Fire Emblem

The Further Journeys

Player's Handbook

v3.0 (Solymr version)

Image credit: イーファ on pixiv

https://www.pixiv.net/en/artworks/6161812

Contents

Welcome 5
Creating your Character 7
Player Stats and Basic Concepts 10
About Stats and Stat Progression 11
Weapon Types and Ranks 12
Weapon Experience 13
Terms and Actions 14
Items and Inventories 14
Starting Items and Weapon Stats 15
The Weapons Triangle 16
Combat 17
Basic Combat 17
Ranged Combat 19
Magical Combat 20
Mounted Combat 21
Rescuing 23
Staves 24
Performances 26
Special Combat Rules 28
Reaver Weapons 28
Effective Damage 28
Piercing the Great Shield 29
Additional Attacks 29
Terrain 31
Ailments 33
Magic Weapons 34
Affinity and Supports 35
Support Ranks 36
NPC Supports 36
Building Supports 37
Death 38
Skills 39
Character Specific Skills 39
Personal Skills 43
Common Class Skills 45
Trainee Classes 46
Anima Trainee/Mage Pupil 47
Archer Trainee/Scout 48
Dark Trainee/Shaman Pupil 49
Fighter Trainee/Journeyman 50
Light Trainee/Monk Pupil 51
Performer Trainee/Performer 52
Priest Trainee/Acolyte 53
Rider Trainee/Rider 54
Soldier Trainee/Recruit 55
Spy Trainee/Drifter 56
Swordsman Trainee/Initiate 57
First Classes 58
Archer 59
Ascetic 60
Ballistician 61

Bandit 62
Bard 63
Butler / Maid 64
Cavalier 65
Dancer 66
Fencer 67
Fighter 68
Hunter/Huntress 69
Knight 70
Mage 71
Mercenary 72
Monk / Nun 73
Myrmidon 74
Necromancer 75
Nomad / Bow Knight 76
Outlaw 77
Pegasus Rider 78
Pirate 79
Priest / Sister 80
Scavenger 81
Scholar 82
Shaman 83
Soldier 84
Spy 85
Tactician 86
Trickster 87
Troubadour / Trobairitz 88
Wyvern Rider 89
Promoted Classes 90
Assassin 91
Baron 92
Battle Mage 93
Berserker 94
Bishop 95
Bodyguard 96
Bounty Hunter/Treasure Hunter 97
Charioteer 98
Combat Engineer 99
Commander 100
Crusader 101
Dancing Blade 102
Dark Rider 103
Dread Fighter 104
Druid 105
Duke Knight 106
Enchanter 107
Falcon Knight 108
General 109
Great Knight 110
Hero 111
Holy Guard 112
Illusionist 113

Inquisitor 114
Lore Master 115
Mage Knight 116
Mountain Hermit 117
Nomad Trooper / Ranger 118
Paladin 119
Rogue 120
Sage 121
Saint 122
Samurai 123
Sentinel 124
Shadow Sword 125
Sniper 126
Steward 127
Storm Knight 128
Summoner 129
Swashbuckler 130
Swordmaster 131
Templar 132
Trouper 133
Valkyrie 134
Vigilante 135
Virtuoso 136
Wanderer 137
Warrior 138
Wyvern Hunter 139
Wyvern Knight 140
Lord 141
Weapons and Items 142
Swords 142
Lances 144
Axes 146
Hidden 148
Bows 150
Anima Magic 152
Light Magic 154
Dark Magic 156
Staves 158
Performances 160
Unique Weapons 161
Items 163
Healing Items 163
Status Restoring Items 163
Temporary Buff Items 164
Miscellaneous Items 165
Accessories 165
Stat Boosters 166
Weapon Rank Boosters 167
Promotion Items 168

Welcome

Welcome to the world of Fire Emblem: The Further Journeys. To play this game, you'll need the following:

- Players

As a player, you will create a character from a selection of classes, specializing in a variety of weapons and techniques, either physical or magical. Players can take on a variety of roles, including mercenaries for hire, student magicians, noble knights of the kingdom, or even members of royalty (usually with permission and discussion with the GM).

- Game Master

As a game master, you have to keep the game moving from “chapter” to “chapter,” or map to map. Keep interest in the proceedings, and have a story in mind, but allow for certain actions of the players to make changes, either subtle or grand. Provide them with a challenge; a hallmark of the Fire Emblem series is its difficulty, after all.

- Maps

To play the game, you will need several maps of the various battlefields. You can arrange them in a hex grid, but for best effect, a regular square grid is optimal. When designing maps for the game, stay true to the style of the chapter's combat (if it's in a castle, it would be unusual at the least for desert panels), but be sure to include a variety of terrain features and chokepoints to encourage a variety of player styles, and to allow each player of each class to contribute.

- Books and Dice

You will need 2 d10's, preferably per participant, to play this game, as combat works on a d100 system. Dice will only be used in combat and in certain stat checks. Obviously, everyone involved will want a copy of the Player's Handbook. Game Masters or prospective GM's will also want a copy of the Game Master's Guide. Additional guides, like the “Laguz and Other Races Guide,” and the “Third Tier Class Guide” are expansions, and it is up to the GM to decide whether to use material in those books.

The game is played in a fantastic world where magic is real, and knights in shining armor defend kingdoms and empires with their very lives. Where bandits roam the lands, and evil conspiracies and cults lurk in the shadows. But above all things, the world is open to players and games of every path of (medieval fantasy) life, of every moral alignment and social class. The adventures could take players to uncovering those evil conspiracies, or discover an old civilization in the ruins of a long-forgotten dungeon, or even topple empires, benevolent or tyrannical.

Depending on the style of campaign the GM is running, Players could be starting from the standard first level recruit, a comfortable but still early level of moderate experience, high level campaigns of seasoned adventurers, or even fresh recruits at the Trainee level. But while it's up to the GM to bring the players together, from wherever they might start, it is up to the Players themselves to stick together, and to work together. Taking on armies, great and small, alone is no feat that can be accomplished. Only through working together can the players survive and flourish.

Creating your Character

Players start at Level 1, in either their First Class, or their Trainee Class, depending on the sort of campaign the GM wishes to run.

During game, the actions the players take contribute to an EXP Pool. Whenever this Pool reaches 100 EXP, the GM empties the Pool and each player gains 100 EXP. This is because every character, Player or NPC, require 100 EXP to go up one level. However, if one character is well ahead of the others as far as level, the GM is asked to give them experience that seems appropriate given the difference (for example, a Level 1 Promoted Class among Level 5 First Class characters should gain a level for each 4 of the others, or no levels until the other characters catch up)

Actions that generally result in EXP being granted include...
Being in combat where the player or allied character can't fight back: 1 EXP
Being in combat where the player or allied character doesn’t deal damage: 1 EXP
Being in combat where the above conditions don't apply: 2 EXP
Defeating an enemy clearly weaker than you: 2 EXP
Defeating an enemy roughly equal to your level: 3 EXP
Defeating an enemy clearly stronger than you: 5 EXP
Defeating an enemy boss: 30 EXP
Using the Perform skill: 2 EXP
Using a staff: 80/QL EXP

Note that the Game Master is the one that decides to award EXP, so they may decide to change these values for the sake of the pace of the campaign.

Each character starts at Level 1, either as a Trainee or First Class. Trainees can advance to Level 5, where upon they can use a special item to promote to their First Class, or they automatically promote at the end of the current map.

First Class characters can gain up to 19 Levels, putting them at a maximum Level 20. Once they hit Level 20, they can gain no more experience from the EXP Pool, or directly. At any time after Level 10, players can use a special item to Class Change into one of their final, Promoted Classes. Likewise, Promoted Class characters can gain up to 19 Levels, giving them a max Level 20. Once they hit 20, they can gain no more experience from the EXP Pool, or directly, and that is the end of that.

In addition to the current level of their class, players must also keep track of their Total Level. For instance, if a player started as a Level 1 First Class, and is currently a Level 5 Promoted Class, their total level would be 25. Players do count the Level they are at after promotion towards the total (For instance, a Level 5 Trainee promoting to First Class would be Total Level 6). At absolute maximum, a Player should reach Total Level 40 or 45, depending on whether or not Trainee Class was used.

There are 11 Trainee classes. Each Trainee class has 3 potential promotions, known as the First Class, and each of the First Classes has 2 potential promotions, known as the Promoted Class. Some First Classes and Promoted Classes can be accessed through different Classes, and as a result may have different stats and abilities.

Anima Trainee	Mage	Mage Knight
		Sage
	Scholar	Virtuoso
		Baron
	Tactician	
		Commander
Archer Trainee	Archer	Battle Mage
		Sniper
	Ballistician	Charioteer
		Combat Engineer
	Nomad	Nomad Trooper
		Valkyrie
Dark Trainee	Scholar	Baron
		Virtuoso
	Shaman	Druid
		Summoner
	Necromancer	
		Dark Rider
Fighter Trainee	Fighter	Dread Fighter
		Warrior
	Bandit	Mountain Hermit
		Berserker
	Pirate	
		Swashbuckler
Light Trainee	Ascetic	Crusader
		Inquisitor
	Monk	
		Bishop
	Hunter	Battle Mage
		Holy Guard
Performer Trainee	Bard	Lore Master
		Enchanter
	Trickster	
		Illusionist
	Dancer	Dancing Blade
		Trouper

Priest Trainee	Butler	Bodyguard
		Steward
	Priest	Bishop
		Saint
	Troubadour	Holy Guard
		Valkyrie
Rider Trainee	Pegasus Rider	Falcon Knight
		Storm Knight
	Wyvern Rider	Wyvern Hunter
		Wyvern Knight
	Cavalier	Duke Knight
Soldier Trainee		Paladin
	Knight	General
		Great Knight
	Soldier	Sentinel
		Templar
Swordsman Trainee	Fencer	Shadow Sword
		Swashbuckler
	Mercenary	Commander
		Hero
	Myrmidon	Samurai
		Swordmaster
Thief Trainee	Outlaw	Vigilante
	Spy	Assassin
		Rogue
	Scavenger	Bounty Hunter
		Wanderer

Image credit: 永迫 on pixiv

https://www.pixiv.net/en/artworks/4965340

Player Stats and Basic Concepts

There are eight major stats that go into character creation: Hit or Health Points (HP), Strength (STR), Magic (MAG), Skill (SKL), Speed (SPD), Defense (DEF), Resistance (RES), and Luck (LCK). In addition, there are other stats such as Movement (MOV), Constitution (CON), and Aid (AID). The eight major stats can increase by level up, but not the additional 3.

Health	Strength/Magic
So long as this stat stays above 0, your character can take action. When it hits 0, they are considered out of the battle. Some skills only activate when you're above or below a certain range of health.	When you make an attack with a weapon, your Strength or Magic stat is added to your Weapon's Might to determine base damage. Certain skills, such as Center or Imbue, also run off these stats.
Skill	**Speed**
This stat determines your Hit Rate and Critical Rate, expanded further in the book. Also, a large number of skills, like Adept, run off of the Skill stat.	This stat determines your Attack Speed and Evasion Rate, expanded further in the book. Also, quite a number of skills, like Cancel, run off the Speed Stat.
Defense	**Resistance**
When a physical attack is made against you, your Defense stat is taken from the enemy's base damage, and the result is the total damage you take, even if that's 0.	When a magical attack is made against you, your Resistance stat is taken from the enemy's base damage, and the result is the total damage you take even if that's 0.
Luck	**Movement**
An enigmatic stat that affects Evasion, Hit, and the enemy's Critical Rate, reducing it directly. Luck also factors in to all percentage-based Character Skills, some, like Miracle, more than others.	The movement rate of the character. The higher this number is, the farther a character is able to move on any given round. A character is only allowed one action a turn, no matter how much of their movement is spent.
Constitution	**Aid**
The character’s physical build. Your weapon’s weight is deducted by an amount equal to your CON when calculating penalties. Your CON also affects your AID.	The character’s rescuing ability. You can only Rescue someone who has an AID stat less than your own. Rescuing characters allows you to guard them at the expense of your action. Your base AID is always equal to your CON-1. Mounted characters, however, get a bonus to their AID.

About Stats and Stat Progression

When the class is chosen, the player then takes on that class's base stats, and then adds 4 points to them. This can also increase Constitution, but it cannot increase Movement. You can put a maximum of 2 bonus points into one stat. Points put towards HP count double, meaning one bonus point will increase HP by 2, with the maximum being 4 bonus HP for 2 points. After copying the Base Stats from the class you start as and add the 4 bonus points, you have to determine your character's Progression Rates for each of your eight core stats (HP, STR, MAG, SKL, LCK, DEF, RES, SPD). You have 330 points to divide between the eight, provided the following conditions are met (meaning 100 points are automatically allocated):

1. 40 points minimum must be spent on HP.
2. 10 points minimum must be spent on all other core stats, with the exception of Strength and Magic. Depending on your character's style of combat, you can choose to put 0 in either Strength or Magic (a Bandit with a Magic growth is not unheard of, but acceptably rare).
3. No more than 70 points can be put into a stat, with the exception of HP, which can have up to 100 points spent in it.

How you allocate the points you spend for Progression Rates is important. At each Level Up, a certain number of core stats to go up by 1 point. The following rules apply to which stats go up:

1. Roll a d100 for every stat that you have more than 0% Progression in. If you roll under or equal to your Progression Rate, that stat goes up by +1. Repeat until you've rolled for all your stats. If a stat has over 100% Progression, rolling under or equal the Rate – 100% means the stat goes up by +2.
2. A minimum of 2 Stats will go up per level. If you only manage to roll under or equal to 1 stat, the first of your class's Preferred Stats will go up. If you do not roll any of your stats, both of your class's Preferred Stats will go up.
3. Once you've raised a stat to its maximum value for your character's class, it can no longer go up, and the points in its Progression Rate cannot be used for another stat. You do not have to roll for this stat until the maximum is raised (usually by promotion).
4. If one of your class's Preferred Stats hits its maximum, and you fail to roll under or equal to any of your Progression Rates, only the Preferred Stat that has yet to hit its maximum will go up, thus you will only get 1 stat to go up that level. If both Preferred Stats hit their maximum, no stats will go up unless you roll under your Progression Rate. This is the only time where Rule 2 can be overruled.

For every time your character promotes, you add another 5 points to your progression rate. They can be spent however you like, even if it would push a Progression Rate over its normal maximum (for instance, a Progression Rate higher than 70 for seven of the core stats, or a rate higher than 100 for HP). If your group skips the Trainee Stage, each player adds the 5 additional points they would've gotten from promotion to First Class to their starting growth rates.

There are several other statistics that are important to the way you play your character and how you create them.

Weapon Types and Ranks

This is a measure of how proficient your character is in the use of a particular style of weapon. There are 10 core weapon styles, 5 physical, 4 magical, and 1 special. Weapon Levels are graded in E, D, C, B, A, and finally S Ranks. Weapon Ranks progress through the gain of Weapon Experience, promotions or the use of special items, with each rank requiring more experience than the previous, but allowing use of new weapons and other bonuses.

Sword	Anima
Lance	Light
Axe	Dark
Hidden	Staff
Bow	Performance

Swords: Light weight and precise, swords trade off strength and power for ease of use and accuracy, while also being dangerous due to higher critical rates than average, though in exchange of having the fewest ranged options.

Lances: A happy median between swords and axes, lances are more accurate than the axe and more powerful than the sword. They're the perfect weapon for those who prefer to keep thing well rounded, with a variety of throwing and effective weaponry available.

Axes: Heavier weapons with more crushing power behind them, axes trade off accuracy and lightness for pure power. Their ranged weapons are powerful, but very inaccurate.

Hidden: A variety of easily concealed very light weapons, they’re the favorite of characters who prefer speed and sneakiness over power. With daggers that allow for quick attacks and knives that hinder opponents, the variety of effects hidden weapons provide is second to none.

Bows: Ranged weapons that can only be used at a distance, making them less than ideal for melee, but providing a safe distance attack against most enemies, especially with the extended range longbows. In addition, all bows do effective damage against any flying unit, including Pegasus and Wyvern Riders.

Anima: The magic of the spirits of nature, Anima magic is the most widely used style of magic in any large military or mercenary unit. The Fire tomes are average in all aspects, making them good for most situations; Wind tomes are low powered and unable to attack in close range, but their extended range and effectiveness against flying units make them valuable; and Thunder tomes trade off accuracy and a high weight for raw power and critical rate.

Light: The magic of holiness and religion, Light magic is the style of magic used by Monks or otherwise religious folk. While light weight and low powered, Light magic rarely misses their target, and offer a variety of special effects.

Dark: A magic commonly associated with evil, but also used by scholars and researchers. It takes skill to properly use this unwieldy magic, but the power of Dark tomes and their devastating effects make them a great source of magical damage.

Staff: A tool used primarily associated by priests and healers, who use these staves to restore energy and life to their allies. But while staves are most associated with healing, that doesn't mean that's all they can do. Some staves imbue the user's allies with hidden strength or resistance, allowing them to fight harder than before, although the effects are only temporary. Likewise, through the use of staves, the user can inflict a variety of ailments on their enemy, like sleep or temporary insanity.

Performance: A style unique to Performers, a basic performance allows their ally to take 2 turns in a single round. Performance items can be used alongside these basic performances to further buff allies (or debuff the enemy in some cases).

Weapon Experience

Practice makes perfect, and weapon usage is not an exception. As characters use weapons and other tools in battle, they will gain Weapon Experience, which contributes to raising their Weapon Ranks. However, in most cases a character cannot use or gain Experience with weapons their class does not give them access to.

The WEXP needed to reach each Weapon Rank is as follows:

E	**D**	**C**	**B**	**A**	**S**
0	100	225	375	550	750
+100	+125	+150	+175	+200	

Once WEXP for a particular weapon type reaches or surpasses the threshold for the next Rank, the character automatically gains the Rank in that weapon type. When promoting or using WEXP boosting items, a large amount of WEXP will be granted, which might be enough to gain more than one Rank at once.

WEXP is gained by using a weapon or staff/performance. In case of using a weapon in combat with an enemy multiple times, WEXP will only be gained once. If the enemy was defeated in that combat, WEXP gained is doubled. Depending on the level of the weapon or staff/performance used, the character gains the following WEXP:

E	**D**	**C**	**B**	**A**	**S**
4	5	6	7	8	8

In addition, when starting as or promoting to a class where new weapon types may be used, these may start at a higher rank, gaining the appropriate WEXP to reach the threshold.

Terms and Actions

Each campaign is divided in various chapters, with the norm being that each chapter is the setting for one map. In the context of this handbook, a “map” refers to a set of terrain in which a series of rounds of battle will happen.

Fighting in Fire Emblem is separated into “phases”, depending on which units are allowed to move during that phase, or have their “turn”. Units’ turns can’t be simultaneous; they must be done in sequence. During Player Phase only the players will be able to make their moves, during Enemy Phase only the enemies are making moves, and so on. Each phase ends when every unit in that phase has taken their turn. A full set of Player Phase, Enemy Phase and Allied/NPC Phase (if applicable) is called a “round”. While battle can be used to refer to a full map or a fight between two units, for clarity we will use “combat” to refer to the latter. Combat is explained in more detail in a later section.

In your turn you can do several things, the more important of which are moving and acting:
Move: before acting, you can expend any or all of your MOV stat to travel a number of squares dependent on terrain effects and the unit's movement type.
Trade: allows you to initiate a trade with an adjacent friendly unit, where you can exchange your items around or change your or their equipped weapon. Trade can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.
Take/Give: if you or an adjacent unit has rescued a different unit, you can pass the rescued unit if both of you meet the conditions to rescue them. Take/Give can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.
Action: after moving (or not), you can choose to act in several ways: attacking, healing, using a skill that requires your action, etc. For most units their turn ends after using their action.
Attack: if you have an enemy within range of any of your weapons, you can use your Action to initiate combat with them. Combat is explained in more detail in a later section.
Rescue: if you are able to rescue an adjacent unit (your AID is higher than theirs) you can use your Action to rescue them and remove them from the map temporarily. Rescuing is explained in more detail in a later section.
Drop: if you have rescued a unit, you can use your Action to drop them to an adjacent empty square.
Canto: if a unit has this skill and they didn’t attack as their action, they can use whatever MOV they didn’t expend in their Move to travel a number of squares.

Items and Inventories

Your inventory consists of 5 inventory slots. Each slot allows you to carry one type of item, whether that's a weapon, magic tome, healing staff, healing item, or any other kind of equipment or item. Once a battle begins, you can only have as many items as you have slots for. If a player collects more items and equipment than they have slots for, they must choose an item to Trade to an adjacent unit, send to Storage or discard. A discarded item is generally lost forever (unless the GM decides to be lenient).

Players can also Trade items between themselves. This can only be done if two players are adjacent to each other, and has the following rules: the player initiating the trade can do so before or after moving, and is still allowed to use their Action after the trade, but moving, trading and moving again isn’t allowed. Despite the name, Trading can also be used to place an item into an empty space in a player's inventory in exchange for nothing, take an item, or change the player’s equipped weapon.

Starting Items and Weapon Stats

You generally start with a Vulnerary. You will also get one weapon, based on the type of weapon you can wield and the class you start as, noted in each class' page. Weapons have the following stats:

RNG: Weapon's Range, designating how many spaces ahead it can hit. 1 means melee range, while 2 or greater is a ranged attack. Some weapons have 1-2 range, meaning it works both at melee and at range, and other weapons have more extensive ranges.

MT: Weapon's Might. This, plus either your Strength or Magic (or neither, depending on the weapon type), indicates how much damage this weapon will deal to your opponent.

WT: Weapon's Weight. This can reduce your AS. Wielding heavier weapons makes it harder to swing it faster or dodge attacks if your body isn't built to move with that kind of weapon. Staves and Performances do not have WT as they can't directly attack.

HT: Weapon's Hit Rate. This is the primary factor in your Hit Rate overall.

CR: Weapon's Critical Rate (or Crit Rate). While not many weapons have greater than 0 in this stat, it is added to your overall Critical Rate.

QL: Weapon's Quality. This is a stat that applies to every weapon and item in the game. It indicates the number of uses the weapon/item has left. Each attack reduces the Quality of a weapon by one, and each use of an item, staff, or special performance reduces its Quality by one. When this stat hits 0, the weapon or item is considered broken or used up, and it can be thrown away. Selling prices of the item goes down for each point of Quality depleted.

These stats are factored into several others to determine your Battle Stats:

RNG: Weapon Range, same as in regular inventory.

AT: Total attack power with the weapon. This amount is equal to (STR + MT) for Swords, Lances, Axes, Hidden and Bows, or (MAG + MT) for Anima, Light, or Dark Spells.

Hit: Your Hit Rate with the weapon. This is your chance to hit your target, which is reduced by the enemy's Evasion and other factors (so a 100% to hit does not mean that you'll hit your target 100% of the time!). The value is calculated by the following formula:

$$Hit = [Weapon\ Hit\ Rate + (SKL * 2) + (LCK/2)]$$

AS: Attack Speed. Determines whether any unit makes a follow up attack and their evasion rate. Follow up attacks are explained in a different section. The value is calculated by the following formula:

$$AS = \left[SPD - \left(Weapon\ Weight - (CON + Proficiency\ Bonus)\right)\right].$$

A negative number in any parenthesis counts as 0, meaning you can't have negative AS, but it also can't be higher than your SPD.

Proficiency Bonus: Based on your Weapon Rank, you can take a certain number out of your Weapon Weight, allowing for a higher Attack Speed. This bonus equals the number of Ranks higher than the Level of the weapon that the character has in the weapon's type.

Eva: Your Evasion Rate. This is your chance to avoid your enemy attacks, directly subtracted from their Hit. This value is calculated by the following formula:

$$Eva = (AS * 2 + LCK)$$

Crit: Your Critical Rate. This is your chance to land a critical hit against an enemy with your attack. Critical hits are explained in a different chapter. This value is calculated by the following formula:

$$Crit = (SKL/2 + Weapon\ Critical\ Rate)$$

DG: Your Dodge. This number is directly reduced from your enemy's Critical Rate. It is equal to your Luck Stat.

Equipped Weapon: this is the weapon you will counter attack with if range allows. Note that Staves and Performances can't be equipped and do not have WT. You can freely equip weapons in your turn before you take your action, and if you don't have a weapon properly equipped you will automatically equip the first equippable weapon in your inventory. You can override this by stating your intention to keep your weapons unequipped.

The Weapons Triangle

Between the Magical and Physical weapons, there exists an effectiveness triangle, which you can see in the following diagram:

Bows and Hidden weapons are outside of either of the triangles. When a character enters combat with a weapon that's effective on the weapon triangle against the opponent's, the character receives a +15 bonus to Hit, and their weapon gains a +1 bonus to Base Damage.

For Example: Raven attacks Bartre. Raven is a Mercenary wielding a sword, while Bartre is a Fighter wielding an axe. Raven's base hit rate is 100 and base damage is 15, but with the bonus, his hit rate becomes 115 and his damage becomes 16.

However, if a character enters combat at a disadvantage on the Weapons Triangle, they receive a -15 penalty to Hit, and their weapon suffers a -1 penalty to Base Damage.

For Example: Oswin attacks Bartre. Bartre is a Fighter wielding an axe, while Oswin is a Knight wielding a lance. Oswin's base hit rate is 90 and base damage is 17, but with the penalty, his hit rate becomes 75 and his damage becomes 16.

Combat

While diplomacy and compromise are often desirable, most times a battle with the enemy is inevitable. To survive in the world of Fire Emblem, one must know how to maneuver around the field, make the most of their equipment, and the most of their terrain. In this section of the book, you'll learn the basics, as well as some advanced, esoteric techniques.

: *Good day, my friends! I, your noble knight, Sir Sain of Caelin, shall help demonstrate the rules of combat, so we may fight shoulder to shoulder as valiant stalwarts!*

: *And I, Sir Kent, will try to help demonstrate how to do things proper, whenever my partner will inventively lead you astray.*

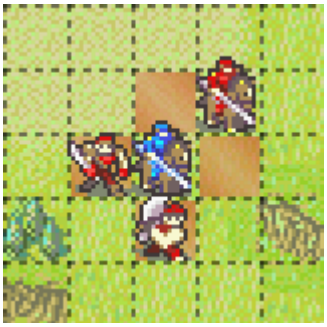
Basic Combat

Each Round is divided into various Phases. They are, in order:

1. Player Phase: This is for all Player Characters to take their turn, as well as some NPCs at the GM's discretion.
2. Enemy Phase: This is for all Enemy units, from minions to bosses, to take their turn.
3. Allied Phase: This is for all remaining NPC allies.
4. A new Round starts, going back to the Player Phase.

During the Player Phase, each player has the opportunity to make their turn. On their turn, a unit may move orthogonally (i.e., not diagonally) a number of squares based on their MOV stat, trade items with adjacent allies, and take actions, which include attacking. Attacking an enemy within range of your unit's equipped weapon begins Combat.

For instance, in this image, Sain (the Cavalier in Blue) can target Bartre (the Fighter in Red) and Raven (the Mercenary in Red), but can't target Kent (the Cavalier in Red). Sain can only target one of them on his turn. Let's say he attacks Raven. To roll for combat, Sain takes his initial Hit Rate, 100, and subtracts Raven's Evasion, 15, for a final Hit Rate of 85. Then, Sain takes his Critical Rate of 10, and subtracts Raven's Dodge of 5, resulting in a final Critical Rate of 5.



Melee Combat. Note Kent, outside of Sain's range.

After getting these numbers, Sain rolls a 1d100, and rolls an 85. This is equal to or under his final Hit Rate, so he lands the hit. He rolls another 1d100, and rolls a 31. This is not equal to or under his final Critical Rate, so the hit is a normal hit.

: *Ho-ha! Take that, villain!*

: *Tch...I told you, I'm an anti-hero at worst...*

To calculate the damage done to Raven, Sain takes his Strength Stat of 8, adds it to the Might of his Iron Lance, 7, and adds them together for a total of 15. Then he subtracts Raven's Defense of 5. This means that his Total Damage is 10, and Raven loses 10 HP for taking that hit. After your initial attack, Raven gets a counter attack, and his final Hit Rate is also 85, but he rolls a 93, and since this is over his Hit Rate, his attack misses. As such, Sain takes no damage.

On top of this, one has to consider the Weapon Triangle bonuses for Physical Weapons. Sain is wielding an Iron Lance, while Raven has an Iron Sword equipped. When they fight each other, Sain gains a +15 bonus to his Hit Rate, while Raven suffers a -15 penalty. Sain also gains a +1 bonus to damage, and Raven suffers a -1 penalty.

This also can work against Sain, if he chose to target Bartre. Since Bartre has an Iron Axe, Sain would be on the wrong end of the Triangle, and suffer the penalties. This time, his final hit rate is 70, and Bartre's hit rate is 100. Both of them roll the same numbers as before, but now Sain misses, and Bartre hits automatically, taking his total 18 attack and subtracting Sain's 6 Defense, resulting in Sain taking 12 HP in damage.

: *My axe can cut through any armor!*

CLANG

: *OH that stings!*

Let's say, however, that Bartre has a Critical Rate of 5, and he rolled a 5 on his Critical Roll. Not only does his hit land, he hits for 3x the damage he would have done. This is called a Critical Hit. This is based off of Total Damage, not Base Damage, so Sain takes 36 HP in damage.

: *Bartre- CHOP!*

CLANG

: *Oh, so that's what a colon looks like--oh the pain...*

To Sain's advantage, in this example, let's say he has 8 Speed and is not weighed down by his weapon, while Bartre has 6 Speed and is weighed down by 2 points, giving him a total Attack Speed of 4. When you have a 4-point advantage in Attack Speed or greater, you get a second attack after your opponent's counter attack, called a “follow-up attack”. This time, Sain rolls 50 and lands a hit on Bartre for 10 damage. This also works in reverse: if your opponent has a 4-point advantage in Attack Speed or greater, they get a second counter attack after their first one.

In addition, there is another stat called Damage Reduction (DR) that reduces damage taken of any kind. DR can be obtained from terrain, supports, skills, etc., and in the case of a critical hit it reduces the Final damage taken. In the previous example, Sain having 1 DR would let him take 11 damage if Bartre didn’t inflict a critical hit, and 35 if he had.

As a general note, if a result of any calculation has fractions, it is always rounded down.

In summary:

1. To roll for combat, take your initial Hit Rate, subtract your enemy's Evasion, factor in other variables such as the Weapon Triangle or Character, Class, or Personal Skills, and get your final Hit Rate from that. Then, take your Critical Rate, subtract your enemy's Dodge, factor in other variables, and get your final Critical Rate.
2. Roll a 1d100. If you roll equal to or under your final Hit Rate, you've hit the target.
3. If you hit the target, roll another 1d100. If you roll equal to or under your final Critical Rate, the hit is a Critical Hit.
4. Take your Base Damage, and subtract your Enemy's Defense. This is your Total Damage. If it’s a Critical Hit, multiply the Total Damage by 3.
5. If your target has DR, subtract it from the Total Damage, after multiplying from a Critical Hit if applicable.
6. If you have 4 or more Attack Speed compared to your opponent, you get a Follow-Up Attack.
7. Attack order is always "Attack -> Counter Attack." If the attacker has a enough Attack Speed for a follow-up, the order is "Attack -> Counter Attack -> Attacker's Follow-Up Attack." If the defender has a follow-up attack, it's "Attack -> Counter Attack -> Follow-Up Counter Attack."

Ranged Combat

Some weapons have a Ranged feature that allows them to target enemies a space or two away. Some classes, such as the Archer or Nomad/Bow Knight, are built around Ranged Combat. Ranged Combat has the same factors as Melee Combat, but it can make a very big difference in actual battle: you can attack safely out of the enemy's melee range.

In this example, Rebecca (the archer girl in green) is positioned where she can shoot at Sain with her Iron Bow. Bows are also generally rather accurate, so Sain takes a hit for 8 HP in damage, and since Rebecca has an Attack Speed advantage, he takes 16 damage total from two attacks. And since Rebecca is out of Sain's attack range, he can't counter attack in between her attacks, keeping her safe from damage.

: *Here I come, Sain! You better be ready!*

Twang!

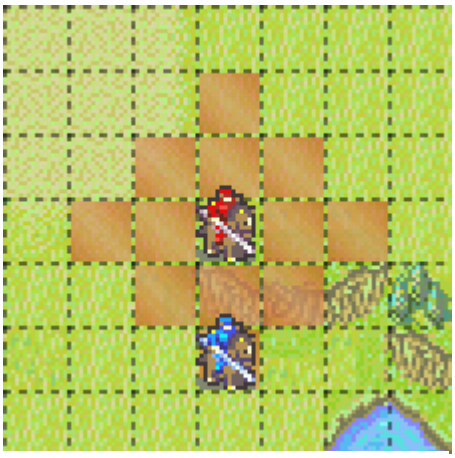
: *Ah! Tis but a scratch! You are lucky the code of chivalry dictates to never strike a woman (and that I can't reach you from here...).*

: *Noted.*

Twang!

Ranged Combat. Most Bows have no Melee capabilities, so note the open spaces around Rebecca.

Certain weapons have a Range of 1-2, which means they can attack from Melee or Range. Use the terrain to your advantage to put the greatest amount of distance between you and the enemy and attack them without consequence against yourself!



Kent, with a Javelin equipped, can attack Sain from range, and counter attack when Sain loops around to attack.

In summary:

1. Attacking from Range allows you to attack your opponent without fear of their Counter Attack.
2. If you have a higher Attack Speed, you can still attack twice without a counter attack in between.
3. Bows generally don't have Melee range, so be careful when attacking with them.
4. Certain melee weapons have a range of 1-2, allowing them to attack at both Melee and Range.

REMEMBER!

Bows and Hidden weapons are outside the Weapon Triangle, meaning they don't gain any bonuses when attacking a different weapon, but aren't penalized, either.

Magical Combat

: *Hi! I'm Nino, and I'm a mage, so I use Anima Magic! This is Lucius, he's a monk. He uses Light Magic.*

: *Hello everyone. It is a pleasure to help demonstrate the properties of magic to you.*

: *And this is Uncle Canas! He's a shaman, so he uses Dark Magic.*

: *Ah, I believe you meant to say Ancient Magic. But yes, it is a pleasure to meet you all.*

Like Physical weapons, Magic is divided into three categories, and share similar properties: Light Magic is light weight and accurate, but low powered, akin to Swords. Dark Magic is very strong, but heavy and not always accurate, similar to Axes. Anima Magic, like Lances, is a good median. However, there are two major differences to using Magic. One is that most Magic spells have a 1-2 range, allowing them to attack bowmen in Melee, or melee fighters at Range, allowing them to control the battle. The other is that Magic targets the opponent's Resistance stat rather than their Defense. Generally, this means that Magic Users, who tend to have a strong Resistance Stat, will watch as magic bounces off of them...

Nino rolls 38. Hit!

: *Haaaa! Fire!*

Lucius takes 2 damage.

: *Saint Elimine's Grace protects me from the flames of hatred!*

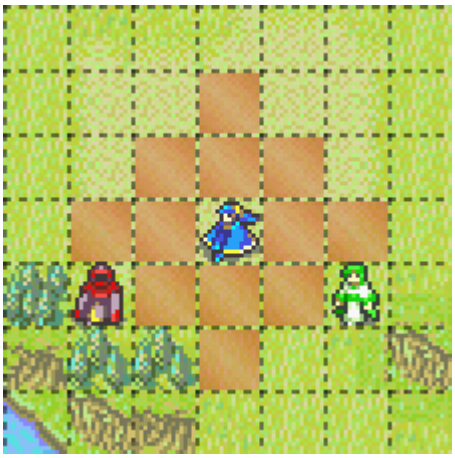
...but Physical Units, who tend to have a weak Resistance Stat, will suffer damage heavily from Magic attacks.

Nino rolls 43. Hit!

: *Haaaa! Fire!*

Sain takes 16 damage!

: *Fire! Fire! I am on fire!*



Magical Combat. Note Nino's attack range; this is common for almost all spell casters.

Magic users have to be careful, though; the inverse tends to hold true, so Physical attacks tend to deal much more damage against a Mage's low defense. Mastering the spacing between yourself and your enemy is the key to survival as a mage.

In summary:

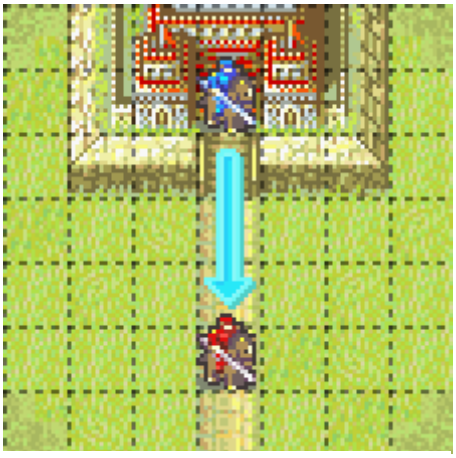
1. Magic has its own Weapon Triangle: Anima beats Light beats Dark beats Anima.
2. Most Magic Tomes have a Range of 1-2, allowing them to control the field of battle.
3. Mages by and large have low Defense, so movement and positioning must be considered very carefully.
4. Physical Units by and large have low Resistance, so the payoff when an attack hits tends to be very great. Usually, against units with high Defense, magic is the best (and sometimes only way) to break through them.
5. Magic Users tend to have a high Resistance, so attacking them with another Magical Unit might not be optimal unless their Magic is that high that they can overcome the target's Resistance.

Mounted Combat

There are three skills that grant the character a mount: Horseback, Pegasus, or Wyvern. While mounted, each of these classes gain a bonus to their Movement, and gain Canto: the ability to use any remaining Movement remaining after taking an action to move to another position, making them ideal for hit and run tactics, or coming out of the defensive line to strike an enemy before rushing back to the defensible position. They also receive a bonus to their Aid stat, which, combined with their ability to move after taking an action, makes them ideal for rescuing allies.

Pegasus and Wyvern Riders have a unique feature to their mount: the ability to fly. While they do not gain the Defensive bonus of terrain, outdoors they can traverse any and all terrain (with some exceptions) without any movement penalties, and can come to a stop on any terrain (with some exceptions). However, they are very vulnerable to any Bow weapon or Wind magic, which deals effective damage to them. Effective damage is explained in a later section.

So, in this example, Sain has yet to take his move, and he is in a very defensible position. But he wants to rush out and attack Kent, 3 spaces away. So, Sain charges 3 spaces to attack.



First, Sain moves 3 spaces south to attack Kent…

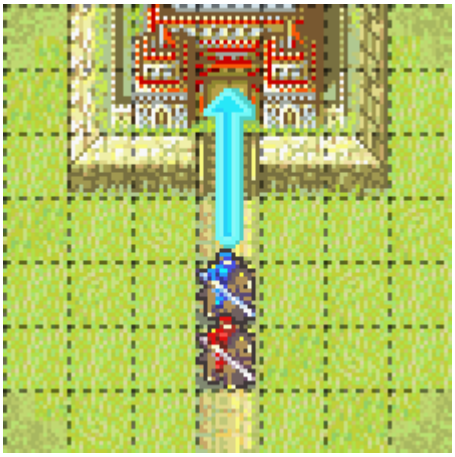
: *Here I come, Kent! The power of the Caelin Knights is best seen in my lance!*

Sain rolls 84. Sain's attack misses!

: *It takes more than strength, Sain! A Caelin Knight compliments it with precision!*

Kent rolls 78. Hit! Sain takes 8 HP in damage.

Having failed his attack, Sain makes use of his Canto (for the purpose of the explanation Sain has the skill **Hit and Run**), and retreats 3 spaces back to his original position. With 1 Movement left over, he ends his turn.



...then uses his Canto skill to move 3 spaces back to a more defensible position.

: *Ha! What will you do now?*

: *You know I also have a Movement of 7, I can easily box you in now.*

: *...Plus 20 Evade and Plus 2 DR bonus, don't fail me now...*

Mounted units can also make use of their Dismount skill. It takes their Action to dismount, and while they lose the MOV and AID bonuses their mount provides, they also lose the disadvantages that come with them: Horseback units won't take effective damage from anti-Horseback weapons, flying units can benefit from defensive terrain and lose their vulnerability to bows and wind, and so on.

When dismounted, the unit can use their Action to remount again and recover the mount bonuses and disadvantages at any time.

In summary:

1. Horseback, Pegasus, and Wyvern grant a bonus to Movement and Aid, and you can use any unused Movement after taking an action, except when making an attack.
2. Pegasus and Wyvern are unhindered by outdoors terrain, but vulnerable to Bows and Wind magic and unable to take advantage of defensive terrain.
3. Mounted units can use their Action to dismount, losing their mount's bonuses and disadvantages, and later on can use their Action to remount again.

Rescuing

: *Hey, Sain, can you give me a ride on your horse? It'll be faster than going on foot all the time.*

: *Of course! What brave knight wouldn't help a lady?*

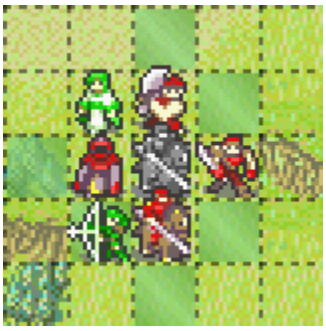
: *Get 'em, lads!*

: *Oh, and you'll protect me like a brave knight too, right?*

: *Uh oh.*

Sain rescuing Rebecca.

Where Rebecca could be dropped if Sain is reduced to 0 HP.



Where Rebecca could be dropped if Sain is reduced to 0 HP surrounded by enemies.

If an ally or allied NPC is in danger and you wish to take them to safety, or at least protect them temporarily, you have the option to Rescue them. To Rescue an ally, your AID stat has to be greater than theirs. If it is, you can Rescue them. You are carrying them or they are riding your mount alongside you, and they are protected from harm so long as they are with you. They won't be able to get targeted by any action and aren't considered to be in the map.

However, rescuing an ally counts as your action for that round, meaning that any unspent Movement points are lost (unless you have the Canto skill), and you won't be able to attack an enemy or make a different action. Likewise, dropping an ally, or letting them down from your mount, takes up an action of both participants, so the rescued ally cannot move after being put down.

If you are adjacent to an ally who has Rescued an ally, you can Take that ally from them if you could Rescue them yourself. However, this doesn't count as an action, allowing you to Drop the ally or take any other action in that same turn. You can also Give your rescued ally to an adjacent ally if they can Rescue them. This can only be done once per turn and before your Action.

The Savior character skill changes this so that Rescuing and Dropping an ally doesn't use up your action, but they still can be only done once per turn and not after you take your Action. Taking and Giving rescued units however can be done after your Action or Canto if you have Savior.

If the rescuer is reduced to 0 HP while carrying an ally and they aren't removed from the battle, the rescued ally is dropped in a free square adjacent, or at least close to, their downed rescuer. While Rescued, the rescued ally is affected by Status Ailments as normal (so if they were rescued with 3 turns of Sleep affliction, and are dropped 2 turns later, they have 1 turn of Sleep remaining) and their Bleedout counter doesn't tick down.

In summary:

1. You can rescue an adjacent ally if your AID stat is greater than theirs.
2. While rescuing an ally, the rescued ally is not a viable target for most actions, but does not contribute to any field effects like Charisma or Lend Me Your Strength.
3. Rescuing and Dropping an ally take up an action, but to Take or Give an ally does not.
4. Savior changes Rescuing and Dropping to not take an action, but they still can only be done once per turn. It also changes Taking and Giving so they can be done after your Action or Canto.
5. If the rescuer is reduced to 0 HP, the rescued ally is dropped as near as possible.

Staves

: *Aran! Oh, Goddess above, Aran, are you alright?*

: *I... I'm fine...just some bleeding head wounds, busted knee, and a gash along the shoulder. Also, a black eye, but nothing I can't sleep off.*

: *Aran, the enemy is still about, and those wounds are very serious otherwise! Let me heal you.*

: *Laura, like you said they're still about. It's dangerous for you to be on the line like this.*

: *It's alright, I can take care of myself, and once you're healed, I can always hide behind you!*

: *And the cycle continues...*

When an ally takes damage to their HP, there are three options available to them:

1. Use an Item like a Vulnerary or an Elixir
2. Tough it out
3. Heal them using a Healing Staff

Healing. With a Heal Staff, Laura can restore Aran's health if he's in melee range.

To Heal an ally, you must first have a Healing Staff in your inventory, and then you must be in range of the ally you wish to heal. By and large, Staves have a range of 1. Once you're in range of an ally, you can heal their HP equal to what the effect of the Staff is. For instance, a Heal Staff recovers HP equal to 10 plus the half user's Magic Stat. In our example, Laura has a Magic Stat of 8, and Aran has 10 Health out of his maximum 30. So, using a Heal Staff on him, Laura has healed Aran to 24 out of 30 HP.

There are other kinds of Staves as well, those that recover Status Ailments. Regular Heal staves won't recover an ally if they are Poisoned or sent into a Berserk state. However, staves like Soothe or Restore will restore their state to normal. If Aran were to be afflicted with Berserk by an enemy's spell...

: *Arrrgh! Crap! Spit! Kill!*

: *Don't worry Aran! I got this!*

Laura uses Soothe. Aran's Status is restored to normal!

: *Well, that was embarrassing...*

Buffing Staves are other type of staves that in addition to healing, raise the ally's stats. However, these staves heal less than dedicated Healing Staves. Staves that let you move yourself or your allies over the map without using your Move are also classed as Buffing Staves.

There are also Staves that cause Status Ailments. These all have extended range, meaning they can be used in melee, or target an enemy that's a way's away. In order to connect with an Ailment Staff, Laura has to calculate a new Hit Rate, or Staff %, based on the following formula:

$$Staff\% = Staff\ Hit + [(MAG - enemy's\ RES) * 2] + SKL - (Distance\ away * 5)$$

Since Laura has a Magic of 8 and a Skill of 6, and Sain has a Resistance of 0 and he's 4 spaces away, the final Staff % for Poison works out to be:

$$Staff\% = 35 + [(8 - 0) * 2] + 6 - (4 * 5) = 37$$

By rolling a 34, Laura connects, and Sain is poisoned.

Each use of Staves grants EXP to the Pool. How much is determined by the following formula:

$$EXP = 80/Staff\ Max\ QL, rounded\ down$$

So, a Heal Staff, which has a maximum Quality of 30, will grant 2 EXP per use (or 2.67, rounded down), while a Poison Staff, which has a maximum Quality of 25, will grant 3 EXP per use.

In summary:

1. An Ally must be in the staff's range to use it on them.
2. Using a staff heals an ally's HP and/or has a different effect based on the description of the staff.
3. Some staves can cause status ailments. The formula is:
   $Staff\% = Staff\ Hit + [(MAG - enemy's\ RES) * 5] + SKL - (Distance\ away * 2)$

4. Using a staff grants EXP to the EXP Pool equal to $80/Staff\ Max\ QL, rounded\ down$

Performances

Performers have a very different way of affecting the outcome of a battle. Rarely able to take part in combat itself, they instead bolster their allies with various buffs, or hinder their enemies with various ailments. The basic effect of the Performer is to give allies to take a second turn during their phase; allies who have already used a turn can take one again. No ally can take more than 2 actions in a round, so any further Performances or effects that grant an additional action are ignored. As well, performances don't work on someone who hasn't taken their turn yet.

Nils the Bard using Play on adjacent allies. He can pick 1 of them to refresh and 1 additional to affect with an item.

Performers can refresh an ally adjacent to them. This effect has no Quality attached, so they are always capable of doing this action. They can also use Performance items to further buff their allies. These have a Quality attached, but they can be combined with the regular performance to also refresh an ally.

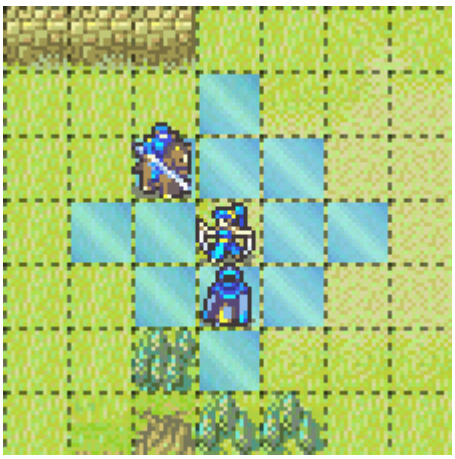
: *Curses, this enemy is too strong. I have to take him out now, but they survived my first attack...*

: *No worries, Mister Sain! My song can give you just the boost you need!*

: *Well, that's very convenient! Thank you, young Nils! Now, en garde, vagrant!*

: *Colon right parenthesis.*

Tricksters have a different trick up their sleeve, Bolster has a Range of 1-2, meaning they can bolster allies just outside of their movement range. This extended range also applies to them using Performance items.



Tethys the Trickster giving Canas or Sain a second turn.

However, when the Trickster uses a performance item, they can also invert the effect of that item on an enemy within the same range.

Finally, Dancers can choose to use their Dance to distract an adjacent enemy, instead of an ally. That enemy will not be able to act once, losing their next turn. Unlike Tricksters, Dancers can’t debuff enemies with Performance items, but they can choose to use a Performance item on an adjacent ally at the same time they dance for an enemy.

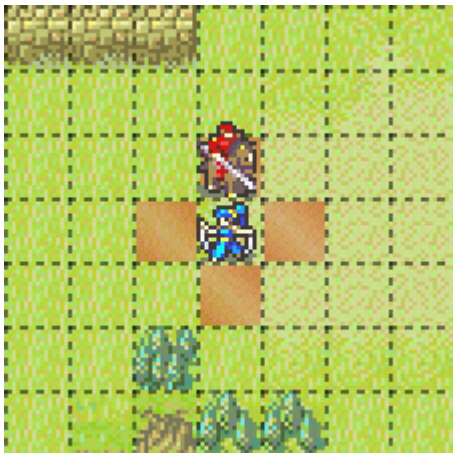
: *I don't need to try and control you...*

: *Hmm?*

Sain loses his next turn!

: *Look into my eyes and I'll own you...*

: *Muuuuh...*



Tethys targeting Sain with Dance.

In summary:

1. Performers can use their basic Performances to grant their allies another Move and Action this round. Allies cannot get more than 2 Moves and Actions for any reason.
2. Allies who have not yet taken their turn do not get a bonus Move and Action from a Performance.
3. Performers can use Performance items that can target allies the same way their basic Performance can. They can use them alone or in combination with their basic Performance.
4. Bards can use a Performance item on 2 adjacent allies, but not refresh both.
5. Tricksters can affect an ally within 2 spaces with their basic Performance or Performance items. They can also invert the Performance item effect on an enemy within 2 spaces.
6. Dancers can use Dance on an adjacent enemy to make them lose their next turn. They can use a Performance item on an adjacent ally at the same time.
7. Some Buffs and Debuffs have duration, usually listed at the end of the effect description (like this).

Special Combat Rules

Some of these rules don't always come up in battle, but it's important to understand when they do.

Reaver Weapons

There are three weapons with the Reaver suffix: Swordreaver, Lancereaver, and Axereaver. When carried into battle, they reverse the normal weapon triangle. So, the lance weapon Axereaver suffers a Weapon Triangle penalty against Swords, but gains a Weapon Triangle bonus against Axes. The same applies to the axe weapon Swordreaver and the sword weapon Lancereaver.

So, if Sain went into battle with Bartre carrying an Axereaver, his hit rate of 85 would gain the +15 bonus and become a hit rate of 100, while Bartre would have a hit rate of 70 instead of 100 if Sain was carrying his Iron Lance.

: *The tables have turned, vagrant! Now, take this, for all my abuse!*

Sain rolls 93, but it hits! Bartre takes 15 damage.

: *Keh...lucky shot...but Bartre the Brave won't be deterred!*

Bartre rolls 74, and misses!

: *Oh, that sounds so good to me right now.*

However, if two Reaver weapons enter battle, the triangle is returned to its normal order; the Swordreaver gains an advantage against the Axereaver, the Axereaver gains an advantage against the Lancereaver, and the Lancereaver gains an advantage against the Swordreaver. So, if Bartre equipped his Swordreaver and attacked Sain, still carrying his Axereaver...

: *no...*

Bartre rolls 76, and hits! Sain takes 16 damage.

There are other weapons that can reverse the weapon triangle they're part of. This effect is always noted in their description, even if they don't have the Reaver suffix.

Effective Damage

Touched on during Mounted Combat, certain weapons are effective against certain types of units. Bows as a whole and Wind magic are Effective against Flying Units, but what is Effective Damage?

When facing the enemy that the weapon is Effective against, the weapon's Might value is tripled before the wielder's appropriate Strength or Magic is applied to it. For instance, Bartre wielding a Poleaxe has a Total Damage of 18, thanks to his 10 Strength and the Poleaxe's 8 Might. But if he fought against a character with Horseback, like Sain...

: *why...*

The Might of the Poleaxe would be tripled, and become 24. Added to Bartre's Strength it becomes 34, and against Sain's Defense of 6, that's 28 total damage in a single blow.

The Swordslayer is a very unique weapon in that it is both a Reaver weapon, so it gains a bonus against Swords, and it is an Effective Weapon, doing more damage against any Mercenary, Myrmidon, Fencer, or their promoted classes.

Crossbows are also unique: while they are still effective against Flying Units, due to their high Might they only get a 2x Might bonus rather than the normal 3x. Also, in cases where a character has two sources of Effective Damage, the weapon's Might still only goes up to 3x.

Piercing the Great Shield

: *Alright, Wallace! You like to think of yourself as immovable object? Well I'm an unstoppable force! Let's put this question to bed!*

: *Hold on there, Vaida. Before you say I am at the disadvantage, let me explain you a thing…*

The Wyvern Hunter possesses the skill Pierce, which has a chance of reducing an enemy's Defense to 0, allowing them to deal their Total Attack Power as their Total Damage. This sounds like it might cause a problem with the General's Great Shield, but the wording of Great Shield says that it reduces any incoming Damage to 0. This has no effect on the General's actual defense, so Great Shield will block all the damage from Pierce.

: *Oh, you're no fun anymo—did you just flick your thumb at me!? Screw this, I got a Heavy Lance with your name on it! You can't proc Great Shield forever!*

: *Woop woop woop woop woop!*

Additional Attacks

Some weapons or skills have the ability to “guarantee follow-ups”, meaning the units with these weapons or skills will always get a second attack, if possible, but how exactly does this affect the attack order in a combat?

There are three cases with different number of attacks: the attacker’s AS is 4 points or more higher than the defender’s, the attacker’s AS and the defender’s are within 4 points of each other, or the defender’s AS is 4 points or more higher than the attacker’s.

If the attacker has guaranteed follow-ups, in the first two cases the combat goes as normal: Attack -> Counter Attack -> Attacker's Follow-Up Attack. But in the last case the defender would also get a second attack, resulting in the following combat: Attack -> Counter Attack -> Attacker's Follow-Up Attack -> Follow-Up Counter Attack.

Likewise, if it's the defender having this ability in the last two cases, the combat goes as usual: Attack -> Counter Attack -> Follow-Up Counter Attack. But in the first case it would go as follows: Attack -> Counter Attack -> Attacker's Follow-Up Attack -> Follow-Up Counter Attack.

If both combatants have guaranteed follow-ups, in all cases the order of attacks is: Attack -> Counter Attack -> Attacker's Follow-Up Attack -> Follow-Up Counter Attack.

Some skills can reduce the number of attacks (like Cancel). In these cases, having guaranteed follow-ups will NOT grant a second attack, and will be treated like having only one attack, in the appropriate order.

Note that Brave weapons and the Adept character skill do not work like this. Using Brave weapons or other weapons with the special "Doubles attacks made" will make each attack turn into two consecutive attacks, regardless of skills or follow-ups, and Adept adds an immediate attack after the one that triggered it, bypassing the attack reduction and the usual attack order.

For Example: A Hero using a Brave Sword entering combat with a Myrmidon using a Quick Sword. If the Hero's AS is not 4 points or more higher than the Myrmidon's, the attack order will look like this: Hero's Attack → Hero's Attack (doubled) → Myrmidon's Counter Attack → Myrmidon's Follow-Up Counter Attack. If the Hero's AS is 4 or more points higher, it will look like this instead: Hero's Attack → Hero's Attack (doubled) → Myrmidon's Counter Attack → Hero's Follow-Up Attack → Hero's Follow-Up Attack (doubled) → Myrmidon's Follow-Up Counter Attack.

If the Hero has Cancel+, the attack order is: Hero's Attack → Hero's Attack (doubled) → Hero's Follow-Up Attack → Hero's Follow-Up Attack (doubled) → Myrmidon's (would be Follow-Up) Counter Attack. And if the Myrmidon has Adept and it activates on the Myrmidon's Counter Attack, it will look like this: Hero's Attack → Hero's Attack (doubled) → Hero's Follow-Up Attack → Hero's Follow-Up Attack (doubled) → Myrmidon's (would be Follow-Up) Counter Attack → Myrmidon's Counter Attack (adept).

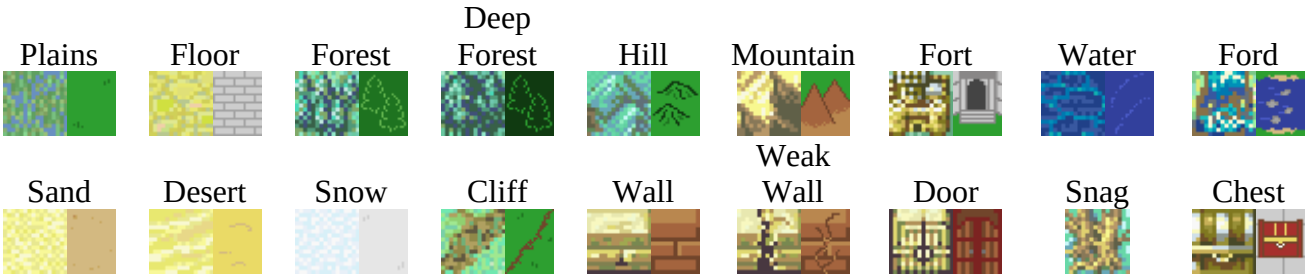
In summary:

1. Reaver Weapons reverse the Weapon Triangle.
2. If both opponents are reversing the Weapon Triangle, regular Weapon Triangle rules apply.
3. Effective Weapons gain a bonus of a tripled Might stat when targeting the type of unit they are Effective against.
4. Crossbows only gain double Might bonus vs. Flying units.
5. Sources of Effective Damage do not stack.
6. Big Shield will block all the damage from a Pierce (or Flare) attack.
7. Weapons and skills that guarantee follow-ups follow the regular attack order. If both combatants have two attacks, the order is: Attack -> Counter Attack -> Attacker's Follow-Up Attack -> Follow-Up Counter Attack.
8. Brave weapons, weapons that double attacks made and Adept add an attack immediately after every attack made or after Adept is activated, skipping the usual attack order.
9. Skills that reduce the number of attacks prevent guaranteed follow-ups from happening but not the additional attacks from weapons that double attacks made or Adept.

Terrain

Indoors/Outdoors: Maps and parts of them can be designated as outdoors or indoors. Flying units indoors can't fly over walls, but still ignore terrain modifiers to movement and defensive stats.

Certain objects on the field can change the course of battle depending on who can make the most of it. The various types of terrain encountered include...



Plains: Flat grassland, one of the most common types of terrain. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Floor: From a cobblestone road to the wooden floors of the local inn, the second most common type of terrain, used for urban or indoor settings. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Forest: A gathering of trees in one space. It's a hassle to move through, but it makes it very hard for the enemy to land a good hit. It costs 2 MOV to step onto a Forest space, and it costs 4 MOV for units with Horseback. As long as a unit is on Forest terrain, they gain +1 Damage Reduction, and a +15 bonus to Evasion. Pillars indoors work similarly to Forests.

Deep Forest: A dense gathering of trees. It’s very difficult to both move into and get hit from outside of it. It costs 3 MOV to enter and units with Horseback cannot attempt to enter this terrain. As long as a unit is on Deep Forest terrain, they gain +1 Damage Reduction, and a +30 bonus to Evasion.

Hill: Elevated terrain. Getting up them is the hard part but having the high ground is worth it. It costs 3 MOV to step onto a Hill terrain. Units with Horseback cannot attempt to enter this terrain. Standing on Hill terrain grants +2 Damage Reduction, and +20 to Evasion.

Mountain: Rocky mountainous terrain that is far too impractical for all but the sturdiest of adventurers to traverse in the middle of battle, impassable except to units with Mountain Walk or Flying Units. Mountain Walk allows traversing at 4 MOV cost. If a unit is on this terrain, they gain +2 Damage Reduction, and +30 to Evasion. Certain parts of the terrain can be designated Peaks; only Flying units can pass through these highest points.

Fort: Small fortifications where units can hold up temporarily. Units on Forts gain +2 Damage Reduction, and a +20 bonus to Evasion. Also, at the start of their turn, the unit recovers 10% of their maximum HP. Certain terrain fixtures, like Thrones, Gates, or special Magic Circles, can share the same defensive and restorative properties as Forts.

Water: Open water can’t be crossed by units without Levitation, Flying or Water Walk. Units with Levitation can step on Water for 2 MOV, but cannot end their turn on it. Water Walk allows swimming at 2 MOV cost. However, being in Water grants a +5 bonus to Evasion.

Ford: A place where crossing the water is possible but at a greater difficulty than through a bridge. Units without Levitation or Water Walk can enter Fords for 2 MOV. Units standing on Fords suffer a -5 Evasion penalty, unless they have Water Walk, in which case they gain +5 Evasion instead.

Sand: Beach sand or the desert roads for easier travel. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Desert: Rough desert sands with no ground underneath. Foot units lose 1 MOV and Units with Horseback lose their +2 MOV when they start their turn on Desert Terrain. Flying Units and units with Levitation ignore this effect.

Snow: The ground lined with thick snow. Foot units lose 1 MOV and Units with Horseback lose their +2 MOV when they start their turn on Snow Terrain. Flying Units and units with Levitation ignore this effect.

Cliff: A rock wall blocks off any movement through that space. Only fliers can cross it.

Wall: A sturdy stone wall blocks off any movement through that space. Only fliers can cross it, unless the map or their part of the map is considered Indoors, in which case there's a ceiling blocking the way.

Weak Wall: A stone wall with a crack in it, or a wooden wall. They're obstacles with a set amount of HP, DEF and RES determined by the GM, and can be attacked. Any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon or with certain class skills. Reducing this to 0 HP opens a larger hole in the wall, allowing units to pass through with no movement penalty.

Door: A sturdy door, this blocks off any movement through that space. Someone with a Door Key or units with Lockpick skill, can unlock the door and open it, allowing units to pass through. Alternatively, it can be broken down. All doors have a set amount of HP, DEF and RES determined by the GM, and follow the same rules as other breakable obstacles.

Snag: Gnarled dead trees, always found by rivers or short canyons. They're obstacles with a set amount of HP, DEF and RES determined by the GM, and can be attacked. Any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon or with certain class skills. Reducing this to 0 HP forms a bridge that can be crossed with no movement penalty.

Chest: A chest containing treasure (or not). There are no penalties or bonuses for moving or fighting in this terrain, but units with Lockpick standing on it can open it to obtain an item (or not).

Inclement Weather: Inclement weather is what happens when it rains, or there's a snow storm or a sand storm. Depending on the GM, this may result in mounted or infantry units losing MOV or Fog of War may take effect. Once the inclement weather stops, units can move and attack normally.

Fog of War: Any map that occurs at night or with similar negative influences (deep caverns, thick fog or mist, smoke from an inferno, etc.) can be considered to be under the Fog of War. During this time, units are limited to a Line of Sight (LoS) of 4 spaces, or 8 for units with Vision. LoS can also be extended by using a Torch. Anything outside the LoS is covered in the fog. The terrain itself is still visible so the players can still navigate the map, but enemy positions and treasure chests will be invisible until they're in the LoS. If a player runs into an enemy in the middle of their Movement phase, their turn immediately ends, as they are taken by surprise by “ENEMY OUT OF NOWHERE!”

Ailments

Certain attacks and skills can inflict ailments on units. An ailment afflicting a unit has a "timer", which ticks down by 1 each time the unit's phase ends. When the timer reaches 0, the unit is cured of the ailment, ending the effect. A unit can be afflicted by multiple unique ailments at once; in this case, each has its own timer. If an ailment is inflicted on a unit who already has it, it is extended to match the new duration, if longer.

Poison: From poison-soaked weapons to spells that cause stomachs to churn, Poison causes internal pains and sickness to those afflicted. At the start of the Phase of the unit afflicted with Poison, they suffer 1d5+1 damage. Poison can reduce a unit to 0 HP.

Sleep: Asleep on their feet, a unit afflicted with this status ailment is immobile and unable to take action. Any attacks against them will automatically hit. If they are hit by an attack, the Sleeping character wakes up.

Silence: Either literally muting the target afflicted, or just silencing the magic they weave, units who are Silenced are unable to use Tomes, Staves, Performances or Activated Class or Character Skills.

Addle: Units under the effect of Addle lose the strength to wield physical weaponry, but can still use items.

Paralyze: Much like the Sleep status, the unit afflicted with Paralysis is unable to move or take action, and attacks against them automatically hit. However, units who are Paralyzed cannot be knocked out of their Paralysis by enemy attacks, and must be cured, or wait for the duration to wear off.

Berserk: Blinded by fury and battle lust, characters who are Berserk become controlled by the GM, and must move towards the single closest target, friend or foe. In the case of a tie, the friend is prioritized. Characters that are Berserk attack to inflict the most damage to their target. Units incapable of attacking are instead inflicted with Fear.

Fear: Stricken with fright, a character afflicted with Fear cannot take a proper action during their next turn; instead, they must use their Move to get as far away from the thing that inflicted Fear on them. On top of that, their MOV is cut in half.

Turncoat: A turned unit will see foe as friend and friend as foe. Controlled either by the inflicting enemy or the GM, a turned unit will not be able to attack their enemies, supporting and healing them instead, and will attack their allies instead.

Magic Weapons

Some of the Weapon subcategories contain a weapon that is considered a Magic Weapon. The specific element of magic associated with it varies from weapon to weapon, but they all follow the same rules. Each Magic Weapon has a range of 1-2. When used at range 1, the weapons target the opponent's Defense. When used at Range 2, the weapons target the opponent's Resistance. In any case, Magic Weapons use the wielder's highest of Strength or Magic. This makes Magic Weapons extremely valuable, but they can be difficult to use effectively.

: *Bwaaah ha ha ha! I am the Bolt Axe Shogun! You'll regret your impudence as I strike you down with the power of thunder! Take this!*

Gromell rolls 43, and hits! Ike takes 6 damage.

: ...

: ...

: *Sir! Look out for that boulder!*

Magic Weapons have two listed weapon types. This means a character can use them if they have the appropriate Weapon Rank for one of the two weapon types it's counted as. For example, the Wind Sword could be used by a Hero with A rank in Swords or a Sage with A rank in Anima.

When attacking with a Magic Weapon at either range, it has the Weapon Triangle Advantage (WTA) and Disadvantage (WTD) of both weapon types it's counted as. For instance, the Wind Sword has a WTA against Axes because it's a Sword, and against Light because it's Anima. However, it has a WTD against Lances and Dark for the same reason. If two units with Magic Weapons face each other, one may have both weapon types be advantageous against the other. In this case only one instance of WTA bonuses and WTD penalties is applied. If one of the weapon types has the advantage but the other has a disadvantage, they are cancelled against each other.

The Magic Bows are a unique case. They have 2-3 range instead of 1-2, and they target Defense at range 2 and Resistance at range 3. The Thundergun, like all other Crossbows, has fixed damage, so it doesn't work off either Strength or Magic. Magic Bows are still effective against Fliers.

In summary:

1. Magic Weapons target the enemy's Defense in Melee and Resistance at Range.
2. Magic Weapons use the higher of the user's Strength or Magic.
3. Magic Bows target Defense at range 2 and Resistance at range 3.
4. Magic Weapons have two weapon types, and can be wielded by having the requisite Rank in at least one of them. If either type is advantageous or disadvantageous against the other unit's weapon, WTA or WTD applies. If both are, only one instance is counted. If one is advantageous and the other disadvantageous, they cancel each other out.

Affinity and Supports

Affinity is a special stat determined at character creation, and plays a major role in Supports. The player must take up an Affinity at the start of the game, but they are not allowed to personally select their own directly. The GM will roll 2 numbers that are directly correlated to an affinity:

The player must pick one of the two. If neither is to their liking, they can choose to roll a different number. Once rerolled the player can't change the result, and must stick with the affinity rolled.

Fire	1
Wind	2
Anima	3
Light	4
Dark	5
Thunder	6
Ice	7
Water	8
Heaven	9
Earth	10

Image source: agahari

http://aga.qusqus.com/agahari/ag/FEs.htm

Other affinity assigning methods (such as tarot cards or birthdays) may be used by GMs at their discretion.

As the players go through the game and interact with their fellow players, or their NPC allies, they can form friends and bonds that can't be broken, leading to strength gained from their allies. The GM will ask if they wish to form a support together after a particular show of roleplaying. If both players agree to it, a bond is made.

Supports activate whenever the characters are within 3 spaces of each other. So long as they are near each other, they gain bonuses based on their Elemental Affinities.

Affinity	DMG	DR	Hit	Eva	Crit	Dodge
Fire	+0.5		+2.5		+2.5	+2.5
Wind			+2.5	+2.5	+2.5	+2.5
Anima	+1.0				+2.5	+2.5
Light		+0.5	+2.5		+2.5	+2.5
Dark	+0.5			+2.5	+2.5	+2.5
Thunder		+0.5		+2.5	+2.5	+2.5
Ice		+1.0			+2.5	+2.5
Water	+0.5	+0.5			+2.5	+2.5
Heaven			+5.0		+2.5	+2.5
Earth				+5.0	+2.5	+2.5

The bonus from your supports is based on the combined values of the bonuses you give, rounded down. For instance, if a character with a Thunder affinity and a Fire affinity supported each other...

Damage	DR	Hit	Evasion	Critical	Dodge
0.5	0.5	2.5	2.5	2.5+2.5 = 5	2.5+2.5 = 5

In this case, both characters would receive: +0 Damage, +0 DR (Damage Reduction), +2 Hit, +2 Evasion, +5 Critical, and +5 Dodge (used to reduce opposing Critical Hits).

Support Ranks

There are four ranks of supports: C Rank; B Rank; A Rank; S Rank. As players continue to bond with other players or NPC allies, that rank can go up. At C Rank, bonuses gained from supports are at their basic level and distribution. At B Rank, the bonuses are doubled before they are rounded down and added to the player total. At A Rank, the bonuses are tripled.

At S Rank, the bonuses are the same as A Rank, but both members of the support are granted a Free Character Skill that is active when they are within 3 spaces of each other (that is, a Free Skill like Cancel or Imbue, not a Cost skill like Resolve or Cancel+).

However, players can't develop an S Rank with every character they build a support with. Each player can only develop 4 C Rank Supports with other players. Of those 4, only 3 can advance to B Rank. Of those 3, only 2 can advance to A. And of those 2, only 1 can advance to S Rank.

If you are within 3 spaces of more than one support partner, you only gain bonuses from the one you have the highest rank with (for instance: if you're near a B Rank and an A rank partner, you only gain bonuses from the A Ranked partner). In the event of a tie, the one closer to you grants you the bonus (for instance: if you're near two B Rank supports, the one 2 spaces from you gives you the bonus, as opposed to the one 3 spaces away). In the event of another tie, the player can choose which support is active.

Image source: shoboji on pixiv (deleted)

NPC Supports

The same rule for how many supports you can have applied to NPCs as well: 4 C, 3 B, 2 A, 1 S. However, this is tracked separately, so a player can theoretically have 4 A supports, 2 with other players, and 2 with NPCs. NPCs themselves are not restricted in how many players they support, or how high their support level is with them (for instance, it's not illegal for an NPC to have 4 B rank supports with 4 separate players).

Building Supports

When players interact with each other or NPCs in special ways that impress the GM, the GM can bring the two aside (or one in the case of NPC Supports), and ask if they'd like to build a support together. If both players agree to this, a support begins at C Rank. Future conversations can contribute to increase Support Ranks, but there are restrictions: depending on the player's level, certain supports might not be available. Refer to the following chart for how many supports are allowed depending on Level...

First Class Level 1	C	C	-	-
First Class Level 4	B	C	-	-
First Class Level 8	B	C	C	-
First Class Level 12	B	B	C	C
First Class Level 16	A	B	C	C
First Class Level 20 **or** Promoted Class Level 1	A	B	B	C
Promoted Class Level 5	A	A	B	C
Promoted Class Level 10	S	A	B	C

This chart applies to both Player/Player and Player/NPC supports. However, this means that the player can build up player supports and NPC supports at the same time.

For instance, at Level 1, a player can have up to 4 C Rank Supports, 2 with fellow Players, and 2 with NPCs.

Final Example

Player A is a Fire Affinity who has chosen Daunt as his support skill, calling it "Intimidating Friend." Player B is a Thunder Affinity who has chosen Charisma as his support skill, calling it "Charismatic Friend."

At Rank C both Gain: +0 DMG, +0 DR, +2 Hit, +2 Evasion, +5 Crit, +5 Dodge
At Rank B both Gain: +1 DMG, +1 DR, +5 Hit, +5 Evasion, +10 Crit, +10 Dodge
At Rank A both Gain: +1 DMG, +1 DR, +7 Hit, +7 Evasion, +15 Crit, +15 Dodge

At Rank S:
Player A gains: +1 DMG, +1 DR, +7 Hit, +7 Evasion, +15 Crit, +15 Dodge, and the skill **Daunt**
Player B gains: +1 DMG, +1 DR, +7 Hit, +7 Evasion, +15 Crit, +15 Dodge, and the skill **Charisma**

Remember: the supports are mutual, so both players must agree to the support before any ranks are added to their total.

Death

When a unit falls to 0 HP, they are considered unable to keep fighting. However, after that, depending on their affiliation, there are several things that can happen at this time:

1. If a nameless enemy unit falls to 0 HP, they are removed from the battle, and considered dead.

2. If a nameless allied NPC falls to 0 HP, they are removed from the battle, and considered dead.

3. If a named enemy unit falls to 0 HP, what happens to them depends on the GM and the battle, but it tends to mean death.

If a Player Character falls to 0 HP, they are NOT removed from battle, but indicated as unable to continue fighting at that time. They are also given a countdown timer starting at 3. At the end of each Player Phase, counting the Phase where they fell to 0 HP if it occurred during a Player Phase, the timer goes down by 1. Once they reach 0 that character dies, and cannot be restored without the use of special, incredibly rare staves. Lords are the exception with their Tactical Retreat ability.

While the timer is counting down, their allies must tend to them quickly. This can be done in a manner of ways:

1. Clearing the Map: If the victory condition is met before the timer reaches 0, things are considered to have calmed down, allowing proper treatment of wounds, and preventing any character from dying.

2. Healing an ally: If an ally is able to use any sort of Healing Staff, the character recovers Health and can return to fight. However, Healing is only half as effective; if a regular use of Heal would recover 20 HP, it will instead only recover 10 HP. The HP, obviously, starts at 0. If a Staff heals the unit's max HP, they recover half their max HP plus half the user’s MAG.

3. Giving them a recovery item: If you are adjacent to a fallen player character, you can use a healing item on them. This will allow them to recover HP equal to half the effectiveness of the item (so 5 HP from a Vulnerary, 15 HP from a Concoction, or 50% HP from an Elixir).

4. Rescuing them: Provided you could Rescue them when they had some HP, you can rescue an ally with 0 HP. While being Rescued, the countdown timer is put on hold. From there, you can rush them to another ally for option 2 or 3, or wait out until the end of combat for option 1.

Skills

Skills are divided into three types: Class Skills, which are detailed in the next session, Personal Skills, and Character Skills, which you purchase on character creation. These skills are either Passive, in that they are always in effect, Chance, in that they have a % chance of taking effect, or Activated, in that you can only declare their use on your turn.

Character Specific Skills

When creating a character, you are allowed to select one of the following skills and add it to your character sheet. However, some skills are labeled as "Free" which means it can be selected without cost. Likewise, there are some skills labeled at "Cost" which means that, to be selected, your character's Progression Rate is reduced from 330 to 300.

Adept
Free, Chance Effect
After you hit an attack, there is a Skill % chance you will get an immediate additional attack in. This skill does not activate on an attack activated by this skill.

Adept+
Cost, Chance Effect
After you hit an attack, there is a (Skill + Luck) % chance you will get an immediate additional attack in. This skill does not activate on an attack activated by this skill.

Awareness
Free, Passive Effect
Negates enemy Character Skills, Class Skills, and Personal Skills (but not Faults).

Blossom
Free, Passive Effect
You can choose a third Preferred Stat, and gain a minimum of 3 stats per level. The cap of the first Preferred Stat is raised by 2.

Cancel
Free, Chance Effect
When you attack an enemy, there is a (Speed + Luck) % chance you'll force them to skip their next counter attack. When counterattacking this can also skip an enemy's follow up attack against you.

Cancel+
Cost, Chance Effect
When you attack an enemy, you'll force them to skip their next counter attack. When counterattacking, there is a (Speed + Luck) % chance you'll force the enemy to skip one follow up attack against you.

Celerity
Free, Passive Effect
You gain +1 MOV.

Celerity+
Cost, Passive Effect
You gain +2 MOV.

Center
Free, Passive Effect
At the start of your turn, your character recovers HP equal to their Strength stat. Characters that are able to use Physical weapons can't have this skill. If a character with this skill obtains proficiency in Physical weapons, they can pick another Free skill.

Charisma
Free, Passive Effect
Allied units within 3 spaces of your character gain +10 bonus to Hit and Evasion. The owner of this skill does not gain the bonus. Multiple sources of Charisma do not stack.

Counter
Free, Chance Effect
When you take damage from a melee attack, there is a (Skill + Luck) % chance of the enemy also suffering the damage you took. This does not count as your regular counter attack, allowing you to still make it.

Counter+
Cost, Chance Effect
When you take damage from an attack at 1-2 range, there is a (Skill + Luck) % chance of the enemy also suffering the damage you took. This does not count as your regular counter attack, allowing you to still make it.

Daunt
Free, Passive Effect
Enemy units within 3 spaces of your character suffer a -5 penalty to Hit, Evasion and Critical. Multiple sources of Daunt do not stack.

Daunt+
Cost, Passive Effect
Enemy units within 3 spaces of your character suffer a -5 penalty to Hit, Evasion and Critical. Multiple sources of Daunt do not stack. If you defeat an enemy in your phase, the penalty is doubled until your next phase.

Deep Pockets
Free, Passive Effect
You have 2 additional inventory slots.

Discipline
Free, Passive Effect
WEXP gained from combat or using a staff/performance is doubled. When using a weapon, you gain a bonus depending on your rank in its subcategory: C → +2.5 Hit; B → +5 Hit; A → +7.5 Hit +2.5 Crit; S → +10 Hit, +5 Crit.

Fortune
Free, Passive Effect
Add an additional Luck/2 to the formulas for Hit, Crit, Evade and Dodge.

Fortune+
Cost, Passive Effect
Add an additional Luck/2 to Hit, Crit, Evade and Dodge. If enemy's Crit rate is lower than your Dodge, rolling equal or under the difference halves the damage you take.

Gamble
Free, Activated Effect
When you make an attack, you can increase your Critical Rate by 15, but your final Hit Rate is reduced by 20 for the duration of that combat.

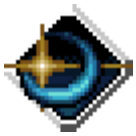
Gamble+
Cost, Activated Effect
When you make an attack, you can increase your Critical Rate by sacrificing Hit Rate at a 1:1 ratio, starting at +10 Critical Rate and -15 Hit rate, for the duration of that combat.

Guard
Free, Activated Effect
If you're adjacent to an allied character and they are targeted by an attack, you can declare yourself the target. This doesn't take an action, but you can only cover for one ally per turn.

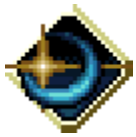
Guard+
Cost, Activated Effect
If you're adjacent to an allied character and they are targeted by an attack, you can declare yourself the target. This doesn't take an action, and you can cover any number of allies per turn.

Ignis
Free, Chance Effect
When you hit an attack, there is a (Skill + Luck) % chance that you gain half your Magic or Strength as bonus damage, depending if your attack is Physical or Magical respectively.

Imbue
Free, Passive Effect
At the start of your turn, your character recovers HP equal to their Magic stat. Characters that are able to use Magic tomes or Staves can't have this skill. If a character with this skill obtains proficiency in Magic tomes or Staves, they can pick another Free skill.



Luna
Free, Chance Effect
When you hit an attack, there is a Skill % chance that you ignore half of the enemy's defensive stat.



Luna+
Cost, Chance Effect
When you hit an attack, there is a (Skill + Luck) % chance that you ignore half of the enemy's defensive stat.

Maturity
Free, Passive Effect
You get +5 Progression points to all your stats.

Miracle
Free, Chance Effect
If an attack against you would reduce you to 0 HP, there is a (Luck*2) % chance that you will survive with 1 HP. This skill will not activate if you are at 1 HP already.

Miracle+
Cost, Chance Effect
If an attack against you would reduce you to 0 HP, there is a (Luck*2) % chance that it will halve your HP instead. This skill will not activate if you are at 1 HP.

Nullify
Free, Passive Effect
Negates enemy weapon's effective bonus from one weapon type (Ex: if you pick Nullify as a Wyvern Rider, either Wind or Bows won't deal effective damage).

Nullify+
Cost, Passive Effect
Negates enemy weapon's effective bonus (Ex: if you pick Nullify as a Wyvern Rider, Wind and Bows won't deal effective damage).

Parity
Free, Activated Effect
When activated, you and your opponent gain no bonuses from Terrain, Supports, or carried Items, and Class, Character, and Personal skills (and faults) are negated, excluding Parity, making the combat based on Stats alone.

Pass
Free, Passive Effect
You can move through enemy units during your turn. You cannot end your turn on an enemy unit.

Provoke
Free, Passive Effect
If an enemy that can attack you tries to attack an ally, there's a 50% chance that the enemy will be forced to attack you.

Renewal
Free, Passive Effect
At the start of each Player turn, you regain HP equal to 1/5 of your Maximum HP, rounded down.

Resolve
Cost, Passive Effect
While your HP is at 30% Maximum or Less, you gain +5 DMG, +20 Hit, +20 Evade and guaranteed follow-ups.

Savior
Free, Passive Effect
Rescuing and Dropping no longer use up your Action. You can rescue a unit and drop them in the same turn.

Stillness
Free, Passive Effect
If an enemy that can attack an ally tries to attack you, there's a 50% chance that the enemy will be forced to attack someone else.

Sol
Free, Chance Effect
When you hit an attack, there is a (Skill + Luck) % chance that you recover the damage the enemy takes as HP. You can't regain more HP than the enemy has remaining.

Taunt
Free, Activated Effect
At the end of your turn, you can taunt an enemy within 3 spaces to force them to attack you on their turn. If the enemy can't attack you this will have no effect.

Vantage
Free, Passive Effect
If your HP is at 30% Maximum or Less, you get to counterattack first if an enemy attacks you.

Vantage+
Cost, Passive Effect
If your HP is at 40% Maximum or Less, you get to counterattack first if an enemy attacks you, and any follow ups you make happen immediately after your first attack or counterattack.

Weapon Saver
Free, Chance Effect
When you make an attack, there is a (Luck*2) % chance your equipped weapon will not degrade in quality.

Wrath
Free, Passive Effect
While your HP is at 30% Maximum or Less, you gain a +30 bonus to Critical.

Wrath+
Cost, Passive Effect
While your HP is at 40% Maximum or Less, you gain a +40 bonus to Critical.

Personal Skills

Personal Skills are personality quirks of the character that can either be considered a boon, like affinity for fighting in the streets or a natural hot-headedness, but could also be considered a real concern, like an allergy to certain forest plants, or natural hot-headedness.

Players have one Personal Fault and up to 3 Personal Skills, one for each class tier.

A Personal Skill works by determining a Condition or Trigger. Once this Condition is met, the Effect takes place. If it's a Personal Skill, the Effect is positive. If it's a Personal Fault, the Effect is reversed, and negative.

A Personal Fault can't have an impossible Condition, and a Personal Skill can't be permanently active. A Personal Skill can't nullify the Personal Fault, and Personal Skills for a single character can't have the same Conditions or Effects.

The following list can be a stepping stone in determining Personal Skills and Faults. Personal Faults usually invert the effect a Personal Skill would have.

Players are encouraged to devise even more personalized skills or faults past the GM, especially for their third and final Personal Skill, but running all skills and faults off the following charts is not discouraged. Examples of such personalization include increasing or reducing the frequency that the condition will be met (with an appropriate change to the strength of the effect), combining conditions or effects, or using a stacking mechanic.

Example Conditions:

- If the character is (over/under) 50% of their Max HP…
- If the target is (over/under) 50% of their Max HP…
- If the character (is/isn't) within 3 spaces of 3 (Enemy/Allied) units…
- If the character (is/isn't) within 3 spaces of 7 units…
- If the character (is/isn't) adjacent to an (Enemy/Allied) unit…
- If the character (is/isn't) adjacent to 2 units…
- If an ally is reduced to 0 HP…
- If a unit within 3 spaces is reduced to 0 HP…
- If the character is fighting (First Class) or their promotions…
- If the character (has/hasn't) attacked on their previous turn…
- If the character moved (more/less) than half their MOV…
- If the target has attacked (the character/a different unit) on their turn…
- If a supported ally is attacked in the enemy phase…

Example Effects:

- …the character gains +2 DMG until their next turn.
- …the character gains +2 (DEF/RES) until their next turn.
- …the character gains +15 Hit until their next turn.
- …the character gains +15 Evade until their next turn.
- …the character gains +10 Hit and Evade until their next turn.
- …the character gains +10 Critical until their next turn.
- …the character gains +10 Dodge until their next turn.
- …the character gains +2 AS until their next turn.
- …the character's support bonuses are increased by 50% until their next turn.
- …the character recovers 5 HP.
- …the character has +5% chance of triggering (Skill) their next combat.
- …the character's ailment turn counter is reduced by 2.
- …the character's equipped weapon has X% chance to not use a point of QL.

Common Class Skills

Some classes share certain skills. Any class that doesn't have this listed on their page doesn't have it.

Horseback
While mounted, this unit gains +2 MOV and +14 AID.

Pegasus
While mounted, this unit gains +2 MOV and +12 AID. In addition, they can fly: they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles on outdoor maps. They take effective damage from Bows and Wind.

Wyvern
While mounted, this unit gains +1 MOV and +16 AID. In addition, they can fly: they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles on outdoor maps. They take effective damage from Bows and Thunder.

Dismount
This unit can choose to dismount. They lose all the bonuses they had while mounted, but are able to traverse rough terrain without further penalty (or to gain its advantages if their mount flies), and are no longer vulnerable to their mount's weaknesses. After Dismounting, this unit can later Mount. Mounting and Dismounting both take up an action.

Canto
After their action, this unit can use their remaining MOV, except after attacks. This skill is only active while mounted.

Armored
This unit has an extra 2+10% DEF/RES (depending on the damage type that attacks them) as DR.

Levitation
This unit can move unhindered across muddy terrain in rain, snowy terrain, and sand. However, Forests and other rough terrain still have penalties, and this unit can't end their turn on any terrain with Water (although they can traverse Water tiles one panel across, like rivers).

Walking on Air
When this unit dismounts, they gain Levitation. When this unit remounts they lose Levitation.

Lockpick
This unit can use their action to unlock doors, chests and gates.

Vision
This unit can see up to 8 spaces away in Fog of War instead of 4. They can also see traps in that range. When this unit steps next to a locked door they can see what's on the other side.

Raid
If this unit attacks a Supply Line or Obstacle, they automatically get two hits against it.

Sack
This unit can instantly destroy any Obstacle or Supply Line with a single attack. This replaces Raid.

Critical Eye
This unit gains a permanent +5 bonus to their Critical Rate. Their Critical Rate cannot go below 5.

Trainee Classes

Campaigns can start with the players as their First Class, or as Trainee Classes. The following is a list of all the Trainee Classes, complete with Base Stats and promotion options. All Trainee Classes have the following stat caps:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID
-	10	10	10	10	10	10	10	10	9

Trainee Classes have a maximum Level of 5, as opposed to the usual 20. But these 5 levels can make a lot of difference depending on how Level Ups go. However, having a higher Total Level towards the end can put a limit on EXP gained to the pool, when facing lower leveled enemy units who are only Total Level 30 as opposed to Total Level 35.

Once a Trainee Class hits Level 5, they gain no more experience in that "chapter”, and once it is complete, they automatically promote to one of their three First Classes. If a Trainee Class near promotion is the only one in a group of First Class characters, GMs are allowed to give them a special Promotion Item facsimile to allow them to spend an action using it to hit that next level, and join their allies fully. However, in a mixed group of Trainee Class and First Class characters, Trainees gain 2 levels for each one for First Class, to help them catch up with their more experienced allies.

Image source: 森井 on pixiv

https://www.pixiv.net/en/artworks/11846467

Anima Trainee/Mage Pupil

When a child shows magical potential, anima is the most common discipline into which they are placed. The manner in which the magic manifests is simple to grasp, as it is seen in the world around them, and is thought to be the simplest to understand. While early practitioners are not capable of wielding many spells, and while what they may wield can hardly be called devastating, it is only the first step on a path to power.

Weapon Skill: Anima (E)
Starting Weapon: Fire or Wind
Preferred Stats: Skill, Magic

Promotes To: Mage, Scholar, Tactician

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	4	5	2	0	3	4	4	3	4

Archer Trainee/Scout

For many young people, hunting is a hobby passed down from the parents to them. It puts food on the table, pelts on the trade post, and muscles on the arms, making it perfect training for prospective military archers. After all, the bow has been one of the first weapons developed by humans, to aid them in hunting. It is a weapon, and tool, that has aided humankind since its birth, and will continue to for centuries to come.

After training in the way of the bow, the scout has a major choice ahead of them, as far as how they wish to specialize, but most tend to go directly into full time military Archery, focusing on the power and safety of the bow, complete with proper training. However, there are other options, such as focusing on their talents as hunters to become proper, military scouts. If they choose to go this route, they can either take up horseback riding as a Bow Knight or Nomad, to act as advance scouts for field combat, or practice infiltration and stealth as a Spy, to act as intelligence gatherers and urban scouts.

Weapon Skill: Bow (E)
Starting Weapon: Training Bow
Preferred Stats: Skill, Speed

Promotes To: Archer, Ballistician, Nomad

Base Stats:

HP	STR	MAG	SKL	LCK	DEF	RES	SPD	CON	AID	MOV
16	4	0	5	2	2	1	4	4	3	4

Dark Trainee/Shaman Pupil

Perhaps the most difficult school of magic to pursue is that of Dark Magic. While the students of anima may rely on the natural forms, and those of light play safely with small motes of light, the student of dark magic constantly wrestles with arcane energy in what may be its purest form. Such struggle is not without reward, of course. Though their tomes may be heavy, and their spells wild and harder to direct, the damage they can inflict is tremendous, and underestimated at one's own peril. A practitioner of dark capable of advancing beyond the stage of trainee is to be respected, feared, or both.

Weapon Skill:	Dark (E)
Starting Weapon:	Flux or Worm
Preferred Stats:	Magic, Skill
Promotes To:	Scholar, Shaman, Necromancer

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	5	0	0	3	3	5	4	4

Fighter Trainee/Journeyman

Those with a predisposition for strength and power, this can come from a variety of hopes, dreams, and goals. Some wish to be strong to protect their family and home. Some through idolization and emulation. And some wish to be strong for strength's own sake. On top of that, the Axe, as a tool and a weapon, is the most practical of weapons to train in.

The path of strength can be a fickle thing, though. After training in the ways of the axe, the road ahead diverges in interesting ways. Some become heroes to their home, or famous tournament Fighters. Others fall upon hardship, and have nothing left to rely on but their muscles, and thus turn to Banditry. Others look to the sea, to truly test themselves and explore the world, becoming privateers and Pirates as an excuse to test their mettle against the world, both its people and its environment.

Weapon Skill: Axe (E)
Starting Weapon: Hatchet or Quarterstaff
Preferred Stats: Strength, Health

Promotes To: Bandit, Fighter, Pirate

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	0	2	1	3	0	2	6	5	4

Light Trainee/Monk Pupil

Manipulation of light itself as a force for self-defense or to punish one's enemies, Light magic is effective if not incredibly powerful. Where the student of anima wields natural forces, or the student of dark harnesses raw magical strength, the student of light magic refines the art of casting to amplify even slight stores of power to magnificent effect, and release them onto their targets as blinding flashes.

Weapon Skill: Light (E)
Starting Weapon: Lightning or Photon
Preferred Stats: Magic, Luck

Promotes To: Ascetic, Hunter, Monk/Nun

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	4	3	3	1	4	3	4	3	4

Performer Trainee/Performer

There is a youthful energy and innocence to the performer, those who wish to bring happiness and a zest for life to others so they may share in the performer's good nature. In some ways, that makes this skill the most challenging of all to learn; to bring pain is easy, but to bring joy can be hard. After learning the basics of working a crowd, a Performer finds their calling in entertainment. Some find it is in song and story, passing legends and poems to all those who will listen, in exchange for some coins. These are the Bards. Others find their calling in music and dance, delighting the crowd with feats of fancy footwork, to excite the crowd or even please the gods in a festival setting. These are the Dancers.

Weapon Skill: Performance (E)
Starting Weapon: Any E level Performance
Preferred Stats: Luck, Speed

Special:

Perform

The Performer can use their action to grant 1 adjacent ally an additional turn this round. They can combine this with a Performance item to grant that ally its effect.

Promotes To: Bard, Dancer, Trickster

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	2	2	5	1	2	5	3	2	4

Priest Trainee/Acolyte

The calling to a higher power is as demanding as it is comforting. To those who wish to devote themselves to the church, that devotion begins at a young age. Though all can be embraced by religion, only those who devote their lives to it can obtain authority and power within it. For those who do, training begins with the care and comforting of others through healing magic.

When they have advanced enough in their preliminary studies, acolytes can choose to further their training, becoming Priests or Sisters of the church, using their magic to heal the sick and wounded. For those who truly wish to bring the grace of god to the battlefield, they are trained, as Troubadours, in horseback riding to keep pace with the soldiers, and in basic weapons training to protect themselves. To those who seek to protect and serve others, they can choose to take training in concealed weapons and become Butlers or Maids.

Weapon Skill: Staff (E)
Starting Weapon: Heal
Preferred Stats: Resistance, Luck

Promotes To: Butler/Maid, Priest/Sister, Troubadour/Trobairitz

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	3	1	4	1	4	4	3	2	4

Rider Trainee/Rider

There are many advantages of mounted soldiery. They make the perfect scouts, their improved mobility allowing them to rush out, survey the situation, and return before either side engages. In combat itself, the fighter atop a mighty steed has several advantages over their foot based opponent, in height, power, and speed. That said, given their strengths and talents, many tactics have been developed to shut down the rider, and tighter terrain is difficult for the mount to navigate.

There are three unique styles of mounts that those who wish to specialize must do so early on. The most common and, often times, effective, are Horses, which lend themselves to well-rounded Cavalier combat that is hardly ever tactically disadvantaged. Other specialties include the light and nimble Pegasus, and the bulky and powerful Wyvern. Flying mounts can reach anywhere, but are vulnerable to archery. Pegasi do have an advantage against magic, whereas Wyverns find them to be their greatest weakness.

Weapon Skill: Lance (E)
Starting Weapon: Slim Lance
Preferred Stats: Skill, Defense

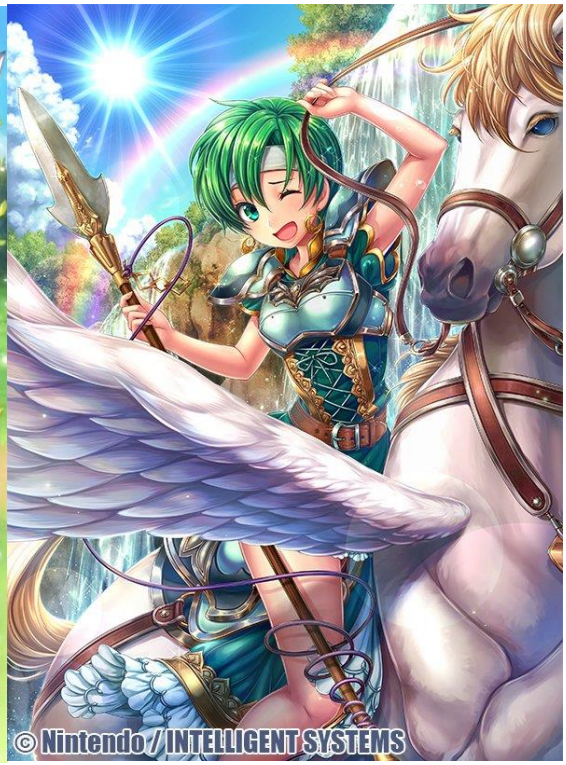
Special: **Dismount**, **Canto**

Baby's First Mount
On character creation, the Rider can choose which of the three Mounts they'd like to use: Horse, Pegasus, or Wyvern. This will lock them to the chosen mount and its promotion.

Promotes To: Cavalier, Pegasus Rider, Wyvern Rider

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	4	1	3	1	3	5	4	4



Soldier Trainee/Recruit

Armored infantry build the backbone of any respectable army, with their impressive defense and their reliable power. Why worry about dodging your opponent's attack when they just bounce right off? To this end, recruitment begins at a young age, to develop the body to be a callus.

After a few years of basic training, recruits are able to find a division that is right for them. Most become Soldiers, rank and file soldiers that specialize in defense and group fighting tactics, without sacrificing mobility and speed. The hardier and stronger recruits often become Knights, using their power to move in such heavy armor, and become unbreakable walls to protect their allies. For lighter and wirier recruits, they are trained in mounted combat as Cavaliers, shock troops and scouts meant to flank and assist rather than initiate and hold.

Weapon Skill: Lance (E)
Starting Weapon: Slim Lance
Preferred Stats: Defense, Health

Promotes To: Cavalier, Soldier, Knight

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	0	3	1	5	0	2	5	4	4

Spy Trainee/Drifter

Sometimes, people are abandoned on the streets, forgotten by society and left to fend for themselves. Developing skills to help them survive, these artful dodgers master the art of begging, pandering, pick-pocketing, and petty theft. Some do this to survive on their own. Some form tight knit groups to care for each other, but, in the end, they fight and trick for survival.

However, there are several drifters who luck out, and manage to hone their skills to become a presence to be feared. Some master their sticky fingers and light touch to become master Thieves, experts in relieving others of their poorly protected goods. Others recognize their talents for infiltration and mark scoping, enough to be recognized and picked up as official Spies and scouts. Others still continue to survive by their wits and some underhanded chicanery, often picking up practiced mystical arts to overwhelm their marks or their pursuers. You may call them Scavengers, but they are just willing to do whatever it takes to survive.

Weapon Skill: Hidden (E)
Starting Weapon: Iron Dagger or Iron Knife
Preferred stats: Speed, Luck

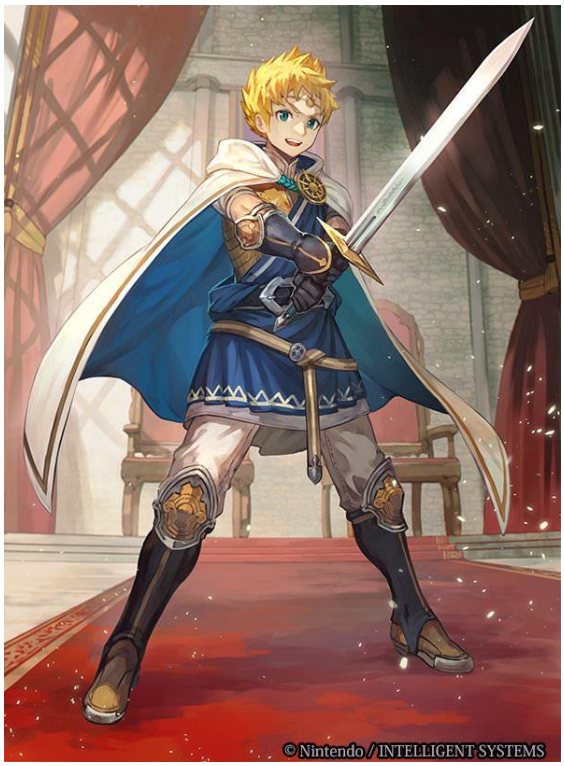
Special: **Lockpick**

Promotes To: Outlaw, Scavenger, Spy

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	0	4	4	1	1	4	4	3	5

Swordsman Trainee/Initiate



Of the childhood dreams of strength and heroism, the sword is the most romantic and popular. As the sword is not a tool like an axe, or easily used for hunting like a bow or a lance, the sword is seen strictly as a weapon and, with a more precise and challenging technique to learning its way, a more privileged and advanced martial art. Given their impracticality against heavy armor, though, even advanced knights use heavier axes or lances as their primary weapon. Still, the sword is regarded as the most noble and heroic of weapons.

Just as many cultures have their own take on the sword; many initiates have their own specialty to pursue. Some take it to an art form as Fencers. Others take it as a show of strength as Mercenaries. Others see it as a way of life, becoming Myrmidons.

Weapon Skill: Sword (E)
Starting Weapon: Slim Sword
Preferred Stats: Speed, Skill

Promotes To: Fencer, Mercenary, Myrmidon

Base Stats:

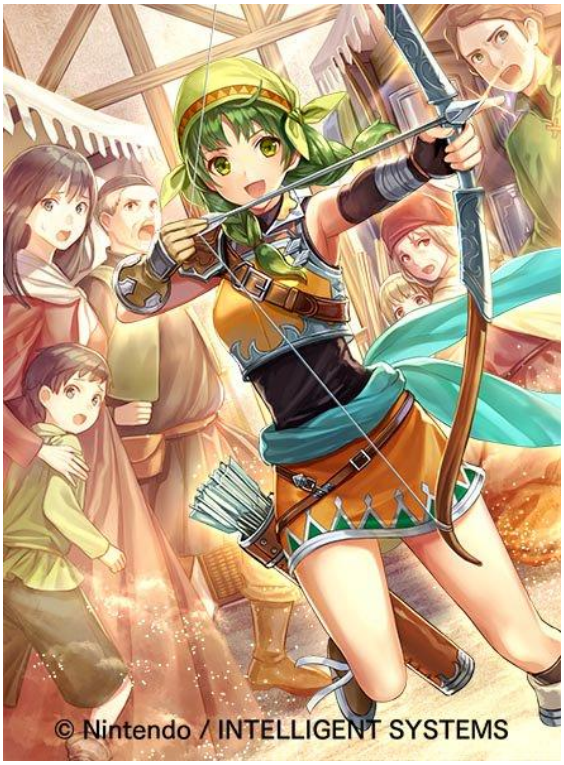
HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	5	2	2	0	4	4	3	4

First Classes

The following is a list of all the First Classes, complete with Base Stats and promotion options. All First Classes have the following stat caps:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID
-	20	20	20	20	20	20	20	15	14

Archer



Essential units for any large-scale military, archers are soldiers who arm themselves with bows and arrows, picking off the enemy from long distances and against any sort of height. While they do have sturdy builds, archers are still vulnerable at a close range, having only utility knives to defend themselves. However, they can attack from a distance without being counter attacked, unless their opponent is also equipped with a ranged weapon. With their bows and their notable precision, archers are the bane of flying units all, able to shoot them easily out of the sky.

Naturally, Archers are highly valued during siege combat or large-scale confrontations, as their bows allow them to reach targets normally unreachable. And they are the only units capable of manning the biggest guns of them all: the Ballista. A combination of a catapult and a crossbow, archers are the only ones with the training to maintain, deploy, load, aim, and fire them.

Weapon Skill: Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Defense

Special:

Aimed Shot
When attacking, the Archer can choose to target a specific area:

- **Leg Shot**: Target takes half damage, but they suffer -3 MOV and -20 Evade for 1 turn.
- **Arm Shot**: Target takes half damage, but they suffer -3 DMG and -20 Hit for 1 turn.
- **Headshot**: Shot with -20 to hit, and final hit cannot exceed 80. Target takes half damage but they lose their next action. If critical, damage is multiplied by 4 instead of 3.

Promotes From: Archer Trainee
Promotes To: Battle Mage, Sniper
Item Required: Orion's Bolt (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	7	2	3	1	5	7	6	5

Promotion Bonuses: +150 WEXP to Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+2	+0	+1	+0	+1	+3	+3	5

Ascetic

Skilled wielders of light magic, the Ascetic are warrior wizards, capable of both strong defense and offense. The notable strength of the Ascetic comes down to their ability to flow from attack, to defensive stance, to attack again. Where the Monk is a student of magic first and foremost, and the Hunter dabbles in the world of magic, the Ascetic is a student of battle. And the best student will always win in the end.

Weapon Skill: Light (D)
Starting Weapon: Blessed Iron
Preferred Stats: Resistance, Defense

Special: **Armored**

Shield of Faith
When the Ascetic deals damage, they gain +1 DR, up to a maximum of 5. This bonus resets to 0 at the beginning of the unit's phase.

Promotes From: Light Trainee
Promotes To: Crusader, Inquisitor
Item Required: Faith Icon (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	0	4	3	4	4	5	4	6	5	5

Promotion Bonuses: +150 WEXP to Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+1	+1	+0	+3	+1	+0	+2	+2	5

Ballistician

*

Weapon Skill: Bow (D)
Starting Weapon: Iron Bow or Bowgun
Preferred Stats: Skill, Strength

Special: **Dismount**

War Machine

The Ballistician mounts a war machine, counting as Mounted, with no extra MOV and +20 AID. The Ballistician can use their action to set up their war machine, making their equipped bow have a range of 4-10, but halving their MOV, doubling the weapon's WT, suffering a -20 Hit penalty and being unable to follow up. When set up they can use their action to return to normal.

Promotes From: Archer Trainee
Promotes To: Charioteer, Combat Engineer
Item Required: Orion's Bolt (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	6	2	4	1	4	8	7	5

Promotion Bonuses: +150 WEXP to Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+1	+0	+2	+0	+0	+4	+4	5

Bandit

Rarely does one wake up one day and decide, "I shall become a highwayman and make life absolutely miserable for everyone and be the whipping boy of starting adventurers everywhere." Many times, they're just poor, unfortunate souls who could not find work with any legitimate source, and had to turn to a life of crime. It's never an easy life, but it is often all they have. Sometimes, they might have even started out life as a bandit, but moved on and found other ways to live their lives. But the physique you build living the life of a strong-armed bandit never truly leaves you if you go into the military.

Bandits are frighteningly strong, but more than that, they are amazingly hardy. While unable to really roll with a hit as well as an armored knight or a wily mercenary, Bandits are certainly gluttons for punishment, and can take a surprising amount of it before slowing down. Their stocky builds also give them the stamina to traverse mountainous terrain, and properly carry the most unwieldy of weapons.

Weapon Skill: Axe (D)
Starting Weapon: Iron Axe
Preferred Stats: Strength, Health

Special: **Raid**

Mountain Walk
The Bandit can traverse Mountains, where other units can't. In addition, the Bandit only needs 2 MOV to move onto Hills.

Boundless Stamina
The Bandit regains 10% of their Max HP at the start of their phase.

Promotes From: Fighter Trainee
Promotes To: Berserker, Mountain Hermit
Item Required: Ocean Seal (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
24	7	0	3	1	3	0	3	11	10	5

Promotion Bonuses: +150 WEXP to Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+0	+0	+0	+0	+1	+5	+5	5

Bard

World wise musicians and performers, Bards have an access to a kind of magic no other magician could hope to replicate: the inherent magic of a song. Bards have a reputation similar to gypsies: crafty, wily, and often times shifty. It's not an entirely undeserved reputation, since, as they tend to forgo fighting on their own, Bards rely on their wits, their charms, and a little bit of luck to get out of a sticky situation. There have been many times, however, when the lowly bard hid a figure of great importance underneath his clothes, from runaway princes, to one whose "worldly wisdom" found out more than one should know.

With the magic of music, Bards are able to invigorate their allies during battle, able to access Songs that rally their allies and improve their abilities in battle, allowing them to take more actions, or bolster their statistics directly. With the all-encompassing effect of sound and music, a Bard is able to bolster allies around him in one go, allowing an extra turn or improved abilities to up to 2 allies at once, one for each adjacent ally.

Weapon Skill: Performance (D)
Starting Weapon: Any E level Performance
Preferred Stats: Luck, Speed

Special:

Play
When the Bard uses a Performance item, they can affect 2 adjacent allies. If they refresh an ally, that ally must be one of the allies affected.

Promotes From: Performer Trainee
Promotes To: Enchanter, Lore Master
Item Required: Artistic Mark (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	2	4	3	7	1	4	6	4	3	5

Promotion Bonuses: +150 WEXP to Performance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+0	+2	+0	+2	+0	+2	+2	+1	+1	5

Butler / Maid

While the common man may suppose the Butler and Maid to be simple servants in the house of a lord, this hardly paints a complete picture. These most devoted of servants go beyond simply attending to their master's basic wants and seek to address both their needs and overall well-being.

A Butler's line serves a noble line, and every moment of their life is spent preparing to serve or in service of their noble charge. Cooking, cleaning, tutoring, advising, or anything else their lord may require of them. In dire circumstances, Maids will lay down their life for their master, and more adventurous nobles may find their Butler's picking up a great deal of skill in dealing with ruffians and brigands.

However, a servant to a noble house must always appear presentable, and so can't carry heavy swords or axes. Instead, knives and darts are the purview of the Butler and Maid, striking precision blows with which to fell their target. Additionally, they employ staves, as live in clerics are difficult to come by, and even a routine understanding of healing magic and other staff magic can be a great boon to any noble house.

Weapon Skill: Staff (D), Hidden (D)
Starting Weapon: Heal, Iron Knife
Preferred Stats: Magic, Luck

Special:

Live to Serve
When the Butler/Maid heals an ally, they recover half the healed amount themselves.

Promotes From: Priest Trainee
Promotes To: Bodyguard, Steward
Item Required: Hero's Crest (Bodyguard), Guiding Ring (Steward)

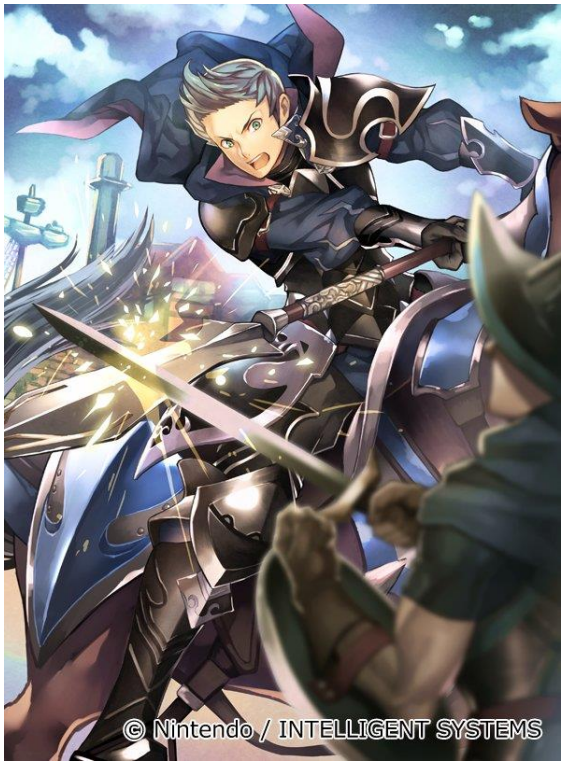
Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	3	4	4	4	2	5	5	5	4	5

Promotion Bonuses: +75 WEXP to Staff and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+1	+1	+0	+0	+2	+1	+2	+2	5

Cavalier



Also referred to as Social Knights, the Cavalier bears the distinction of being one of the most prolific and well-staffed combat divisions in almost every national military, with the exception of foot soldiers and perhaps horse archers. Masters of surprising charge attacks from the flank to disrupt their opponents and assist their comrades, Cavaliers are some of the finest shock troops the world has ever seen. More than their mobility and their strength, though, a Cavalier's greatest strength is their reliability. They possess the most versatile and open fighting style of all other units, wielding their weapons of choice with almost entirely equal skill, from the practical blade to the heroic lance. Near masters of the weapon triangle, in the heat of battle, Cavaliers can harken back to their training and overcome whatever possible “strength” their opponent's weapon gives over them, and overwhelm with their own weapons training.

In addition to their reliability in what they ride into battle with, Cavaliers are reliable and versatile when it comes to how they grow as soldiers. From heavy cavalry focused on defense and staying power, to light cavalry focused on speed and shock tactics, Cavaliers are able to fit in however they grow, and are the only type of units with varieties of Preferred Stats.

Weapon Skill: Sword (D), Lance (D)
Starting Weapon: Iron Sword or Iron Lance
Preferred Stats: Pick two: Strength, Skill, Speed, Defense, Health

Special: **Horseback/Dismount/Canto**

Triangle Adept
The Cavalier doesn’t suffer the damage penalty from Weapon Triangle Disadvantage, and their WTA bonuses are doubled. This doesn’t affect the enemy’s bonuses or penalties.

Promotes From: Rider Trainee, Soldier Trainee
Promotes To: Paladin, Duke Knight
Item Required: Knight's Crest (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	2	4	1	5	8	7	5

Promotion Bonuses: +75 WEXP to Sword and Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+1	+0	+1	+1	+1	+3	+3	5

Dancer

If there is an unsung hero in any military, it is the one who keeps morale up between battles, and sometimes even during it. If units panic or break rank, an entire army can collapse on itself. That is why you might see dancers travelling not just with mercenary groups, but with entire, official armies. They know quite well the power music and rhythm can have on a person, and their dances have been known to bolster allies and, just as importantly, distract enemies.

To survive as a dancer, they must be healthy, active, and more than a little lucky. Not all dancers are just eye candy, though; sometimes, like their singing cousins, the Bards, a Dancer can hide many secrets about themselves...

Weapon Skill: Performance (D), Sword (D)
Starting Weapon: Slim Sword, Any E level Performance
Preferred Stats: Luck, Strength

Special:

Dance
The Dancer is able to perform for an adjacent enemy. That enemy loses their next turn. The Dancer can also choose to use a Performance item for an adjacent ally when performing for an enemy.

Promote From: Performer Trainee
Promotes To: Dancing Blade, Trouper
Item Required: Artistic Mark (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	2	3	6	2	3	7	4	3	5

Promotion Bonuses: +75 WEXP to Performance and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+2	+0	+1	+1	+1	+0	+2	+1	+1	5

Fencer

The art of the sword is one that takes on many forms, but the one that can be best called and “art” is, almost without question, the noble sport of fencing. A practice often used by nobility, trained fencers are known for their precision, their efficient footwork, and their subtle grace and class while fighting. Though mostly associated with rapiers and other thrusting weapons, the foot work and quick strikes of a fencer work just as well with many other swords (provided they can be used with one hand; a fencer’s style doesn’t incorporate many tactics involving two handed sword bashing). Likewise, although associated with the upper class, the rapier most associated with the fighting style actually originated as a commoner’s sword of self-defense. Hence, it is not uncommon to see villagers or common mercenaries practicing the sword in this way.

Where the Fencer's style of combat most excels is in picking off single targets in isolated duels. While they rely on allies just as much as any other warrior, the Fencer has the best opportunity to flaunt his or her skill when they and their opponent stand alone.

Weapon Skill: Sword (D), Hidden (D)
Starting Weapon: Iron Rapier
Preferred Stats: Skill, Speed

Special:

Duelist
The Fencer gains a +3 DMG bonus when battling without any allies adjacent and a +10 Critical bonus if the enemy has no other enemies adjacent.

Promotes From: Swordsman Trainee
Promotes To: Shadow Sword, Swashbuckler
Item Required: Fell Contract (Shadow Sword), Ocean Seal (Swashbuckler)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	2	7	3	2	1	5	6	5	5

Promotion Bonuses: +75 WEXP to Sword and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+2	+2	+0	+0	+1	+2	+2	5

Fighter

Unlike the sword or the lance, which are seen as strictly weapons, the axe is often seen as a tool, used for building, gathering, or clearing. It is truly the weapon of the common man, and while true mastery of axe combat requires study and care, the axe is the most accepting and practical weapon to take up. Enter the Fighter, the humblest of heroes. They know the principle that the Axe is the strongest of the core military weapons, but unlike the more rough and brutish Pirates and Brigands, Fighters know that the axe must be complimented by a trained hand. Through diligent practice and training, the Fighter not only improves their muscles, but also their precision and their footwork. As they further their training, Fighters can choose to embrace either the precision and wily nature of their combat style, or embrace the rough or tumble raw strength of axe combat.

As a lot of their training takes place in more rural areas, in villages or near the outskirts of the city, and considering how effective axes are at clearing a path, Fighters excel in forested combat. Not only can they navigate the woods without once losing their stride, they can also get the jump on others who would think themselves masters of the wood, denying them the opportunity to claim the defensive.

Weapon Skill: Axe (D)
Starting Weapon: Iron Axe
Preferred Stats: Strength, Skill

Special:

Reckless Strike
On their turn the Fighter can choose to gain up to +5 DMG, but in every combat they take part of, the enemy will also gain the same bonus. This lasts until the Fighter's next phase.

Promotes From: Fighter Trainee
Promotes To: Dread Fighter, Warrior
Item Required: Fell Contract (Dread Fighter), Ocean Seal (Warrior)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	7	0	4	2	3	0	3	10	9	5

Promotion Bonuses: +150 WEXP to Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+1	+0	+0	+0	+1	+4	+4	5

Hunter/Huntress

Trained in both bow and light, Hunters are born from the necessity to deal with threats beyond those of human nature. Whenever an evil creature lurking in the shadows needs to be dealt with, Hunters are called to deal with them, as their skills allows them to force them out of their hiding places with either a well-placed arrow or a bolt of blinding light, while the Hunters themselves benefit more from strategic positions. These skills also work on other humans, making Hunters a valuable addition to a party dealing with ambushers from forests or mountains.

Weapon Skill: Light (D), Bow (D)
Starting Weapon: Iron Bow or Moonlight
Preferred Stats: Skill, Resistance

Special:

Flush Quarry
If the Hunter hits an enemy in defensive terrain, that enemy loses the benefits of terrain until they move. In addition, if the Hunter is in defensive terrain, they gain half the Evade bonus as Hit bonus and the full DR bonus as DMG bonus.

Promotes From: Light Trainee
Promotes To: Battle Mage, Holy Guard
Item Required: Orion's Bolt (Battle Mage), Faith Icon (Holy Guard)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	3	4	5	3	1	4	5	6	5	5

Promotion Bonuses: +75 WEXP to Light and Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+1	+2	+1	+0	+0	+1	+2	+2	5

Knight

Armored knights of the realm, they are the anchor that holds the line and protects their lord and master from all manner of combatants. While they may not be fast or mobile as others, they are unparalleled in their defensive abilities and vitality.

It can be easy to see that armor as nothing but a hindrance; it acts as a large conductor for all sorts of magic, it slows down not only their combat mobility but also their field movement, and it makes them a big target for hulking axe users. But against arrows or sword or sometimes even other lances, a Knight's armor holds so strong that sometimes attacks will bounce right off harmlessly. In a fight of weapons, there is very little that can break a knight's guard, especially if they ground themselves and hold fast, preventing the foe from even getting close enough to fight. They may not be the ones defeating enemy commanders, but Knights are indispensable for their ability to hold the line.

Weapon Skill: Lance, Axe or Sword (D)
Starting Weapon: Iron Lance, Iron Axe or Iron Sword
Preferred Stats: Defense, Health

Special: **Armored**

Hold the Line
Any enemy that steps on an unoccupied tile adjacent to the Knight has their MOV reduced to 0.

Promotes From: Soldier Trainee
Promotes To: General, Great Knight
Item Required: Knight's Crest (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	5	0	3	1	8	1	2	9	8	5

Promotion Bonuses: +150 WEXP to Lance, Axe or Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+0	+0	+3	+0	+0	+4	+4	5

Mage

Anima is the magic of Nature. In everything there is a small well of magic, and to each thing in nature there is a spirit attached to it. Not everyone is aware of this fact, and fewer are able to tap into this potential. The ones who can are the Mages, those with the training to call upon the spirits of Nature and channel them into displays of power. As they are Nature Spirits, Mages call upon their powers in ways akin to the elements themselves, through Fire, Lightning, and Wind. It takes a great deal of training to harness this power, but once that potential is tapped into, the world itself becomes a weapon in your hands, and with it is an unquestionable power.

However, the training doesn't just come from study and from books. Mages must remember to commune with nature, to experience the world and become in tune with the elements. There is no greater experience than hands on, and through familiarity can a mage become even greater; it is said that a mage who remembers to remain spiritually and physically healthy can harness the powers of Nature to further enhance their own magic, and perhaps even extend their lifespans. Of course, while mentally taxing, magic doesn't always lead to the best exercise for pain tolerance and endurance; in a fight, a Mage should be quick to extend the distance between them and the physical warriors...

Weapon Skill: Anima (D)
Starting Weapon: Fire, Wind, or Thunder
Preferred Stats: Skill, Magic

Special: **Levitation**

> **Elemental Attunement**
> The Mage can use their action to choose one of Sword, Lance or Axe. Until the battle ends or the Mage uses their action to choose a different type (or none), their attacks made with tomes count as the chosen weapon for the purposes of Weapon Triangle Advantage and Disadvantage.

Promotes From: Anima Trainee
Promotes To: Mage Knight, Sage
Item Required: Guiding Ring (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	7	3	0	5	5	6	5	5

Promotion Bonuses: +150 WEXP to Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+0	+1	+2	+1	+0	+2	+1	+2	+2	5

Mercenary

There's an old saying that, while cynical, stands true: as long as there are two people left on the planet, someone is going to want someone dead. And thus, a mercenary's job is never done. Without a cause to call their own, a mercenary offers their sword to any that offers fair coin, whether to join the ranks of an army, or to protect a village from raids. While personal morals and standards certainly influence the jobs a mercenary takes, at the end of the day, coin is coin. The rough life of a mercenary has honed their muscles, giving them weight and power not usually associated with swordsmen, allowing them to make use of heavier blades, although many mercenaries incorporate more speed focused techniques.

Many years of the job implies many years of experience, experience used to teach and inspire others. Mercenaries have seen everything in their line of work, allowing them to impart their wisdom to others. As well, mercenaries are extremely fit to group combat, gaining strength from their allies just as much as they impart their own.

Weapon Skill: Sword (D)
Starting Weapon: Iron Sword or Heavy Blade
Preferred Stats: Skill, Strength

Special:

Alpha Strike
The Mercenary gains +3 DMG when they're at 90% of their Max HP or higher, and +10 Crit when attacking enemies at 90% of their Max HP or higher.

Promotes From: Swordsman Trainee
Promotes To: Commander, Hero
Item Required: Hero's Crest (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	6	0	6	2	2	0	5	8	7	5

Promotion Bonuses: +150 WEXP to Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+1	+0	+0	+0	+1	+4	+4	5

Monk / Nun

Light is the magic of spirituality and faith, and while there is the need to train in its ways, it is the most accepting and open of the magical styles. For so long as one has faith, they can access the powers of Light Magic. The training in calling upon this magic, however, is intensive, requiring a dedication to the church, and a departure from previous study. Hence why, though members of the church, and potentially former student medics, Monks are unable to use Staves in the aid of their allies. Once they have mastered the fundamentals of Light Magic, they are able to retrain in Staff usage, or unlock the secrets of Light Magic and truly become avatars of faith.

To spread the word of their gods and goddesses, those who use Light Magic must brave the dangers of the world. To protect the faithful, divine grace grants them greater resistance to all magic. Not only are Light Magic users naturally more resilient in this regard, but they possess the power to take their physical strength and convert it into strength against magic.

The great danger of Light Magic, though, is the corruption of the power they wield. Should a member of the clergy lose sight of their purpose and seek harm on others, it is the duty of others of the clergy to guide them back to the light, or, should they be beyond that, punish them.

Weapon Skill: Light (D)
Starting Weapon: Lightning
Preferred Stats: Resistance, Skill

Special: **Levitation**

Faith
The Monk/Nun can enter Faith state before their action, halving the final damage they deal until their next phase. During this time, all enemy attack and critical rolls made against them must be rolled a second time, and the higher (less favorable) result is used.

Promotes From: Light Trainee
Promotes To: Bishop, Inquisitor
Item Required: Faith Icon (Both)

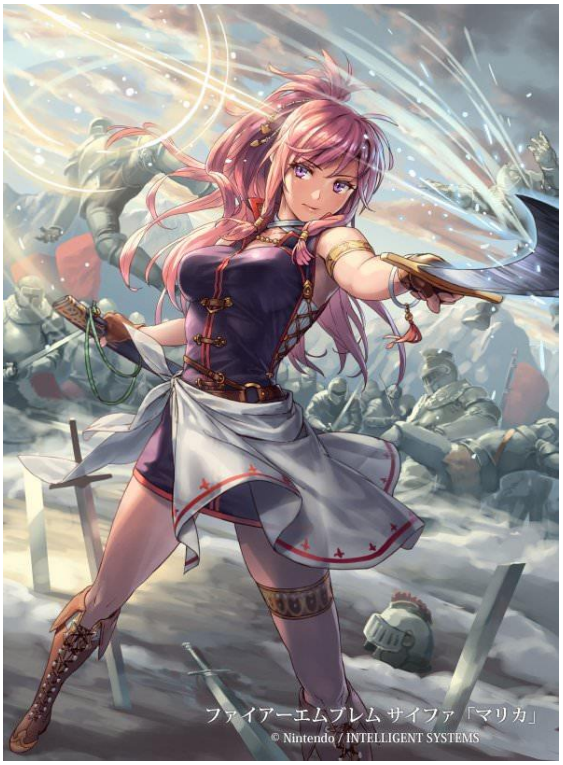
Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	4	4	1	7	5	5	4	5

Promotion Bonuses: +150 WEXP to Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+1	+1	+1	+0	+3	+1	+1	+1	5

Myrmidon



The mercenary embodies power. The fencer embodies finesse. To the Myrmidon, the true advantage of the sword is speed. The philosophy of the myrmidon is to perfect their way of the sword, becoming a blur on the battle field, unable to be touched, unable to be stopped, until all enemies around them are just bodies on the ground. Myrmidons tend to prefer slashing weapons, as quick cuts better suit their fighting style than thrusting or chopping motions, especially when a well-placed critical hit neutralizes the target in a single blow.

At the expense of defense and pain tolerance, myrmidons are able to react so fast to enemy attacks that the way they evade the attack is almost like magic.

Weapon Skill: Sword (D)
Starting Weapon: Iron Sword
Preferred Stats: Speed, Skill

Special:

Leaf on the Wind
The Myrmidon can enter Leaf on the Wind state before their action, gaining a bonus to evasion equal to (SKL*2) until their next phase, but halving the final damage they deal. The bonus to evasion caps at +40.

Promotes From: Swordsman Trainee
Promotes To: Samurai, Swordmaster
Item Required: Hero’s Crest (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	1	6	3	2	0	7	6	5	5

Promotion Bonuses: +150 WEXP to Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+1	+0	+2	+1	+0	+0	+3	+2	+2	5

Necromancer

Of those who study dark magic, there are some who thirst for power everlasting. The desire to conquer that most formidable of enemies, Death, drives the Necromancer to study and practice their craft, aiming ever to surpass the limits of the human form in order to live forever. The earliest discovery made is always the capability to drain the life of opponents on the field of battle, or for the particularly black hearted, unwary victims stalked in the night. But such theft of life is not enough to stave off the reaper, and ever more study will be required to reach that goal if it is even possible.

Weapon Skill: Dark (D)
Starting Weapon: Flux or Miasma
Preferred Stats: Magic, Health

Special: **Levitation**

Draw Life
The Necromancer recovers 20% of any damage they deal as HP.

Promotes From: Dark Trainee
Promotes To: Dark Rider, Summoner
Item Required: Fell Contract (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	0	7	6	0	2	4	3	7	6	5

Promotion Bonuses: +150 WEXP to Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+1	+0	+2	+1	+0	+2	+2	5

Nomad / Bow Knight

Mounted archers who specialize in hit and run tactics, Bow Knights are drilled until they can land any shot from the back of a horse in full gallop. Initially developed by nomadic tribes on the vast steppes they called their home for hunting wild and fast game, as well as contests of adulthood and leadership, their military application was easily realized when they were used to great effect in repelling encroaching empires looking to expand their territories into the plains. The ability for these mounted warriors to strike quick, efficiently, and above all, safely, was an overwhelming advantage. After losing to these tactics, many military empires were quick to adopt mounted archery into their own armies. Across all cultures, mounted archers share a common tactic: lightly arm yourself, and never miss.

Weapon Skill: Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Hit and Run
The Nomad can use Canto after making an attack.

Promotes From: Archer Trainee
Promotes To: Nomad Ranger, Valkyrie
Item Required: Orion's Bolt (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	7	2	3	1	6	7	6	5

Promotion Bonuses: +150 WEXP to Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+2	+0	+0	+0	+2	+3	+3	5

Outlaw

What's often seen in conventional military is a meeting of two armies, matched up against each other, before the charge and clash of steel on steel, perhaps with cute split formations or ambushes along the way. What's not usually discussed, however, is the background work that goes into everything: the planning, the scouting, the calculations of what the enemy might be doing. That is the realm of the Spy, masters of information gathering and interpreting. As for where the spies themselves come from, they are encouraged to remain absolutely secretive of it, for obvious reasons in case they are compromised on a mission. However, there are usually two common origins: archery recruits who mastered the art of tracking and scouting wild game, and have turned those talents to tracking enemy movements; or drifters and thieves who take their talents of looking for marks on the streets, and were discovered or applied themselves to official, but underground, positions in the military. Some spies even continue to pose as simple rogues to cover their identity. No matter where they come from or how they obtained their skills, the defining qualities of a spy are their extraordinary vision, and their ability to always stay ahead of and on top of their opposition.

Weapon Skill: Bow (D), Hidden (D)
Starting Weapon: Iron Dagger, Iron Bow
Preferred Stats: Skill, Luck

Special: **Lockpick**, **Vision**

Always Prepared
The Outlaw can designate a backup weapon in addition to their equipped weapon. When attacked from outside their equipped weapon's range, they automatically equip their backup weapon and vice versa to counterattack.

Promotes From: Archer Trainee, Spy Trainee
Promotes To: Assassin, Vigilante
Item Required: Fell Contract (Assassin), Treasure Mark (Vigilante)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	4	1	6	6	5	6

Promotion Bonuses: +75 WEXP to Bow and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+1	+0	+2	+0	+1	+2	+2	6

Pegasus Rider

Pegasus Riders are a specialized corp. Unlike regular cavalry, Pegasus Riders (also often called Pegasus Knights) are airborne cavalry, able to penetrate the enemy back line, and without as many hindrances as their ground-based counterparts. However, considering what it takes to remain airborne, Pegasus Riders tend to be of a lighter build in consideration of their steed. As such, they favor lighter lances, as the spears are the most practical weapon to wield from Pegasus back. Naturally, they should be wary of bows and arrows, as they can shoot down a Pegasus in flight.

Weapon Skill: Lance (D)
Starting Weapon: Iron Lance or Slim Lance
Preferred Stats: Speed, Resistance

Special: **Pegasus**/**Dismount**/**Canto**

Anti-Magic
When the Pegasus Rider is in combat with units with Levitation, they gain a +3 DMG and +3 RES bonus against them.

Promotes From: Rider Trainee
Promotes To: Falcon Knight, Kinshi Knight
Item Required: Elysian Whip (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	4	3	2	5	6	7	6	5

Promotion Bonuses: +150 WEXP to Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+0	+0	+1	+0	+2	+3	+2	+2	5

Pirate

Corsairs and buccaneers, navy, marines and privateers, all manner of men and women are drawn to the sea. Exploration is a noble pursuit key to humanity, and there are many places, across the sea and beneath it, to explore, for treasure, knowledge, or just the confirmation of a new world. Others seek the sea to find a challenge to their strength, finding none in their home and now seeking worthy foes in new lands.

To survive the difficult life they lead, pirates rely on their strength and their quick wits, overpowering their opponents in as fast a time as possible with shock and awe raids. They also train themselves to quickly adapt to their sea legs or ground legs on the fly, to allow for tricky marine based combat.

Weapon Skill: Axe (D)
Starting Weapon: Hatchet or Iron Axe
Preferred Stats: Speed, Health

Special: **Raid**

Sea Walk
The Pirate can traverse and end their turn on Water Terrain, at a cost of 2 MOV per tile, where other units can't without flying.

Rapid Strike
When attacking the Pirate can choose to do an extra attack at the end of the normal order, but this extra attack deals half damage and all attacks have -20 Hit penalty. This doesn't affect the enemy's attacks.

Promotes From: Fighter Trainee
Promotes To: Berserker, Swashbuckler
Item Required: Ocean Seal (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	9	0	3	1	3	0	4	9	8	5

Promotion Bonuses: +150 WEXP to Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+1	+0	+0	+0	+2	+3	+3	5

Priest / Sister

One of the clearest demonstrations of the grace and power of the church is the art of healing. Channeling Light Magic through staves of power, Priests are able to perform miracles and heal injuries expediently. Wounds will close, and bones will set, and while the healed will still need time for their bodies to readjust, effectively they are fresh and full of strength. Often, Priests and Sisters are hired into military forces or mercenary groups to provide their healing prowess, but also to provide spiritual solace and religious comfort. Because of the strictly curative properties of their style of magic, Priests and Sisters tend to be pacifistic, either by vow to the church, or personal moral standards.

That doesn't make them helpless, though. There are, after all, benefits to keeping the armed soldiers you accompany consistently at top shape throughout a prolonged fight, and some clerics have found ways to alter their magic to bolster the ability and strength of their allies instead. In addition, even when simply carrying these healing staves, Priests and Sisters are able to heal themselves. Some styles of staff magic even take those curative or enhancing properties, and turn them around on their enemies, hindering them greatly. As such, they tend to be among the first priority targets in a fight and must make sure to remain safe and keep as many friends between them and the enemy as possible.

Weapon Skill: Staff (D)
Starting Weapon: Heal
Preferred Stats: Resistance, Luck

Special: **Levitation**

Staff Expertise
The Priest/Sister can choose to heal twice the amount of HP when using a healing Staff, at the cost of 2 QL.

Promotes From: Priest Trainee
Promotes To: Bishop, Saint
Item Required: Faith Icon (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	4	2	6	1	7	5	5	4	5

Promotion Bonuses: +150 WEXP to Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+0	+1	+0	+2	+0	+2	+2	+2	+2	5

Scavenger

From the mightiest prince to the humblest villager, misfortune shows no preference or mercy, only a magnitude of the fall one takes. Left to scrounge and survive, they are referred to as Scavengers by others, but still maintain a level of pride to themselves. Armed with only their wits, Scavengers show preference towards daggers for their utility and ease of concealment. In addition, either through imitation or by learning from their previous good standing, Scavengers are often initiates in the Dark Arts, using its mysterious and dangerous power to grant them an edge in life.

Scrappy underdogs wherever they go, Scavengers are masters at making the most of their opponents underestimating them, lightening the purse of their opponent, claiming their riches for themselves. Whatever change they can get can always help them survive.

Weapon Skill: Hidden (D), Dark (D)
Starting Weapon: Iron Knife or Flux
Preferred Stats: Skill, Luck

Special: **Lockpick**, **Vision**

Supply Raid
When the Scavenger reduces an enemy to 0 HP in combat, they gain a random healing or temporary stat boosting item with 1 use. They can choose to store it in their inventory or use it immediately.

Promotes From: Spy Trainee
Promotes To: Bounty Hunter, Wanderer
Item Required: Treasure Mark (Bounty Hunter), Fell Contract (Wanderer)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	3	4	4	2	1	6	7	6	6

Promotion Bonuses: +75 WEXP to Hidden and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+1	+2	+1	+0	+0	+0	+2	+3	+3	6

Scholar

For the curious and studious, one school of magic is rarely enough. Due to the shared nature between them, to learn one school is to learn facets of another. This is the foundation of the Scholar's path. By learning to master both Anima and Dark, the Scholar advances in both schools in ways that they never could were they to follow only one discipline. It is true that their application of the individual schools may be lacking compared to someone who practices one or the other, but their combined skill is more than the sum of these parts, and a Scholar's analytical abilities extend beyond their own castings.

Weapon Skill: Anima (D), Dark (D)
Starting Weapon: Flux or Thunder
Preferred Stats: Skill, Magic

Special: **Levitation**

Arcane Barrier
Instead of attacking, the Scholar can choose to spend their action and 1 QL from a tome of their choice to give themselves a DR bonus. This bonus lasts until the Scholar uses this skill again or they are reduced to 0 HP. The bonus increases with the rank of the tome (E/D: 2; C/B: 3; A/S: 4).

Promotes From: Anima Trainee, Dark Trainee
Promotes To: Baron, Virtuoso
Item Required: Guiding Ring (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	6	7	1	1	4	5	7	6	5

Promotion Bonuses: +75 WEXP to Anima and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+0	+1	+2	+1	+1	+1	+1	+2	+2	5

Shaman

Their magic goes by several names, the most common of which are Dark Magic and Ancient Magic. Unlike Anima Magic, the elements of nature are not from where Dark Magic draws its power, nor does it come from faith and religion like Light Magic. Dark Magic comes from intensive study, hours upon hours of dedication, and communion with elder spirits of those long since passed. As such, Dark Magic shows itself to be the magic with the most incredible raw power. However, that power is just as much a danger to the Shamans who practice it as their opponents on whom they use it, for the magical feedback could just as easily render the caster brain dead as make the enemy all dead. Caution and respect must be given to the dark arts, but, even then, the hypnotic curiosity that it imparts, to see how deep the well goes, makes that feedback more an inevitability than a grim possibility.

Despite the stigma attached to Dark Magic, it attracts those of all kinds to its ways, from the most kindhearted of scholars, to the most morose of researchers, to even villainous masterminds in the making. To resist the dark call of the spirits, a Shaman must be ready to give up their body to steel their mental resolve, sacrificing their physical strength to maintain a stronger command over their magic that doesn't leave them so vulnerable.

Weapon Skill: Dark (D)
Starting Weapon: Flux
Preferred Stats: Magic, Skill

Special: **Levitation**

Ancient Gamble
On their turn the Shaman can choose to reduce their SPD in exchange for MAG. Each point of SPD increases MAG by 1 and the maximum is 5 points of SPD traded. This lasts until the Shaman's next phase.

Promotes From: Dark Trainee
Promotes To: Druid, Summoner
Item Required: Guiding Ring (Druid), Fell Contract (Summoner)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	7	7	0	1	5	4	7	6	5

Promotion Bonuses: +150 WEXP to Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+0	+2	+2	+0	+0	+2	+1	+2	+2	5

Soldier

The humble and steadfast soldier. Often mocked or belittled as rank-and-file mooks only worth for the noble heroes to mow down without worry, in recent records, tales of the determination and camaraderie of spear toting soldiers have wowed the world and spun legends of their courage and tenacity. While trained particularly in defensive tactics, Soldiers are trained to fit into any sort of military brigade, from shock troops to front line infantry to even the vanguard. Some of the finest soldiers even rise above the belief that they are simply proficient in all manners of combat, and instead show that they are among the best and finest in that style; after all, a soldier who can take a hit half as well as a knight while almost keep toe to toe with a myrmidon in speed is a hero to rally behind.

The spear has long since been noted as a solid counter to cavalry tactics, given their ability to pierce through the horse and rider, trip the horse out from under the rider, or dismount the rider in general. This further strengthens the Soldier from cavalry flank attacks, normally a game breaker in chaotic military conflicts.

Weapon Skill: Lance (D)
Starting Weapon: Iron Lance or Pike
Preferred Stats: Skill, Defense

Special:

Anti-Cavalry
The Soldier gains +15 Hit and +3 DMG against mounted units. Successful attacks or counterattacks against mounted units disable their Canto skill for a turn.

Promotes From: Soldier Trainee
Promotes To: Sentinel, Templar
Item Required: Knight’s Crest (Soldier), Faith Icon (Templar)

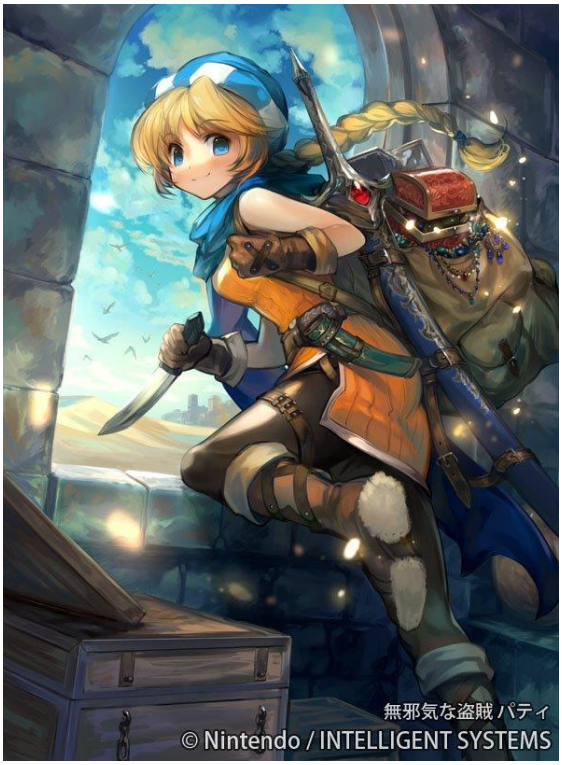
Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
24	5	0	5	1	5	0	4	8	7	5

Promotion Bonuses: +150 WEXP to Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+0	+2	+0	+1	+0	+1	+3	+3	5

Spy



Clever pick-pockets who make their living through the re-appropriation of funds, thieves are a common plague on noble houses, both good and ill. Thieves can be generous or greedy with their ill-gotten goods, sharing them with their group or even entire villages, or keeping an entire hoard for themselves. With their expert finger work, no pocket is safe from being emptied, and, with the right tools, no lock is ever safe from being busted wide open.

It goes without saying, though, that people don't take kindly to their stuff being taken. As such, the Thief has to be very careful to avoid getting caught and punished. To that end, they are masters of the art of escape, dodging any attempt to catch them or harm them with the greatest of ease. This tends to work more when they are escaping, running away from the danger; running towards the danger doesn't tend to go as well.

Weapon Skill: Hidden (D)
Starting Weapon: Iron Dagger or Iron Knife
Preferred Stats: Speed, Luck

Special: **Lockpick**, **Vision**

Shadow
If the Spy is at least 3 spaces away from an enemy (2 if the Spy is in defensive terrain), they can use their action to enter Shadow. While in Shadow, they're undetectable and untargetable by enemies. Shadow is broken when the Spy attacks, when an enemy tries to walk into the space the Spy occupies (in which case the enemy will lose their action), when an enemy ends up in a space adjacent to the Spy, or if an enemy with Vision walks within 4 spaces. Attacking from Shadow grants +15 Crit for the combat.

Promotes From: Spy Trainee
Promotes To: Assassin, Rogue
Item Required: Fell Contract (Assassin), Treasure Mark (Rogue)

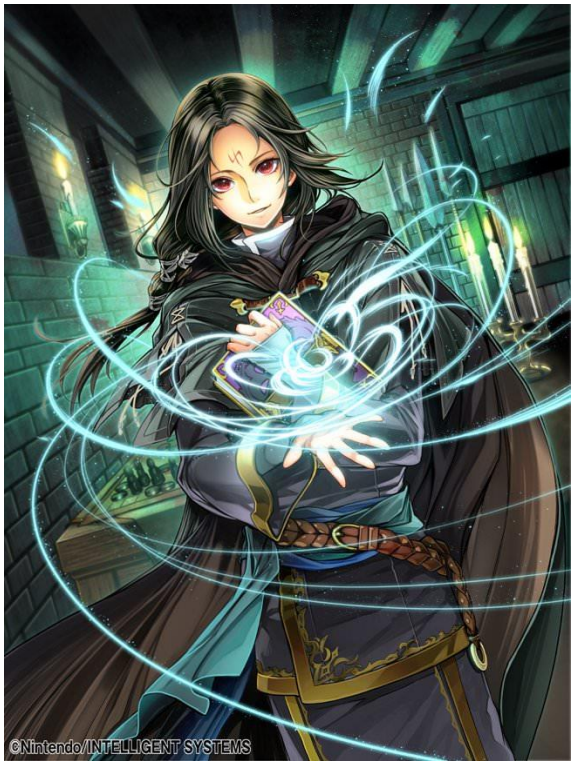
Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	5	5	2	1	8	6	5	6

Promotion Bonuses: +150 WEXP to Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+0	+2	+1	+0	+0	+3	+2	+2	6

Tactician



Students of strategy and tactics as much as they are students of magic, the Tactician is a welcome addition to most any war camp. In addition to their obvious utility as casters, the Tactician is well versed in the art of war, and as such can both direct troops and discover weaknesses in an enemy formation more quickly than a common foot soldier. Venerable Tacticians will often go on to command their own groups of warriors, though not always. Some prefer to remain in a combat support role, though they still often shout spur of the moment orders to allies to turn the tide of battle to their favor.

Weapon Skill: Anima (D)
Starting Weapon: Fire
Preferred Stats: Skill, Luck

Special:

Mark of Magic
The Tactician gains +5 Hit, Evade, and Crit against enemies that have been attacked by other allies in the same phase. After the Tactician attacks an enemy, allied units gain +5 Hit, Evade, and Crit against the target until the end of the phase.

Promotes From: Anima Trainee
Promotes To: Baron, Commander
Item Required: Guiding Ring (Baron), Hero's Crest (Commander)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	7	4	1	3	5	6	5	5

Promotion Bonuses: +150 WEXP to Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+1	+2	+1	+1	+0	+1	+2	+2	5

Trickster

The phrase 'magically inclined entertainer' is a mouthful, and so this manner of performer is known simply as a Trickster. Well versed in the performative arts as well as flashy arcane tricks, Tricksters are more at home in front of an audience than on a battlefield, but they excel anywhere they choose to. When they need to, a flash of flame to an enemy's face gives a Trickster the opportunity to make their getaway. Or, alternatively, for an ally to crush the startled offender.

Weapon Skill: Performance (D), Anima (D)
Starting Weapon: Fire, Any E level Performance
Preferred Stats: Luck, Magic

Special:

Bolster
The Trickster is can refresh and/or use a Performance item on an ally within 2 spaces. If they use a Performance item, they can also affect an enemy within 2 spaces, inverting the effect.

Promotes From: Performer Trainee
Promotes To: Enchanter, Illusionist
Item Required: Artistic Mark (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	2	4	3	6	2	4	6	4	3	5

Promotion Bonuses: +75 WEXP to Performance and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+1	+1	+1	+1	+1	+1	+1	5

Troubadour / Trobairitz

Mounted men and women of battle, their training begins as junior acolytes of the church, specializing in scripture, poem, and song. Tasked with spreading the word of god, they are often regarded as missionaries, and frequently work with mercenaries or adventurers. Their talents, part healer, part fighter, makes them welcome company for a long road, keeping morale and spirits high, while also keeping the company hale and hearty.

To survive the long road, and defend themselves from enemies who would seek to harm them, they are specially trained by the church in basic combat training in one of the physical weapon styles. It is entirely their choice as to which weapon they specialize in, although the most popular are the sword and the bow. As well, to keep the pace with their more experienced companions, Troubadours and Trobairitz are trained in horseback riding. While dismounted, they keep their talents as a cleric, maintaining the ability to walk on air across rough terrain where horses can't go.

Weapon Skill: Staff (D), 1 Physical Weapon Type (D)
Starting Weapon: Heal, Iron [Weapon of Choice]
Preferred Stats: Speed, Luck

Special: **Horseback/Dismount/Canto**, **Walking on Air**

Healing Flow
When healing an ally with a staff, the Troubadour may choose to apply this alternate effect. The target recovers 1/3 of the HP based on this unit's normal healing, and recovers the same amount at the beginning of their next two phases. If a target of this skill is reduced to 0 HP, any remaining healing is lost.

Promotes From: Priest Trainee
Promotes To: Holy Guard, Valkyrie
Item Required: Faith Icon (Holy Guard), Elysian Whip (Valkyrie)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	4	3	4	1	4	5	6	5	5

Promotion Bonuses: +75 WEXP to Staff, +75 WEXP to Weapon of Choice

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+1	+2	+0	+0	+0	+0	+3	+3	5

Wyvern Rider

Wyvern Riders are an elite corp. Like their fellow fighters of the skies, Pegasus Riders, Wyvern Riders take to the skies to traverse otherwise impassible terrain in record time. However, the difference between the two is that, given they are descended from Dragons rather than Horses, Wyverns are capable of heavier loads, allowing their riders to engage in heftier, more powerful combat, at the expense of a little speed. On top of that, a Wyvern's scales are as thick as iron, making the otherwise crippling weakness to archery usually attributed to aerial units quite often a non-factor. However, Wyvern Riders are rather susceptible to magic, given they are flying Knights, and their armor is still as conductive to magical punishment as normal.

Wyverns are not as intelligent as their draconic ancestors, nor do they possess the iconic dragon ability to breathe fire. But Wyverns aren't stupid creatures, either; in fact, they are capable of intelligence above horses and Pegasi, and, while physically incapable of human speech, their roars and expressions can be easily interpreted by those who dedicate themselves to learning the attitudes and patterns of Wyverns. In addition, a Wyvern's outermost scales are incredibly tough, making them incredibly proficient on the front lines; even the surest thing first shot against a Wyvern, whether it was a well-aimed arrow to its underbelly, or a bolt of lightning striking through its back, can be easily brushed off by a Wyvern at full strength. Masters of Wyvern combat make the most of their partner's endurance and proficiency in human strategy to terrorize the enemy and make them scatter.

Weapon Skill: Lance (D)
Starting Weapon: Iron Halberd
Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

Dragon Scales
As long as the Wyvern Rider has at least (Max HP-1) Health, they gain a +5 DR.

Promotes From: Rider Trainee
Promotes To: Wyvern Hunter, Wyvern Knight
Item Required: Elysian Whip (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	5	0	5	1	6	0	3	9	8	5

Promotion Bonuses: +150 WEXP to Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+1	+0	+1	+0	+0	+4	+4	5

Promoted Classes

The Promoted Classes are the top tier units of any army, or the footmen of the world conquerors. Players strive for this level of class during a campaign. The following is a list of all the Promoted Classes, complete with Base Stats and promotion options. All Promoted Classes have the following stat caps:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID
-	30	30	30	30	30	30	30	20	19

When promoting to this class, any skills from the first class automatically transfer to this class, in addition to gaining new skills.

Assassin

The silent and professional killers of men, assassins run the spectrum of cold emotionless hitmen, to noble champions of the downtrodden, to madmen who love every minute of their work. But no matter their starting point, all Assassins now walk the same path of life: eliminating their target in as fast a time as possible, and as cleanly as possible. In battle, that could be as simple as a one hit, one clean kill.

While assassins can be absolutely lethal with an arrow between the eyes, sometimes, nothing's quite as deadly as a dagger up the strap. To compete in their business, an Assassin must be incredibly skilled, not only hitting every time, but scoring more critical hits. In addition, to compete with their more combat ready allies, Assassins must be strong. Even if the first hit doesn't end it there, the fewer times you have to stab the target, the better.

But all this pays off in the end, for Assassins possess a legendary skill: on a heavy hit, the assassin can place it just right for it to instantly kill the target. Even if normally the attack would only inflict minor damage, the Assassin can place it just right to send their target to the grave.

Weapon Skill: Bow, Hidden
Preferred Stats: Skill, Strength

Special: **Critical Eye**

Assassinate
On a Critical Hit, the Assassin deals 5x the final DMG instead of the usual 3x.

Vital Strike
The Assassin can trade DMG to increase their Crit, at a ratio of 3 Crit per 1 DMG.

Promotes From: Outlaw, Spy
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Bow and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+4	+0	+1	+0	+2	+3	+3	7

Baron

Experienced mages that don armor for the battlefield are sometimes known as Barons. These Barons are fearsome not only to other magicians, as they are flexible in the style of magic they practice, but to steel swinging warriors as well. A Baron's armor, usually magically enchanted, can turn away lesser attacks, and turn those attacks against their foes. As spells fail and lances break upon the steel hides of the Barons, their attacks grow ever more vicious.

Weapon Skill: Anima, Dark (if promoting from Scholar)
Anima, Light (if promoting from Tactician)
Preferred Stats: Resistance, Defense

Special: **Armored**

Runic Armor
When the Baron is hit by an attack, they gain a +1 DMG bonus, and if they don't take damage, they gain an additional +1 DMG bonus, up to +6. At the end of their phase, the bonus is reduced to 0.

Promotes From: Scholar, Tactician
Item Required: Guiding Ring

Promotion Bonuses: +150 WEXP to Anima, +150 WEXP to Dark or Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+2	+1	+0	+3	+3	+0	+3	+3	6

Battle Mage

Combining techniques of the warrior and the magician, Battle Mages are a specialized combatant who uses magic to enhance their abilities. Realizing the weakness of their lack of melee abilities, Battle Mages compliment their master archery with Anima magic, to provide further options in combat, while staying true to their ranged mastery. In addition, the spirits of nature enhance their combat abilities, empowering their arrows with magic, and their spells with their physical prowess.

Weapon Skill: Bow, Anima (if promoting from Archer)
Bow, Light (if promoting from Hunter)

Preferred Stats: Strength, Magic

Special:

Imbue Arrow

When the Battle Mage attacks with a bow or tome, they can pick a tome or bow respectively to improve their attack, using QL of both. The Battle Mage gains STR/2 or MAG/2 bonus damage if using a tome or a bow to improve their attack respectively. This skill can stack with Ignis, in which case the bonus damage becomes all of their STR or MAG.

Promotes From: Archer, Hunter/Huntress
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow, +150 WEXP to Anima or Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+3	+0	+1	+1	+1	+2	+3	+3	6

Berserker

Less so mighty warriors and more raw forces of nature, little in this world can withstand the full force of a Berserker's charge. Ruffians of land and sea, Berserkers let nothing stand in the way between them and their foe, blowing past mountains and rivers in a mad rush. Despite their incredible force, Berserkers are not necessarily cruel or even foolish; while their rush tactics are merciless and straightforward, it is incredibly efficient, and they tend to possess the strength enough to make it work. A straightforward charge can often be all the tactics one needs to devastate an enemy's front line.

If a Berserker finds their strength lacking, they are more than capable of throwing all caution to the wind, forgoing defensive stances to pulverize the enemy. This often leaves the Berserker wide open for devastating counter attacks, which makes it beneficial that they tend to be fairly healthy and hearty. A Berserker may open themselves up to take as much as they give, but their unmatched power means that their enemies often only get one shot before they're reduced to a smear on the floor.

Weapon Skill: Axe
Preferred Stats: Strength, Health

Special: **Sack**

Berserker Barrage
The Berserker gains a permanent +5 bonus to their Critical Rate, and on their turn, they can choose to increase their Critical Rate in exchange of increasing damage taken, until the Berserker's next phase. Each 1 point of extra damage taken increases Critical Rate by 3, up to +30 Crit.

Berserker Rage
For every 2 HP under their maximum, the Berserker gains +1 Crit.

Mountain/Sea Walk
In addition to keeping either Mountain Walk or Sea Walk from an earlier promotion of Bandit or Pirate, on promotion the Berserker gains the other skill.

Promote From: Bandit, Pirate
Item Required: Ocean Seal

Promotion Bonuses: +300 WEXP to Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+2	+0	+3	+0	+0	+0	+2	+4	+4	6

Bishop

Priests and monks, priestesses and nuns, all of them have the potential of obtaining the status of Bishop within the church. Shepherds of the flock, Bishops are the face of the church and of god, a guiding light to bring peace to those in need. They are renowned for their ability to heal through magic, and many armies and mercenary groups get on their best behavior to accommodate and entice the presence of these people of the cloth. To see a Bishop amongst an army is akin to a sign that they are blessed by god, and within the right. However, as much as a Bishop can tend to their flock, they can also fight to protect them, well versed in light magic to cast down the wicked. They are particularly versed in fighting other magic users, their faith acting as the perfect shield to the unnatural and the occult. In addition to offensive spells of light, Bishops have mastered magic in defensive purposes. A Bishop can produce a shield over one of their allies to protect them from harm.

A Bishop must be careful, for to be so close to god can be a corrupting thing. While the Bishop speaks for god, god does not speak for the Bishop; some members of the cloth become tautological Templars, convinced that their actions are in the right, even if they are so blatantly sinful, because they themselves are naturally in the right. Should a Bishop fall to the dark, others must bring them back to the light, dead if need be.

Weapon Skill: Light, Staff
Preferred Stat: Resistance, Luck

Special:

Sanctuary
The Bishop can use their action to give 5 DR to an adjacent ally for 2 rounds. Only one ally can benefit from this effect at a time. Applying Sanctuary to another ally removes it from the first, and applying it to the same ally resets the duration.

Promote From: Monk/Nun, Priest/Sister
Item Required: Faith Icon

Promotion Bonuses: +150 WEXP to Light and Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+2	+3	+0	+1	+2	+2	+2	+2	6

Bodyguard

While a common sellsword might guard an employer, the term 'bodyguard' tends to call to mind a better class of individual. Alert and wary at all times, a Bodyguard protects their charge from the entire world, never far and always ready.

In addition to knives and staves, the bodyguard will also carry lances, better to deter warier threats. Those foolish enough to stand and face the bodyguard are in for a fierce fight, as their multi-disciplinary style prepares them well to face most any foe.

A true bodyguard also possesses the near supernatural ability to place themselves between an attacker and their charge, or any other ally their master deems important enough to extend his bodyguard's protection to. While this does often make a bodyguard a prime target for savvy fighters, drawing the attention from other allies can give them the chance to perform crucial tasks while enemies are distracted. For a bodyguard, every blade directed to them is one away from their charge.

Weapon Skill: Staff, Hidden, Lance
Preferred Stats: Defense, Magic

Special:

Martyrdom
When an ally adjacent to the Bodyguard takes damage from an attack, the Bodyguard can choose to redirect half of that damage to themselves.

Promote From: Butler/Maid
Item Required: Hero’s Crest

Promotion Bonuses: +100 WEXP to Staff, Hidden and Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+1	+1	+2	+0	+2	+3	+0	+2	+2	6

Bounty Hunter/Treasure Hunter

Seekers of fortune, Hunters have a nose of treasure and coin. They can pursue that coin through the bounty on the heads of criminals and evil people, or through the raiding of ruins and abandoned temples to plunder their treasures. Should they seek bounties, Hunters must be able to use whatever means they can to bring their target, or a piece of their target, back. If it's treasure they're after, and if the place they find their treasure happens to disapprove of them, a Hunter must be capable of fighting back through whatever means are on hand. To this effect, Hunters are wily and crafty in their use of weapons, able to wield a wide array with incredible skill. And those weapons that they are not skilled in, they are more than willing to improvise and bluff. They are skilled in observing others, watching their techniques and mimicking them to the best of their ability, allowing them all manner of fighting styles. While they aren't the best in any one style, their unpredictable and vast array makes them difficult to counter, and an invaluable wild card to have on one's side.

It is often asked what the Hunter will do if they find their fortune. Some have no answer, only seeking this fortune as their singular means of survival from day to day. But others have bigger dreams than that; after all, when you train yourself in every fighting style, and have the fortune to back it up, anything in the world is possible...

Weapon Skill: Hidden, Sword, Axe, Dark, Anima
Preferred Stat: Skill, Health

Special:

Omni-Weapon
The Bounty Hunter can use any weapon in the game that's not exclusive to another class, a Staff or a Performance, including those outside their class's Weapon Skills, though they won't gain WEXP for them. They can use any E level weapon without penalty. However, for every level above their Rank, they suffer a +1 Weight penalty on the weapon, potentially lowering their Attack Speed.

Bag of Holding
The Bounty Hunter has infinite storage for items separate from their regular inventory.

Promote From: Scavenger
Item Required: Treasure Mark

Promotion Bonuses: +60 WEXP to Hidden, Sword, Axe, Dark and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+1	+1	+1	+2	+1	+0	+1	+5	+5	6

Charioteer

Weapon Skill: Bow, Lance
Preferred Stat: Defense, Skill

Special: **Raid**

Chariot Charge
When the Charioteer attacks while not set up, having used at least half MOV grants +3 DMG and +10 Crit.

Armored Chariot
When the Charioteer is set up, they gain Armored.

Promote From: Ballistician
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+3	+0	+0	+0	+3	+1	+1	+4	+4	6

Combat Engineer

Weapon Skill: Bow, Axe
Preferred Stat: Skill, Health

Special:

Remote Control
When the Combat Engineer sets up the war machine, they can dismount and leave the war machine set up in place with the weapon they choose. They can't use that weapon by themselves while dismounted, but they don't suffer the set-up penalties, and they can choose to attack with the war machine as if they were mounting it, with the enemy being unable to counterattack.

Remote Recall
The Combat Engineer can recall the war machine from anywhere when remounting, rather than having to return to it to remount.

Promote From: Ballistician
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+2	+1	+2	+0	+1	+4	+4	6

Commander

Experienced mercenaries with many jobs and field scenarios behind them, Commanders are often leaders of mercenary groups. Attracting like-minded sell-swords with charisma and guile, a Commander knows that their job is amongst the most dangerous; literally living or dying for the coin they are promised. By necessity and study, or simply through years of observation, Commanders become master tacticians, versed in every formation, advance, maneuver, and stratagem. Commanders can sell themselves on this talent, becoming consultants, advisers, or chief tacticians for official armies. They may also apply this to their own mercenary companies, or they may simply use this tactical knowledge to best assess the situation and survive on their own.

Weapon Skill: Sword, Anima
Preferred Stat: Magic, Strength

Special:

Rally
The Commander can choose to use their action to activate a Rallying effect, granting bonuses to nearby allies. These bonuses do not apply to themselves, and singular orders do not stack.

Order	Effect
Ready	Allies within 3 spaces gain +10 to Hit for 3 turns
Aim	Allies within 3 spaces gain +10 to Crit for 2 turns
Fire	Allies within 3 spaces gain +3 to DMG for 1 turn
Hold	Allies within 3 spaces gain +3 to DEF and RES for 1 turn
Charge	Allies within 3 spaces gain +2 to MOV for 1 turn
Scatter	Allies within 3 spaces gain +20 to Evasion for 1 turn

Press the Assault
When the Commander takes an enemy down to 0 HP in their phase, they can activate a Rally immediately without spending an action.

Promote From: Mercenary, Tactician
Item Required: Hero’s Crest

Promotion Bonuses: +150 WEXP to Sword and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+2	+1	+1	+1	+2	+2	+2	6

Crusader

Crusaders are noble and heroic warriors, symbols of righteousness and virtue. Champions of the meek and downtrodden, a Crusader takes on a cause or a person to champion, and fights in their name. Despite their regal appearance, anyone can be a Crusader, from the mightiest king to the most common peasant, so long as they exhibit the values inherent to the Crusader's code: valor, kindness, compassion, and self-sacrifice. A Crusader must also be humble: though they champion the worthiest of causes, they are only human, and are fallible as such. While a hero to lead the charge, a Crusader's true purpose is to inspire others, to be a paragon of heroism that others can aspire to be. The greatest Crusaders in history are those whose friends and comrades in arms fight just as hard and as nobly alongside them out of sure loyalty and love for the cause, no matter their former walk of life, thanks to the Crusader's example.

Of course, there are benefits to being a legendary holy warrior: Crusaders naturally have a power against the occult and the unnatural, and are among the few to truly strike fear in the unfeeling undead.

Weapon Skill: Sword, Light
Preferred Stats: Resistance, Skill

Special: **Armored**

Mission from Above
Once per battle, the Crusader can declare the name of one First Class unit. When entering combat with a unit of that Class or one of its promotions, the Crusader is considered to have Weapon Triangle Advantage. If the enemy has WTA against the Crusader, both effects nullify. If the Crusader already has WTA, both effects stack.

Promote From: Ascetic
Item Required: Faith Icon

Promotion Bonuses: +150 WEXP to Sword and Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+1	+2	+0	+1	+2	+1	+3	+3	6

Dancing Blade

The way of the sword is often considered a dance or a performance in and of itself. They are the most theatrical of the martial weapons, with some styles built around looking best to an audience rather than actually being a combat style. The Dancing Blade understands that, and incorporates the sword in their performance. With the added danger of the blade in their routine, they put on a more exciting show to delight and wow their audience. However, while their fighting style is flashy and entertaining, the Dancing Blade is not a fool or a paper tiger; their technique is very real, and very deadly.

Through the art of dance, the Dancing Blade can strike and invigorate their allies at the same time. It's as exhausting to perform as it is to watch, though, so the Dancing Blade must take care to conserve their energy and take the most efficient moves.

Weapon Skill: Performance, Sword
Preferred Stats: Skill, Luck

Special: **Dance**

Sword Dance
The Dancing Blade is able use Dance (in full) and attack at the same time.

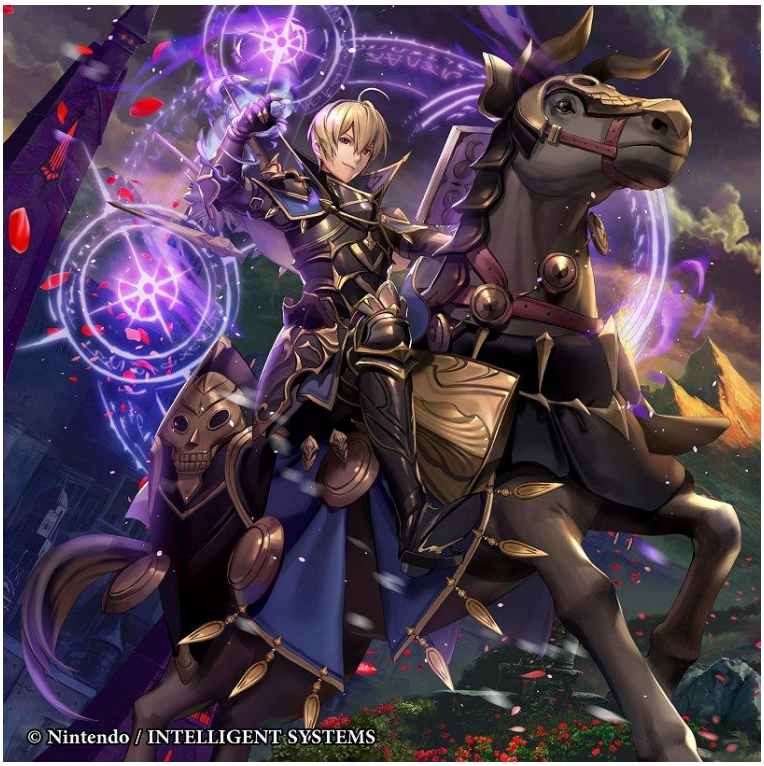
Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses: +150 WEXP to Performance and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+0	+2	+1	+2	+0	+3	+2	+2	6

Dark Rider

Powerful Necromancers consistently seek new avenues of power as their ultimate goals elude them, though a fruitful field of research has lead to the discipline common to those Necromancers known as Dark Riders. Beyond merely harming those who stand against them, the Dark Rider draws ever greater life force from his enemies by killing them outright. From the saddle, the Dark Rider is better capable of chasing down their foes and victims to fuel their research and their own lives, and they will often employ lances against those who might resist their mighty magics. A Dark Rider is extremely difficult to kill. And that is precisely the way that they like it.



Weapon Skill: Lance, Dark
Preferred Stats: Strength, Magic

Special: **Horseback**/**Canto**/**Dismount**, **Walking on Air**

Life Steal
Upon reducing an enemy to 0 HP, the Dark Rider regains 50% of their own maximum HP.

Promote From: Necromancer
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Lance and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+1	+2	+0	+2	+1	+1	+3	+3	6

Dread Fighter

Some warriors become so skilled, so dangerous, so feared, that their names are whispered in hushed, awed tones. These are the Dread Fighters, capable of melding into the shadows of the woods and striking unseen, and skilled in weapons both brutal and vicious.

Despite all this, a Dread Fighter's greatest asset is not their raw talent and skill with violence, but rather their ability to drive fear into the hearts of the most stalwart men. Fear dulls the mind and twitches the hands of all who face the Dread Fighter. The Dread Fighter in turn exploits this fear, brushing past sloppy defenses and dodging wild attacks as they do their grim work, deepening and spreading their fearsome legends on the field of battle.

Weapon Skill: Axe, Dark
Preferred Stats: Strength, Speed

Special:

Element of Surprise
When the Dread Fighter attacks an enemy that was 3 spaces or more away at the start of their phase, they gain +2 AS and +2 DMG and the enemy cannot counterattack.

Promote From: Fighter
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Axe and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+3	+1	+0	+0	+2	+3	+3	6

Druid

In ancient times, hundreds of years before recorded history, lived a strange collection of magic users: The Druids. No one knows who they were, or what they were doing, but their legacy remains in their practice of the Ancient Magic. Though their original magics and knowledge have been lost to the mists, their whispers remain in the ear of anyone who practices Dark Magic today, guiding them in obtaining incredible power.

But the whispers of the past can be overwhelming. Should it become too much for the mind to handle, it might shut itself down in self-defense as a last resort. To those who succumb to this fate, they're doomed to an eternal comatose state. Still, to those who can listen and maintain control, many secrets of magic are opened to them, granting them wisdom enough to harness magic without needing the necessary spell components and tomes.

Weapon Skill: Dark, Staff
Preferred Stats: Magic, Skill

Special:

Memory Magic
The Druid can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Druid can pick one new spell or one that they didn't pick before:

Lvl	Spell	HP	Lvl	Spell	HP	Lvl	Spell	HP
1	Singe	3	7	Arcthunder	6	13	Silence	10
	Flux	4		Sin	8		Ruin	10
3	Toxic	4	9	Berserk	10	15	Luna	15
	Icicle Shower	5		Arcwind	9		Bolganone	12
5	Heal	15	11	Nosferatu	10	17	Teleport	12
	Slow	9		Mend	20		Fenrir	14

At level 19: Pick any unpicked spell

Promote From: Shaman
Item Required: Guiding Ring

Promotion Bonuses: +150 WEXP to Dark and Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+2	+0	+1	+2	+2	+4	+4	6

Duke Knight

Gentleman warriors who epitomize honor, courage, and loyalty, Duke Knights are champions of their kings, leading the troops into battle with blood roaring hot. To a Duke Knight, the most important moment in a battle is the opening, and the most important attack is the first. As such, they train in shock attacks and devastating charge tactics, with the intent to rout their foes before they have a chance to react. While they are far from hopeless during long engages, their potential isn't as utilized in prolonged fights with every soldier bunched together in a single space. Duke Knights work best using momentum to knock their opponents aside with a single thrust of their lance or swing of their sword after a full distance charge.

Because of their incredible strength, courage, and field presence, Duke Knights tend to be commanders of cavalry squadrons, leading the way in all important tactical flanks. Some of the most decorated soldiers in an official army tend to be Duke Knights; some warrior kings themselves have trained in the way of the Duke Knight.

Weapon Skill: Lance, Sword
Preferred Stats: Strength, Speed

Special: **Horseback/Dismount/Canto**

Momentum
When the Duke Knight attacks a target that was 5 or more spaces away at the start of their phase, they gain +3 DMG and guaranteed follow ups and the enemy can't follow up.

Promote From: Cavalier
Item Required: Knight’s Crest

Promotion Bonuses: +150 WEXP to Lance and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+0	+2	+0	+2	+0	+1	+5	+5	6

Enchanter

Able to pen the most masterful of prose, Enchanters believe strongly in the power of song to change the course of history and the world. While Bards tell the tales of great heroes, Enchanters are often there to witness and pen those tales themselves, as their presence is highly valued to adventuring parties who need that extra boost to their fighting style; a Bard's song might seem like magic, but an Enchanter's song is literally magic, filling their friends with vigor and strength up to and beyond the human limit. And if the magic of song is not enough, an Enchanter is well versed in the magic of tomes to survive in the fields of battle should an enemy find their way to the back line.

Of course, should an Enchanter find themselves alone up against an enemy, there are other ways to deal with them rather than magic some fire to engulf them; true to their title, Enchanters spin honeyed words to entice the mind of their foe, to convince them that they are friend instead. Their silver tongue is only resisted by few.

Weapon Skill: Performance, Anima
Preferred Stats: Magic, Luck

Special:

Enchant
The Enchanter can choose to perform for an enemy within 2 spaces. They can make that enemy do an action, as well as apply any Performance item effects to allies or enemies as with Play or Bolster. That enemy can still act on their next turn. No enemy can be Enchanted twice.

Promote From: Bard, Trickster
Item Required: Artistic Mark

Promotion Bonuses: +150 WEXP to Performance and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+3	+2	+1	+0	+2	+3	+2	+2	6

Falcon Knight

Masters of the air, Falcon Knights derive their name from the bird of prey they take their signature tactic from. Some breeds of falcons are known to dive at the fastest speeds obtainable by a living creature. When the first Pegasus Knight General noticed this, she trained her squad to dive at similar speeds. As such, the Falcon Knights are feared and renowned for their ability to descend upon their target from the sky, strike them, and then return, before the foe has a chance to even realize what is about to happen. As such, Falcon Knights are some of the best shock troops in the world.

Weapon Skill: Lance, Sword
Preferred Stats: Speed, Skill

Special: **Pegasus**/**Dismount**/**Canto**

Relentless Charge
After a full exchange of blows, the Falcon Knight can choose to go another full round if their Speed is higher than the enemy's.

Promote From: Pegasus Rider
Item Required: Elysian Whip

Promotion Bonuses: +150 WEXP to Lance and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+2	+1	+0	+3	+2	+3	+3	6

General

Stalwart defenders, Generals are the impregnable lynchpin of a military unit. Their armor and defensive fighting style can hold the line almost indefinitely, and they are the undisputed masters of maintaining a checkpoint position, or defending critical locations. Even the strongest of warriors wielding weapons specifically designed to break the General's armor might find themselves stopped by the sure power of the General's defense. As such, Generals work just as well leading from the front lines, as they do maintain the back to protect their most vulnerable allies.

Weapon Skill: 2 of Lance, Axe or Sword
Preferred Stats: Defense, Skill

Special: **Armored**

Great Shield
On each hit they take, the General has a Skill% chance to reduce any form of damage they take from any attack to a flat 0. This skill has a chance of activating with each and every attack that targets the character with this skill.

Promote From: Knight
Item Required: Knight’s Crest

Promotion Bonuses: +150 WEXP to 2 of Lance, Axe or Sword (1 from before promotion)

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+2	+0	+2	+0	+2	+0	+0	+5	+5	6

Great Knight

Most cavalry units specialize in shock tactics and sudden flank attacks, going for speed and surprise to carry the day. The Great Knight has a much different purpose: they are the rear guard, fighting side by side with the others in their unit. As such, their horses are bred and trained to travel with the large army anywhere, across treacherous mountains or through the harshest of weather. In addition, their horses are fearless, able to charge straight ahead into dangerous territory, allowing them to pulverize through attempts at shield or spear walls, where other horses might refuse. As such, while slower than most cavalry units, the Great Knight is impossible to deter.

This is easily seen in their simplest, but most effective, strategy: by advancing with the rest of their unit, the Great Knight becomes a slow wave that inevitably over takes their opponent. Masters of the martial weapons triangle, able to adapt on the fly, Great Knights are prepared for any situation.

Weapon Skill: Lance, Axe, Sword
Preferred Stats: Strength, Health

Special: **Horseback**/**Dismount**/**Canto**, **Armored**

War Horse
The Great Knight does not suffer additional penalties for being mounted while traversing through difficult terrain or Inclement Weather.

Trample
If the Great Knight on their turn attacks an unmounted unit, they gain a +3 DMG and +3 DR bonus.

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses: +100 WEXP to Lance, Axe and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+3	+0	+0	+0	+2	+1	+2	+3	+3	6

Hero

Some are mercenaries who have made a name for themselves by fighting in the war for the winning side. Or even the losing side should their impression be that good. Some mercenaries instead became renowned for their benevolence to the common man, taking up jobs to become their personal guardian from brutal banditry. Still others are humble fighters who became the best to defend their homes. In the end, they are all the same: they are all Heroes to the people. Their reputation can be awe inspiring or fear inducing, but their prowess with a sword and an axe are the stuff of legends.

The Hero's greatest strength is their companions, or making the best use of their allies around them. The key to earning a Hero's reputation, though, is to survive long enough to continue building on it. As such, Heroes master techniques that make them that much harder to put down.

Weapon Skill: Sword, Axe
Preferred Stats: Skill, Strength

Special:

Lend Me Your Strength
If the Hero starts their turn within 3 spaces of at least 4 allied units, they gain +2 AS and +2 DMG (or DR if the Hero chooses), as well as +10 Hit and Evasion, until the start of their next phase.

Promote From: Mercenary
Item Required: Hero’s Crest

Promotion Bonuses: +150 WEXP to Sword and Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+2	+0	+2	+1	+2	+3	+3	6

Holy Guard

Returning from their work and training as missionaries, young Troubadours and Trobairitz return to their church and begin the last, and most important part, of their training. They have done great good in spreading the word of their church; now, they must do their utmost to defend both. The Holy Guard is the iconic military arm of the church, tasked only in its defense; only the most corrupt of churches deploy its guard on the offensive. As such, they tend to be the home guard, the last line of defense. But, with the blessing of the highest authority of the church, some members of the Holy Guard can be deployed as advisers or captains of the standard military.

Their presence on the battlefield is a thing to behold: brimming with poise and charisma, the Holy Guard is a divine inspiration to their allies. Just by being near a member of the Holy Guard, soldiers have been known to feel reinvigorated and capable of fighting on, as though their bodies are tougher. As well, divine grace accompanies the Holy Guard and those around them, protecting them from the unnatural and the tide turning offence of magic. But the Holy Guard's loyalty is to the church; should they find their commanders straying from the light, from corrupt kings to corrupt bishops, the Holy Guard must fight against them and bring the fear of god.

Weapon Skill: Staff, Light, Chosen Weapon
Preferred Stats: Resistance, Defense

Special: **Horseback/Dismount/Canto**

Heroic Advance
Allied units within 2 spaces of the Holy Guard gain +3 DEF or RES (on the Holy Guard's command).

Promote From: Hunter/Huntress, Troubadour
Item Required: Faith Icon

Promotion Bonuses: +100 WEXP to Staff, Light and Chosen Weapon

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+0	+1	+1	+3	+3	+1	+3	+3	6

Illusionist

Talented tricksters tend to take their thaumaturgic tradition to towering heights through the power of illusions. In addition to a well-rounded command of magic and traditional performance alike, an Illusionist is readily capable to conjure copies of themselves or sometimes others from the thin air. These copies are, of course, insubstantial- the ability to summon a fully realized creature, even for moments at a time, may only be achieved by studies with a different focus. But their ability to play with light and shadow is more than enough for the Illusionist to beguile their foes into swinging at empty air.

Weapon Skill: Anima, Light, Performance
Preferred Stats: Speed, Magic

Special:

Mirage
When performing, the Illusionist can choose to create an illusion in an empty space within range instead of refreshing an ally's turn. Only 2 illusions can be active at once and they dissipate after one attack.

Brilliant Echo
When the Illusionist uses a Performance item (by itself or with refreshing), each illusion can spread the effect to other units as if each illusion had used Bolster (without refreshing more allies).

Promote From: Trickster
Item Required: Artistic Mark

Promotion Bonuses: +100 WEXP to Anima, Light and Performance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+1	+2	+0	+3	+3	+2	+2	6

Inquisitor

It is often noted that when members of the church go astray, Bishops and the Holy Guard will guide them. For those who necessitate divine punishment, they turn to the Inquisitors. Dedicating their lives to finding and eliminating practitioners of evil, the Inquisitors are what keep the church honest; when a practitioner of Light Magic completes their training, while most attain the rank of Bishop, some are visited by the gods themselves, and are appointed a guardian of the faith. As such, Inquisitors are a rare breed, and their powers are nothing short of miracles, with literal divine intervention protecting them in battle, and power enough to expel darkness, no matter its form.

The greatest fear the world knows, though, is when an Inquisitor becomes corrupted; after all, if their job is to police the church, who polices them? The stuff of legend and nightmare is when an evil or mad god visits them first, and grants them much the same powers, but clouding their minds and driving them mad. For as much as Inquisitors can be heroes and saviors, one must be wary, for they can also be the greatest villains.

Weapon Skill: Light
Preferred Stats: Magic, Speed

Special: **Levitation** (if promoting from Monk/Nun), **Armored** (if promoting from Ascetic)

> **Benediction**
> Once per battle, the Inquisitor can preemptively call their next dice roll, or the dice roll of the next enemy they enter battle with. This cannot be used to land a critical hit against a major foe like a boss unit, but can be used to avoid suffering one. In addition, the Inquisitor can survive up to 1 attack per battle that would otherwise be fatal, leaving them with 1 HP, separate from the Miracle skill and activating before it.

Promote From: Ascetic, Monk/Nun
Item Required: Faith Icon

Promotion Bonuses: +300 WEXP to Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+2	+3	+1	+0	+0	+3	+3	+3	6

Lore Master

Lore Masters earn their name and their reputation by studying many songs, poems, stories, and tomes. World wise travellers who seek knowledge in all its forms, but preferring the wisdom of culture and song above all others.

So learned are the Lore Masters, and so rich is their memory, that they are capable of recalling every incantation and movement for certain spell casting. Memorizing spells throughout history, Lore Masters can show themselves to be more than just entertainers, and stand with some of the best of magicians in the world.

Weapon Skill: Performance
Preferred Stats: Luck, Speed

Special:

Memory Magic
The Lore Master can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Lore Master can pick one new spell or one that they didn't pick before:

Lvl	Spell	HP	Lvl	Spell	HP	Lvl	Spell	HP
1	Heal	10	7	Mend	12	13	Soothe	8
	Clear	8		Quickness	8		Inspire	14
3	Barrier	4	9	Elwind	6	15	Divine	8
	Ice Shard	4		Sharpness	8		Recover	16
5	Photon	5	11	Rescue	10	17	Warp	12
	Befuddle	6		Ray	7		Restore	18

At level 19: Pick any unpicked spell

Masterful Play
The Lore Master can refresh the turn of two adjacent units now, and Performance items can affect four adjacent allies.

Promote From: Bard
Item Required: Artistic Mark

Promotion Bonuses: +300 WEXP to Performance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+1	+2	+3	+1	+2	+2	+2	+2	6

Mage Knight

Though they ride under many different names, from Mage Knight to Mage Fighter, to Dark Knight to Mystic Knight, the Mage Knight is a mounted magician and master of magic. To them, the secret of magic is found in the world around them, not in books or libraries, although they certainly can help. To complete their personal journey of magic, the Mage Knight instead travels the world, visiting other cultures, and communing with the spirits of nature all over the world, in order to truly understand and work with the symbiotic power of Anima magic. To facilitate their extensive travel, Mage Knights pick up horseback riding; not only does it allow them to get to their destination faster, the care of another creature facilitates their empathy towards nature, and the whole experience trains their body in a healthy way, integral for Anima magic.

Thanks to this improved physicality, Mage Knights are stronger than a normal mage, and are thus willing to arm themselves with magical artifacts that necessitate physical combat. Mage Knights are uniquely capable of bringing out the full power of magical weapons, channeling their own power through the blade.

Weapon Skill: Anima
Preferred Stats: Skill, Magic

Special: **Horseback**/**Dismount**/**Canto**, **Walking on Air**

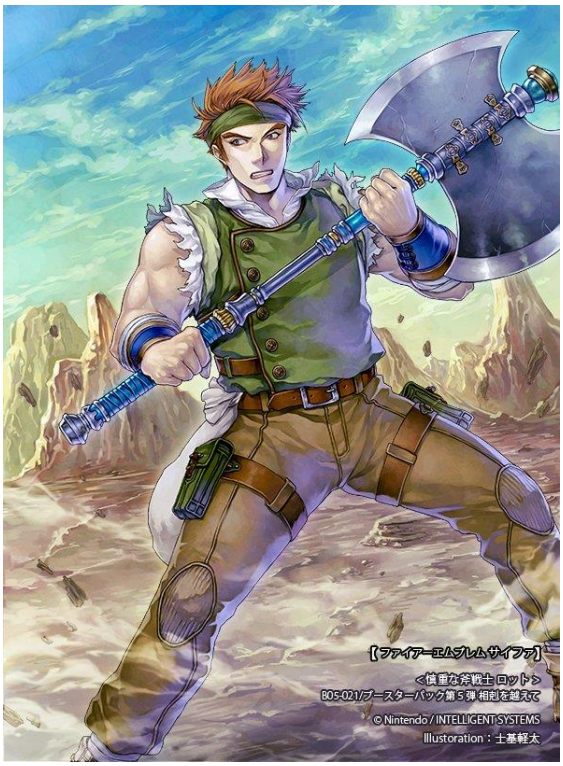
Flare
On a hit, the Mage Knight has a Skill % chance to completely ignore the opponent's Resistance stat on that attack.

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses: +300 WEXP to Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+3	+1	+2	+0	+2	+3	+3	6

Mountain Hermit



Hermits or bandit kings, these burly folks are the pinnacles of musculature, and seek to be, by raw definition of the term, the strongest in the world. As part of their unique exercise, they take to the mountains to do most of their training, toughening up their bodies by climbing the jagged and treacherous rocks, and adapting their bodies to the thinner air towards the peak.

When these Mountain Warriors descend back to sea level, they are a terror to behold, with boundless stamina, incredible power, and surprising dexterity. And if they were scary on ground level, they are truly nightmares up in the mountains that are their home away from home; their ability to traverse the rocky hills are second to none, out pacing even the wiliest of swordsman, and the very rock itself becomes a weapon for them to use, moving earth and boulders raining down on their enemy to bury them. As though their mighty swings of their axes weren't hitting like a bag of rocks, already.

Weapon Skill: Axe, Staff
Preferred Stats: Strength, Magic

Special:

Mountain Sprint
The Mountain Hermit no longer suffers a MOV penalty when moving to Hills, and the MOV required to enter a Mountain tile is reduced to 2.

Inner Strength
The Mountain Hermit can use their action to heal themselves or an adjacent ally for an amount equal to their CON and clear all negative effects.

Promote From: Bandit
Item Required: Ocean Seal

Promotion Bonuses: +150 WEXP to Axe and Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+4	+3	+1	+0	+0	+0	+1	+5	+5	6

Nomad Trooper / Ranger

Tales of been said of the awesome power of an army of mounted archers; their speed unmatched, their precision unparalleled, and their strength unforgettable, worlds turned on the armies of horse archers. Their only real counter being entire divisions of foot archers, most armies try to make nice with the horsemen, or at least remain neutral to keep them uninvolved. Decades ago, a single khan nearly conquered half the known world, and his greatest weapon was his army of horse archers, who swept their opponents aside with such precision and swiftness, no one could develop a counter strategy in time before they fell to him. Only his assassination prevented him from completing his conquest, as it allowed time for counter strategies and imitations of his own tactics to be developed. Since this great khan shook the world, many armies have incorporated horse archers into their divisions.

The greatest of these horsemen, though, gain the title of Trooper, or Ranger. Their absolute mastery over the bow and their steed means that, in an open field of battle, they are absolutely dominant. Of course, while their archery is their greatest strength, these horse archers know the value of close engagements, and thus arm themselves with riding swords and sabers from which to swing into melee; a slash of the sword at full gallop can often be just as impactful from an arrow fired at full gallop.

Weapon Skill: Bow, Sword
Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Master of the Hunt
The Nomad Ranger gains a +2 bonus to MOV when using Hit and Run.

Promote From: Nomad
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+2	+0	+2	+0	+2	+4	+4	6

Paladin

A Cavalier's greatest strength was their reliability in terms of being able to fend for themselves. To a Paladin, their greatest strength is their reliability in being there for their allies. Known as heroes and true pinnacles of chivalry, Paladins are always there to ride to the aid of their companions, sacrificing their own safety for that of their friends. Relying on their superior field movement, Paladins excel in supporting allied units rather than attacking their opponents head on. This is compounded by their fighting style, which favors holding enemies back, rather than devastating them with an incredibly strong blow. Their chief goal is to lead the charge and disrupt the enemy before their allies come in to clean house, or to get into defensive position to cover for their companions.

Almost as if by karmic reward, Paladins are quite proficient in defensive combat, almost able to substitute for a General in terms of holding the line. Their shield work and evasiveness allow them to more easily mitigate damage that would fell a normal warrior, including attacks designed to hard counter a mounted fighter.

Weapon Skill: Sword, Lance, Axe
Preferred Stats: Previous Chosen Stats

Special: **Horseback/Dismount/Canto**

> **Wary Fighter**
> The Paladin can choose on their turn before their action to cancel follow-up attacks (Brave weapon and Adept bonus attacks not affected) in all combats until their next phase for both combatants.

Promote From: Cavalier
Item Required: Knight’s Crest

Promotion Bonuses: +100 WEXP to Sword, Lance and Axe

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+0	+3	+1	+0	+2	+2	+4	+4	6

Rogue

Treasure hunters and fortune seekers, Rogues are often found in deep dungeons or castle treasuries, for a certain value of “found,” given their propensity for getting out freely while making it look easy. Master thieves with the deftest of fingers, there is no lock that a Rogue cannot pick, no chest that a Rogue cannot open. As well, they always seem to have enough space to put all their ill-gotten loot, from coins to jewels and other tangible treasures. Given their rather tender state in a scrape, Rogues try not to weigh themselves down with weapons they're not proficient in using. As well, Rogues are skilled in spotting and disarming trip-wires and other traps intended to keep scoundrels like them away; even the traps of a Master Spy are no match for a Rogue with enough time and careful footing.

In an official army or large adventuring party, all these skills that make a Rogue so rich also make them invaluable as utility and support, using their talents to expand the company coffers, and act as a mobile storage for medicines and non-combat supplies. All too often, an evil overlord or powerful wizard was taken unaware by a party arriving before expected thanks to the Rogue breaking open the door.

Weapon Skill: Hidden
Preferred Stats: Luck, Speed

Special:

Silent Killer
If the Rogue takes an enemy down to 0 HP when attacking from Shadow, and after combat they still fulfill the requirements for entering Shadow, they reenter Shadow automatically.

Promote From: Spy
Item Required: Treasure Mark

Promotion Bonuses: +300 WEXP to Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+2	+3	+0	+0	+3	+3	+3	7

Sage

Though a connection with nature and a healthy body are tantamount to mastery of anima magic, to a Sage, the most important aspect is study and knowledge from texts. Any sufficiently analyzed magic is indistinguishable from science. And that's what it's all about to the Sage; refining theories from the past, running hypotheses in the present, to bring an answer to the mysteries of magic and the world to those in the future. The greatest honor a sage can hope for is to become an idol or icon to future generations, to have your theories expanded upon and used in scientific and magical breakthroughs.

This extensive study makes a Sage not only a magical powerhouse in combat, but a fantastic medic and utility provider with their study of Magic Staves. Their most versatile strength is the knowledge of magic they gained through extensive study. Able to recall this research, Sages are able to tap into that and recall magic on command without components or even the tome in hand.

Weapon Skill: Anima, Staff
Preferred Stats: Skill, Magic

Special:

Memory Magic
The Sage can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Sage can pick one new spell or one that they didn't pick before:

Lvl	Spell	HP	Lvl	Spell	HP	Lvl	Spell	HP
1	Fire	3	7	Arcfire	7	13	Soothe	10
	Heal	12		Mend	18		Kia	10
3	Elfire	5	9	Moonlight	8	15	Teleport	12
	Primer Bolt	4		Sleep	10		Frost Nova	10
5	Lightning	5	11	Arcwind	9	17	Warp	15
	Flux	5		Addle	10		Thoron	12

At level 19: Pick any unpicked spell

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses: +150 WEXP to Anima and Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+0	+2	+3	+1	+0	+2	+1	+3	+2	6

Saint

Truly selfless and giving, the Saint embodies the care and love of their faith, sometimes going beyond the tenants of the church and maintaining an ideal of humanity and humility. Saints take a vow of pacifism and refrain from fighting, instead tending to the wounded. Should their hands be forced, a Saint will still never take the fight, themselves, instead work with others. And even then, a Saint will take time to pray for the souls of their opponents, and are the first to suggest any sort of compromise or neutral ground for the two sides to meet in. A Saint is entirely based around assist others, adding their strength to their friends, sometimes quite literally.

A Saint's true specialty is in their mastery of the Staff. By devoting themselves entirely to the role of assisting others through healing, empowering, or enabling, the Saint is able to unlock the true magic sealed away within each staff. Granted, even miracles have limits; a Saint can only specialize in one style.

Weapon Skill: Staff
Preferred Stats: Resistance, Strength

Special:

Sacrifice
The Saint can transfer up to 5 points of any stat except HP to an adjacent ally, lasting until either the ally or the Saint go down to 0 HP. There is no limit in how many allies can be affected at once.

Staff Mastery
The Saint can use the same staff twice in their turn. This skill replaces Staff Expertise.

Promote From: Priest/Sister
Item Required: Faith Icon

Promotion Bonuses: +300 WEXP to Staff

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+3	+0	+1	+0	+3	+3	+1	+1	6

Samurai

To a Myrmidon, the way of the sword is their life. But, as they continue to train, some of them ask, “What if I looked at it from the other way around?” And thus was born the principle of the Samurai: that they could give their lives to the sword, almost literally. To a Samurai, as they take scars in battle, they don't lose their essence; that essence just transfers into their blade, which they allow to carry them through the fight. The longer a fight goes, the closer and closer a Samurai becomes to death, the stronger they become, until they are a blur of motion, of raw power and survival instinct. A Samurai is at their best when they are on their last breath, and, should they be bested, it is an honor to them and their opponent, who managed to beat them while at their best.

Of course, a Samurai is not reckless or foolish. A Samurai starts strong, and ends even stronger. They are also incredibly cultured, poets and musicians based around the impermanence of life, and how quickly it can go.

Weapon Skill: Sword, Bow
Preferred Stats: Skill, Health

Special: **Critical Eye**

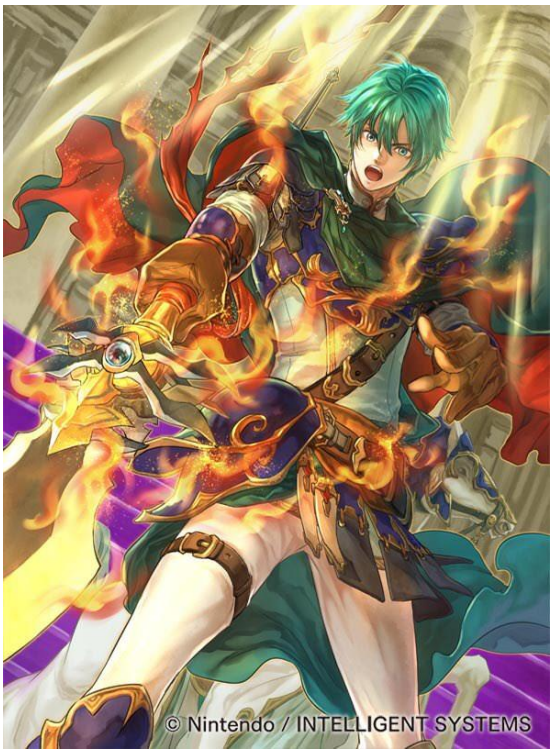
> **Musou**
> For every 5 HP under their maximum, the Samurai gains +1 DMG and for every 10 HP they gain +1 AS.

Promote From: Myrmidon
Item Required: Hero’s Crest

Promotion Bonuses: +150 WEXP to Sword and Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+1	+0	+2	+2	+1	+4	+4	6

Sentinel



Though their armor and gear tend to be lighter than a General's, Sentinels are still well known for their impressive defense, as well as their discipline and coordination. The Sentinel has sworn to protect their brothers and sisters in arms with their shield and lance, and, if needed, their lives. In the heat of battle, a Sentinel fighting for their allies can pull off maneuvers akin to Heroes and even Swordmasters.

Sentinels prefer group combat, standing shoulder to shoulder with other soldiers. Not only do they make use of their collective strength, a Sentinel realizes the power of having that many bodies and shields together. Raising their shields together, the Sentinel forms an impressive wall that will stop many a foe. In addition, it makes it so much easier to cover for allies down the line, assisting them when an enemy is all over them. Foolish is a foe who attempts to take on a Sentinel's shield wall head on; suicidal should they forget to factor in a vengeful Sentinel reaching their spear impossible speeds to the defense of their friend.

Weapon Skill: Lance
Preferred Stats: Defense, Speed

Special: **Critical Eye**

Shield Wall
The Sentinel grants a +3 DR bonus to any ally adjacent to them. The Sentinel also gains a +1 AS and +1 DR bonus for every adjacent ally.

Promote From: Soldier
Item Required: Knight’s Crest

Promotion Bonuses: +300 WEXP to Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+3	+0	+2	+1	+2	+3	+3	6

Shadow Sword

If one were to be charitable, the Shadow Sword is simply a Crusader who inspires through stunned awe and ruthless example, replacing righteousness and virtue with decisiveness and pragmatism. But, on the same side, a Shadow Sword is almost the perfect complement and ally to a Crusader, willing to stain their hands and their soul so that the Crusader can remain the hero and idol to the people. While a Crusader must never be afraid to make the difficult decision, sometimes it's not to have to.

Unfortunately, those same virtues that make a Shadow Sword a worthy friend can also make them a terrifying foe; that willingness to take the dark road opens the way to moves that go beyond the merely pragmatic and towards the self-serving, vicious, and cruel. The Shadow Sword already walks a dangerous road by accepting the power of Dark Magic; they must take care not to lose themselves to that power.

But what power it is; true to their name, should the fight take to the shadows of cover, the Shadow Sword can attack from any angle, making them very hard to combat, especially for vulnerable magic users.

Weapon Skill: Sword, Hidden, Dark
Preferred Stats: Strength, Magic

Special:

Marked for Death
The Shadow Sword can use their action to designate one enemy unit. The Shadow Sword and all their allies gain +2 DMG, +10 Hit and +10 Crit until either the marked enemy or the Shadow Sword fall to 0 HP. If the Shadow Sword reduces the marked enemy to 0 HP, they can designate another enemy to mark without spending an action. Only one enemy can be marked at once, and certain enemies may not be available for marking.

Promote From: Fencer
Item Required: Fell Contract

Promotion Bonuses: +100 WEXP to Sword, Hidden and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+2	+2	+0	+0	+2	+1	+3	+3	6

Sniper

When you absolutely, positively need to have someone very far away dead, you turn to the Sniper, masters of the bow and arrow. The absolute pinnacle of archery, the sniper relies on no fancy tricks like wind magic to guide their shots, or horses to impart kinetic force to their arrows. All the Sniper needs is their bow, and their own well-honed skill. An inspiration to archers everywhere, a Sniper trains their eyes to be like a hawk, lining up targets miles away. Even the greatest of horse archers and Battle Mages cannot match the sure range of a Sniper, nor can they match their precision. While lined up on the field, atop castle walls, or behind the controls of a ballista are all common homes to them, the Sniper makes the most out of any vantage point they can find, cannot be moved from it unless they want to move. This can be thanks to their defensive training, in case the line is breached and they need to take some hits before moving to another, more optimal, position.

The beauty of the Sniper is their ability to be at their best in a large force, or completely on their own. In a large group, the Sniper can fire with others to blot out the sky in a rain of arrows, with a solid defensive wall to cover for them. On their own, the sniper has all the freedom in the world to move from cover to cover, picking off their enemies quickly and efficiently, before moving onto the next mark. All things said and done, though, despite their training and despite their constitution, it is for the best that a Sniper always maintains some distance between themselves and their enemy.

Weapon Skill: Bow
Preferred Stats: Skill, Defense

Special: **Critical Eye**

Sniping
The attack range for the Sniper with any weapon is permanently increased by 1.

Promote From: Archer
Item Required: Orion's Bolt

Promotion Bonuses: +300 WEXP to Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+0	+3	+0	+2	+0	+1	+4	+4	6

Steward

Those most experienced Butlers and Maids receive the title of Steward. Tireless workhorses, Stewards retain an air of grace and civility under the most stifling of pressure, always performing to the needs of those in their care with utmost skill and dignity.

Skilled with both the staff and concealable weapons primarily, Stewards are also masters of multiple trades. In addition to the requisite cooking and cleaning skills of servants of lower stations, Stewards are also leaders, capable of directing the talents of others. This capability serves them on the battlefield as well as off, enhancing the work of subordinates and even capably wrong-footing trespassers.

A Steward is the much-loved supporter of any lord worth his salt, and can often be found in almost parental roles to the children of the house they serve. Despite the enormous responsibility all this represents, the Steward is ever calm, ready and receptive to whatever may come their way.

Weapon Skill: Staff, Hidden
Preferred Stats: Magic, Luck

Special:

Miracle
The Steward obtains the Miracle character skill on promotion. If they already had Miracle before, they can pick a different Free skill.

Expert Touch
All Staves have a range of 1 – 2, unless they had a range of 1 – MAG/2, in which case they keep that range.

Promote From: Butler/Maid
Item Required: Guiding Ring

Promotion Bonuses: +150 WEXP to Staff and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+3	+2	+2	+0	+2	+3	+1	+1	6

Storm Knight

Weapon Skill: Lance, Bow, Anima
Preferred Stats: Speed, Magic

Special: **Walking on Air**

Tactical Superiority
The Storm Knight gains +15 Hit and +3 AS when their weapon does effective damage to the enemy.

Promote From: Pegasus Rider
Item Required: Elysian Whip

Promotion Bonuses: +100 WEXP to Lance, Bow and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+3	+2	+0	+0	+2	+2	+3	+3	6

Summoner

Unobservable and lost to the mists of time, Dark Magic only survives in the whispers of those who came before. And, sometimes, those who whisper wish for a chance to make themselves known to the world once again. Through the Summoner, they can.

As an extension of the Summoner's will, ghosts of the past take shape in battle. Of course, a Summoner is not vulnerable by their lonesome, quite the opposite; to control these ghosts without backlash, they must possess incredible control over Dark Magic, so it goes without saying they can use that control to smite those who get too close. Still, Summoners prefer to use their phantoms to fight their battles for them; after all, what better chance to study the past than observing a memory of that time doing what comes natural to them in battle?

Weapon Skill: Dark
Preferred Stats: Magic, Health

Special: **Summon**
The Character with this skill can summon a phantom into an empty adjacent space as their primary action, costing 25% of their max HP rounded down. The Summoner can dismiss their phantom as a primary action when it is adjacent to the summoner. If the Summoner is reduced to zero HP, the Phantom is automatically dismissed. Phantoms have no class, personal, or character skills, and they can't be healed. Only one Phantom can be active at a time. A Phantom's stats are based on that of the Summoner:

Summoner	HP	STR	MAG	SKL	LCK	DEF	RES	SPD	CON	MOV
Phantom	HP	MAG	STR	SPD	LCK	RES	DEF	SKL	CON	MOV

The Summoner chooses a single weapon the Phantom will be summoned with, that cannot break, and is locked to the Phantom's inventory. The phantom cannot trade with other units. As the Summoner reaches higher level, their phantom gains weapon ranks and may choose to equip weapons of higher level.

- At Level 1: E Rank; Iron Sword, Iron Lance, Iron Axe
- At Level 5: D Rank; Steel Sword, Steel Lance, Steel Axe
- At Level 10: C Rank; Quick Sword, Javelin, Hammer
- At Level 15: B Rank; Silver Sword, Silver Lance, Silver Axe
- At Level 20: A Rank; Killing Edge, Killer Lance, Killer Axe

Promote From: Necromancer, Shaman
Item Required: Fell Contract

Promotion Bonuses: +300 WEXP to Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+0	+3	+3	+0	+0	+1	+1	+3	+3	6

Swashbuckler

Part acrobat, part swordsman, part wit, the Swashbuckler is the epitome of charm and grace, and is singularly responsible for the romanticized interpretation of piracy. Dashing rogues brimming with charisma and confidence, for good or for evil, a Swashbuckler swiftly rises to command of their pirate crew through sure force of personality. With boarding axes to take on men of the military, and a light and flashy blade to bewilder and disarm their banditry kin, as before, a Swashbuckler's greatest strength is their wits. They prefer to use whatever means are available to them, and despite their flashy swordplay and mocking axe work, they prefer to be pragmatists when it comes to proper combat, using their environment, deceit, and other tools beyond their weapons to take care of their foes.

After years at sea, Swashbucklers have mastered both their sea and ground legs, able to switch between either at a moment's notice. As such, it is impossible to catch a Swashbuckler off balance or off guard; they are always ready to catch your attack and counter with devastating force.

Weapon Skill: Axe, Sword, Hidden
Preferred Stats: Skill, Strength

Special:

Sea Sprint
The Swashbuckler suffers no penalty to MOV when traversing Water Terrain.

Perfect Balance
If the Swashbuckler would be at a Weapon Triangle Disadvantage when fighting an enemy, neither gets Weapon Triangle bonuses or penalties. If the Swashbuckler has the Advantage, they gain an additional +10 Critical bonus.

Promote From: Fencer, Pirate
Item Required: Ocean Seal

Promotion Bonuses: +100 WEXP to Axe, Sword and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+3	+2	+0	+1	+2	+3	+3	6

Swordmaster

A Swordmaster is a Myrmidon who has truly ascended in the way of the sword. With all the same strengths and weaknesses as before, these sword fighters are light in their armour and even lighter on their feet. In the heat of battle, a Swordmaster is a true terror, appearing to be the strongest force a poor soul had faced before they fall to the ground in pieces. A common misconception, as Swordmasters are often no stronger than many other swordsmen; in fact, in raw strength, they may actually be weaker. Where their power comes from, though is their speed. In rapid succession, a Swordmaster's edge can slice their foes twice before they have a chance to blink. And their precision with these strikes is impeccable, as well, so those slices can count for everything.

In battle, there is nothing that could match the speed of a Swordmaster once they get going. No matter the defenses one prepares, that many sword strikes will wear down any shield.

Weapon Skill: Sword
Preferred Stats: Speed, Skill

Special:

Single Stroke
The Swordmaster gains a permanent +15 Critical Rate bonus. Their Critical Rate cannot go below 10.

Faster Than The Eye
The Swordmaster gains a bonus to Evade equal to the highest damage they dealt on a single strike. This bonus lasts until their phase starts.

Promote From: Myrmidon
Item Required: Hero’s Crest

Promotion Bonuses: +300 WEXP to Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+3	+2	+0	+0	+3	+3	+3	6

Templar

Zealous fighters versed in both the lance and light magics, Templars are capable warriors with a reckless streak. In order to defeat a dangerous opponent quickly, they are known to open themselves up to dangerous lines of attack. The results, however, tend to be spectacular, resulting in astounding sprays of viscera as a single, clean strike buries their foe forever. Though it is possible to stop a Templar immediately, you had best be certain you can do it.

Weapon Skill: Lance, Light
Preferred Stats: Strength, Skill

Special:

Quixotic
The Templar can use their action to enter a Quixotic state and to leave it. While in Quixotic state, in every combat the Templar takes part of, both combatants gain a +3 DMG and +15 Crit bonus if both of them can make an attack. If one of them can't make an attack, neither gain the bonus. If the Templar is taken down to 0 HP while in Quixotic state, the combat continues as normal, and if the Templar takes the enemy down to 0 HP in the same combat, they will stay up at 1 HP afterwards.

Promote From: Soldier
Item Required: Faith Mark

Promotion Bonuses: +150 WEXP to Lance and Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	+0	+3	+1	+0	+0	+3	+3	+3	6

Trouper

Weapon Skill: Sword, Lance, Performance
Preferred Stats: Strength, Skill

Special:

Showstopper
When the Trouper uses a Performance item (by itself or with Dance/Perform), they gain the same effect themselves. If the Trouper defeats an enemy on their turn, they refresh their own turn.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses: +100 WEXP to Sword, Lance and Performance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+3	+0	+2	+1	+0	+0	+2	+4	+2	6

Valkyrie

To have a medic on the front lines can shift the tides of war, but it is dangerous and almost always impractical for a medic to even reach the front line, let alone stay there. To that end, the Valkyrie division was born. Many churches employ Pegasus Knights to not only compliment their Holy Guard, but also to train in staff use to act as medics that can go anywhere on the field of battle. These Valkyrie tend to be the closest of kin, imparting on them the greatest wisdom and value of teamwork.

Weapon Skill: Staff, Weapon of Choice
Preferred Stats: Speed, Resistance

Special: **Horseback/Dismount/Canto**, **Walking on Air**

Resuscitation
When the Valkyrie heals a downed ally with a staff, the amount healed isn't halved.

Promote From: Nomad, Troubadour
Item Required: Elysian Whip

Promotion Bonuses: +150 WEXP to Staff and Weapon of Choice (Bow if promoted from Nomad)

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+2	+2	+0	+0	+3	+3	+2	+2	6

Vigilante

The silent professional gatherer of enemy intelligence, a Spy who has been through their paces while maintaining a low profile, to the point where their reputation is only known to those in the underground, can call themselves a Master Spy. No secret is hidden enough; no intelligence is too close to heart to prevent a Master Spy from finding out. Master Spies are also masters of disguise and subterfuge, able to infiltrate deep into the heart of the enemy organization. Of course, should a Master Spy get too cocky and let themselves slip, they have no one to blame but themselves when they are discovered and rubbed out. Of course, a Master Spy is not helpless if they are discovered; after all, they are still very well trained with the dagger and the bow, and are capable of fighting their way out of a tight spot, specializing in precise kills in clean, efficient motions.

The deepest bag of tricks up a Master Spy's sleeve is their extensive array of tools and traps; no Spy who calls themselves a Master lets themselves get caught without these backup tactics. They are also perfect for initiations.

Weapon Skill: Hidden, Bow, Sword
Preferred Stats: Skill, Speed

Special:

Ambush Strike
When the Vigilante attacks on their turn they gain bonus DMG equal to their unused MOV.

Promote From: Outlaw
Item Required: Treasure Mark

Promotion Bonuses: +100 WEXP to Hidden, Bow and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+1	+0	+2	+3	+0	+0	+3	+3	+3	7

Virtuoso

Weapon Skill: Anima, Dark, Light
Preferred Stats: Skill, Magic

Special:

Fruits of Study
If the Virtuoso enters combat with an enemy, and that enemy dies during the same phase, the Virtuoso gains a bonus for a turn based on the type of weapon they used while fighting that enemy:

- Dark: +3 Damage
- Anima: +15 Hit and Evade
- Light: +15 Critical

Only one bonus each may be active at the same time.

Promote From: Scholar
Item Required: Guiding Ring

Promotion Bonuses: +100 WEXP to Anima, Dark and Light

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+3	+0	+0	+2	+2	+4	+4	6

Wanderer

The road is long and lonely, sometimes. It is those things the Wanderer comes to know intimately through their travels. Rather than embark on a foolish dream of riches and fortune, some Scavengers instead choose to focus on surviving day by day. Though their dreams are more grounded in what is in front of them, a Wanderer has not given up on their future; they just prefer to think things out rather than dream of a better tomorrow for themselves. Moving from town to town is a great learning experience for some, though, who use it to practice their pathfinding and bartering skills.

Some Wanderers, though, might take great sacrifices if it would mean surviving or even improving their lot in life; already gifted with tongues of silver to cushion their purses of gold, Wanderers might seek to further their budding talents in the Dark arts. This would allow them to become stronger in the magic they've picked up, or to see passages through the shadows than most normally do. They must be wary, though, for they do not have the luxury of the intense study and training Shamans and their ilk undertake...

Weapon Skill: Hidden, Dark
Preferred Stats: Luck, Skill

Special:

Omni-Movement
All terrain costs 1 less MOV for the Wanderer, down to a minimum of 1 MOV.

Soul Steal
If the Wanderer lands the killing blow on an enemy, they gain a +1 bonus to what the enemy's preferred stats were. If one of those is HP, they recover 5 HP instead. Bonuses to any one stat can't be higher than +5, and the total stat bonuses can't be over 10. New bonuses override the oldest gained bonuses.

Promote From: Scavenger
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Hidden and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+2	+1	+1	+1	+1	+3	+3	6

Warrior

Home born heroes, Warriors are the pinnacle of strength to the common folk, the people's champion. Through their self-regulated training and self-taught style, Warriors possess near perfect strength, and a sturdy and healthy build that allow them to take a massive blow and yet still be among the last ones standing. Though near perfect, their strength is not quite as peerless, dwarfed by fighters who took to the sea and the mountains for their training. But Warriors make up for that with some clever skill, lining up perfect shots with their axes and bows, softening their foes before going in with a killing blow that is indeed picture perfect.

However, their lack of proper training can show itself, as Warriors tend to be very vulnerable to counter attack, having to rely on their constitution to withstand as much as they dish out. Warriors often prefer the element of surprise; in addition to their self-taught style having the slight element of unpredictability, the local woods that the Warriors made their training ground provides the perfect cover for their attacks. But the Warrior is at their best surrounded by enemies, as their thirst for combat allows them to keep spinning axes into their faces.

Weapon Skill: Axe, Bow
Preferred Stats: Strength, Skill

Special:

Rough and Tumble
If the Warrior is within 3 spaces of at least 4 enemy units, the Warrior gains a +2 AS and +2 DMG bonus, as well as a +10 Hit and Evade bonus.

Promote From: Fighter
Item Required: Ocean Seal

Promotion Bonuses: +150 WEXP to Axe and Bow

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+3	+0	+2	+1	+0	+0	+2	+4	+4	6

Wyvern Hunter

Wyvern Hunters are terrors of the sky, striking fear into the hearts of their enemy by appearing to have none, themselves. Clearly, Wyvern Hunters know the value of discretion and fear for their lives. They just choose not to show it, most of the time. Wyvern Hunters take a different approach when it comes to mastering and becoming one with their vicious steed; while most mounted warriors would choose to make their mount bend to their will, think more like the rider, the Wyvern Hunter realizes they are mortal without the awesome power of their wyvern companion. As such, Wyvern Hunters attune themselves to the wyvern, instead, thinking more like a wyvern, and becoming more of a predator of the skies. In a way, this allows the Wyvern Hunter to understand and communicate with their partner in ways that even the most empathetic, or even empathic, of Pegasus riders, or horse riders, or even other wyvern riders, cannot.

Though it's been said that the Falcon Knights are the masters of shock tactics and fearless dives, they do possess a critical weakness; their riders and their weaponry are still light, and even with that enhanced kinetic energy, a well armored squadron will still bounce a Falcon Knight away like an oversized hailstone. The Wyvern Hunter knows just how to deal with that, not only using their steed's more impressive size to bowl away the opposition, but their lances are designed to pierce through whatever holes there are in their enemy's armor, or even make their own.

Weapon Skill: Lance
Preferred Stats: Skill, Defense

Special: **Wyvern/Dismount/Canto**

> **Pierce**
> On any hit, the Wyvern Hunter has a Skill % chance to completely ignore the opponent's Defense stat on that attack.

Promote From: Wyvern Rider
Item Required: Elysian Whip

Promotion Bonuses: +300 WEXP to Lance

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+0	+3	+0	+1	+0	+2	+5	+5	6

Wyvern Knight

Soldiers who master their esoteric mount become known as Wyvern Knights, the most imposing warrior class in military history. Wyvern Knights are an elite corps, highly revered by their allies and feared by their enemies, and are the cornerstone of some of the largest military forces in the world. Preferring overwhelming power and force on the field, Wyvern Knights make the most of their size and toughness to wade into enemy fire, laughing off weapons that would down other flying or mounted ilk, and proceeding to dominate their foes with crushing attacks with their lances or axes, weapons with the reach to fight from their giant mounts.

What truly makes a Wyvern Knight so terrifying an opponent to face and such a valuable ally to have is their feeling of invincibility going into battle. On top of the usual toughness of their mount's scales, their daring dives and bold advances cause them to deflect weapons off their hides as though they were all dulled to nothing. To attack a Wyvern Knight at full power with physical weapons requires a lot of strength, a lot of guts, or a lot of friends. As usual, this leaves them vulnerable to magical attacks.

Weapon Skill: Lance, 1 of Axe or Sword
Preferred Stats: Defense, Strength

Special: **Wyvern**/**Dismount**/**Canto**

Dragon Heart
As long as the Wyvern Knight is at 70% of their Max HP or higher, they gain a +3 DEF and +3 AS bonus.

Promote From: Wyvern Rider
Item Required: Elysian Whip

Promotion Bonuses: +150 WEXP to Lance and 1 of Axe or Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+3	+0	+0	+0	+4	+0	+0	+5	+5	6

Lord

A noble and heroic person, in official capacity or not. They are charismatic leaders of people, and while capable of being the strongest in the army, they are not necessarily so, but they are always the face of it, and vital to it staying united. Leading from the front lines, Lords inspire through word, deed, and example, but their importance is known enough that their survival is of the utmost importance. Knowing discretion is the better part of valor, if a Lord is unable to keep fighting, they will retreat to fight another day, although often with regret, leaving their allies behind, but assured in their victory. Despite their regal title, a Lord is not necessarily of noble blood or rank; they can just have as much influence. While sometimes initially weaker due to their lack of field experience, their training and incredibly potential can permit them to grow into true heroes.

Select one class from the First Class. That is this unit's Base Class.

Weapon Skill:	Equal to Base Class
Starting Weapon:	Equal to Base Class/Base Class's Unique Weapon
Preferred Stats:	Equal to Base Class

Special: Equal to Base Class

Tactical Retreat
If the character falls to 0 HP and is not recovered in 3 phases, they do not die, but instead retreat to safety, able to be deployed in the next mission.

Heroic Potential
On generation, the Lord does not gain any bonus to their base stats, leaving them with their (lower) class base stats. However, they gain an additional 30 points to spend on their Stat Growths. This can be used to have a Cost Character Skill with the same Stat Growths as a player character with a Free Character Skill.

Promotes To:	Equal to their Base Class. Adjust for a more fitting name (ex: Knight Lord for Paladin, Great Lord for General, Blade Lord for Samurai, etc.)
Item Required:	Heaven Seal
Base Stats:	Equal to their Base Class

Weapons and Items

Swords

Name	Rank	Range	WT	MT	Hit	Crit	QL
Slim Sword	**E**	1	4	3	100	5	40
Iron Sword	**E**	1	4	5	85	0	40
Heavy Blade	**E**	1	7	8	70	0	40
Devil Sword	**E**	1	13	15	65	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Sword	**D**	1	5	7	80	0	35
Longsword	**D**	1	7	6	70	0	35
Effective against Horseback							
Armorbreaker	**D**	1	8	8	70	0	35
Ignores up to 5 DR							
Quick Sword	**D**	1	5	2	85	0	40
Guarantees follow-ups							
Silver Sword	**C**	1	6	8	80	5	30
Killing Edge	**C**	1	8	7	75	25	30
Whip Sword	**C**	1-2	9	5	70	0	30
Lancereaver	**C**	1	8	7	75	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Sabre	**B**	1	9	10	75	10	25
Claymore	**B**	1-2	10	8	65	0	25
Brave Sword	**B**	1	11	7	70	0	30
Doubles attacks made							
Wind Sword	**B**	1-2	8	7	75	0	25
Magic Weapon (Sword/Anima)			Effective against Flying				
Mage Masher	**B**	1	9	8	70	0	25
Effective against Levitation							
Katana	**A**	1	9	11	75	15	20
Buster Sword	**A**	1	12	13	60	0	20
Armorslayer	**A**	1	10	8	70	0	20
Effective against Armored							
Wyrmslayer	**A**	1	8	9	65	0	20
Effective against Wyvern							
Rune Sabre	**A**	1-2	11	8	60	0	20
Magic Weapon (Sword/Dark)			Drains HP				
Wo Dao	**S**	1	8	12	85	25	15
Ragnell	**S**	1-2	11	10	75	0	15
Joyeuse	**S**	1	10	12	70	5	15
Ignores up to 5 DR			User gains “Charisma” Skill				
Audhulma	**S**	1-2	8	10	70	0	15
Magic Weapon (Sword/Anima)			Effective against Flying				
Valmanway	**S**	1	9	9	80	10	20
Doubles attacks made							

Lances

Name	Rank	Range	WT	MT	Hit	Crit	QL
Slim Lance	**E**	1	5	5	85	5	40
Iron Lance	**E**	1	7	7	80	0	40
Pike	**E**	1	9	6	80	10	40
Counterattacks first against mounted units					Can't follow up		
Devil Lance	**E**	1	14	16	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Lance	**D**	1	8	9	75	0	35
Javelin	**D**	1-2	7	5	70	0	35
Glaive	**D**	1	10	7	70	0	35
Effective against Horseback							
Heavy Lance	**D**	1	10	9	65	0	35
Ignores up to 5 DR							
Silver Lance	**C**	1	9	10	75	0	30
Killer Lance	**C**	1	11	8	70	25	30
Pilum	**C**	2	10	4	70	0	30
Guarantees follow-ups							
Axereaver	**C**	1	10	9	70	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Great Lance	**B**	1	10	12	70	0	25
Short Spear	**B**	1-2	9	9	65	0	25
Brave Lance	**B**	1	12	9	65	0	30
Doubles attacks made							
Flame Thrower	**B**	1-2	9	8	70	0	25
Magic Weapon (Lance/Anima)							
Dragoon Pike	**B**	1	12	8	70	0	25
Effective against Wyvern							
Greater Lance	**A**	1	11	14	70	5	20
Spiculum	**A**	2	12	8	60	0	20
Guarantees follow-ups							
Trident	**A**	1	13	18	65	0	20
Longinus	**A**	1-2	10	10	80	5	20
Magic Weapon (Lance/Light)							
Borehole	**A**	1	11	10	65	5	20
Effective against Armored							
Rex Hasta	**S**	1	11	16	75	15	15
Gradivus	**S**	1	14	19	65	0	15
Gae Bolg	**S**	1-2	10	12	70	10	15
Partizan	**S**	1	12	11	70	5	15
Effective against mounted units							
Gungnir	**S**	1-2	11	14	60	10	15
Magic Weapon (Lance/Anima)							

Axes

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Axe	**E**	1	8	8	75	0	40
Quarterstaff	**E**	1	6	7	80	0	40
Hatchet	**E**	1-2	6	4	70	0	40
Devil Axe	**E**	1	16	17	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Axe	**D**	1	10	10	70	0	35
Hand Axe	**D**	1-2	9	7	65	0	35
Hammer	**D**	1	12	9	65	0	35
Effective against Armored							
Poleaxe	**D**	1	11	8	70	0	35
Effective against Horseback							
Silver Axe	**C**	1	11	12	65	0	30
Killer Axe	**C**	1	12	10	65	25	30
Provost's Mace	**C**	1	9	7	70	0	30
Effective against Levitation							
Swordreaver	**C**	1	12	11	65	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Crescent Axe	**B**	1	12	15	65	0	25
Francisca	**B**	1-2	10	10	60	10	25
Brave Axe	**B**	1	14	10	60	0	30
Doubles attacks made							
Warhammer	**B**	1	13	11	60	0	25
Effective against Armored			Ignores up to 5 DR				
Bolt Axe	**B**	1-2	10	10	55	10	25
Magic Weapon (Axe/Anima)							
Basilikos	**A**	1	12	17	60	5	20
Tomahawk	**A**	1-2	14	12	55	10	20
Death Emperor	**A**	1	13	14	60	0	20
Ignores all DR							
Swordslayer	**A**	1	15	10	65	5	20
Reverses Weapon Triangle			Effective against Swordsman tree				
Runic Axe	**A**	1-2	13	9	60	0	20
Magic Weapon (Axe/Dark)			Drains HP				
Golden Axe	**S**	1	12	20	65	10	15
Master Hand	**S**	1-2	11	13	60	10	15
Sharur	**S**	1	14	15	60	0	15
Ignores all DR and turns it into bonus damage							
Earthsplitter	**S**	1-2	11	12	65	0	15
Magic Weapon (Axe/Anima)							
Armads	**S**	1	12	14	60	0	15
Effective against Wyvern							

Hidden

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Dagger	**E**	1	4	4	85	10	40
+1 AS when equipped							
Iron Knife	**E**	1-2	5	4	80	0	40
Reduces target Hit and Evade by 10 for 1 turn							
Poison Knife	**E**	1-2	4	2	80	0	40
Inflicts Poison for 2 turns							
Devil Dagger	**E**	1	12	14	70	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Dagger	**D**	1	5	6	80	10	35
+1 AS when equipped							
Steel Knife	**D**	1-2	6	6	75	0	35
Reduces target Hit and Evade by 10 for 1 turn							
Shuriken	**D**	1-2	8	6	70	10	35
Parrying Dagger	**D**	1	7	5	80	5	35
Gains WTA and guaranteed follow-ups against Swords							
Silver Dagger	**C**	1	6	7	80	10	30
+2 AS when equipped							
Cutthroat	**C**	1	7	6	80	25	30
Silver Knife	**C**	1-2	7	7	75	0	30
Reduces target Hit and Evade by 15 for 1 turn							
Plague Dart	**C**	1-2	8	4	75	0	30
Inflicts/extends Poison for 2 turns				Poison deals damage twice			
Silencer	**C**	1-2	7	5	70	0	30
Effective against Levitation				Inflicts Silence for 1 turn			

Name	Rank	Range	WT	MT	Hit	Crit	QL
Cinquedea	**B**	1	9	9	80	10	25
+2 AS when equipped							
Kaiser Knife	**B**	1-2	11	7	70	0	24
Doubles attacks made							
Stiletto	**B**	1-2	9	8	75	5	25
Reduces target Hit and Evade by 15 for 1 turn							
Killer Shuriken	**B**	1-2	11	7	65	25	30
Dark Dagger	**B**	1-2	9	7	70	5	25
Magic Weapon (Hidden/Dark)							
Switchblade	**A**	1	9	11	80	15	20
+3 AS when equipped							
Baselard	**A**	1-2	9	10	75	10	20
Reduces target Hit and Evade by 20 for 1 turn							
Expunger	**A**	1-2	6	4	75	0	30
Inflicts/extends Poison for 2 turns and forces all Poison damage on target to be dealt at once							
Flame Shuriken	**A**	1-2	10	8	70	10	25
Magic Weapon (Hidden/Anima)							
Mercy	**A**	1-2	11	8	75	0	25
Automatically hits if target is at 25% or less of their Max HP							
Death Dealer	**S**	1	9	12	80	20	15
Guarantees follow-ups							
The World	**S**	1-2	11	10	75	0	15
Doubles attacks made							
Shred Shuriken	**S**	1-2	12	10	65	10	15
Effective against Armored							
Lyfjaberg	**S**	1-2	8	9	70	10	15
Magic Weapon (Hidden/Light)							
Athame	**S**	1-2	12	7	70	0	25
Inflicts Paralyze for 1 turn and Poison for 2 turns							

Bows

Name	Rank	Range	WT	MT	Hit	Crit	QL
Training Bow	**E**	2	4	4	95	5	40
Iron Bow	**E**	2	5	6	85	0	40
Devil Bow	**E**	2	14	13	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Bowgun	**E**	1-2	11	24	75	0	40
Ignores user STR							
Steel Bow	**D**	2	6	8	80	0	35
Greatbow	**D**	2	8	10	70	0	35
Longbow	**D**	2-3	6	5	70	0	40
Poison Bow	**D**	2	7	7	80	5	35
Inflicts Poison for 2 turns							
Silver Bow	**C**	2	7	10	80	0	30
Killer Bow	**C**	2	9	7	75	25	30
Eagle Longbow	**C**	2-3	8	7	65	0	35
Metal Punch	**C**	2	9	8	70	0	35
Ignores up to 5 DR							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Reflex Bow	**B**	2	10	11	80	5	25
Brave Bow	**B**	2	12	7	70	0	30
Doubles attacks made							
Yumi	**B**	2-3	11	9	75	0	25
Crossbow	**B**	1-2	13	32	70	0	30
Ignores user STR							
Bright Bow	**B**	2-3	8	8	80	0	25
Magic Weapon (Bow/Light)							
Crescent Bow	**A**	2	10	13	75	10	20
Sun Bow	**A**	2	11	7	70	0	25
Effective against Horseback							
Moon Bow	**A**	2	12	9	65	0	20
Effective against Armored							
Thundergun	**A**	1-2	13	32	70	15	25
Magic Weapon (Bow/Anima)		Ignores user STR and MAG					
Blackout Bow	**A**	2-3	12	9	70	0	20
Magic Weapon (Bow/Dark)		Inflicts Sleep for 1 turn					
Reinefleche	**S**	2	10	15	75	15	15
Sagittarius	**S**	2-4	12	10	70	0	15
Can’t follow up							
Fujin Yumi	**S**	2-3	10	9	90	0	15
Magic Weapon (Bow/Anima)		Effective against Flying					
Chu-Ko-Nu	**S**	1-2	13	32	65	0	20
Doubles attacks made		Ignores user STR					
Mulagir	**S**	2	9	13	80	10	15
+2 AS when equipped							

Anima Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Fire	**E**	1-2	4	4	75	0	40
Wind	**E**	2-3	4	2	80	0	40
Effective against Flying							
Thunder	**E**	1-2	6	5	70	5	40
Singe	**E**	1-2	5	3	80	0	40
Inflicts Poison for 2 turns							
Elfire	**D**	1-2	5	6	75	0	35
Elwind	**D**	2-3	5	3	80	0	35
Effective against Flying							
Elthunder	**D**	1-2	7	7	65	5	35
Combustion	**D**	1	5	8	80	0	35
Arcfire	**C**	1-2	6	8	75	0	30
Arcwind	**C**	2-3	6	4	80	0	30
Effective against Flying							
Arcthunder	**C**	1-2	8	9	65	10	30
Meteor	**C**	3-10	16	10	65	0	5
Can’t follow up							
Inferno	**B**	1-2	8	10	70	0	25
Vortex	**B**	2-3	9	6	80	0	25
Effective against Flying							
Storm	**B**	1-2	10	12	60	15	25
Wind Sword	**B**	1-2	8	7	75	0	25
Magic Weapon (Sword/Anima)		Effective against Flying					
Flame Thrower	**B**	1-2	9	8	65	0	25
Magic Weapon (Lance/Anima)							
Bolt Axe	**B**	1-2	10	10	55	10	25
Magic Weapon (Axe/Anima)							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Bolganone	**A**	1-2	9	12	70	0	20
Tornado	**A**	2-3	10	8	80	0	20
Effective against Flying							
Thoron	**A**	1-2	10	14	60	15	20
Flame Shuriken	**A**	1-2	10	8	70	10	25
Magic Weapon (Hidden/Anima)							
Thundergun	**A**	1-2	13	32	70	15	25
Magic Weapon (Bow/Anima)		Ignores user STR and MAG					
Titan Thunder	**A**	1-2	12	36	60	15	20
Ignores user MAG							
Forblaze	**S**	1-2	9	15	70	5	15
Excalibur	**S**	2-3	10	10	80	5	15
Effective against Flying							
Mjollnir	**S**	1-2	11	17	65	20	15
Armageddon	**S**	3-10	16	12	70	0	10
Audhulma	**S**	1-2	8	10	70	0	15
Magic Weapon (Sword/Anima)		Effective against Flying					
Gungnir	**S**	1-2	11	14	60	10	15
Magic Weapon (Lance/Anima)							
Earthsplitter	**S**	1-2	11	12	65	0	15
Magic Weapon (Axe/Anima)							
Fujin Yumi	**S**	2-3	10	9	90	0	15
Magic Weapon (Bow/Anima)		Effective against Flying					
Dire Thunder	**S**	1-2	12	10	60	10	20
Doubles attacks made							

Light Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Lightning	**E**	1-2	4	3	85	5	40
Photon	**E**	1-2	4	4	85	0	40
Moonlight	**E**	1-2	5	3	80	0	35
Ignores up to 2 DR							
Blessed Iron	**E**	1-2	6	3	75	0	40
+2 DR when equipped							
Shine	**D**	1-2	5	4	80	5	35
Thani	**D**	1-2	6	4	80	0	35
Effective against Horseback							
Flash	**D**	1	6	5	70	0	35
Effective against weapons that can attack at range 2 or greater							
Sacred Armor	**D**	1-2	7	4	85	0	35
+3 DEF when equipped							
Divine	**C**	1-2	6	6	75	10	30
Cleanse	**C**	1-2	6	8	80	0	30
Resire	**C**	1-2	11	4	70	0	30
Drains HP							
Leviathan	**C**	1-2	8	5	80	0	30
Effective against Flying							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Aurora	**B**	1-2	7	8	70	10	25
Purge	**B**	3-10	15	7	70	5	5
Can’t follow up							
Divine Thunder	**B**	1-2	9	7	60	5	25
+3 DR when equipped							
Angel Light	**B**	1-2	10	28	75	10	25
Ignores user MAG							
Bright Bow	**B**	2-3	8	8	80	0	25
Magic Weapon (Bow/Light)							
Aura	**A**	1-2	8	10	70	15	20
Avalon	**A**	1-2	10	8	75	0	20
Effective against Armored							
Retribution	**A**	1-2	11	7	80	0	25
Effective when not initiating							
Light Barrier	**A**	1-2	9	8	70	0	20
+4 DR when equipped							
Longinus	**A**	1-2	10	10	80	5	20
Magic Weapon (Lance/Light)							
Luce	**S**	1-2	8	12	70	20	15
Naga	**S**	1-2	10	10	80	10	15
Effective against Wyverns and Dragons							
White Lightning	**S**	1-2	15	7	75	0	15
Guarantees follow ups		Doubles attacks made					
Lyfjaberg	**S**	1-2	8	9	70	10	15
Magic Weapon (Hidden/Light)							
Starlight	**S**	1-2	9	10	85	10	20
User gains “Awareness” skill							

Dark Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Flux	**E**	1-2	7	6	70	0	40
Worm	**E**	1-2	5	4	80	5	40
Miasma	**E**	1	7	8	70	0	40
Swarm	**E**	1-2	6	5	65	0	40
Reduces target Hit by 10 for 1 turn							
Carrion	**D**	1-2	7	8	70	0	35
Hex	**D**	1-2	8	6	70	0	35
Ignores up to 3 DR							
Nosferatu	**D**	1	9	6	65	0	35
Drains HP							
Toxic	**D**	1-2	7	7	65	5	35
Inflicts Poison for 2 turns							
Sin	**C**	1-2	8	11	65	0	30
Hel	**C**	3-10	14	-	55	-	5
Halves target current HP		Can’t deal critical hits or follow up					
Death	**C**	1	10	9	65	25	30
Jormungand	**C**	1-2	9	8	60	0	30
Inflicts Berserk for 1 turn							
Acid	**C**	1-2	10	7	65	5	35
Effective against Armored							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Ruin	**B**	1-2	10	13	65	0	25
Luna	**B**	1-2	12	0	60	0	25
Ignores target RES							
Shadowshot	**B**	3-10	15	12	55	0	5
Can’t follow up							
Dark Dagger	**B**	1-2	9	7	70	5	25
Magic Weapon (Dagger/Dread)							
Warlock Fist	**B**	1	10	-	70	10	25
MT is equal to user STR/2							
Faust	**B**	1-2	13	36	65	0	20
Ignores user MAG							
Fenrir	**A**	1-2	10	15	65	0	20
Waste	**A**	1	12	9	50	0	25
Doubles attacks made							
Zahhak	**A**	1-2	11	11	60	0	20
Cancels 1 enemy counterattack							
Rune Sabre	**A**	1-2	11	8	60	0	20
Magic Weapon (Slashing/Dread)		Drains HP					
Runic Axe	**A**	1-2	13	9	60	0	20
Magic Weapon (Hacking/Dread)		Drains HP					
Blackout Bow	**A**	2-3	12	9	70	0	20
Magic Weapon (Bow/Dark)		Inflicts Sleep for 1 turn					
Apocalypse	**S**	1-2	10	18	65	5	15
Naglfar	**S**	1	10	20	65	15	15
Gorgon Eye	**S**	1-2	12	9	55	0	25
Inflicts Paralyze for 1 turn							
Balberith	**S**	1-2	11	5	55	0	15
Inflicts Turncoat for 1 turn							
Ereshkigal	**S**	1-2	12	16	80	0	15
40% chance of an instant kill (some enemies may be immune to this)							

Staves

Name	Rank	Range	Hit	QL	Effect
Heal	**E**	1	-	30	Heals (10+MAG/2) HP
Antidote	**E**	1	-	30	Heals (MAG/2) HP and cures Poison
Clear	**E**	1	-	30	Heals (MAG/2) HP and removes debuffs
Shove	**E**	1-5	-	30	Moves an ally in range 1 space in any direction
Slow	**E**	1-3	40	30	Reduces Evade by 20 for 3 turns
Befuddle	**E**	1-3	40	30	Reduces Hit by 20 for 3 turns
Mend	**D**	1	-	25	Heals (20+MAG/2) HP
Soothe	**D**	1	-	25	Heals (MAG/2) HP and cures Sleep, Berserk and Fear
Barrier	**D**	1	-	25	Heals (MAG/2) HP and raises RES by 10, dropping by 2 each turn
Rescue	**D**	1-5	-	25	Moves an ally in range to an empty space adjacent to the user
Misfortune	**D**	1-3	40	25	Reduces Crit to 0 for 2 turns
Poison	**D**	1-4	50	25	Inflicts Poison for 4 turns
Inspire	**C**	1-3	-	20	Heals (10+MAG/2) HP
Kia	**C**	1	-	20	Heals (MAG/2) HP and cures Addle, Silence and Paralyze
Sharpness	**C**	1	-	20	Heals (MAG/2) HP and raises Hit by 30 for 1 turn
Quickness	**C**	1	-	20	Heals (MAG/2) HP and raises Evade by 30 for 1 turn
Sleep	**C**	1-3	30	20	Inflicts Sleep for 3 turns
Berserk	**C**	1-3	25	20	Inflicts Berserk for 3 turns

Name	Rank	Range	Hit	QL	Effect
Physic	**B**	1-3	-	15	Heals (15+MAG/2) HP
Recover	**B**	1	-	15	Heals (30+MAG/2) HP
Warp	**B**	1-5	-		Moves an adjacent ally to an empty space in range
Teleport	**B**	1-5	-	15	Moves user to an empty space in range
Silence	**B**	1-3	30	15	Inflicts Silence for 3 turns
Addle	**B**	1-3	30	15	Inflicts Addle for 3 turns
Restore	**A**	1	-	15	Heals (MAG) HP and cures all ailments
Rejuvenate	**A**	1-3	-	10	Heals (10+MAG) HP
Majestic	**A**	1	-	10	Heals (MAG/2) HP and raises STR and DEF by 5 for 2 turns
Mystic	**A**	1	-	10	Heals (MAG/2) HP and raises MAG and RES by 5 for 2 turns
Paralyze	**A**	1-3	20	10	Inflicts Paralyze for 2 turns
Weakness	**A**	1-3	40	10	Reduces STR and DEF by 5 for 3 turns
Fortify	**S**	1-4	-	5	Heals (10+MAG/2) HP to every ally in range
Aum	**S**	1	-	5	Heals the target’s MAX HP and revives them to full HP after dropping to 0 HP once afterwards
Again	**S**	Map	-	5	Gives an ally a second turn
Relocate	**S**	1-5	-	5	Moves an ally in range to an empty space in range
Turncoat	**S**	1-3	20	5	Inflicts Turncoat for 3 turns
Suffocate	**S**	1-3	20	5	Inflicts Silence for 3 turns Uses DEF instead of RES in Staff% calculation

Performances

Name	Rank	QL	Effect
Hermes' Whistle	**E**	30	+10 Evade for 3 turns
Artemis' Song	**E**	30	+10 Hit for 3 turns
Lucky Stars	**E**	30	+5 Crit and Dodge for 3 turns
Soldier's Reverie	**E**	30	Target ignores WTD penalties for 3 turns
War Cheer	**D**	25	+2 DMG for 3 turns
Menhit's Whisper	**D**	25	+2 DR for 3 turns
Sacae's Wind	**D**	25	Target's terrain bonuses are doubled for 3 turns
Blissful Melody	**C**	20	+2 AS for 2 turns
Thor's Ire	**C**	20	+10 Crit for 3 turns
Baldr's Ward	**C**	20	Target is cleared of and gains immunity to ailments and debuffs for 1 turn Inversion: target's ailments and debuffs are extended for 1 turn
Army Rally	**B**	15	+10 Hit and Evade for 3 turns
Mighty Refrain	**B**	15	+3 DMG for 4 turns
Ninis' Grace	**B**	15	+3 DR for 4 turns
Set's Litany	**A**	10	+10 Hit and Crit for 3 turns
Filla's Might	**A**	10	+3 DMG and +10 Crit for 4 turns
Elimine's Ballad	**A**	10	+3 DR and +25 Dodge for 4 turns
Hanon's Tune	**S**	5	+4 AS for 3 turns
Loki's Trick	**S**	5	Target takes half damage for 1 turn
Oath to Battle	**S**	5	Target can counterattack every attack for 1 turn

Unique Weapons

Each First Class and their promotions have access to a unique weapon that only they can wield. Their rank and weight are listed as (-) meaning they only need the basic skill to be wielded and the user won't be weighed down. Omni-Weapon will not allow the use of the weapon. If a Promoted Class could be promoted from one of two or more First Classes, they only have access to the unique weapon of the class they promoted from. All weapons give 6 WEXP to their respective type.

Name	Class	Type	Range	MT	Hit	Crit	QL
Compound Bow	**Archer**	Bow	2-3	10	85	10	40
Aureola	**Ascetic**	Light	1-2	9	90	0	40
+1 MT for every combat, resetting at the start of the user's phase							
Stonehoist	**Ballistician**	Bow	2-3	12	70	0	40
+2 MT when set-up							
One Armed	**Bandit**	Axe	1	13	70	40	40
Deals half damage if hit isn't a critical hit							
Tide Turner	**Bard**	Performance	1	-	-	-	40
Target gains guaranteed follow-ups and cannot suffer follow-ups							
Kitchen Knife	**Butler/Maid**	Hidden	1-2	6	75	10	40
Reduces target SPD by 4 for 1 turn							
Cavalry Lance	**Cavalier**	Lance	1	9	75	10	40
+1 MT per space moved until user's next phase							
Cavalry Sword	**Cavalier**	Sword	1	8	85	10	40
+1 MT per space moved until user's next phase							
Urumi	**Dancer**	Sword	1	6	85	10	40
+15 Evade when equipped, double if user performed on their turn							
Royal Rapier	**Fencer**	Sword	1	9	85	10	40
Effective against Horseback							
Bhuj	**Fighter**	Axe	1-2	11	85	15	40
Nidhogg	**Hunter**	Bow/Light	1-2	11	90	0	40
Magic Weapon (Bow/Light)							
Soliferrum	**Knight**	Lance	1-2	9	80	5	40
Guarantees follow-ups							
Gotoh	**Mage**	Anima	1-2	8	85	15	40
Effective against Flying							
Regal Sword	**Mercenary**	Sword	1	10	80	10	40
Effective against Armored							

Name	Class	Type	Range	MT	Hit	Crit	QL
Mila's Grace	**Monk**	Light	1-2	7	85	25	40
Shamshir	**Myrmidon**	Sword	1	8	90	25	40
Libra Mort	**Necromancer**	Dark	1-2	12	80	20	40
Self-Bow	**Nomad**	Bow	1-2	8	85	20	40
Jambiya	**Outlaw**	Hidden	1	9	90	20	40
Wing Spear	**Pegasus Rider**	Lance	1	9	90	15	40
Effective against Flying							
Boarding Axe	**Pirate**	Axe	1	12	70	25	40
Ignores up to 5 DR							
Tiena	**Priest/Sister**	Staff	1	-	-	-	40
Heals (10+MAG) HP and removes debuffs							
Bolo Knife	**Scavenger**	Hidden	1-2	8	85	10	40
Reduces target STR and MAG by 5 for 1 turn							
Ultraviolet	**Scholar**	Dark	1-2	10	80	5	40
Reverses Weapon Triangle							
Duma's Curse	**Shaman**	Dark	1-2	8	75	5	40
Inflicts Silence for 1 turn							
Reginleif	**Soldier**	Lance	1	10	80	15	40
Effective against Horseback							
Hidden Blade	**Spy**	Hidden	1	7	80	40	40
Hoarfrost	**Tactician**	Anima	1-2	8	90	10	40
+5 MT when target has 2 adjacent units allied to user							
Fulmine Caeruleum	**Trickster**	Anima	1-2	5	80	15	40
+3 MT when counterattacking							
Earth Sword	**Troubadour**	Sword/Anima	1-2	6	80	0	40
Magic Weapon (Sword/Anima)		Drains HP					
Dragon Fang	**Wyvern Rider**	Lance	1	11	70	20	40
Effective against Armored							

Items

Healing Items

Name	QL	Effect	
Vulnerary	5	Heals 10 HP	
Concoction	5	Heals 30 HP	
Elixir	5	Heals 60 HP	
Herbs	5	Heals 10 HP	Can’t revive allies from 0 HP
Tonic	5	Heals 20 HP	Can’t revive allies from 0 HP
Potion	5	Heals 30 HP	Can’t revive allies from 0 HP
Panacea	5	Heals 30 HP, removes ailments and debuffs	Can’t revive allies from 0 HP

Status Restoring Items

Name	QL	Effect
Smelling Salt	5	Cures Sleep and prevents it for 1 turn
Fragile Bone	5	Cures Paralyze and prevents it for 1 turn
Antitoxin	5	Cures Poison and prevents it for 1 turn
Memento	5	Cures Berserk and Turncoat and prevents them for 1 turn
Landis Herbs	5	Cures Silence and prevents it for 1 turn
Energizer	5	Cures Addle and prevents it for 1 turn
Liquid Courage	5	Cures Fear and prevents it for 1 turn
Nul Needle	5	Cures all ailments and debuffs and prevents them for 1 turn

Temporary Buff Items

Name	QL	Effect
Healthy Salve	5	Raises current and max HP by 15. Max HP bonus is reduced by 5 at the start of the unit's phase. Current HP can't be higher than max HP after this happens.
Muscle Tonic	5	Raises STR by 6. Bonus is reduced by 2 at the start of the unit's phase.
Arcane Tea	5	Raises MAG by 6. Bonus is reduced by 2 at the start of the unit's phase.
Steady Brew	5	Raises SKL by 6. Bonus is reduced by 2 at the start of the unit's phase.
Lucky Liquor	5	Raises LCK by 6. Bonus is reduced by 1 at the start of the unit's phase.
Metal Draft	5	Raises DEF by 6. Bonus is reduced by 2 at the start of the unit's phase.
Pure Water	5	Raises RES by 6. Bonus is reduced by 2 at the start of the unit's phase.
Bitter Drink	5	Raises SPD by 6. Bonus is reduced by 2 at the start of the unit's phase.
Fortifying Tincture	5	Raises CON by 3. Bonus is reduced by 1 at the start of the unit's phase.
Focusing Drug	5	Raises Hit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Jitter Juice	5	Raises Evade by 15. Bonus is reduced by 5 at the start of the unit's phase.
Wrath Extract	5	Raises Crit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Satisfying Spirit	5	Raises Dodge by 15. Bonus is reduced by 3 at the start of the unit's phase.

Miscellaneous Items

Name	QL	Effect
Door Key	1	Can be used to open a door
Door Keyring	5	Can be used to open a door
Chest Key	1	Can be used to open a chest
Chest Keyring	5	Can be used to open a chest
Venom Vial	5	The user's attacks inflict Poison for 3 turns
Torch	5	Increases vision in Fog of War by 4 spaces

Accessories

Accessories aren't usable; their effects are active just by being present in the inventory. The unit can choose whether to unequip these items if they don't want to benefit from their effects.

Name	Effect
Delphi Shield	Unit doesn't take effective damage from Bows
Combat Ring	Confers +1 DMG and +5 Hit
Shield Ring	Confers +1 DR and +5 Evade
Reckless Ring	Confers +2 DMG and -2 DEF and RES
Jinxed Ring	Confers +10 Crit and -10 Dodge
Threshold Ring	Increases the HP threshold for certain character skills by a flat 10%
Chance Ring	Increases the chance to activate certain character skills by a flat 5%
Iron Rune	If the unit takes a critical hit, there's a 50% chance it's degraded to a normal hit
Swiftsoles	Confers +1 MOV

Stat Boosters

All stat boosters can be only used once.

Name	Effect
Angelic Cloth	Increases max HP by 3 permanently
Angelic Robe	Increases max HP by 7 permanently
Blade Ring	Increases STR by 1 permanently
Power Drops	Increases STR by 3 permanently
Energy Ring	Increases MAG by 1 permanently
Arcane Ring	Increases MAG by 3 permanently
Secret Scroll	Increases SKL by 1 permanently
Secret Book	Increases SKL by 3 permanently
Rabbit's Foot	Increases LCK by 1 permanently
Goddess Icon	Increases LCK by 3 permanently
Iron Shield	Increases DEF by 1 permanently
Dragon Shield	Increases DEF by 3 permanently
Element Ring	Increases RES by 1 permanently
Talisman	Increases RES by 3 permanently
Dancer Ribbon	Increases SPD by 1 permanently
Speedwings	Increases SPD by 3 permanently
Heavy Gauntlet	Increases CON by 1 permanently
Body Ring	Increases CON by 3 permanently

Weapon Rank Boosters

All weapon rank boosters can be only used once. They can’t give new weapon proficiencies.

Name	Effect
Sword Crystal	Increases Sword WEXP by 100.
Lance Crystal	Increases Lance WEXP by 100.
Axe Crystal	Increases Axe WEXP by 100.
Hidden Crystal	Increases Hidden WEXP by 100.
Bow Crystal	Increases Bow WEXP by 100.
Anima Crystal	Increases Anima WEXP by 100.
Light Crystal	Increases Light WEXP by 100.
Dark Crystal	Increases Dark WEXP by 100.
Staff Crystal	Increases Staff WEXP by 100.
Performance Crystal	Increases Performance WEXP by 100.
Duelist Gem	Increases Sword WEXP by 300.
Halberdier Gem	Increases Lance WEXP by 300.
Warrior Gem	Increases Axe WEXP by 300.
Assassin Gem	Increases Hidden WEXP by 300.
Sniper Gem	Increases Bow WEXP by 300.
Archmage Gem	Increases Anima WEXP by 300.
Cardinal Gem	Increases Light WEXP by 300.
Scholar Gem	Increases Dark WEXP by 300.
Saint Gem	Increases Staff WEXP by 300.
Artist Gem	Increases Performance WEXP by 300.
Arms Scroll	Increases WEXP for all types by 100.

Promotion Items

All promotion items can be only used once.

Name	Effect
Artistic Mark	Required for promotion of performers
Elysian Whip	Required for promotion of flying units
Guiding Ring	Required for promotion of magic users
Faith Icon	Required for promotion of holy units
Hero's Crest	Required for promotion of infantry
Knight's Crest	Required for promotion of soldiers
Orion's Bolt	Required for promotion of archers
Ocean Seal	Required for promotion of brigands
Treasure Mark	Required for promotion of thieves
Fell Contract	Required for promotion of ...?
Earth Seal	Can promote any non-lord unit
Heaven Seal	Required for promotion of lords