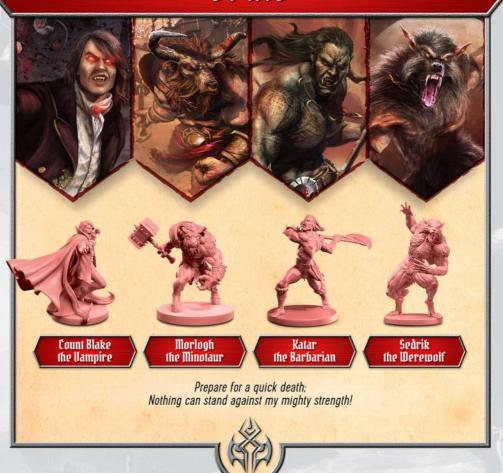




Brute



Katar, the Barbarian



Efficient Brute at dealing damage, because he can make attacks that are more likely to hit the enemy. Ideal for those who want to deal large amounts of damage and not worry about complex strategies.

Attacks: Mighty Blow, Berserker Strike, Barbaric Rage, Whirlwind



Sedrik, the Werewolf



Brute with the highest damage potential in the game when he is injured. Ideal in teams that are able to protect him, because he can create havoc if not killed fast.

Attacks: Moonlight Rage, Death Claws, Bestial Fury, Bloodthirst



Morlogh, the Minotaur



Brute with good mobility and incredible damage potential, but his attacks come with drawbacks. Ideal for dealing fast and massive damage to enemies, if you are willing to pay the price.

Attacks: Mighty Charge, Reckless Blow, Labyrinth Fury, Trample



Count Blake, the Vampire



Mobile Brute with powerful offensive effects, but he deals less damage than others. Ideal for breaking through enemy defenses and attacking distant opponents.

Attacks: Life Drain, Night Cloak, Call of the Master, Blood Feast



Tactician



Garion, the Rogue



Tactician who can negate enemies' effects and steal their attacks. Deals massive damage when well positioned to flank enemies. Ideal for neutralizing the most important hero of the opposing team.

Attacks: Dirty Trick, Backstab, Master Stroke, Memory Theft



Rokaru, the Samurai



Tactician who is capable of strategically moving the enemy. He can maximize the versatility of his Passive Power, while negating those of his enemies.

Ideal in strategies that take advantage of position.

Attacks: Tide of Blades, Ancestral Katana, Dragon Spirit, Ten Thousand Swords



Myr, the Assassin



Tactician who is capable of dealing great damage and devastating effects on a single target. She can also apply ongoing damage. Ideal for quickly assassinating the main hero of the opposing team.

Attacks: Nightshade Poison, Ambush, Shadow Dance, River of Blood



Liana, the Pirate



Tactician with great defensive and offensive powers. Dangerous when left by herself. She can debuff enemies and prevent them for receiving helpful effects. Ideal in survivor strategies.

Attacks: Blackwater Taint, Revenge of the Seas, Tide of Blood, Maelstrom



Bruiser



Vanarus, the Demon



Bruiser with the best ability to reposition enemies, while also dealing massive damage and applying powerful debuffs. He's very important in strategies based on attacks in area and counter-healing.

Attacks: Blades of Agony, Dance of the Damned, Soul Corruption, Death Sentence



Ascaran, the Archangel



Bruiser with good defense and the power to heal. In addition, he can transfer his health to allies. Ideal for boosting and protecting an important hero. He's also a reliable healing source for teams with no healers.

Attacks: Exalted Strike, Wings of Justice, Holy Light, Celestial Armor



Ohris, the Monk



Bruiser with good mobility, he can ignore debuffs and neutralize the effects of enemy's attacks. Ideal for avoiding permanent effects. With the ability to hit two enemies at once, he takes advantage of positioning strategies.

Attacks: Dashing Strike, Ki Barrier, Wrath of the Tiger, Path of Purification

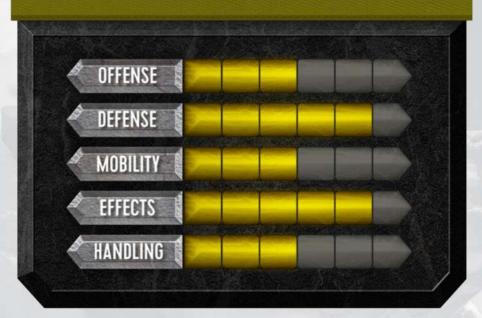


Renkyr, the Dragon Avenger



Bruiser with good defensive ability, he can focus on an enemy to deal more damage for the entire match. He's one of the few heroes that can revive a dead ally. Ideal in several strategies, due to his versatility.

Attacks: Dragon Blood, Searing Vengeance, Life Explosion, Mark of Death



Tank



Jorana, the Amazon



Tank with great mobility, she can deal massive damage and hit two enemies at once. Ideal in teams that want to deal quick damage or reposition enemies to take advantage of attacks in area.

Attacks: Dance of Steel, Whirling Spear, Thunderous Charge, Lightning Reflexes



Rurik, the Warrior



Tank with the best defensive ability in the game. He can expand his influence to draw enemies' attacks to himself. Ideal in strategies where you focus all power on a single hero that must survive at all costs.

Attacks: War Cry, Crushing Blow, Iron Wall, Epic Shield



Sir Erick, the Paladin



Tank with great defensive abilities and ability to heal his allies. He's best at keeping others alive. Ideal in healing-focused strategies or teams that lack healers, but want a reliable healing source.

Attacks: Holy Sword, Shield of Faith, Barrier of Light, Divine Sacrifice



Nakral, the Death Knight



Tank with powerful effects that pull, debuff and prevent enemies from regaining health. Ideal for countering healing-focused strategies and eliminating distant ranged heroes.

Attacks: Evil Sword, Death Grip, Creeping Darkness, Spectral Lance



Healer



Taram, the Cleric



Healer with the best healing potential of the game, including ongoing healing. He also applies great defensive effects and removes debuffs. Ideal in healing strategies that focus on buffing and protecting a single hero.

Attacks: Sacred Flame, Sanctuary, Miracle, Divine Grace



Thalia, the Druid



Powerful healer with the rare ability to revive an ally. Her greatest power is to prevent damage before it happens. Ideal in strategies based on a single hero that must stay alive at any cost.

Attacks: Kiss of a Nymph, Shield of Nature, Seeds of Spring, Breath of Life



Uster, the Necromancer



Healer who deals good damage and applies debuffs. He gets stronger every time a combatant dies, being ideal in the endgame for teams that protected and buff him.

Attacks: Life Siphon, Death Ray, Vengeful Wraith, Harvest of Souls



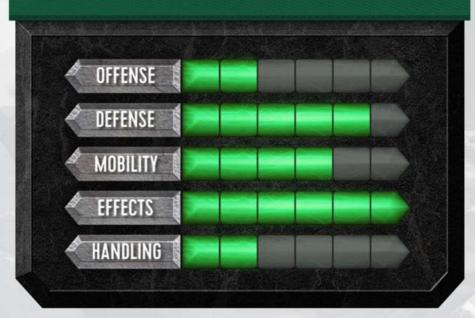
Jade, the Bard



Very versatile and strategic Healer, she is vital in many combos because she can reposition all of her allies and apply buffs according to the team's needs.

Ideal in complex and varied strategies.

Attacks: Angelic Voice, Heroic Melody, Inspire Greatness, Requiem of Spirit



Shooter



Avelum, the Wizard



Shooter optimized for attacking multiple targets, he deals reduced damage against single combatants. His attacks have tactical and defensive effects.

The most productive hero in strategies based on attacks in area.

Attacks: Magic Missile, Arcane Blast, Counter Spell, Shock Wave

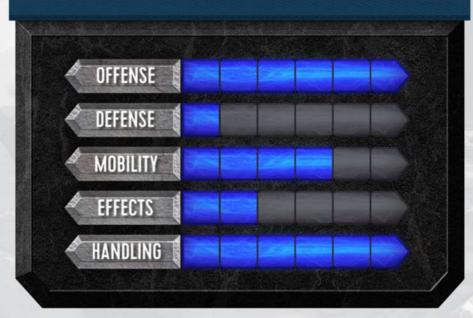


Niary, the Hunter



Shooter with good accuracy and versatility. She can shoot multiple targets at once, or focus on a single target to deal extra damage. Ideal as a powerful source of damage that adapts to the opposing team.

Attacks: Twin Shot, Explosive Arrow, Perfect Hunt, Rapid Fire

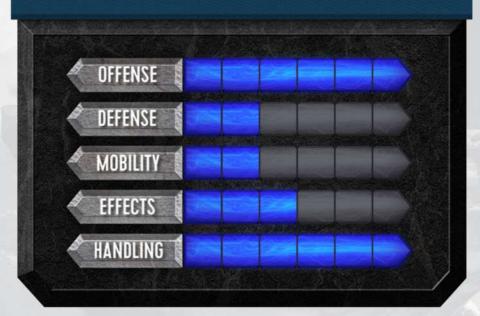


Zanac, the Fire Sorcerer



Shooter focused on the simple strategy of burning health down, he excels in attacking a single target. Ideal in teams that need to damage fast, including out-of-turn.

Attacks: Flame Blast, Inferno Shield, Fireball, Eternal Blaze

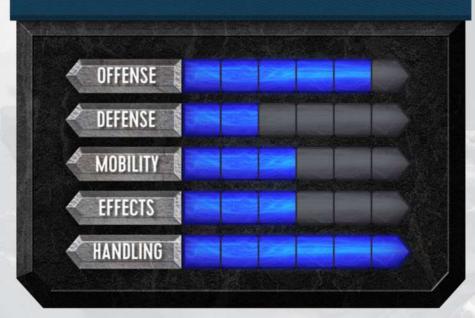


Juliet, the Ice Sorcerer

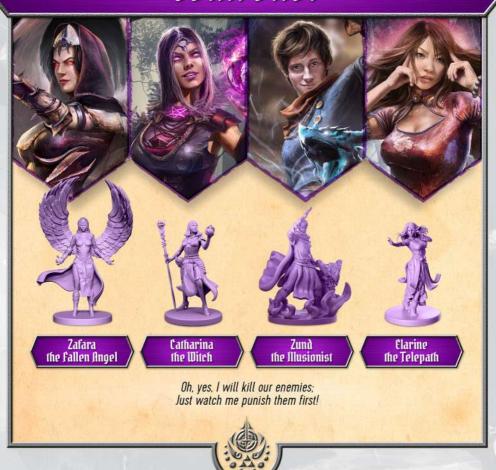


Shooter with high single-target damage capacity and the most accurate attack of the game. Very effective against Tanks and Bruisers. Ideal in fast damage strategies and situations that require accurate shots.

Attacks: Icy Wind, Winter Breath, Frost Hurricane, Blizzard



Controller



Catharina, the Witch



Controller with powerful debuffs and effects that amplify the damage taken by enemies. She has the fearsome power to swap the health of two combatants.

Ideal in fast damage (or protection against fast damage) strategies.

Attacks: Black Plague, Blood Curse, Soul Link, Dark Ritual



Zafara, the Fallen Angel



Controller with good debuffing effects, she can also heal allies. Holds the best resurrection power of the game. Ideal in strategies that try to maintain a hero alive at any cost, she is a good source of healing in teams with no Healer.

Attacks: Dark Light, Hungry Spirits, Revenge of the Dead, Purgatory



Elarine, the Telepath



Controller with the ability to force enemies to attack their allies. With one of the best attacks in the game, she is also the worst one-on-one hero. Ideal in several combos that break the enemy team's strategies.

Attacks: Mind-Link, Puppet Dance, Lobotomy, Cerebrokinesis



Zund, the Illusionist



Controller with versatile powers that prevent some enemy attacks and cause devastating debuffs, while also creating good defensive effects. Ideal in strategies that remove and diminish opposing powers.

Attacks: Rainbow Ray, Dangerous Choice, Mirage, Nightmare

