

Edward had a hard childhood. As the 17th and youngest son of the reigning king he was constantly fooled by his 16 older brothers. Just one day after Edward was knighted, they stole his sword and removed Edward's last bit of honor. Ashamed, he snuck out of the castle and left the kingdom. Over time, the disadvantage of fighting with only the fist and a shield became Edward's unique style, using the shield not only for defense, but also as a dangerous weapon. So, he started calling himself „Sir Shieldalot,” although everyone else just called him Edward.

STRATEGY GUIDE

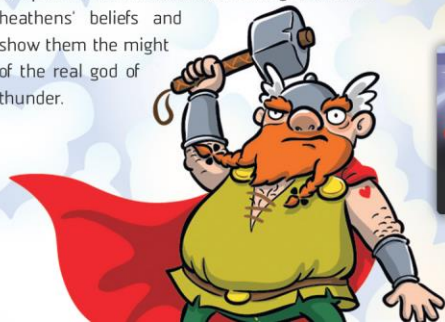
Sir Shieldalot has average values for all attributes. The shield is his best ally. Using it provides good protection against physical damage even with the standard attack. It also allows you to knock out the opponent with the "Shield Bash" action. If you can somehow manage to raise your dexterity, "Vital Spot" will become extremely powerful.



Donar

The one not to be called Thor

Donar is the Germanic god of lightning and thunder, bearing the magical hammer „Mjölmir." Away from his home, Donar is confronted with a terrible truth: Everyone calls him „Thor" because Nordic mythology seems to be more common than Germanic. Angry about this scandal, Donar now aims to put an end to this myth. Instead of seeking the snake of Midgard, he turns North to conquer the Nordic countries, aiming to end the heathens' beliefs and show them the might of the real god of thunder.



STRATEGY GUIDE

Donar's strength is the flexibility of his actions. With unique types of effects, he can adjust to the strategies of each opponent. Set the enemy on fire, block his energy regeneration, or use attack skills boosted with Dexterity or Mentality. Analyze the weaknesses of your opponent and then use the right actions against them!



THE ATTRIBUTE CIRCLE

The Attribute Circle shows which attributes are related to an effect. The circle is divided into colored quarters. The color and the position of the quarters indicate the related attribute.

Strength (top left)

Defense (top right)

Mental (bottom left)

Dexterity (bottom right)



The center contains two semicircles symbolizing **Health** (top) and **Energy Regeneration** (bottom).



The Attribute Circle is used for Buffs and Debuffs to show the affected attribute. It also shows the attributes that increase or decrease the impact of an effect (Plus and Minus modifiers).



DIRECT EFFECTS

Damage - Damages your opponent.



DoT - Damages the opponent over time.



Heal - Restores some Health.



Energy Charge - Restores some Energy.



INDIRECT EFFECTS

Buff - Temporarily boost an attribute.



Debuff - Decreases an opponent's attribute.



Reflect - Reflects some damage back to your opponent.



Cure

Removes all negative effects.



Invincibility

Blocks all damage.



EFFECT MODIFIERS



Delayed - The effect will be activated after a certain number of rounds.



Plus - Increases the impact of an effect by the value of the indicated attribute.



Minus - Decreases the impact of an effect by the value of the indicated opponent's attribute.



Over Time - The effect starts in the next round and lasts for multiple rounds. The circular segments indicate the number of rounds.



Multiplier - The effect is triggered multiple times.