Dutchess

Dutchess is a playable character in Nightreign.

She is a high-mobility, fast-paced character focused on nimble attacks and quick dodges similar to the quickstep in Bloodborne. She is equipped with a magic dagger. Her design embodies the Rogue/Thief archectype, and she is described as a Glass Cannon, with high damage output and low defensive stats.

She has an ability that enables her to reflect damage dealt to both herself and allies within the last few seconds to an enemy.

Another ability she has doubles the damage output of nearby allies for a limited time.