AGENT WORLD

Rules & How to Play · BNB Chain card battles



DRAFT for review — not published. Items marked **[TBD]** are not final.

Network	Currency	Heroes	Card supply	Launch
BNB Smart Chain	**BNB**	**47**	**10,000 + 10**	**[TBD]**

Contracts	X
[TBD]	**@AgentWorldBNB**

Agent World is a collectible robot card battle game on BNB Chain. Collect heroes, build a team of up to three, gear them up and jump into the Arena whenever you like. Every battle runs on-chain under one public rule set and can be replayed move by move.

Prices are paid in BNB. "U" values are approximate USD equivalents at 740.86 USD/BNB; final BNB prices are set at launch **[TBD]**.

Quick Start

1. Connect a BNB Chain wallet.
2. Mint a hero — paid mint, Agent ID free mint, whitelist, or a giveaway credit.
3. Open blind boxes for gear and equip up to 4 items per hero.
4. Build a team of 1–3 heroes (max 1 Official Hero).
5. Enter the Arena, pay your tier's entry fee, and get matched in the next batch (~60–90 s).
6. Watch the replay, claim rewards, and play 10 battles a day for a lottery ticket.

Agent ID or Wallet

You can play with an Agent ID (verified via SPACE ID) or with any regular wallet. Every feature, limit and price is identical, with one exception: the one-time free mint is for Agent ID holders only. Limits such as box quotas, shard balances and lottery tickets are counted per account (your Agent ID, or your wallet address).

Minting Heroes

Mint type	Who	Cost	Limits
Paid mint	Everyone	0.00675 BNB (~5U)	Up to 20 per transaction
Free mint	Agent ID holders	0.000675 BNB (~0.5U) fee	Once per Agent ID, ever
Whitelist mint	Whitelisted accounts	0.000675 BNB (~0.5U) per hero	500 spots total, max 20 per account
Giveaway credit	Giveaway winners	0.000675 BNB (~0.5U) per credit	2 credits per winner; stacks with the Agent ID free mint

- Supply: 10,000 mintable cards (#1–#10000) plus 10 Official Heroes (#10001–#10010) that can never be minted.
- Cards are revealed after mint with a Chainlink VRF random offset, so nobody — including the team — can choose which card goes to which mint.
- Fees go to the treasury, which covers VRF and gas costs.

Card Frames (12)



Every hero uses the same art in every frame. Six rarity frames (N → LR) and the Mythic / Genesis frames appear in the 10,000-card mint; Fusion, Elite, Legend and Official are special frames.

Frame	HP/ATK multiplier	Cards	Share of mint	How to get
N	×1.00	4,500	45.0%	Mint (random frame at reveal)
R	×1.15	2,500	25.0%	Mint (random frame at reveal)
SR	×1.35	1,400	14.0%	Mint (random frame at reveal)
SSR	×1.60	800	8.0%	Mint (random frame at reveal)
UR	×1.90	450	4.5%	Mint (random frame at reveal)
LR	×2.30	250	2.5%	Mint (random frame at reveal)
Mythic	×2.80	90	0.9%	Mint (random frame at reveal)
Genesis	×3.50	10	0.1%	Mint — only 10 cards, all Dragon Mecha
Elite	own stats	max 2,000	—	10 Elite heroes f01–f10: blind-box drop

Mythic	own stats	+ max 400	—	5 Mythic heroes e01–e05: blind-box drop
Fusion	own stats	shares the caps above	—	Any Elite/Mythic hero crafted in the Forge
Legend	own stats	max 50	—	l01–l02: Forge only
Official	own stats	10	—	10 Official heroes: special events only

- Power = HP × ATK × (300 + DEF) ÷ 30,000 × signature-skill factor. The frame multiplier and gear bonus apply to HP and ATK, so they count twice in power.
- Future seasons may add new heroes, each with its own fixed supply cap set on-chain. The supply of every existing hero never changes.
- Special and Official frames do not multiply stats: those heroes already have their own, much higher base stats.
- Speed is not part of power: every hero acts once per round, and speed only decides who acts first.
- Team power is the sum of your heroes' power. In practice one card cannot beat three cards of the same frame.

Hero Roster (47)

Stats are the exact on-chain base values (BattleSim). Each hero's signature skill has a real on-chain effect (shown on every card); the ultimate is the same for everyone (150% to every enemy). Skill factor = how much the skill adds to matchmaking power.

Mintable heroes (20)



Iron Sentry

Tank

Frames: N – UR

N ×643 | R ×209 | SR ×88 | SSR ×45 | UR ×27

HP	ATK	DEF	SPD
1011	67	140	40

Signature skill: Steel Bulwark — 60% hit, then every living ally gains a 15% max-HP shield (max 50%) (every 3rd action · skill factor ×1.24)

Ultimate: Unfallen Bastion — 150% to every enemy

Power by frame N 1,231 · R 1,626 · SR 2,243 · SSR 3,149 · UR 4,442



Neon Hound

Scout

Frames: N – SSR

N ×643 | R ×209 | SR ×88 | SSR ×45

HP	ATK	DEF	SPD
750	108	70	95

Signature skill: Treasure Radar — 180% to the target (every 3rd action · skill factor ×0.98)

Ultimate: Neon Hunt — 150% to every enemy

Power by frame N 979 · R 1,293 · SR 1,782 · SSR 2,504



Blast Crab

Demolition

Frames: R – LR

R ×209 · SR ×88 · SSR ×45 · UR ×27 · LR ×18

HP	ATK	DEF	SPD
670	115	90	45

Signature skill: Chain Blast — 75% to every enemy (every 3rd action · skill factor ×1.05)

Ultimate: Six-Tube Salvo — 150% to every enemy

Power by frame R 1,389 · SR 1,914 · SSR 2,689 · UR 3,791 · LR 5,558



MediBee

Healer

Frames: N – Mythic

N ×643 · R ×209 · SR ×88 · SSR ×45 · UR ×27 · LR ×18 · Mythic ×10

HP	ATK	DEF	SPD
1001	83	60	85

Signature skill: Hive Repair — 60% hit, then every living ally heals 8% max HP (every 3rd action · skill factor ×1.05)

Ultimate: Swarm Rescue — 150% to every enemy

Power by frame N 1,045 · R 1,381 · SR 1,904 · SSR 2,675 · UR 3,773 · LR 5,530 · Mythic 8,196



Coin Miner

Resource

Frames: N – UR

N ×643 · R ×208 · SR ×88 · SSR ×45 · UR ×27

HP	ATK	DEF	SPD
835	90	100	50

Signature skill: Gold Instinct — 180% to the target (every 3rd action · skill factor ×1.02)

Ultimate: Mother Lode Eruption — 150% to every enemy

Power by frame N 1,022 · R 1,350 · SR 1,861 · SSR 2,615 · UR 3,687



Thunder Ronin

Melee DPS

Frames: SR – Mythic

SR ×88 · SSR ×45 · UR ×27 · LR ×18 · Mythic ×10

HP	ATK	DEF	SPD
568	137	85	80

Signature skill: Lightning Slash — 210% to the target (every 3rd action · skill factor ×0.88)

Ultimate: Raijin Eightfold — 150% to every enemy

Power by frame SR 1,599 · SSR 2,246 · UR 3,169 · LR 4,644 · Mythic 6,884



Shadow Stalker

Assassin

Frames: SR – Mythic

SR ×88 · SSR ×45 · UR ×27 · LR ×18 · Mythic ×10

HP	ATK	DEF	SPD
557	150	60	100

Signature skill: Shadow Step — 140% to the target, always crits (every 3rd action · skill factor ×0.91)

Ultimate: Thousand Shadows — 150% to every enemy

Power by frame SR 1,660 · SSR 2,333 · UR 3,289 · LR 4,822 · Mythic 7,147



Siege Colossus

Artillery

Frames: SSR – LR

SSR ×45 · UR ×27 · LR ×18

HP	ATK	DEF	SPD
737	90	150	25

Signature skill: Saturation Barrage — 70% to every enemy (every 3rd action · skill factor ×0.96)

Ultimate: Final Salvo — 150% to every enemy

Power by frame SSR 2,442 · UR 3,443 · LR 5,046



Hack Cat

Disruptor

Frames: R – Mythic

R ×208 | SR ×88 | SSR ×44 | UR ×27 | LR ×18 | Mythic ×10

HP	ATK	DEF	SPD
717	115	65	90

Signature skill: System Breach — 120% hit, target ATK −25% for the rest of the battle (every 3rd action · skill factor ×1.00)

Ultimate: Network Meltdown — 150% to every enemy

Power by frame R 1,325 · SR 1,827 · SSR 2,566 · UR 3,619 · LR 5,303 · Mythic 7,862



Magneto Sage

Controller

Frames: SR – Mythic

SR ×87 | SSR ×44 | UR ×26 | LR ×18 | Mythic ×10

HP	ATK	DEF	SPD
591	137	70	70

Signature skill: Magnetic Cage — 100% hit, every enemy SPD −25% for the rest of the battle (every 3rd action · skill factor ×0.88)

Ultimate: Scrap Tempest — 150% to every enemy

Power by frame SR 1,599 · SSR 2,246 · UR 3,169 · LR 4,644 · Mythic 6,884



Bastion Turtle

Shield

Frames: N – LR

N ×643 · R ×208 · SR ×87 · SSR ×44 · UR ×26 · LR ×18

HP	ATK	DEF	SPD
1180	54	170	20

Signature skill: Hex Field — 60% hit, then every living ally gains a 15% max-HP shield (max 50%) (every 3rd action · skill factor ×1.49)

Ultimate: Colossal Shell — 150% to every enemy

Power by frame N 1,487 · R 1,965 · SR 2,708 · SSR 3,803 · UR 5,366 · LR 7,864



Jet Falcon

Air Striker

Frames: R – UR

R ×208 · SR ×87 · SSR ×44 · UR ×26

HP	ATK	DEF	SPD
628	129	70	110

Signature skill: Dive Strafe — 140% to the target, ignores DEF (every 3rd action · skill factor ×0.89)

Ultimate: Sonic Pierce — 150% to every enemy

Power by frame R 1,174 · SR 1,618 · SSR 2,274 · UR 3,209



Drill Mole

Excavator

Frames: N – SSR

N ×643 | R ×208 | SR ×87 | SSR ×44

HP	ATK	DEF	SPD
776	94	110	40

Signature skill: Deep Dig — 180% to the target (every 3rd action · skill factor ×1.02)

Ultimate: Core Drill — 150% to every enemy

Power by frame N 1,015 · R 1,342 · SR 1,850 · SSR 2,598



Beat Bot

Buffer

Frames: R – Mythic

R ×208 | SR ×87 | SSR ×44 | UR ×26 | LR ×18 | Mythic ×10

HP	ATK	DEF	SPD
874	90	80	75

Signature skill: Hype Drop — 100% hit, every living ally ATK +15% for the rest of the battle (every 3rd action · skill factor ×1.02)

Ultimate: Bass Bomb — 150% to every enemy

Power by frame R 1,342 · SR 1,850 · SSR 2,598 · UR 3,665 · LR 5,372 · Mythic 7,962



Frost Warden

Slower

Frames: SR – LR

SR ×87 · SSR ×44 · UR ×26 · LR ×18

HP	ATK	DEF	SPD
770	91	130	50

Signature skill: Absolute Zero — 100% hit, every enemy SPD −30% for the rest of the battle (every 3rd action · skill factor ×1.03)

Ultimate: Ice Age — 150% to every enemy

Power by frame SR 1,883 · SSR 2,646 · UR 3,731 · LR 5,469



Magma Brawler

DoT Brawler

Frames: R – LR

R ×208 · SR ×87 · SSR ×44 · UR ×26 · LR ×18

HP	ATK	DEF	SPD
680	108	110	55

Signature skill: Molten Fist — 190% to the target (every 3rd action · skill factor ×0.99)

Ultimate: Volcano Rush — 150% to every enemy

Power by frame R 1,311 · SR 1,808 · SSR 2,540 · UR 3,582 · LR 5,249



Chrono Keeper

Time Control

Frames: SSR – Mythic

SSR ×44 · UR ×26 · LR ×18 · Mythic ×10

HP	ATK	DEF	SPD
735	103	95	65

Signature skill: Rewind — 100% hit, every living ally ATK +12% for the rest of the battle (every 3rd action · skill factor ×1.02)

Ultimate: Stop-Time Domain — 150% to every enemy

Power by frame SSR 2,598 · UR 3,665 · LR 5,372 · Mythic 7,962



Mirror Phantom

Illusionist

Frames: UR – Mythic

UR ×26 · LR ×17 · Mythic ×10

HP	ATK	DEF	SPD
620	129	75	105

Signature skill: Triple Mirror — 70% to every enemy (every 3rd action · skill factor ×0.89)

Ultimate: Kaleido Prison — 150% to every enemy

Power by frame UR 3,209 · LR 4,701 · Mythic 6,969



Night Market Chef

Supply

Frames: N – SSR

N ×642 | R ×208 | SR ×87 | SSR ×44

HP	ATK	DEF	SPD
923	83	90	60

Signature skill: Night Feast — 60% hit, then every living ally heals 10% max HP (every 3rd action · skill factor ×1.07)

Ultimate: Wok Inferno — 150% to every enemy

Power by frame N 1,064 · R 1,407 · SR 1,939 · SSR 2,725



Dragon Mecha

Flagship

Frames: UR – Genesis

UR ×26 | LR ×17 | Mythic ×10 | Genesis ×10

HP	ATK	DEF	SPD
699	93	160	90

Signature skill: Dragon Descent — 80% to every enemy (every 3rd action · skill factor ×1.01)

Ultimate: Nine-Heaven Cyclone — 150% to every enemy

Power by frame UR 3,629 · LR 5,319 · Mythic 7,884 · Genesis 12,323

Special heroes (17)

These 17 heroes are not part of the 10,000-card mint. Elite (f01–f10) and Mythic (e01–e05) heroes drop from blind boxes at low odds or are crafted in the Forge; Legend heroes (l01–l02) can only be crafted. A hero crafted in the Forge carries the Fusion frame (same stats). Each hero has a fixed total supply.



Thunder Valkyrie Prime

Mythic | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.004% / 0.012% / 0.04% · Forge: 2 Elite heroes + ~2U

Supply: max 80

HP	ATK	DEF	SPD
1400	240	200	110

Signature skill: Judgment Bolt — 85% to every enemy (every 3rd action · skill factor ×0.99)

Ultimate: Myriad Storm Lance — 150% to every enemy

Base power 5,544



Nightwatch Sniper

Mythic | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.004% / 0.012% / 0.04% · Forge: 2 Elite heroes + ~2U

Supply: max 80

HP	ATK	DEF	SPD
1350	260	180	100

Signature skill: Nightwatch Shot — 180% to the target, ignores DEF (every 3rd action · skill factor ×1.04)

Ultimate: One Shot Under Moon — 150% to every enemy

Base power 5,840



Golden Pulse Goddess

Mythic | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.004% / 0.012% / 0.04% · Forge: 2 Elite heroes + ~2U

Supply: max 80

HP	ATK	DEF	SPD
1300	150	170	120

Signature skill: Hymn Of Plenty — 60% hit, then every living ally heals 15% max HP (every 3rd action · skill factor ×1.12)

Ultimate: Golden Symphony — 150% to every enemy

Base power 3,421



Void Sky Commander

Mythic | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.004% / 0.012% / 0.04% · Forge: 2 Elite heroes + ~2U

Supply: max 80

HP	ATK	DEF	SPD
1700	300	190	150

Signature skill: Void Strike — 90% to every enemy (every 3rd action · skill factor ×1.02)

Ultimate: Void Armada — 150% to every enemy

Base power 8,496



Chrono Dragon Empress

Mythic | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.004% / 0.012% / 0.04% · Forge: 2 Elite heroes + ~2U

Supply: max 80

HP	ATK	DEF	SPD
1800	290	200	140

Signature skill: Dragon Samsara — 100% hit, every living ally ATK +20% for the rest of the battle (every 3rd action · skill factor ×1.01)

Ultimate: Time Dragon Devours — 150% to every enemy

Base power 8,787



Storm Valkyrie

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1150	175	165	70

Signature skill: Storm Parry — 200% to the target (every 3rd action · skill factor ×1.01)

Ultimate: Thunderwall Cleave — 150% to every enemy

Base power 3,150



Frostfire Diva

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1050	160	140	75

Signature skill: Frostfire Duet — 100% hit, every enemy SPD −30% for the rest of the battle (every 3rd action · skill factor ×0.99)

Ultimate: Song Of Ice & Fire — 150% to every enemy

Base power 2,439



Phantom Hacker

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
980	200	95	130

Signature skill: Darknet Breach — 120% hit, target ATK −25% for the rest of the battle (every 3rd action · skill factor ×0.97)

Ultimate: Zero-Day — 150% to every enemy

Base power 2,502



Sky Fortress Pilot

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1300	190	170	95

Signature skill: Air Bombardment — 75% to every enemy (every 3rd action · skill factor ×0.99)

Ultimate: Fortress Fall — 150% to every enemy

Base power 3,830



Gold Drill Queen

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1000	120	150	60

Signature skill: Mother Lode — 180% to the target (every 3rd action · skill factor ×1.02)

Ultimate: Queen'S Core Drill — 150% to every enemy

Base power 1,836



Pulse Idol

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
900	90	100	115

Signature skill: Healing Concert — 60% hit, then every living ally heals 10% max HP (every 3rd action · skill factor ×1.07)

Ultimate: Encore! — 150% to every enemy

Base power 1,155



Chrono Mirror Witch

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1000	185	110	120

Signature skill: Time Mirror — 100% hit, every living ally ATK +15% for the rest of the battle (every 3rd action · skill factor ×1.01)

Ultimate: Mirror Realm — 150% to every enemy

Base power 2,553



Railgun Engineer

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1100	200	120	60

Signature skill: Rail Blast — 170% to the target, ignores DEF (every 3rd action · skill factor ×1.01)

Ultimate: Hyper Railgun — 150% to every enemy

Base power 3,110



Night Market Guardian

Elite | Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1150	110	170	85

Signature skill: Bazaar Ward — 60% hit, then every living ally gains a 15% max-HP shield (max 50%) (every 3rd action · skill factor ×1.17)

Ultimate: Ten-Thousand Lanterns — 150% to every enemy

Base power 2,317



Dragon Empress

Elite · Fusion if crafted

Get: Box drop per box (Common/Premium/Seasonal): 0.008% / 0.024% / 0.08% · Forge: 3 UR gear + ~1U

Supply: max 200

HP	ATK	DEF	SPD
1500	230	160	100

Signature skill: Empress Thunder — 85% to every enemy (every 3rd action · skill factor ×1.02)

Ultimate: Crimson Dragon — 150% to every enemy

Base power 5,395



Seraph Prime

Legend

Get: Forge only: 2 Mythic heroes + ~5U

Supply: max 25

HP	ATK	DEF	SPD
1950	320	240	140

Signature skill: Heaven'S Verdict — 100% to every enemy (every 3rd action · skill factor ×1.04)

Ultimate: Six-Wing Sanctum — 150% to every enemy

Base power 11,681



Genesis Matriarch

Legend

Get: Forge only: 2 Mythic heroes + ~5U

Supply: max 25

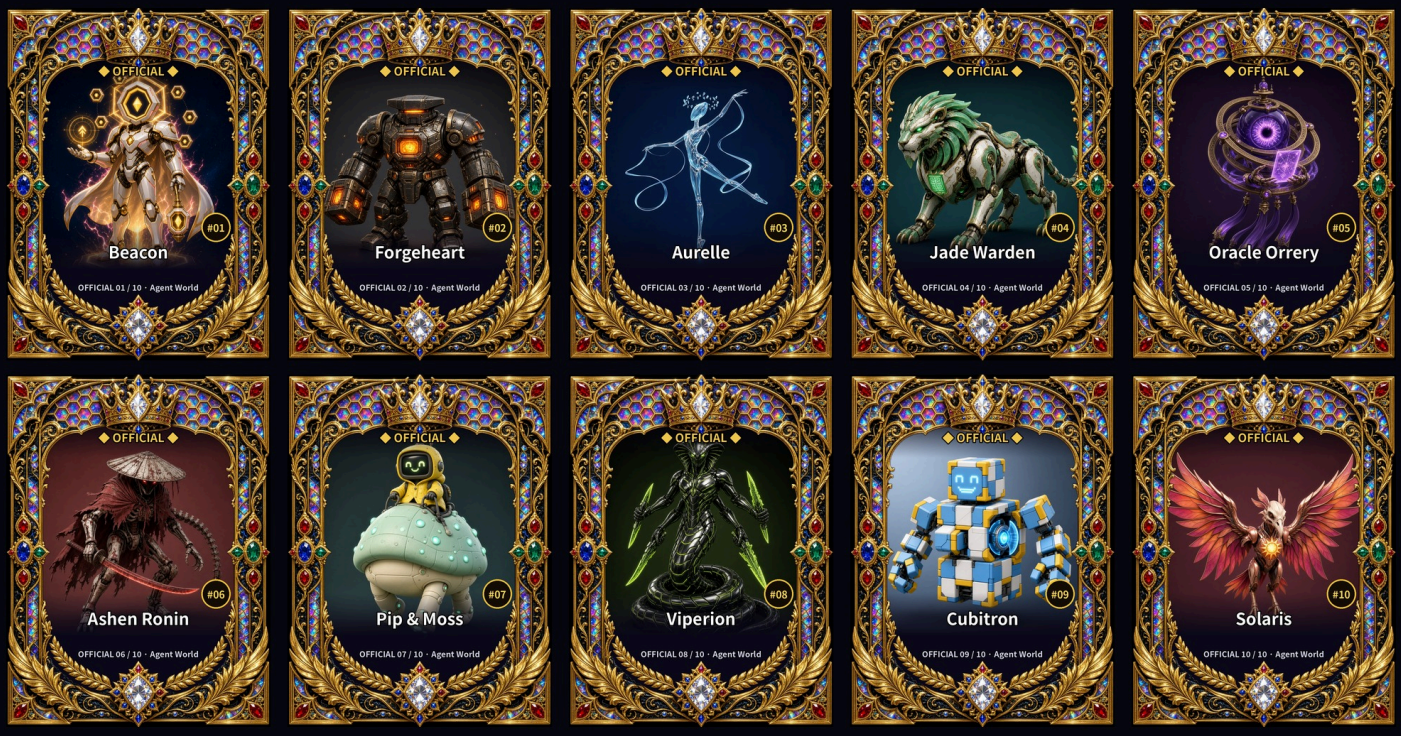
HP	ATK	DEF	SPD
2400	360	260	160

Signature skill: Genesis Rebuild — 60% hit, then every living ally heals 20% max HP (every 3rd action · skill factor ×1.14)

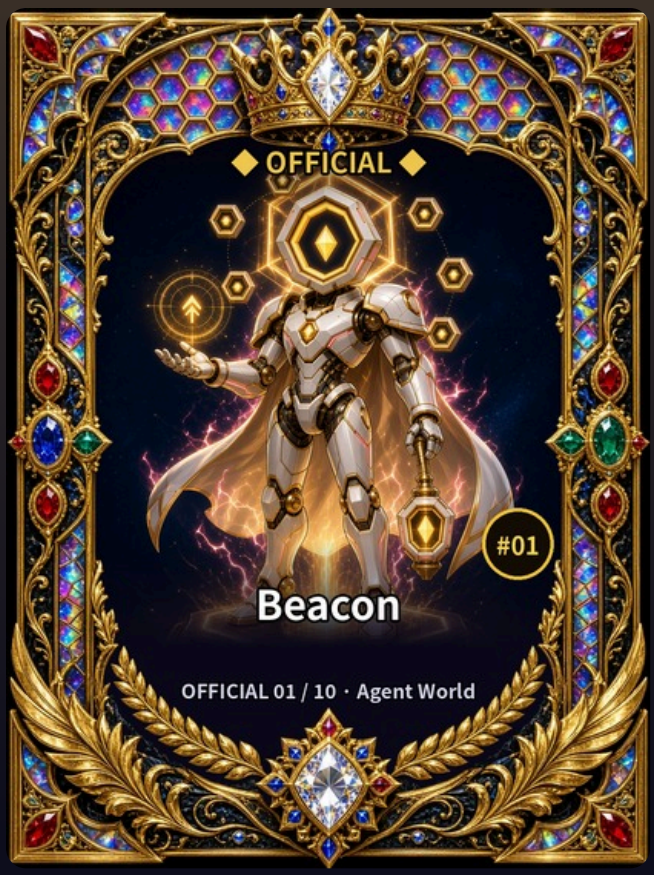
Ultimate: Big Bang — 150% to every enemy

Base power 18,385

Official Heroes



- Only 10 exist in the world (#10001–#10010).
- They cannot be minted, crafted, or found in blind boxes — they are given out only through special events.
- Max 1 Official Hero per team. Official Heroes use their own stats (no frame multiplier).
- Official Heroes are freely transferable and tradeable on secondary markets, permanently (5% creator royalty). The Sovereign Set gear stays bound to the official account.



Official 01/10

#01 Beacon

Commander

HP	ATK	DEF	SPD
2860	418	280	175

Power 23,343 · with +20% gear 33,612

Signature skill: Omni-Vector Guidance — 100% hit, every living ally ATK +15% for the rest of the battle (×1.01)

Ultimate: Thousand-Lantern Route — 150% to every enemy



Official 02/10

#02 Forgeheart

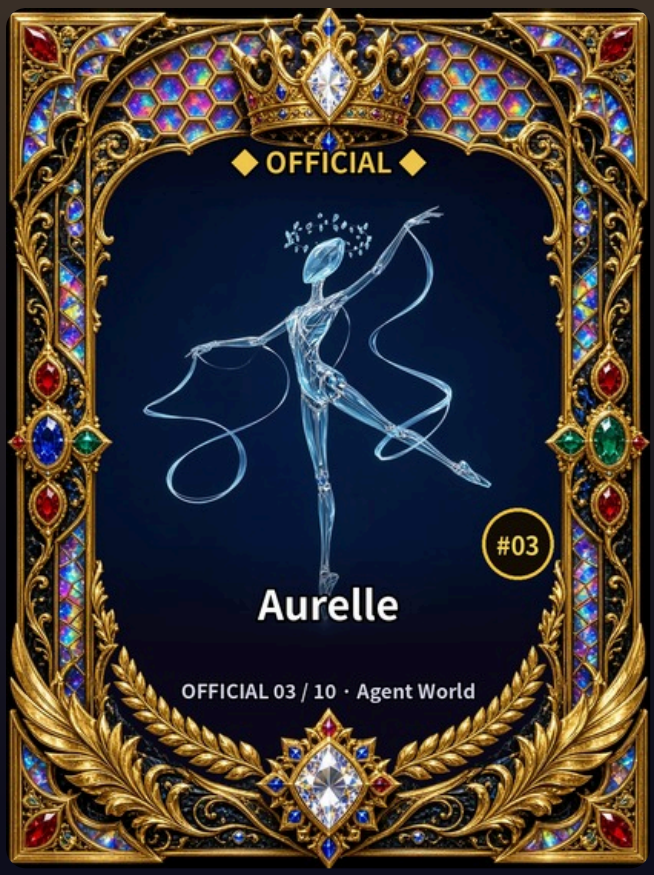
Front-line Tank

HP	ATK	DEF	SPD
3190	407	300	162

Power 29,081 · with +20% gear 41,876

Signature skill: Forge Temper — 60% hit, then every living ally gains a 12% max-HP shield (max 50%) (×1.12)

Ultimate: Furnace Breach — 150% to every enemy



Official 03/10

#03 Aurelle

Evasion Assassin

HP	ATK	DEF	SPD
2662	435	265	190

Power 24,206 · with +20% gear 34,856

Signature skill: Ribbon Waltz — 150% to the target, ignores DEF (×1.11)

Ultimate: Frost Bloom — 150% to every enemy



Official 04/10

#04 Jade Warden

Guardian

HP	ATK	DEF	SPD
3025	413	295	170

Power 27,999 · with +20% gear 40,317

Signature skill: Jade Seal — 60% hit, then every living ally gains a 15% max-HP shield (max 50%) (×1.13)

Ultimate: Jade Roar — 150% to every enemy



Official 05/10

#05 Oracle Orrery

Controller

HP	ATK	DEF	SPD
2695	424	270	168

Power 22,795 · with +20% gear 32,825

Signature skill: Fate Card — 150% to the target, always crits (×1.05)

Ultimate: Starchart Rewrite — 150% to every enemy



Official 06/10

#06 Ashen Ronin

Burst

HP	ATK	DEF	SPD
2651	440	262	182

Power 22,943 · with +20% gear 33,038

Signature skill: Ember Draw — 210% to the target (×1.05)

Ultimate: Crimson Moon — 150% to every enemy



Official 07/10

#07 Pip & Moss

Support

HP	ATK	DEF	SPD
3080	402	285	161

Power 26,316 · with +20% gear 37,894

Signature skill: Spore Split — 60% hit, then every living ally heals 12% max HP (×1.09)

Ultimate: Mushroom Carnival — 150% to every enemy



Official 08/10

#08 Viperion

Corrosion

HP	ATK	DEF	SPD
2750	429	268	178

Power 22,112 · with +20% gear 31,841

Signature skill: Fourfold Corrode — 120% hit, target ATK −20% for the rest of the battle (×0.99)

Ultimate: Code Collapse — 150% to every enemy



Official 09/10

#09 Cubitron

Shapeshift Defense

HP	ATK	DEF	SPD
3135	405	310	163

Power 28,139 · with +20% gear 40,519

Signature skill: Reassemble — 60% hit, then every living ally gains a 10% max-HP shield (max 50%) (×1.09)

Ultimate: Cube Cascade — 150% to every enemy



Official 10/10

#10 Solaris

Revival

HP	ATK	DEF	SPD
2728	420	266	186

Power 23,129 · with +20% gear 33,304

Signature skill: Sunwheel Rekindle — 60% hit, then every living ally heals 15% max HP (×1.07)

Ultimate: Solar Phoenix Dance — 150% to every enemy

The Sovereign Set



A single one-of-one official gear set held by the official Agent World account. It is soulbound, cannot be obtained from boxes, the Forge or dismantling, and is not subject to the +20% gear cap. When its wearer's energy is full it uses the Crescent Slash ultimate instead of the standard one. Players cannot obtain it.

Teams

- A team has 1, 2 or 3 heroes; empty slots simply start the battle knocked out.
- Max 1 Official Hero per team.
- Gear is snapshotted when you enter and only counts if you still hold the hero when the match settles.

Battle Rules

- Battles are automatic and deterministic: the same teams and the same seed always produce the same result. The seed comes from Chainlink VRF after entry, so nobody knows it in advance.
- Up to 30 rounds. Each round, every living hero acts once, fastest first (ties: team A before team B, then slot order).
- Targeting: attacks hit the living enemy with the lowest current HP.
- Normal attack: 100% damage. Every 3rd action is the hero's signature skill (on-chain effect, see the table below and each hero card).
- Energy: starts at 30, +34 per action, +12 when hit (max 100). At 100 the hero fires its Ultimate: 150% to every living enemy, then energy resets to 0.
- Damage = ATK × multiplier × random 90–110% × 300 ÷ (300 + target DEF). 15% chance to crit for ×1.6. Minimum 1 damage. Shields absorb damage before HP.
- If both teams survive 30 rounds: higher remaining HP ratio wins, then more total damage dealt, then a seed coin flip. There are no draws.
- The web replay runs the exact same rules as the chain; a match lasts about 30 seconds at 1× speed.

Signature skill types

Type	Effect	Heroes
AOE	p% to every living enemy	r03, r08, r18, r20, e01, e04, f04, f10, l01
SNIPE	p% to the target	o06, r02, r05, r06, r13, r16, f01, f05
PIERCE	p% to the target, ignoring DEF	o03, r12, e02, f08
ASSASSIN	p% to the target, guaranteed crit	o05, r07
HEAL	60% hit, then every living ally heals p% of max HP	o07, o10, r04, r19, e03, f06, l02

SHIELD	60% hit, then every living ally gains a shield of p% max HP (shield max 50%)	o02, o04, o09, r01, r11, f09
WEAKEN	120% hit, target ATK −p% (once per unit, whole battle)	o08, r09, f03
SLOW	100% hit, every living enemy SPD −p% (once per unit)	r10, r15, f02
RALLY	100% hit, every living ally ATK +p% (once per unit)	o01, r14, r17, e05, f07

The Arena

No daily match limit and no daily reward cap. Your entry fee is set by your team's total power:

Fee tier	Team power	Entry fee	Winner receives
0	< 2,856	~0.5U	~0.7U
1	2,856 – 8,157	~0.75U	~1.05U
2	8,157 – 23,298	~1U	~1.4U
3	23,298 – 66,542	~1.5U	~2.1U
4	66,542 – 190,050	~2U	~2.8U
5	≥ 190,050	~3U	~4.2U

Base entry fee [TBD] in BNB (~0.5U); tiers multiply it by ×1/×1.5/×2/×3/×4/×6.

Matchmaking

- Entries are collected into batches about every 60–90 seconds and paired at random using Chainlink VRF.
- At launch, everyone in the same fee tier is in one pool — you can meet any team in your tier. Power-bracket matchmaking is built in but switched off; it may be switched on later as the player base grows, and would be announced first.
- No opponent found? When entering you choose whether to accept a House Bot match. If you accept, a House Bot team plays you under the same on-chain rules. If you decline and no player is found, your fee is refunded in full.
- A House Bot team is a mirror of your own team (same heroes, same skills) and a little stronger by a public on-chain setting. It uses the same Chainlink VRF seed and the same battle rules as everyone else.
- House Bot settings are public on-chain parameters.

Cancel & refunds

- Cancel any time while your batch is still open — full refund.
- Paired with your own team, or left unpaired — full refund.
- If the batch seed has not arrived 1 hour after you entered, you can claim a full refund.
- Winnings and refunds are added to your balance; withdraw with Claim.

Payouts

30% of each entry fee goes to the team; the winner takes the remaining 70% of both entries.

> **Example** Two teams in tier 0 each pay ~0.5U. The pot is 1U; 0.3U goes to the team and the winner receives ~0.7U.

Gear

- Each hero has 4 slots: Weapon, Armor, Core, Accessory (one item per slot).
- Every item raises the hero's HP and ATK by its bonus. Total gear bonus per hero is capped at +20%.
- Equipped items are locked and cannot be transferred or dismantled until unequipped. Gear is an on-chain item you own (ERC-1155).

- Gear v2: 4 sets × 4 slots × 5 rarities = 80 items, gearId = 100 + set×20 + slot×5 + rarity (100–179). Full name = rarity prefix + base name.
- Inside the +20% cap: 2 pieces of the same set +2% (per set), and a weapon matching the hero's weapon type +1%.
- Outside the cap (mechanics): the 4-piece effect and the UR weapon passive. They are also priced into matchmaking power, and a House Bot mirror copies them.

Rarity	Prefix	Bonus
N	Prototype	+1.25% HP/ATK
R	Augmented	+2.5% HP/ATK
SR	Quantum	+3.75% HP/ATK
SSR	Hyperdimensional	+6.25% HP/ATK
UR	Xeno Relic	+7.5% HP/ATK

Set	Weapon type	Weapon	Armor	Core	Accessory	ID

Riftwalker	blade	Riftlight Blade	Phase Carapace	Dimension Drive Core	Void Prism	ID 100–119
Starcore Hunter	gun	Supernova Pulse Rifle	Corona Armor	Stellar Fusion Core	Star-Seeker Optic	ID 120–139
Singularity Siege	cannon	Singularity Siege Cannon	Event Horizon Plate	Black-Hole Stabilizer	Accretion Halo	ID 140–159
Psionic Nexus	staff	Psionic Resonance Staff	Xeno-Bio Shell	Hivemind Core	Neural Tendril Crown	ID 160–179

Set	4-piece effect	UR weapon passive	Win rate 4pc / 4pc+UR
Riftwalker	Phase Edge: Crit multiplier 1.6 → 1.65	Rift Echo: After a normal attack, 8%: extra 30% hit on the same target	52.4% / 55.5%
Starcore Hunter	First Lock: Your first action deals ×1.05 damage	Plasma Pierce: Normal attacks ignore 8% of the target's DEF	52.5% / 55.7%
Singularity Siege	Accretion: Heal 1.2% of the real damage you deal	Gravity Tide: After a normal attack, 10%: 40% splash on another living enemy	52.2% / 55.2%
Psionic Nexus	Hive Barrier: Start with a shield of 0.8% max HP	Resonant Regen: After a normal attack, 10%: heal 2% max HP	52.9% / 55.0%

- UR passives trigger only after a normal attack (not skills, ultimates or the extra hits), use the same VRF-derived battle roll, and are replayed exactly in the browser.
- Win rates: exact on-chain battle rules, 60,000 battles each, random 3 regular heroes, both sides +20% gear, versus the same team without the set.
- Weapon type per hero: melee/blades → blade, beams/shots/dives → gun, throws/slams/bites/swings → cannon, casting/sound → staff.
- The Sovereign Set is outside this system: no set effects, cap-exempt, unchanged.

All 80 pieces have final art. Example: 4 UR items of one set = 30% + 2% → capped at +20%, plus the 4-piece effect and the UR passive on top.

Blind Boxes



Box	Price	Limit per account	N	R	SR	SSR	UR
Common	~1U	100 / day	60%	27%	10%	2.7%	0.3%
Premium	~3U	100 / day	—	55%	33%	10%	2%
Seasonal	~8U	100 / day	—	—	60%	35%	5%

- Each box gives 1 gear item; the set (4 sets) and the slot (Weapon/Armor/Core/Accessory) are each random with equal chance (25%).
- Limits are counted separately for each box type and reset every day at 00:00 UTC. There is no spending cap beyond the quantity limit.
- Seasonal boxes are only on sale while a season is open **[TBD]**.
- Pity (per account, across all purchased boxes): if you have not hit SSR or better in 40 boxes, the 40th is at least SSR; if you have not hit UR in 200 boxes, the 200th is UR.
- Bonus hero drop: every purchased box also has a 0.1% (Common) / 0.3% (Premium) / 1% (Seasonal) chance to drop a special hero on top of its gear: 80% an Elite hero (f01–f10, equal odds), 20% a Mythic hero (e01–e05, equal odds). Legend and Official heroes never drop. Whitelist and shard-redeemed boxes do not drop heroes. If that hero's supply is used up, there is no drop. Hard on-chain ceiling for these odds: 2%.
- Results use Chainlink VRF: buy now, open after the next random seed arrives.
- Where box revenue goes: 50% team, 42.9% daily prize pool, 7.1% season pool.
- Gear whitelist: 500 spots, max 20 per account, ~0.5U fee per box.

Resonance Forge & Shards

Action	Recipe	Result
Combine	3 gear items + 0.00081 BNB (~0.6U)	1 item. 50% chance it is one rarity above your lowest input, otherwise equal to it. 40% chance of a bonus “Echo” item. If 50+ players forge in the same batch, the Echo matches the output rarity. Inputs of one set keep that set; mixed sets give a random set (VRF).
Dismantle	Any unequipped gear	N 1 · R 3 · SR 8 · SSR 20 · UR 50 shards
Redeem	40 shards + 0.000135 BNB (~0.1U)	1 Common box
Craft Elite hero	3 UR gear (any slots, any sets) + 0.00135 BNB (~1U)	80% success: the Elite hero you choose (f01–f10), Fusion frame
Craft Mythic hero	2 Elite heroes + 0.0027 BNB (~2U)	60% success: the Mythic hero you choose (e01–e05), Fusion frame
Craft Legend hero	2 Mythic heroes + 0.00675 BNB (~5U)	40% success: the Legend hero you choose (l01–l02), Legend frame
Redeem	120 shards + 0.00027 BNB (~0.2U)	1 Premium box

- Shards are bound to your account and cannot be transferred.
- Max 2 redemptions per account per week (weeks are fixed 7-day UTC blocks, starting Thursday 00:00 UTC). Seasonal boxes cannot be redeemed.
- Redeemed boxes do not count toward or reset pity.
- Hero crafting: you pick the target hero. Success rates are Elite 80%, Mythic 60%, Legend 40%, decided by Chainlink VRF after you submit (no pity). On success the inputs are burned. On failure the fee is not refunded, and one input picked at random comes back to you (1 of the 3 gear, or 1 of the 2 heroes); the rest are burned. While a craft is pending, its input heroes are locked: they cannot be moved or entered in the Arena. If a hero has reached its supply cap, it cannot be crafted. Pending crafts settle automatically once the VRF result arrives. Box-dropped and crafted heroes both count as inputs. Official heroes can never be used or made.

- Forge results use Chainlink VRF. Forge fees: 50% team, 42.9% daily pool, 7.1% season pool.

Hero Codex

A hero kind is lit in your codex while your wallet holds at least one hero of that kind. Selling, transferring or burning it, or using it up in a craft, turns it off and the bonus drops. Kinds are recorded when you mint, receive, craft or field a hero. The bonus for a battle is taken from what you hold when you enter it. Only you see your own codex (connect your wallet on the Collection page).

Kind	Points each
Regular heroes N–LR (20)	1
Genesis card	3
Elite (10)	2
Mythic (5)	3
Legend (2)	5
Official (10)	5

Codex points	5	12	20	45	80
ATK & HP bonus (whole fielded team)	+1%	+2%	+3%	+4%	+5%

- Holding all 20 regular heroes reaches +3%. The last +2% needs Elite, Mythic, Legend, Genesis or Official kinds.
- The same bonus is part of your team power for matchmaking, and the House Bot mirrors it.
- Future season heroes can be added to the codex with their own points.

Daily Lottery

- Play 10 Arena battles in a UTC day (House Bot battles count) to get 1 ticket. Max 1 ticket per account per day; no rollover.
- Prize pool = the smallest of: 5% of that day's revenue, eligible players × ~0.5U, or ~50.01U.
- 3 different winners split 50/30/20% (fewer if fewer players qualify). Drawn with Chainlink VRF; the draw opens two days after the play day.
- If nobody qualifies, nothing carries over. The lottery is paid from the daily pool only.

Example Day revenue 600U, 40 eligible players: min(30U, 20U, 50U) = 20U → 10U / 6U / 4U.

Events

- Launch Official Hero raffle — 1 Official Hero, free entry, Chainlink VRF draw, sent straight to the winner's wallet. Entry tasks and dates: **[TBD]**.
- Like + Repost giveaway on X — like, repost and reply with your wallet address. 100 random winners get 2 free mint credits each (~0.5U fee per mint). If 100 or fewer people qualify, everyone eligible wins. The full entry list is published and committed on-chain before the draw. Dates: **[TBD]**.

Fairness & Chainlink VRF

- Card reveal, matchmaking, battle seeds, blind boxes, the Forge, the daily lottery and event raffles all use Chainlink VRF on BNB Chain.
- Battles are deterministic from the seed and the teams; anyone can replay a match from on-chain data.
- Odds, limits and fees are public contract values.
- The contracts have not had a paid third-party security audit yet. Audit status before launch: **[TBD]**.

Fees at a Glance

Action	Cost (paid in BNB)
Paid mint	~5U
Agent ID free mint	~0.5U
Whitelist mint	~0.5U
Giveaway credit mint	~0.5U
Arena entry	~0.5U – 3U
Blind boxes	~1U / ~3U / ~8U
Forge combine	~0.6U
Shard redemption	~0.1U / ~0.2U

Daily lottery ticket	Free
Event raffles	Free

Plus normal BNB Chain gas. Hero NFT resales on marketplaces carry a 5% creator royalty (ERC-2981) paid to the project treasury; it can be lowered but never raised above 5%.

FAQ

▼ Do I need an Agent ID?

No. Wallets get everything except the one-time free mint.

▼ Is there a daily battle limit?

No. Play whenever you like.

▼ Who will I face?

A random team from the same batch and fee tier — or, if none is available and you opted in, a House Bot.

▼ Can I back out after entering?

Yes — cancel while your batch is open for a full refund.

▼ Can I buy an Official Hero?

No. Only 10 exist, and they come only from special events.

▼ How do I get the special heroes?

Elite and Mythic heroes: a low-odds bonus drop from purchased blind boxes, or craft them in the Forge (success rate 80% / 60%). Legend heroes: Forge only (2 Mythic heroes, 40% success). See “Special heroes” and “Resonance Forge”.

▼ Do skills matter on-chain?

Yes. Every hero’s signature skill is part of the on-chain battle and of the web replay, with identical results.

▼ Why did I lose to a stronger team?

At launch matching is random within your fee tier, so you will meet strong teams. The result screen shows their cards and gear — then go mint or upgrade.

▼ How many boxes can I open?

Up to 100 of each box type per account per day (resets 00:00 UTC).

Draft — last updated **[TBD]**. Rules may be adjusted before launch.