



# Character Design iter.3

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## Legend

- - Attack
- - Health
- - Defence
- - Magic Resistance
- - Range
- - Ability Power.
- - No. to Level Up

## Characters

**Tier 1** (8)



- Bully 2/1 1/-1 1 5 (Student) (2)**  
**Start of duel:** I decrease the magic resistance of enemies in my lane by 2.  
**Magic resistance decreased:** 50% / 70% / 90%  
 “His dad left to buy milk.”
- Class Clown 2/1 0/0 1 5 (Student) (2)**  
**Whenever an enemy teacher in my lane casts an ability:** I deal 2 magic damage to them.  
**Damage dealt:** 50% / 65% / 80%  
 “In times of dull classrooms and depraved teachers, Class Clown comes to the rescue!”
- Someone’s Crush 1/1 0/1 1 5 (Student) (1)**  
**Start of duel; if I am within 0 lane(s) from a certain student:** you steal them.  
**Lanes within:** 10% / 20% / 30%  
 “She will crush your heart.”
- Teacher’s Pet 0/2 1/0 1 5 (Student) (4)**  
**If I survive damage from a student:** I replace myself with a random tier 1 (min. 1) or lower teacher.  
**Tier:** 20% / 30% / 60%  
 “What a snitch.”
- Spoilt Brat 0/1 0/2 1 5 (Student) (4)**  
**After 4 turns:** I defeat myself and you earn 1 cent(s).  
**Cents earnt:** 20% / 25% / 40%  
 “Want’s to become an influencer.”
- Plane Tosser 1/1 0/0 2 5 (Student) (3)**  
**Whenever an ally teacher in front of me attacks:** I deal 2 magic damage to a random enemy within 1 lane from me.  
**Damage dealt:** 60% / 80% / 100%  
 “Yes, he's a tosser.”
- Beep Tester 3/2 0/1 1 5 (Student) (3)**  
**Every 2 turns:** I move to a random tile and change my attack by -5.  
**Attack changed:** -100% / 50% / 75%  
 “Beep Tester is sweating up a storm under his uniform, but he doesn't care - he's got a PR to beat.”

- **Student Teacher** 1/2 1/0 1 5 (**Teacher**) (2)  
Every 2 turns; if there are no allies adjacent to me; roll 10%: I permanently equip a *Gum*.  
Roll chance: 200% / 600% / 1000%  
“Because twelve years of school wasn’t enough.”

## Tier 2 (7)



- **Janitor** 2/4 1/0 1 5 (**Worker**) (2)  
Whenever an enemy in my lane moves; roll 66%: I swap them with a random enemy next to them and deal 2 physical damage to them.  
Damage dealt: 50% / 80% / 110%  
“They will mop the floor with you.”
- **Substance Dealer** 2/2 1/-2 1 5 (**Student**) (3)  
Start of duel: I increase the attack of students adjacent to me by 2 but deal 2 magic damage to them.  
Attack increased: 50% / 60% / 80%  
“Us devs don’t endorse kids using drugs.”
- **Head of Discipline** 3/3 1/1 1 5 (**Teacher**) (3)  
Whenever an enemy student within 1 lane from me attacks; roll 33%: I deal 5 nonlethal physical damage to them.  
Damage dealt: 100% / 175% / 275%  
“That ruler isn’t just for measuring things.”
- **Lunch Lady** 2/7 -1/-4 1 5 (**Worker**) (2)  
Start of duel; spend 2 cents: I permanently equip a random ally student in my lane with a random tier 2 consumable and increase their health by 2.  
Health increased: 50% / 75% / 100%  
“She’s not the only thing past the use by date.”

- Substitute Teacher** 2/2 1/0 1 5 (Teacher) (3)  
 Whenever an ally teacher is defeated: I move to their tile and you earn 1 cent(s).  
 Cents earnt: 20% / 25% / 35%  
 “Will always say your name wrong.”
- Vandaliser** 1/1 0/0 2 5 (Student) (4)  
 Whenever I defeat an enemy: I permanently decrease their defence by 1.  
 Defence decreased: 20% / 40% / 70%  
 “It’s just art! It won’t ruin your board.”
- Theatre Tree** 1/2 2/0 1 5 (Student) (3)  
 If I am defeated: I deal 2 physical damage to enemies in my lane.  
 Damage dealt: 50% / 65% / 85%  
 “The teacher said that this is the most important role in the play”
- Frienimal Fuzzy** 2/1 0/0 1 5 (Token) (1)  
 If I am defeated: I permanently defeat myself.  
 “It’s gonna be a beary bad time”
- Frienimal Slipper** 1/1 0/1 1 5 (Token) (1)  
 If I am defeated: I permanently defeat myself.  
 “It’s ice to have him around”
- Frienimal Hops** 1/1 0/0 2 5 (Token) (1)  
 If I am defeated: I permanently defeat myself.  
 “Don’t croak on us”

### Tier 3 (7)



- Parish Priest** 0/3 0/7 2 5 (**Worker**) (2)  
 After 7 turns: I heal myself and allies adjacent to me by 10 and increase our magic resistance by 7.  
 Heal given: 200% / 300% / 450%  
 “So apparently this school is religious now because we couldn’t think of many healing characters.”
- School Nurse** 1/4 0/1 1 5 (**Worker**) (3)  
 Once per duel; if an ally student next to me is defeated: I resurrect them and increase their health by 3.  
 Health increased: 60% / 100% / 200%  
 “How can a nurse bring people back from death?”
- Chess Prodigy** 2/1 0/2 1 5 (**Student**) (3)  
 2 time(s) per duel; if an ally within 1 lane from me is defeated: I move the ally with the highest defence to their tile and they deal physical damage equal to their defence to the frontmost enemy in their lane.  
 Times per duel: 50% / 80% / 200%  
 “Yes, he’s asian.”
- Theatre Knight** 2/2 4/-4 1 5 (**Student**) (3)  
 I decrease the physical damage I take by 1.  
 Damage decreased: 20% / 40% / 100%  
 “A knight in cardboard armour.”
- Year Repeater** 2/1 1/-1 1 5 (**Student**) (3)  
 If I am defeated: I permanently gain 2 health.  
 Health gained: 50% / 80% / 150%  
 “We don’t actually know how old he is.”
- Volleyball Spiker** 1/3 0/0 2 5 (**Student**) (2)  
 Twice per duel; if I attack an enemy: I deal 4 physical damage to a random enemy next to them but lose 1 range.  
 Damage dealt: 80% / 120% / 220%  
 “So a spiker that only spikes once... That doesn’t make sense.”
- Swimming Instructor** 3/3 1/0 1 5 (**Teacher**) (3)  
 Whenever I attack an enemy: I deal 2 magic damage to them and a random enemy next to them.

Damage dealt: 50% / 80% / 150%

“Why does a swimming instructor wear floaties?”

## Tier 4 (8)



- **Learning Mentor** 2/3 1/1 1 5 (Teacher) (2)  
Once per duel; if an ally tier 3 or lower student next to me defeats an enemy: I permanently increase their experience by 1.  
Experience increased: 20% / 40% / 80%  
“She’s an enemy tor-mentor.”
- **Finance Officer** 2/2 0/2 1 5 (Worker) (3)  
Twice per duel; if an ally worker adjacent to me earns you cents: I permanently equip to them a *Morning Coffee* and you earn 0 cent(s).  
Cents earnt: 10% / 25% / 80%  
“The easy way to make money; pretty boring to be honest.”
- **Electrician** 4/4 2/1 1 5 (Worker) (3)  
Whenever an enemy moves to a tile around me: I deal 3 magic damage to them and enemies adjacent to them.  
Damage dealt: 60% / 100% / 300%  
“He’s not very good at his job.”
- **Vice-Principal** 5/4 1/0 1 5 (Teacher) (3)  
After 2 turns: I defeat a random ally student adjacent to me and summon a *Transfer Student* on a random enemy tile.  
“Because it wouldn’t be a fun game if you can’t troll your opponent”
- **Transfer Student** 1/4 0/0 1 5 (Token-Student) (1)  
Whenever I move: I decrease the attack of a random ally next to me by 3.

**Whenever I survive damage:** I move to a random tile.

**Attack decreased:** 60% / 100% / 300%

"He's still new, ok. Everyone has got to tell him everything."

- **Theatre Archer** 2/2 0/1 3 5 (Student) (3)

**Start of duel and every 2 turns:** I deal 4 physical damage to the character tiles in front of me equal to my range.

**Damage dealt:** 80% / 150% / 400%

"He took his shot for this role."

- **Guidance Counsellor** 2/2 3/0 1 5 (Worker) (2)

**Start of duel; if an ally student next to me has more than 10 of any stat:** I permanently change their role to Worker and permanently increase two random stats of theirs by 2.

**Stat increased:** 50% / 100% / 200%

"They are paid to care about you."

- **Confiscator** 4/4 1/0 2 5 (Teacher) (2)

**Whenever an enemy student within 2 tiles from me uses a duel item; if they have less than 3 defence:** I permanently take it.

**Defence threshold:** 60% / 100% / 200%

"It's like taking candy from a baby. Well, taking property from students, because we can."

- **Pretty Boy** 6/6 0/0 1 5 (Student) (3)

**Whenever a character around me is defeated:** I supplant the defeater and gain 70% of the defeated character's maximum health as health.

**Health gained:** 1400% / 2800% / 4000%

## Tier 5 (4)

- **Theatre Princess** 2/3 -1/0 1 5 (Student) (3)

**After 1 turn; if there are no allies around me:** I summon a *Theatre Dragon* on a random tile adjacent to me.

"An actual damsel in distress, she just stands there and looks pretty."

- **Principle** 8/4 2/2 1 5 (Teacher) (3)

**1/2/3 times per duel; whenever I defeat an enemy:** I permanently defeat them.

- **Bus Driver** 2/2 0/0 1 5 (Worker) (3)

**Start of duel:** I replace myself with a *School Bus*.

- **School Bus** 0/12 4/0 1 5 (Token) (1)  
**If I am defeated:** I summon a *Bus Driver* and 2/4/6 random students on random tiles around me.  
**Students summoned:** 80% / 150% / 1000%  
 “Beep beep.”
- **Librarian** 1/4 0/4 1 5 (Worker)  
**Start of duel; change your cents by -10/-6/-1:** I permanently give a random ally next to me a random *Book* item.

## Tier 6 (1)

- **Theatre Dragon** 8/4 2/4 4 5 (Token-Student) (1)  
**Whenever I defeat an enemy:** I deal 2/4/6 magic damage to enemies in their row and lose 1 range.  
**Damage dealt:** 100% / 200% / 2000%

## Items

### Tier 1 (5)



- **Stolen Homework** 1/0 0/0 0 0 (Duel)  
**Start of duel; if the holder is in the same lane as an enemy teacher:** the holder gains 1 ability power.  
 “why do it yourself”
- **Trading Card** 0/0 0/0 0 0 (Duel)  
**Whenever the holder damages an enemy with a duel item equipped:** the holder permanently swaps duel items with the enemy.  
 “will be banned from school at some point”
- **Cool Stick** 0/0 0/0 1 0 (Duel)  
**Once per duel; if the holder attacks:** they lose 1 range.  
 “what? It’s just a cool stick”
- **Love Letter** 0/2 0/2 0 0 (Planning)



Start of planning; if the holder was defeated in the previous duel: they lose 1 health.

“written for a special someone, maybe a crush?”

- **Gum** -1/0 0/1 0 0 (Consumable)  
“a teacher’s worst enemy”
- **Bear-shaped biscuit** 1/0 0/0 0 0 (Consumable)

## Tier 2 (5)



- **Hall Pass** 0/0 0/0 0 1 (Duel)  
Once per duel: movement the holder does due to an enemy is negated.
- **Late Note** 0/0 1/0 0 0 (Duel)  
After 8 turns: the holder moves to the tile in the top-left corner and gains 1 defence.
- **Exam Answers** 2/0 -1/0 0 0 (Duel)  
Start of duel: increase the attack of the ally behind the holder by 2 but decrease their defence by 1..
- **Picture Book** -1/2 0/0 0 0 (Planning)  
Whenever you roll your shop; roll 50%: a random *Frienimal* character is summoned on a random tile next to the holder.
- **Energy Drink** 1/1 0/0 0 0 (Consumable)
- **Knowledge: Algebra** 0/-1 0/0 0 1 (Consumable)
- **Granny Smith** 0/3 0/0 0 0 (Consumable)

## Tier 3 (6)

- **Pen License** 0/0 0/0 0 1 (Duel)  
Thrice per duel: damage the holder deals is increased by 1 true damage.

- **Speech Cards** 0/0 1/0 0 0 (Duel)  
Once per duel; If the holder casts an ability: they cast it again.
- **Classroom Pet** 0/1 0/1 0 0 (Planning)  
Start of planning: the holder and two random allies around them gain 1 health.
- **Report Card** 0/0 0/0 0 0 (Planning)  
Start of planning; for every time the holder used an ability in the previous duel: they gain 1 ability power (max. 2).
- **Knowledge: Procreation** 0/5 0/-1 0 0 (Consumable)
- **Morning Coffee** 3/1 0/0 0 0 (Consumable)
- **Slice of Pizza** 0/0 0/1 0 1 (Consumable)

#### Tier 4 (4)

- **Sacred Scripture** -2/0 0/1 0 0 (Duel)  
Once per duel; if the holder is defeated by magic damage: they get resurrected and gain 2 magic resistance.
- **Dodgeball** 2/0 0/0 2 0 (Duel)  
Once per duel: physical damage the holder receives due to an enemy is negated and the holder moves to a random tile around them.
- **Fantasy Book** -1/0 0/0 0 2 (Planning)  
Whenever you roll your shop; roll 10%: a random tier 4 or lower *Theatre* character is summoned on a random tile around the holder.
- **Knowledge: RSE** 0/1 2/0 0 0 (Consumable)
- **Fairy Bread** 0/0 0/0 0 3 (Consumable)

#### Tier 5 (1)

- **Horror Book** -1/0 0/-3 0 0 (Planning)  
Whenever you roll your shop; roll 10%: a random character other than the holder equips a random *Fear* duel item but the holder receives 13 true damage.
- **Sizzling Snag** 0/0 0/0 0 0 (Consumable)

# Traits

## Student

**Start of planning; students roll 50%:** student equips a random tier 1 / 2 / 3 / 4 / 5 or lower duel item, planning item, or consumable.

## Teacher

**Start of planning:** teachers increase the ability power of 1 / 1 / 2 / 2 / 3 random allies around them by 1, and you earn 1 / 2 / 3 / 4 / 5 experience.

## Worker

**Whenever a worker levels up; spend 2 cents:** they and 0 / 1 / 1 / 2 / 2 other random allies next to them gain 1 / 1 / 2 / 2 / 3 of a random stat.