

CELIA
Warrior - Wissenschaft



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●●● **NEOKINESIS (KI, EFFECT)**
Celia gains Lv. 2 Haste.

●●● **MIRROR STANCE (KI, DODGE)**
Special Dodge, +5 Defence.

●●● **TEAR OF ILLUSIONS (KI, ATTACK)**
Special Impact, +5 Attack.

ANIMA Lv. 50

AKIO KAGESHIMA
Mystic - Wanderer



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●●● **SPIRITUAL BEAM (MAGIC, RANGED ATTACK)**
Distance Attack (16 inch.) + 1 Attack / +3 Damage.

●●●● **SOUL STORM (MAGIC, RANGED ATTACK)**
Distance Attack (16 inch.) +2 Attack / +8 Damage.

●●● **MAGICAL SHIELD (MAGIC, DEFENSE, REACTIVE)**
Special Dodge; +5 Defence.

ANIMA Lv. 35

DERECK SHEZARD
Warrior - Wanderer



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●●● **NEOKINESIS (KI, EFFECT, REACTIVE)**
Dereck gains Lv 1 Haste.

●●●● **NEO BULLET (KI, RANGED ATTACK)**
Distance Attack (16 inch.).

●●●● **NEO GENESIS (KI, ATTACK)**
Special Impact +4 Attack / +4 Damage.

●●●● **SEALS OF THE DRAGON (KI, EFFECT)**
Gain +2 to Attack, Defence and Damage.

UPKEEP: ●

ANIMA Lv. 65

FAUST ORBATOS
Warrior - Wanderer



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●●● **SCORPION GRIP (KI, EFFECT)**
Cast Lv2 Slow on an enemy target unit inside Faust's Control Zone. Effect 14.

●●●● **DARK CROSS (KI, ATTACK)**
Special Impact, +6 Attack.

●●●● **HAKKAI ZANGETSU (KI, ATTACK)**
Special Impact, +6 Attack / -6 Armor. To use this Attack Faust must sacrifice 3 Life Points.

ANIMA Lv. 60

LIN PAO
Warrior - Wanderer



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●●● **HUNDRED FISTS (KI, ATTACK)**
Special Impact, +6 Damage.

ANIMA Lv. 35

SOPHIA ILMORA
Prowler - Wanderer



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●●● **ORGANIZATION (SUBTERFUGE, REACTIVE)**
One friendly unit inside Sophia's Control Zone recovers one action point.

●●● **OFFENSIVE ANALYSIS (SUBTERFUGE, REACTIVE)**
One friendly unit inside Sophia's Control Zone obtains +2 to its Attack until the end of the turn. This skill can only be use once per turn on the same character.

●●● **DEFENSIVE ANALYSIS (SUBTERFUGE, REACTIVE)**
One friendly unit inside Sophia's Control Zone obtains +2 to its Defence until the end of the turn. This skill can only be use once per turn on the same character.

ANIMA Lv. 35

TSUBASA KUROKAMI
Warrior - Wanderer



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●●● **FENIX (KI, RANGED ATTACK)**
Distance Attack (16 inch).

●●● **FUKKATSU (KI, ATTACK)**
Special Impact, +2 Attack / +3 Damage. If Fukkatsu causes damage, Tsubasa obtains Heal Lv. 2.

●●● **ENNETSU JIGOKU (KI, COUNTER)**
Special Counter. If you archive a successful dodge, the counter gains +4 Attack / +3 Damage. To use this skill, Tsubasa must sacrifice 2 Life Points.

ANIMA Lv. 55