

- ◆ Fractured Skull : close (deal **Strength** +40% ; *Stun*)

- ◆ Sloppy butcher : close (heal an ally by 60%)

- ◆ Starving : distance (rush to the enemy ; deal **Strength** +50% ; *Drain*)

- ◆ Ultimate : "Chainsaw Massacre" distance (deal **Strength** +80% ; apply *Injured* to all enemies in the way on the field)

- ◆ Battlefield Power : Stranger's Home (status effects *Bleeding* deal +40% damages and last 1 more turn)

# The Car

- ◆ Skills :
  - ◆ Bumper Blow : close (deal **Strength** ; push the enemy 2 cases away)
  - ◆ Auto Reparation : self (heal himself by 30% ; takes -30% of all damages)
  - ◆ Indestructible vehicle : self (*Menacing* ; takes -40% of all damages)
  - ◆ Ultimate : "Road Trip" distance (takes an ally in "the Car", he can't be targeted and all damages that he takes are redirected to the car ; the ally deal +45% of all damages)
- ◆ Battlefield Power : Endless Road (all characters have +1 of movement)

# The Chaotic creature

- ◆ Skills :
  - ◆ Troublemaker : close (deal **Strength** ; *Muzzled*)
  - ◆ Clever Boy : self (*Intercept* ; deal **Intellectual** to the next enemy that attack "The chaotic creature")
  - ◆ Prince of Destruction : close (gain +45% **Strength** Damages ; after an enemy attack him, get on the head on the enemy and "The Chaotic creature" can't be targeted)
  - ◆ Ultimate : "Greatest Mayhem" self (The chaotic creature now attacks enemies by himself at random time, even during character turn)
- ◆ Battlefield Power : Neglected Supermarket (at the beginning of each rounds, an ally and an enemy attack each other with their basic attack)



# The Clown

- ◆ Skills :

- ◆ Are you Afraid ? : close (deal **Evilness** ; *Fear* ; if another enemy is nearby the enemy targeted, he suffer from *Fear* too)
- ◆ Antic creature : self (the next damages "the Clown" takes, he become immune to this type of damages until his next turn)
- ◆ Red Balloon : distance (place a red balloon on the field, when an enemy is near, it pop dealing **Magical** +40% ; *Tormented* ; *Fear*)
- ◆ Ultimate : "You'll float too !" close (take an enemy to the sewer with him, they came back after 3 turn ; deal **Evilness** +55%)

- ◆ Battlefield Power : Depth of the Sewers (character that suffer from *Fear*, takes +50% of all damages)

# The Computer

- ◆ Skills :
  - ◆ Sabotage : distance (deal **Intellectual** + *Electrified*)
  - ◆ Autodidact : distance (heal an ally by 10% ; after each use, increase the healing by 10%)
  - ◆ High Intelligence : distance (switch the position of 2 allies)
  - ◆ Ultimate : "Take Control of the Crew" distance (the next two enemies turn are controlled by "The Computer")
- ◆ Battlefield Power : Space Station (when a character kills an enemy, 1 negative status effect on each ally character are removes)

# The Comedian

- ◆ Skills :
  - ◆ Pyromania : distance (deal **Evilness** + *Ignite*)
  - ◆ Dirty Trick : distance (deal **Intellectual** +35% ; enemy will make another attack than planned)
  - ◆ Cheap costume : self (gain *Menacing* ; *Intercept*)
  - ◆ Ultimate : “Fool everyone” (for this round, when an enemy target an ally, switch the position of the ally and another enemy that become the new target)
- ◆ Battlefield Power : Aristocrat Castle (character suffering from a negative status effect have -15% speed)

# The Count

- ◆ Skills :
  - ◆ Bite in the neck : close (deal **Strength** +30% ; *Drain*)
  - ◆ Form of the mist : self (gain *Undetectable* ; heal himself by 50%)
  - ◆ Hive of bats : distance (pull enemy toward "The Count" ; *Fear* ; **Evilness** +40%)
  - ◆ Ultimate : "Creature of the night" distance (deal **Evilness** +100% ; *Drain*)
- ◆ Battlefield Power : The Transylvania Castle (*Drain* are 50% more effective)



# The Criminal

- ◆ Skills :

- ◆ Secret Gadget : distance (deal **Intellectual** ; *Poisoned/Ignite/Bleeding/Stun* choose randomly)

- ◆ Scoffs : distance/self (*Tormented* ; *Undetectable* ; gain *Intercept*)

- ◆ You belong to me : distance (deal **Intellectual** +55% ; *Corrupted*)

- ◆ Ultimate : “Master of Disguise” self (“The Criminal” is considerate for the enemies as an ally, last 1 round)

- ◆ Battlefield Power : Midget Sub-Marine (all characters begin the fight with *Intercept*)

# The Dark mage

- ◆ Skills :
  - ◆ Powerful spell : distance (deal **Magical** ; *Fear*)
  - ◆ Soul fragment: distance (the diary (*Corrupted*) ; the ring (deal **Magical** ; *Drain*) ; the locket (gain +35% **Magical** next turn) ; the cup (*Muzzled*) ; the diadem (*Stun*) ; the snake (*Poisoned*) ; the boy (gain *Intercept*))
  - ◆ Torture curse distance : distance (deal **Magical** +60% ; *Tormented*)
  - ◆ Ultimate : “Killing curse” : distance (kill the enemy if he has 30% of his life)
- ◆ Battlefield Power : Magic' School (all **Magical** damages are 50% more effective)

# The Darkness

- ◆ Skills :
  - ◆ Flame Lord : distance (deal **Magical** ; *Ignite*)
  - ◆ Giant Sword : close (deal **Evilness** +75% ; *Bleeding*)
  - ◆ Hight Charisma : distance (*Corrupted* + next turn, the enemy takes **Evilness** +50%)
  - ◆ Ultimate : “Eternal Night” : distance (reduce the size of the battlefield, all enemies around The Darkness takes **Evilness** +50% at the end of their turn)
- ◆ Battlefield Power : Earth without Sun (at the start of every 3 rounds, all characters change places at random)

# The Death machine

- ◆ Skills :
  - ◆ Shotgun : distance (deal **Strength** ; *Injured*)
  - ◆ Chill out : self (gain +50% max life ; **Menacing** ; **Intercept**)
  - ◆ I'll be back : self (get out of the battlefield for 2 rounds, when he comes back, gain 65% max life ; heal himself to 50% ; +50% **Strength**)
  - ◆ Ultimate : "Hasta la vista baby" distance (deal **Strength** +85 % ; *Bleeding*)
- ◆ Battlefield Power : Apocalypse Future (at the end of each character turn, lose 10% of max life)



# The Doctor

- ◆ Skills :
  - ◆ Electroshock : distance (deal **Intellectual** ; *Electrified*)
  - ◆ Crazy Doctor : self (gain *Menacing* ; heal himself by 50%)
  - ◆ His glorious creation : close (deal **Strength** +60% ; *Stun* )
  - ◆ Ultimate : "It' alive !" distance (revive an ally up to 50% of max life and give him *Menacing*)
- ◆ Battlefield Power : Isolated Laboratory (the first character of each team that die, is revive with 1 life)

# The Doll

- ◆ Skills :
  - ◆ Favorite Toy : distance (the next enemy that target the ally, heal the ally by 45%)
  - ◆ Miss me ? : distance (the next enemy that target the ally, suffer from *Tormented*)
  - ◆ Effective Illusion : distance (give + 75% of **Evilness** damage ; give +20% crit)
  - ◆ Ultimate : "YOUR SOUL !" distance (*Drain* 70% life of the enemy for an ally)
- ◆ Battlefield Power : Kid's Room (*Tormented* effect last 1 more turn and deal more damages)

# The Emperor

- ◆ Skills :
  - ◆ Master of the Force : distance (deal **Magical** + *Electrized*)
  - ◆ Order 66 : distance (deal **Intellectual** ; *Ignite* in a zone)
  - ◆ I am the Senate : distance (deal **Intellectual** ; *Fear*)
  - ◆ Ultimate : "Unlimited Power !" distance (deal **Magical** +100% ; *Electrized* in a zone)
- ◆ Battlefield Power : Death Star (*Electrified* effect last 1 more turn and deal more damages)

# The Evil personality

- ◆ Skills :
  - ◆ Knockout : close (deal **Strength** ; *Stun*)
  - ◆ The evil inside us : close (deal **Strength** +75% ; *Menacing*)
  - ◆ Transformation : self ("The Evil personality" transforms himself into "The Good man" ; heals himself by 30%)
  - ◆ Ultimate : "Inside-out" distance/self (heals allies by 20%, *Menacing*, +30% **Strength** next 2 rounds)
- ◆ Battlefield Power : Dark Alley (character suffering from *Insane* deal +50% of all damages)



# The Good Man

- ◆ Skills :

- ◆ Good man : distance (heal an ally by 50%)
- ◆ The evil inside us : distance (give *Intercept* ; *Fear*)
- ◆ Transformation : self ("The Good man" transforms himself into "The Evil personality", heals himself by 30%)
- ◆ Ultimate : "Inside-out" distance/self (heals allies by 20%, *Menacing*, +30% **Strength** next 2 rounds)

# The Forgotten

- ◆ Skills :
  - ◆ Hooked : close (deal **Evilness** ; *Fear*)
  - ◆ Ghost's torments : distance/self (teleport to the enemy ; deal **Evilness** +30% ; *Tormented* ; gain *Undetectable*)
  - ◆ Bees Swarm : close (release bees around him ; deal **Magical** +40% ; *Poisoned*)
  - ◆ Ultimate : "Be my victim" distance/self (*Corrupted* enemies around him ; deal **Evilness** +60% ; "The Forgotten" has unlimited movements)
- ◆ Battlefield Power : The Hood (All character have -1 of movement)

# The Game master

- ◆ Skills :
  - ◆ Ambush : distance (deal **Strength** + *Stun*)
  - ◆ Reverse-Bear-Trap : close (put a trap on the enemy, choose on which round the trap is going to triggered 1-5 ; **Intellectual**)
  - ◆ I want to play a game : distance (summon a "Game master' player" ; last 3 round)
  - ◆ Ultimate : "Game Over" : distance (*Muzzled* all enemies, if a Reverse Bear Trap is still on an enemy, kill him)
- ◆ Battlefield Power : Disused Factory (when a character suffer from *Muzzled*, he deals - 30% of all damages)

# Game master' player

◇ Skills :

◇ Desperate strike : close (deal **Strength**)



# The Good guy

- ◆ Skills :
  - ◆ Makeshift Flamethrower : distance (deal **Strength** ; *Ignite*)
  - ◆ Cut the throat : close (deal **Strength** +40% ; *Bleeding*)
  - ◆ Frenzy : distance ("The Good guy" jump on the enemy ; deal **Evilness** +30% ; (if an enemy is near by at least 1 block, you can use again the skill immediately))
  - ◆ Ultimate : "Mad Puppet" self (gain +100% speed and +30% of all damages)
- ◆ Battlefield Power : Toy Factory (spikes are disposed all over the battlefield, when a character walk on it, the character suffers from *Injured*)

# The Hidden

- ◆ Skills :
  - ◆ Hit from no where : close (deal **Intellectual** ; *Intercept*)
  - ◆ Lose sanity : distance (deal **Intellectual** +55% ; *Insane*)
  - ◆ Cursed Body : self (lose 10% speed ; gain +85% **Intellectual** damages + *Undetectable*)
  - ◆ Ultimate : "Totally disappear" self (gain *Undetectable* for the rest of the battle)
- ◆ Battlefield Power : Library of Despair (all character begin the fight with *Undetectable*)

# The Horseman

- ◆ Skills :
  - ◆ Legendary Swordman : close (deal **Evilness** ; *Bleeding*)
  - ◆ Jack-o-lantern : distance/self (deal **Magical** +50% ; *Ignite* ; gain +1 movement next turn)
  - ◆ Urban Myth : distance (deal **Evilness** +70% ; *Fear* ; gain +1 movement)
  - ◆ Ultimate : “Green Knight” self (gain +3 movements, “The Horsman” can pass through enemies and leave behind him a trail of green fire. All enemies who walked through, suffer from *Ignite*)
- ◆ Battlefield Power : Cursed Bridge (all character can cross obstacle and other characters)

# The Human-toon

- ◆ Skills :
  - ◆ Hand-saw : close (deal **Magical** ; *Intercept*)
  - ◆ Supreme Authority : distance (*Corrupted* ; enemy deals -30% of all damages ; deal **Intellectual**)
  - ◆ Stop Laughing ! : distance (*Fear* ; enemy takes +30% of all damages + deal **Evilness**)
  - ◆ Ultimate : "The Dip" distance (enemies takes +50% of all damages and deals -50% of all damages)
- ◆ Battlefield Power : Toon city (all characters takes +25% of all damages)



# The Hunter

- ◆ Skills :
  - ◆ Photon shot : distance (deal **Strength** ; *Ignited*)
  - ◆ Set up : self (gain *Undetectable* ; gain +80% damage on next turn)
  - ◆ Weak prey : distance (put a trap in a zone, when an enemy is on the trap, triggered, deal **Intellectual** +50% ; *Poisoned*)
  - ◆ Ultimate : “Supreme Hunter” close (deal **Strength** +100%, if the enemy is killed, gain *Undetectable* for 2 turn)
- ◆ Battlefield Power : Dense Jungle (when a character gain *Undetectable*, his next attack deal +50%)

# The Madman

- ◆ Skills :
  - ◆ Axe man : close (deal **Strength** ; *Injured*)
  - ◆ Room 237 : distance (the nearest enemy and the enemy targeted suffer from *Fear*, they takes +60% damages from "The Madman")
  - ◆ Alcoholic : self (heal himself by 25% ; gain +45% of **Strength** ; the nearest enemy suffer from *Tormented*)
  - ◆ Ultimate : "REDRUM !" distance (the 3 nearest enemy suffer from *Insane* ; they takes +35% from each other and from "The Madman")
- ◆ Battlefield Power : The Lost Hotel (status effect *Stun* is replaced by *Frozen*, character suffering from *Frozen*, lost their turn and -20% of their speed)

# The Mastermind

- ◆ Skills :
  - ◆ Red Button : distance (deal **Intellectual** ; Electrified)
  - ◆ Petting Cat : distance/self (heal an ally by 30% ; next turn deals +30% of all damages)
  - ◆ Plan B : self/distance (gain *Undetectable* ; give an ally +25% of all damages ; enemy suffer from *Stun*)
  - ◆ Ultimate : "Ultimate Plan" distance (give allies +20% of all damages ; heal by 20% ; give *Intercept* ; takes -20% of all damages)
- ◆ Battlefield Power : Secret Laboratory (all **Intellectual** damages are +50% effective)

# The Necromancer

- ◆ Skills :
  - ◆ Fire of the Mountain : close (deal **Magical** ; *Ignite*)
  - ◆ See Everything : distance (enemy takes +50% of all damages)
  - ◆ Precious : distance (deal **Evilness** +60% ; *Tormented*)
  - ◆ Ultimate : "The One Rings" distance (*Corrupted* ; the enemy deals + 200% of all damages)
- ◆ Battlefield Power : Corrupted Volcano (*Ignite* effect last 1 more turn and deal more damages)



# The Nightmare

- ◆ Skills

- ◆ Glove smash : close (deal **Evilness** ; *Bleeding*)

- ◆ Burned Alive : distance (deal **Magical** +40% ; *Ignite*)

- ◆ Good night : distance (put in sleep the enemy, the enemy deals -50% of damages to "The Nightmare" ; "The Nightmare" deals +50% damages to the enemy)

- ◆ Ultimate : "Hellfire" : distance (deal **Magical** +100% ; *Ignite*)

- ◆ Battleground Power : Dream world (the first round, all characters have +50% of all damages)

# The Pain

- ◆ Skills

- ◆ Chain of desolation : distance (deal **Magical** ; *Muzzled*)

- ◆ Tear your soul apart : distance (reverse the position with the enemy ; deal **Evilness** +65% ; *Tormented*)

- ◆ Suffering : distance (deal **Evilness** +50% ; *Stun*)

- ◆ Ultimate : “Master of Torture” self/distance (“The Pain” loose 50% of his max life ; *Ignite* ; *Bleeding* ; *Injured*)

- ◆ Battlefield Power : Hell Priest (status effects that deal damages last -1 turn)

# The Plant

- ◆ Skills :
  - ◆ Feed me ! : close (deal **Strength** ; *Drain*)
  - ◆ Hard to Kill : distance/self (gain +20% max life ; *Intercept* to himself and an ally)
  - ◆ Listen to me : distance (-15% max life ; *Corruption*)
  - ◆ Ultimate : “Massive overgrowth” : self/distance (gain *Menacing* ; +50% max life ; heal all allies by 30%)
- ◆ Battlefield Power : Little Shop of Horror (several plants are disposed all over the battlefield, if a character hit a plant, heal himself by 25%)

# The Possessor

- ◆ Skills :
  - ◆ Disgusting Puke : distance (deal **Evilness** ; *Poisoned*)
  - ◆ Verbal Destabilization : distance (the enemy takes +75% of all damages next turn)
  - ◆ Terror of Priest : distance (all enemy suffer from *Fear* ; they takes +10% of **Evilness** damages)
  - ◆ Ultimate : “Inner Demon” distance (takes control of the enemy for 3 turn ; deal +50% of all damages)
- ◆ Battlefield Power : Suspicious House (characters hit in the back takes +50% of all damages)



# The Professor

- ◆ Skills :
  - ◆ Boxing Champion : close (deal **Strength** ; **Intellectual** ; *Stun*)
  - ◆ Greatest Mathematician : distance/self (cancel the next movement of an enemy ; gain *Intercept*)
  - ◆ Several Steps Ahead : distance (choose an ally and an enemy, next turn they switch places ; enemy suffer from *Muzzled* ; *Fear*)
  - ◆ Ultimate : “Checkmate” self (“The Professor” will cancel the next 5 moves or attack of the enemy team)
- ◆ Battlefield Power : The Peace Conference (on the first turn, all character are immune to all damages)

# The Program

- ◆ Skills :
  - ◆ Combat system : close (deal **Strength** ; *Intercept*)
  - ◆ Anti virus : self (remove 1 negative status effect on himself ; gain +60% damages)
  - ◆ Chief of the agents : close (deal **Intellectual** ; **Strength** +50% ; *Intercept*)
  - ◆ Ultimate : "Raising of the machine" : distance (deal **Intellectual** ; **Strength** +80%, remove all enemies' effects on all allies)
- ◆ Battlefield Power : Simulated Reality (effects that deal damages last one more turn)

# The Psychologist

- ◆ Skills :
  - ◆ Taste your guts : close (deal **Intellectual** ; *Injured*)
  - ◆ Manipulation : distance/self (*Insane* ; "The Psychologist" takes -35% of all damage)
  - ◆ Feed yourself : distance (heal an ally by 45% ; give +15% of crit)
  - ◆ Ultimate : "Dinner Time" distance (deal **Intellectual** ; *Drain* ; heal all allies by 50% ; give all allies +20% of crit)
- ◆ Battlefield Power : The Hospital (when a character kill an enemy, heal himself by 30% hp)

# The Revenant

- ◆ Skills

- ◆ Strong punch : close (deal **Strength** ; push the target to 3 cases away)

- ◆ Not Dead : self/close (lose 20% life ; gain 70% max life ; deal **Evilness** +80% around him)

- ◆ Mom's Favorite : self (heal himself by 50% ; gain *Menacing*)

- ◆ Ultimate : "Unkillable" (for the next 3 turns, "The Revenant" can't be damage or affected by enemies' effects ; deal +40% **Strength** damages)

- ◆ Battlefield power : Camp of Crystal Lake (all characters begin the fight with +20% of their HP Max)



# The Scientist

- ◆ Skills :
  - ◆ Sharp Syringe : close (deal **Intellectual** ; *Poisoned*)
  - ◆ Strange Serum : close (heal an ally by +35% ; give +15% max life)
  - ◆ Defeat Death : distance (heal an ally by 25% ; the next turn, the ally can't go under 1 life)
  - ◆ Ultimate : "Unethical experimentation" distance (revive an ally with all his life ; the ally gains +100% of all damages ; the ally dies after 3 turns)
- ◆ Battlefield Power : Dismay Morgue (when a character died, all characters gain +20% of all damages)

# The Stalker

- ◆ Skills :

- ◆ Stab in the Back : close/self (deal **Strength** ; gain +10% damages next turn)

- ◆ Strike and Disappear : distance/self (teleport to the target ; deal **Intellectual** +30% ; turn back to the original place ; gain *Undetectable*)

- ◆ Rush : distance (dash in a line and hit every enemies on the way ; deal **Strength** +20% ; *Bleeding*)

- ◆ Ultimate : "Always Work in Pair" (summon another "Stalker" with the same abilities, but without the perks ; last 3 turns)

- ◆ Battlefield power : Movie theatre (all characters begin the fight with *Bleeding*)

# The Shape

- ◆ Skills
  - ◆ Backstab : close (deal **Evilness** ; gain *Undetectable*)
  - ◆ Living Terror : close (deal **Evilness** +60% ; *Fear*)
  - ◆ Eviscerated : close (deal **Evilness** +60% ; *Bleeding*)
  - ◆ Ultimate : “Bogeyman” self/distance (“The Shape” isolates all the enemies with 15% life left or less and can freely move to execute then)
- ◆ Battlefield Power : Night of Halloween (character that suffer from *Bleeding* takes + 30% of all damages)

# The Snake

- ◆ Skills :
  - ◆ Sharp Claws : close (deal **Magical** ; *Injured*)
  - ◆ Cruel Fate : distance (delete 1 bonus status effect on an enemy ; if that so, deal **Magical** + 45%)
  - ◆ Snake Head : distance (*Fear* + *Tormented*)
  - ◆ Ultimate : “Petrification” distance (**Magical** +80% ; *Stun* for 2 turn)
- ◆ Battlefield Power : Temple of Athena (when a character suffer from a negative status effect, lose 10% of his life)



# The Thing

- ◆ Skills :
  - ◆ Expandable member : close (deal **Strength** ; *Injured*)
  - ◆ Infiltration : self (*Undetectable* ; gain +45% max life)
  - ◆ Immune to pain : self (*Menacing* ; *Intercept* ; gain +45% max life)
  - ◆ Ultimate : "Assimilation" : self/distance (*Menacing* ; all damages deals to "The Thing" is redirected to the enemy targeted)
- ◆ Battlefield Power : Infrastructure in Antarctic (all character begin the fight with *Tormented*)

# The Traveler

- ◆ Skills :
  - ◆ Demonic Dogs : distance (deal **Evilness** ; *Drain*)
  - ◆ Marshmallow Skin : distance/self (give *Intercept* ; takes -25% of all damages ; gain *Menacing*)
  - ◆ Ghost Shape : self/distance (the next damages deal to the ally is redirected to "The Traveler")
  - ◆ Ultimate : "The Worlds Destroyer" distance (for every damages deal to "The Traveler" during the battle, deal the same exact damage to the enemy)
- ◆ Battlefield Power : Top of the Building (at the end on each round, all characters gain +5% of all damages)

# The Vengeance

- ◆ Skills :
  - ◆ Choke with the Hair : close (deal **Evilness** ; *Muzzled*)
  - ◆ Watched the Tape : distance/self (*Stun* ; gain *Undetectable* ; gain +25% **Evilness** damages)
  - ◆ Ghost revenge : distance (*Stun* ; *Muzzled*)
  - ◆ Ultimate : “7 days Later” self (deal +50% **Evilness** Damages for each negative effects on the enemy)
- ◆ Battlefield Power : Living Room (character that suffer from negative effects takes +25% of all damages)

# The Wanted

- ◆ Skills :
  - ◆ Aim the Head : distance (deal **Intellectual** ; *Bleeding* ; *Injured*)
  - ◆ Gunfighter : self/distance (gain +50% of all damages ; *Stun*)
  - ◆ Cruelty : distance (deal **Evilness** +55% ; gain +5% after each use)
  - ◆ Ultimate : “Dead or Alive” distance (after 1 turn, deal **Evilness** +150%. If the enemy die, “The Wanted” can attack again)
- ◆ Battlefield Power : Saloon (all character at the end of their turn, are heal by 15%)



# The Witch

- ◆ Skills :
  - ◆ Fireball : distance (deal **Magical** + *Ignite*)
  - ◆ Flying Monkey : distance (deal **Magical** +40% ; takes the enemy out of the battlefield for the next turn)
  - ◆ Cruel Sorceress : self (gain +2 movement ; gain +20% **Magical** damages for the next turn)
  - ◆ Ultimate : "Massive Tornado" distance (deal **Magical** +90% ; remove all bonus effect on every enemies)
- ◆ Battlefield Power : Poppy Field (status effect *Stun* is replaced by *Sleep* : skip character' turn for 3 turn, if the character is damaged, he wakes up.)

# The Zombie

- ◆ Skills :
  - ◆ Infectious bite close (deal **Strength** for each zombies)
  - ◆ Vile puke distance (*Poisoned* ; deal **Evilness** +20% for each zombie)
  - ◆ Surrounded self (call another zombie on the same location (4 max))
  - ◆ Ultimate : "Global Pandemic" distance (*Corrupted* ; deal **Evilness** +60%)
- ◆ Battlefield Power : Devasted city (*Poisoned* effect last 1 more turn and deal more damages)

# Stats Definition

- ◇ Life : points that the character can take before dying
- ◇ Initiative : determines the running order, the more speed a character has, the chances of being first he has
- ◇ Movement : number of block a character can navigate, it determines the distance max
- ◇ Strength : physical damages
- ◇ Magical : magic damages
- ◇ Intellectual : intellect damages
- ◇ Evilness : vicious damages
- ◇ Critical : critical hit deal +50% of damage



# Effect definition

- ◆ Stun : skip the character' turn
- ◆ Undetectable : character can't be targeted for 1 turn
- ◆ Ignite : considerably damaged character at the end of his turn (last 3 turns)
- ◆ Muzzled : character can only use his basic attack
- ◆ Injured : reduce the character movement for 2 turns
- ◆ Bleeding : moderately damaged character at the end of his turn and suffer from -20% speed
- ◆ Poisoned : moderately damaged character at the end of his turn and heals are -50% less effective
- ◆ Fear : can't target the character responsible of this effect
- Tormented : when character deals damages, also deals 50% of the damages he deal to the enemy to himself
- Menacing : enemies can't attack other characters than him
- Electrify : moderately damaged characters and allies around him at the end of his turn
- Corrupted : character attack his allies
- Insane : character attack other characters at random
- Intercept : next time character will take damages, it's canceled
- Drain : heal the fighter as the same percentage than the damages deals