# Description

Atlas is the youngest member of the team with excellent archery skills. He is thoughtful and creative with a willingness to fight when needed, but can sometimes be a little more nervous and scared compared to his companions. He’s not the quickest with sarcasm and can be a little annoying to others due to his youth. Atlas can be deadly accurate with his arrow and elemental attacks and is quick to evade enemies with his high level of agility.

# Play Style

**Character Type:** Archer / Ranged

**Elemental Power:** Wind

Atlas is meant to fight from a distance whenever possible. He can avoid attacks with his high agility and built-in “Dodge” ability. His agility also gives him options to more easily flee from a fight, and to often be the first to strike. Because of this, finding strategic approaches to leverage his first-to-strike ability is essential to success in battles.