Patch Notes 0.5
"Technicalities"

General

- ### Damage Split

All fighters all now also sorted into dealing either physical or magical damage. This is not dependent on their class, it varies from character to character. This does not affect anything in the gameplay currently, but will in future fighter releases.

Bjuaros the Bold	*Physical*
Elizabeth Depee	*Physical*
Vetus-Crepitu von Finkledor	*Magical*
Mindi Nite	*Magical*
Ouray Ahiga	*Physical*
Lorna Reid	*Physical*
Hisoki Souta	*Physical*
Madame Loco	*Magical*

- ### Basic Attacks

"1st Abilities" have now been re-classified into Basic Attacks. They function the same, except silences no longer apply to them. Instead, Basic Attacks must be disabled by *disarms*.

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- ### Class Mods

All classes have now been granted additional bonus effects to make the classes feel impactful.

Warriors	Upon slaying monsters and killing enemies, heal for an additional 3 hp
Mages	Every other turn gain 2 energy instead of 1
Hunters	Basic attacks deal 6 damage instead of 5
Assassins	On your first turn, as well as the turn after slaying a monster gain 2x movement speed

Balance

Lorna Reid

Basic Attack (Pinecone Bombs) damage increased from 5 to 6

Ouray Ahiga

Basic Attack (Longshot) damage increased from 5 to 6

Overview

Buffs	Shifts	Nerfs
Lorna Reid Ouray Ahiga		