Varick

Open for Business

High Adaptability, High Single Target Damage

Passive: Varick's Relic Shop

Varick runs a shop where other players may make purchases using **Doubloons**. All players start the game with 1 **Doubloon** and can earn more by leveling up (+1 **Doubloon**) or by slaying a monster (+2 **Doubloons**).

Stocking

- Shop's stock is based on Varick's level
- At level 1 Varick has 3 *Consumables* for sale, as well as his choice of 2 *Relics*
- Stocks 2 *Relics* of his choice per level into his shop
- *Relics* become sold out once purchased
- All *Consumables* are always available

Shopping

- Can be accessed at turn start (before movement)
- Only one purchase may be made
- Players may hold a max of 1 *Relic* and 2 *Consumables*
- Varick may hold up to 2 *Relics*
- Varick pockets any doubloons from sales to enemies
- Doubloons from Varick and Ally purchases are discarded
- Players may swap their *Relic* by buying a new one and putting their discarded one back in the shop

All relics are open for anyone to buy, but are categorized into classes to help players that aren't sure what to build for their fighter.

Consumables

Healing Elixir	Power Potion	Monster! Food
Heals you for 3 hp.	Adds 3 physical damage to your next damaging attack (does not stack).	Can be used to instantly win a fight against a Monster! This monster grants no Doubloons.
1 **Doubloon** *Consumable*	1 **Doubloon** *Consumable*	2 **Doubloons** *Consumable*

Relics

Varick chooses 2 to stock per level

General	Assassin	Hunter
Arcanian Pendant Generate one additional energy every other turn, starting your next turn. 3 **Doubloons** *Relic*	**Enchanted Elven Dagger** After casting an ability your next basic attack deals an extra burst of 4 magical damage. 3 **Doubloons** *Relic*	**Ancestral Bow** Your Basic Attack has 2 charges (allowing you to basic attack twice per turn) 3 **Doubloons** *Relic*
Druid Stone Heal for 25% of the damage you deal. 3 **Doubloons** *Relic*	**Winged Laurel** May add up to +2 to your mobility abilities. You are immune to the effect of *Cripples*. 3 **Doubloons** *Relic*	**Draconic Spear** Your Basic Attacks have a 25% chance to deal 300% damage 3 **Doubloons** *Relic*

Warrior	Mage
Bulwark of the Vikings You gain 1 flat damage mitigation. If stacked with other Flat Mitigation effects, this is reduced to 0.5. 3 **Doubloons** *Relic*	**Crona's Clock** Your first basic ability (ability 1, 2, or 3) cast per turn, does not go on cooldown. 3 **Doubloons** *Relic*
Transcending Cloak Upon receiving this relic select an enemy. This relic grants you 25% damage mitigation against their damage type . Once this target is defeated, you may select a new target gaining more damage mitigation, this effect stacks. 3 **Doubloons** *Relic*	**Tormented Soul** Killing a Monster or Minion grants one stack. You may use this item to enchant one ability cast per turn, causing it to deal bonus magical damage equal to 1 per stack you have, and applying 50% anti-heal for 1 turn. 3 **Doubloons** *Relic*

Basic Attack: Plundering Strike

Targeted

Varick slashes at a target dealing damage, and gaining 1 **Doubloon**. If he is on the same space as the target he *steals* 1 **Doubloon** from them instead.

Damage: 4
Energy: 1
Range: 2 Spaces

Ability 1: Plunder-Buss

Targeted | Global

Varick takes a shot at a target dealing damage. He may choose to load up to 6 **Doubloons** into the shot, each providing increasing damage. If no doubloons are added, energy cost is reduced.

Damage: 4 (+2 per **Doubloon**)
Energy: 2

Ability 2: Another Round

Buff | Intoxication

Varick drinks from his glass of rum resetting the cooldowns on his other basic abilities. Your next ability used in this turn applies 1 stack of *Intoxication.*

Energy: 1

Ability 3: Barrel of Rum

Ground Target | Projectile | Knockback | Dash

Varick throws out a barrel of rum 6 spaces away from him dealing damage to everything it passes and knocking enemy fighters back in the direction it's traveling. Once the barrel stops moving, it explodes, dealing damage to everything within an AoE. Varick may choose to hop on the barrel and use this as a dash as well.

The barrel is stopped by player-made walls.

Rolling Barrel Damage: 3
Explosion Damage: 6
Explosion Radius: 2 Spaces
Barrel Distance: 6 Spaces
Knockback: 1 Space
Energy: 2

Ultimate: Mine for the taking

Global

Varick commands his former crew to steal from the other players. If any one has an active *Relic* from **Varick's Relic Shop**, they will take it, if not they will steal up to 3 **Doubloons** from them. The pirates then return these to Varick who may choose to; keep the *Relic* for himself, switch it with one of his active ones, or put it back in his shop for sale.

This ability's energy cost scales up based on the amount of targets this ability will hit.
This ability can hit untargetable enemies, but not immune ones.

Energy: 2 (one target), 4 (two targets), 6 (three targets)

Varick Terminology

Dash (*Mobility***)**	The fighter moves the specified distance in the set direction.
Global	An attack or ability with Global Range can hit anywhere on the map.
Ground Target	An attack that is targeted at a specific area of the map instead of at a specific player. These attacks cannot hit Airborne fighters.
Intoxicate (*Soft CC***)**	When an Intoxicated enemy casts their next targeted attack they must roll a d4, if they roll a 4, the attack misfires and they target themself with it instead. This die roll removes the Intoxication stack. Each stack increases the chance of misfire happening by 25% (max 4 stacks).
Knock-Back (*Hard CC***)**	Target is pushed backward the number of spaces specified. If a target is mid-movement when hit by a knockback, their movement stops on this space they're pushed to and they take its effect.
Projectile	An attack that is thrown or launched, taking the shortest path of spaces on the board to its destination. Can be stopped by certain abilities.
Targeted Attack	An attack that is made on a specified valid target or targets.