**Player Characters / Classes:**

Players have access to 7 types of units as well as 3 secret ones to unlock. Each Class has an Innate Ability as well as a pool of 6 other abilities they need to choose 4 from to go into battle.

**Assassin:** The Assassin is one of the deadliest classes, with the ability to move far and fast he is always a threat.

**Alchemist:** The Alchemist uses his knowledge of science to create potions that harm and heal, as well as buff and debuff.

**Archer:** The Archer prefers to engage in combat from a distance. Climbing terrain boosts her damage and range.

**Brawler:** The Brawler fights with his fists. With his skill in battle, he can engage multiple enemies.

**Medic:** The Medic may not be able to deal damage, but she can heal allies better than anyone else and has ways to prevent damage to herself.

**Warrior:** The Warrior specializes in controlling the flow of combat. Using abilities to protect his allies and restrain his foes.

**Wizard:** The Wizard is the slowest class in the game but is capable of unprecedented destruction at any range.