As our combat system is heavily inspired by Darkest Dungeon, I use a lot of screenshots from that game to illustrate how our combat UI could look like. Our combat UI will be very similar to that of Darkest Dungeon.

Things with **red arrows and boxes** show how it is in darkest dungeon. Things with **green arrows and/or boxes** show where we differ from Darkest Dungeon, Iratus, or where we have different suggestions.
Health Bar

Health Bar without mouse over window

Health Bar with mouse over window showing exact HP numbers

We only have HP, so no stress value like in Darkest Dungeon - only the HP values - current HP and Max HP need to be shown here
Player Stats

Character stat window *without* mouse over window

Character Stat window *with* mouse over the Dodge stat

Shows the value and how it is calculated, including modifiers from buffs, debuffs and equipment. Each stat can be hovered over to reveal its own calculation.
Status Effects

A character’s health bar has different symbols for different status effect categories.

**Categories** are: Buff, Debuff, Dot, Stun, Guarded, Marked,

Mouse over a symbol reveals *all effects of a category*.

Mouse over **buff** symbol:

-10 ACC (3 Rounds)
-10% PROT (2 Rounds)

Mouse over **debuff** symbol:

+25% DMG (3 Rounds)
+5 ACC (3 Rounds)
+5% CRT (3 Rounds)
Status Effect - Dots

Dot symbol above the health bar **without** mouse over window

Dot symbol **with** mouse over window

Shows the amount of damage done per tick and how many rounds of being active the debuff has left
Status Effect - Buffs

Buff symbol above the health bar **without** mouse over window

Buff symbol **with** mouse over window

Shows all positive status buff effects with what they do and how long they last.
**Status Effect - Guarded**

Guarded symbol above the health bar **with** mouse over the symbol

Shows **which other** character guards the one with the buff symbol and for how long

**Status Effect - Marked**

Marked symbol above the health bar **with** mouse over window

Tells the player that the target is marked. Extra effects for marked targets is listed on skills, not here
Enemy Stats - Window

Mouse hovers over the first / frontline enemy

Shows the stats of the enemy over which the mouse hovers
A symbol below the highlighted enemy’s health bar shows which character’s stats are shown below.
The enemy type's name is placed at the top of his stat window.
The enemy's current and max hit points are displayed next to its name.
All of the enemy's stats are displayed: Prot, Acc, Dodge, Speed, Crit
Unlike in Darkest Dungeon, there are **no resistances in our game**. This space can be used for something else.
Unlike in Darkest Dungeon, we can display all of the enemy’s stats here: Prot, Acc, Dodge, Speed, Crit
Enemy Stats - Enemy Skills

The enemy's skill names are displayed next to the skills' names.

Symbols for changing status effects are placed next to the skills' names.
Player Skill Bar

Player Skill Bar without mouse over window

Player skill bar with mouse over a skill

This window shows all the relevant information of the skill: Its name, Use Positions, Target Positions, and Modifiers

We could additionally have small icons for the weapons between the skills that a weapon holds. When the player hovers over the weapon, a window could show the weapon’s skills and stat effects.
Player Skills - Use Positions

Use Positions - Symbols for from what positions a player can use this skill. Our game will only have 3 player positions, so only 3 circles will be needed on the left.
Target Positions - Symbols for what positions a player can use a skill.
Our game will have 5 enemy positions, so 5 circles will be needed on the right.
Here is all of the information on what makes the skill special: Accuracy modifier, Crit modifier, Forward, Back, Pull, Push, Dot, Guard, Stun, Buff, Debuff, Mark. Modifiers that do not apply to a skill are not displayed.
Player Skill Bar - Non Skill Actions

The pass button could be smaller than all the other skill buttons, like in Darkest Dungeon, but maybe not quite as small. There could be a gap between the move and the skip button to prevent players from accidently clicking on it.

In Darkest dungeon, the Flee/Escape button is placed on the top left, as their dungeon exploration screen is the same as the combat screen. We need an extra Flee/Escape button in the dungeon screen.
Targeting After Selecting Skill

After selecting a skill, when the player hovers the mouse over an enemy, the calculated Hit chance, Crit chance and damage range information is shown.

Unlike Darkest Dungeon, we could display this information in a window at (or near) the mouse position once a player hovers over an enemy with a skill selected.
Turn Order

We use a turn order display similar to that of Iratus: Lord of the Dead.

As we do not want to waste so much screen space at the top and have space at the bottom for things Darkest Dungeon has that we do not (gear, inventory in combat screen) we could place the turn order at the bottom / bottom left.