

FIRE EMBLEM

The Further Journeys



Player's Handbook

Beta 1.22

Contents

Welcome.....	3
Creating your Character.....	5
Player Stats.....	8
Skills.....	14
Trainee Classes.....	19
First Classes.....	29
Promoted Classes.....	53
NPC Only Units.....	93
Combat.....	97
Basic Combat.....	97
Ranged Combat.....	99
Magical Combat.....	100
Staffs.....	101
Rescuing.....	103
Mounted Combat.....	104
Performances.....	105
Special Combat Rules.....	107
Terrain and Ailments.....	109
Death.....	111
Supports.....	112
Weapons and Items.....	115
Weapons.....	115
Swords.....	115
Lances.....	119
Axes.....	122
Bows.....	125
Anima Magic.....	128
Light Magic.....	131
Dark Magic.....	134
Staffs.....	137
Performances.....	140
Unique Weapons.....	143
Items.....	145

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 armour 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. 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.

During game, the actions the players take contribute to an EXP Pool. During certain checkpoints in the battle, the GM is encouraged to reward a certain amount to the players to get them strong enough to fight the stronger enemies during the fight, and reward the players the rest after the battle is over. No matter the situation, 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 scale below (for example, a Level 1 Promoted Class among Level 5 First Class characters should gain a quarter of the experience they do)

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 is 10+ Levels higher: 1 EXP

Being in combat where the player or allied character is 4-9 Levels higher: 2 EXP

Being in combat where the above conditions don't apply: 3 EXP

Defeating an enemy clearly weaker than you: 3 EXP

Defeating an enemy roughly equal to your level: 5 EXP

Defeating an enemy clearly stronger than you: 10 EXP

Defeating an enemy boss: 30 EXP

Using the Perform skill: 5 EXP

Game Masters are encouraged to give similar amounts of EXP to other impressive feats in battle, and to occasionally grant bonus EXP directly to the character/s on the accomplishment of truly amazing feats in battle, or small amounts as individual rewards for certain actions.

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 not count the Level they are at after promotion towards the total (For instance, a Level 5 Trainee promoting to First Class would only be Total Level 5, not 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 9 Trainee classes. Each Trainee class has 3 potential promotions, known as the First Class, and each of the First Classes as 2 potential promotions, known as the Promoted Class.

Archer Trainee	Archer	Sniper
		Battle Mage
	Nomad	Nomad Ranger
		Nomad Healer
	Spy	Master Spy
		Assassin
Fighter Trainee	Fighter	Warrior
		Hero
	Pirate	Swashbuckler
	Bandit	Berserker
		Mountain Warrior
Mage Trainee	Mage	Sage
		Mage Knight
	Shaman	Druid
		Summoner
	Monk	Bishop
		Holy Guard
Performer Trainee	Bard	Enchanter
	Dancer	Lore Master
		Dancing Blade
Priest Trainee	Priest	Saint
		Bishop
	Monk	Holy Guard
	Troubadour	Valkyrie
		Mage Knight

Rider Trainee	Nomad	Nomad Ranger
		Nomad Healer
	Pegasus Rider	Falco Knight
		Valkyrie
	Social Knight	Paladin
		Duke Knight
Soldier Trainee	Soldier	Sentinel
		General
	Knight	Great Knight
		Wyvern Knight
		Wyvern Hunter
Swordsman Trainee	Mercenary	Hero
		Commander
	Myrmidon	Swordmaster
		Samurai
	Fencer	Crusader
		Shadow Sword
Thief Trainee	Thief	Rogue
		Bounty Hunter
	Scavenger	Wanderer
		Master Spy
	Spy	Assassin



Player Stats

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

Health

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.

Defence

When a physical attack is made against you, your Defence stat is taken from the enemy's base damage, and the result is the total damage you take, even if that's 0.

Speed

This stat determines your Attack Skill and Evasion Rate, expanded further in the book. Also, quite a number of skills, like Vantage, run off the Speed Stat.

Resistance

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.

Constitution

The character's physical build. Your weapon's weight is deducted by an amount equal to your CON. Having a High or Low CON has its strengths and weaknesses. High CON gives you a high AID stat, and allows you to carry more items (3 base items +1 extra for every 5 CON you have). Low CON, however, will allow more units to Rescue you if things get tough.

Movement

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.

Strength

When you make an attack with a physical weapon, your Strength stat is added to your Weapon's Might to determine base damage. Certain skills, such as Center, also run off the Strength stat.

Skill

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.

Magic

When you make an attack with a magical weapon, your Magic stat is added to your Weapon's Might to determine the base damage. Certain skills, such as Imbue, also run off the Magic stat.

Luck

An enigmatic stat that affects Evasion, Hit, and, most importantly, the enemy's Critical Rate, reducing it directly point to point. Some skills, such as Miracle, also run off the Luck stat.

Aid

The character's rescuing ability. You can only Rescue someone who has a CON equal to or less than your AID stat. Rescuing characters allows you to guard them and move them away to safer areas to be healed. Your base AID is always equal to your CON-1. Mounted characters, however, get a bonus to their AID.

About Stats and Stat Progression

After copying the Base Stats from the class you start as and add the 4 bonus stats, you have to determine your character's Progression Rates for each of your eight core stats (HP, STR, DEF, SKL, SPD, MAG, RES, LUK). You have 330 points to divide between the eight, provided the following conditions are met:

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 class's style of combat, you can choose to put 0 in 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.
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).

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

Weapon Level

This is a measure of how proficient your character is in the use of a particular style of weapon. There are 9 core weapon styles, 4 physical, 4 magical, and 1 special. They are:

Sword, Lance, Axe, Bow, Anima, Light, Dark, Staff, and Performance.

In addition to that, each of the 9 core weapon styles have 3 sub categories that are given special notice. They are detailed on the next page. Weapon Levels are graded in E, D, C, B, A, and finally S Ranks. Weapon Ranks cannot progress without the use of special items, but upon promotion, Weapon Ranks automatically level up to a much higher level.

 Sword	Sidearm
	Slash
	Thrust
	Crush
 Lance	Lance
	Spear
	Polearm
 Axe	Axe
	Bludgeon
	Throwing Axe
 Bow	Recurve Bow
	Longbow
	Crossbow
 Anima	Fire
	Wind
	Thunder
 Light	Holy
	Judgement
	Warding
 Dark	Dread
	Druidic
	Ancient
 Staff	Healing
	Buffing
	Ailments
 Performance	Dance
	Instruments
	Lyrics

Swords: Light weight and precise in where they land, swords trade off strength and power for ease of use and accuracy, making them the preferred weapon for those who prefer speed in combat. Swords can be further classified as low powered but versatile Sidearms, precisely accurate Thrusting weapons, Slashing weapons that land critical hits, and Crushing weapons which trade light weight for raw power.

Axes: Heavier weapons with more crushing power behind them, axes trade off accuracy and lightness for pure power, making them the preferred weapons for those who prefer strength in combat. Axes can

also classified with Bludgeons, which are heavier and even more powerful, and generally specialized in taking out heavy armour, and Throwing Axes, which deal heavy damage at a distance, but require skill due to their inherent inaccuracy.

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 things well rounded. Lances can also be classified with Spears, which are lances that can be thrown at a range, or Polearms, a variety of lances specialized in anti-cavalry tactics.

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. In addition, Bows do effective damage against any flying unit, including Pegasus and Wyvern Riders. There are also Longbows, which are less accurate, but have a greater range and more power, and Crossbows, which can be used in melee and are hyper accurate, but have a set base damage that cannot be altered by strength.

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. While study is very important to the use of the magic, Anima mages must also be active to keep them in communion with the spirits. There are three primary classes of Anima Magic: Wind Magic, which packs the least punch but rarely if ever miss; Thunder Magic, which is the most powerful, with the ability to pack even stronger power, but are the least accurate of the three; and Fire Magic, which is the happy median of the three.

Light: The magic of holiness and religion, Light magic is the style of magic used by those connected to their region's church. While light weight and low powered, Light Magic rarely misses their target, and offer a variety of special effects. Holy Magic is the most reliable, but they also have the Judgement class, which are weaker from the offset, but deal massive damage to certain classes (if no one else), and the Warding class, which, in addition to damage, shields the wielder from certain attacks with each use.

Dark: A magic commonly associated with evil, Dark Magic is rather more nuanced than that, and is the magic of true scholars and researchers. It takes someone of incredible skill to properly use this unwieldy but powerful magic, and it always carries the risk of corrupting or even corroding its user. Dread Magic is the strongest of its kind, while Druidic Magic targets specific weapons on the Weapon Triangle, while being at a disadvantage against others. Ancient Magic provides a variety of effects depending on the spell used, from status ailments to negating counter attacks.

Staff: A tool used by all magic users, but primarily associated with priests and healers, who use these staffs to restore energy and life to their allies. But while staffs are most associated with healing, that doesn't mean that's all they can do. Some staffs 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 staffs, the user can inflict a variety of ailments on their enemy, like sleep or temporary insanity.

Performance: A style unique to Bards and Dancers, Performances generally allow their ally to take 2 turns in a round. Lyrical pieces, the style of Bards, specialize in generally buffing their allies' stats or combat abilities in clerical ways, while Dances, the style of Dancers, specialize in debuffing the enemy, and tripping them up in different ways, and have a range of 1 to 2 spaces. Instrumental pieces, the style that brings it all together, specializes in more unique styles of buffs and status boosters.

The Weapons Triangle

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



Bows, Staffs, and Performances 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 is attacked by 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.

Items Carried

All classes can carry a minimum of 3 weapons and items, and then an additional +1 for every 5 points they have in CON (for instance, most Trainees start with 3 items, but Fighters and Soldiers, who start with 5 CON, can carry 4 at the start). 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 you pick up any items over that limit, you must choose an item that will be sent to your party's Storage, and can only be accessed from Storage in between battles.

Picking Your Starting Items

You automatically start with a Vulnerary (3). You will also get one weapon, based on the type of weapon you can wield, from the list below:

Name	Type ()	RNG	MT	WT	CR	Hit	QL	
Iron Sword	Slsh	E	1	5	5	0	90	45 <-- First Class
Slim Sword	Thru	E	1	3	2	10	100	35 <-- Trainee
Iron Lance	Pier	E	1	7	8	0	80	45 <-- First Class
Slim Lance	Pier	E	1	4	5	10	85	35 <-- Trainee
Iron Axe	Hack	E	1	8	10	0	75	45 <-- First Class
Hatchet	Thrw	E	1-2	4	5	5	85	35 <-- Trainee
Iron Bow	Recu	E	2	5	6	0	85	45 <-- First Class
Training Bow	Recu	E	2	3	5	5	90	35 <-- Trainee
Fire	Fire	E	1-2	4	7	0	90	40 <-- Either
Lightning	Holy	E	1-2	4	6	5	95	40 <-- First Class

Flux	Dred	E	1-2	8	9	0	80	40	<-- First Class
Heal	Heal	E	1	10	4	--	--	30	<-- Either
Used on allies to heal their HP									

RNG: Weapon's Range, designating how many spaces ahead it can hit. Generally, 1 means melee range, while 2 or greater is a ranged attack.

MT: Weapon's Might. This plus either your Strength or Magic (depending on the weapon type) indicates how much damage this weapon will deal to your opponent.

WT: Weapon's Weight. This can reduce your Evasion - wielding heavier weapons makes it harder to dodge attacks if your body isn't built to move with that kind of weapon. This is one of the factors that affects Attack Skill.

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

CR: Critical 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 successful 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 can either be thrown away, or kept as a "Broken {Name}." If kept, it still takes up your current battle inventory, and is instantly thrown away if put into Storage. Selling prices of the item goes down for each point of Quality depleted.

These stats are factored into several others to determine your Battle Inventory, which looks like this:

Name	RNG	AT	Hit	Eva	Crt	AS	DG	QL
{Name Here}								

RNG: Weapon Range. Same as in regular inventory.

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

Hit: The Weapon's Hit Rate. This is your chance to hit your target, which is reduced by the enemy's Evasion (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:

$$(\text{Weapon Hit} + [\text{SKL} \times 2] + [\text{LUK} / 2] + \text{Weapon Triangle Bonus})$$

AS: Attack Skill. If you have 4 or more in this value than your opponent's AS, you will score two hits against them instead of one. Under normal circumstances, 2 hits is the maximum number of attacks you can launch in one combat round. The second hit will always occur after your opponent's counter attack.

The value is calculated by the following formula:

$$(\text{SPD} - [\text{Weapon Weight} - \{\text{CON} + \text{Proficiency Bonus}\}]). \text{ Any Negative counts as 0.}$$

Proficiency Bonus: Based on your Weapon Rank, you can take a certain number out of your Weapon Weight, allowing for a higher Attack Skill. The following scale shows the number taken out per rank:

$$E = 0, D = 1, C = 2, B = 3, A = 5, S = 8$$

Eva: Your Evasion Rate. This is your chance to avoid your enemy attacks. This value is calculated by the following formula:

$$(\text{AS} \times 2 + \text{LUK})$$

Crt: Your Critical Rate. This is your chance to land a critical hit against an enemy with your attack.

This value is calculated by the following formula:

$$(\text{SKL} / 2 + \text{Weapon Critical Rate})$$

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

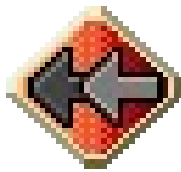
QL: The Weapon's Quality. See above

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, 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 labelled as "Free," which means it can be selected without cost. Likewise, there are some skills labelled at "Cost," which means that, to be selected, your character's Progression Rate is reduced from 330 to 300.

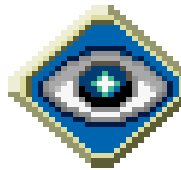


Adept

Cost

Passive Effect

After you make an attack, there is a Skill% chance you will get an immediate additional attack in. This skill does not active on an attack activated by this skill.



Awareness

Cost

Passive Effect

Negates enemy's Character and Class Skills, and Personal Skills (but not Faults)



Blossom

Free

Passive Effect

The character only gains 3/4 the EXP from the Pool as normal. On Level Up, if a stat did not go up, it is rolled 1 more time. If the roll succeeds, the stat goes up. If it fails, move on to the next stat.



Cancel

Free

Passive Effect

When you hit an enemy, there is a Speed% chance you'll force them to skip their counter attack.

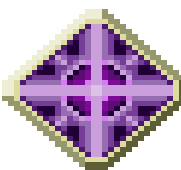


Celerity

Cost

Passive Effect

Movement +2



Center

Free

Passive Effect

At the start of your turn, the character recovers HP equal to their Strength stat

(Characters who have any Weapon Ranks in a Physical Weapon cannot use this skill. If

a character has this skill and promotes to a class that has Weapon Ranks in a Physical Weapon, this skill is discarded, and they are allowed to select a new Free Skill)



Charisma / Paragon (choose a name)

Free

Passive Effect

Allied units gain a 10 point bonus to Hit and Evasion if they are within 3 spaces of the character with this skill. The owner of this skill does not gain the bonus.

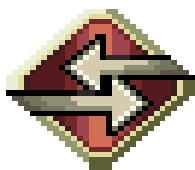


Corrosion

Free

Passive Effect

When you connect with an attack, there is a Skill% chance you'll reduce your opponent's equipped weapon's Quality by 1/2. Weapons designated Legendary or have no Quality are not affected by this skill. This skill cannot reduce a weapon to 0 Quality.



Counter

Free

Passive Effect

When you take damage from an attack, and if you can counter attack normally, there is a Skill% chance of the enemy suffering half 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 suffer a 10 point penalty to Hit, Evasion and Critical if they are within 3 spaces of the character with this skill.



Discipline

Free

Passive Effect

Every time your Total Level goes up by 10 Levels, the character's currently equipped Weapon increases in Proficiency by 1 Grade.



Fortune

Free

Passive Effect

Enemies cannot roll for Critical Hits on this character.



Gamble

Free

Activated Effect

Declare your intent to use this skill before battle. Your Hit Rate (after factoring in your opponent's Evasion) is reduced by 1/2, but your Critical Rate is increased by x2.



Guard

Free

Activated Effect

If you're adjacent to a character you have any Support Level in, and they are targeted by an attack, you can declare yourself the target.



Imbue

Free

Passive Effect

At the start of your turn, the character recovers HP equal to their Magic stat (Characters who have any Weapon Ranks in Magic cannot use this skill. If a character has this skill and promotes to a class that has Weapon Ranks in Magic, this skill is discarded, and they are allowed to select a new Free Skill)



Miracle

Free

Passive Effect

If an attack against you would reduce you to 0 HP, there is a Luck% chance that it will only take away half your current health (rounded down, making 0 damage possible)



Nullify

Cost

Passive Effect

Negates the enemy weapon's effective bonus (ie: Bows won't deal more damage to you as a Flying Unit, Hammer won't deal more damage to you with Armoured, etc)



Parity

Free

Activated Effect

Declare your intent to use this skill before battle. 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 this battle 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

You are more likely to be targeted by the enemy, possibly protecting fragile allies.



Reinforce

Cost

Activated Effect

Once per battle, you can call 3 NPC units of your design at character creation (You must provide good justification as to why your character can do this)



Renewal

Free

Passive Effect

At the start of each Player turn, you regain HP equal to 1/10 of your Maximum HP.

**Resolve**

Cost

Passive Effect

While your HP is at 30% Maximum or Less, your Skill and Speed stats receive a 50% bonus.

**Savior**

Free

Passive Effect

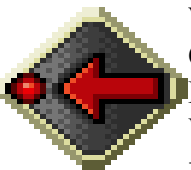
When rescuing and carrying another unit, your Skill and Speed stats aren't reduced.

**Stillness**

Free

Passive Effect

Unless you are the only target in range, you are much less likely to be attacked by the enemy.

**Vantage**

Cost

Passive Effect

When an enemy attacks you on their turn, if you have a higher Speed, you get to attack first.

**Wrath**

Free

Passive Effect

While your HP is at 30% Maximum or Less, your Critical Rate gains a +40 bonus.

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. A Personal Skill works by determining a Condition. 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.

Normally, players only have to provide one Personal Skill and one Personal Fault, both of which are in effect from the start. Depending on the type of campaign, though, the GM can ask for 4 Personal Skills, divided like so:

- Trainee Class (If Used): Personal Skill, Personal Fault
- First Class (If Trainee Class Used): Personal Skill (Not in effect until the unit obtains First Class)
- First Class (If Trainee Class Unused): Personal Skill, Personal Skill, Personal Fault
- Promoted Class: Personal Skill (Not in effect until the unit obtains their Promoted Class)

The following chart can be a stepping stone in determining Personal Skills and Faults. Players are encouraged to run by even more personalized skills or faults past the GM, especially for their fourth and final Personal Skill, but running all skills and faults off the following charts is not discouraged.

Conditions:

If the character is on/in [Terrain Type]...	If the weather is [Weather Condition]...	If the character is wielding [Anima Subcategory]...	If the character is fighting [First Class] or their Promotions...
If the character is within 3 Spaces of [First Class] or their Promotions...	If the character is within 3 spaces of Male/Female units...	If the character is/isn't within 3 spaces of Allied Units...	If the character is/isn't within 3 spaces of Enemy Units...
If the character is over/under half HP...	If the character is suffering [Condition]...	If the character is using a healing item...	If the character's equipped weapon goes to 0 QL...
If Allied Unit is reduced to 0 HP...	If the character uses all MOV in the round...	If the character doesn't move this round...	When facing an enemy with [Skill]...

Effects:

...+15 Evasion	...+15 Hit	...+10 to Hit and Evasion	...+2 Defence / Resistance
...+2 Base Damage	...+10 Critical	...+1 MOV	...+5 HP Recovered
...-2 Damage per Round	...-2 to Ailment duration	...-10 Enemy Critical	...+2 Attack Skill
...20% chance of +1 item QL before use	...+2 EXP added to the pool	...20% chance of +1 to all stats for the round	...+50% increase to Support bonuses.

Affinity

Affinity is a special stat determined at character creation, and plays a major role in Supports (detailed later in the book). There exists the following Affinities in the game:

Fire, Thunder, Wind, Ice, Light, Darkness, Anima, Water, Heaven, Earth

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 is encouraged to make another list for the players to choose from (Birth Month, Astrological Sign, Chinese Zodiac, Tarot Card, etc), and associate an Affinity with each selection.

For example, you can use a list like this:

Red = Fire

Blue = Water

Green = Wind

Yellow = Thunder

Orange = Anima

Teal = Ice

Purple = Heaven

Brown = Earth

White = Light

Black = Dark

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	30	STR	10	MAG	10	SKL	10	CON	10	AID	9
LUK	10	DEF	10	RES	10	SPD	10	MOV	10		

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, and adding more to Total Level gives more of a bonus to certain skills. However, having a higher Total Level towards the end can put a limit on EXP gained to the pool, when facing lower levelled 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, GM's 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 a bonus to EXP gained from the Pool equal to 50%, rounded down, to help them catch up with their more experienced allies.

With the exception of the Performer, Rider, and Thief Trainee, none of the Trainee Classes have a special ability of their own, and the Rider and Thief have more of a utility feature than a full special ability.



Archer Trainee



Weapon Skill: Bow (E)
Starting Weapon: Training Bow
Preferred Stats: Skill, Defence
Special: ---
Promotes To: Archer, Nomad, Spy
Base Stats:

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

Fighter Trainee



Weapon Skill: Axe (E)
Starting Weapon: Hatchet
Preferred Stats: Strength, HP
Special: ---
Promotes To: Fighter, Pirate, Bandit
Base Stats:
HP 20 STR 6 MAG 0 SKL 2 CON 6 AID
5
LUK 1 DEF 3 RES 0 SPD 2 MOV 4

Mage Trainee



Weapon Skill: Anima (E)
Starting Weapon: Fire
Preferred Stats: Magic, Skill
Special: ---
Promotes To: Mage, Monk, Shaman
Base Stats:
HP 17 STR 2 MAG 5 SKL 4 CON 3 AID 2
LUK 2 DEF 0 RES 3 SPD 4 MOV 4

Performer Trainee

Weapon Skill: ---

Starting Weapon: ---

Preferred Stats: Luck, Speed

Special: Perform

Activated Effect

Grant 1 adjacent ally an additional action this round

Promotes To: Bard, Dancer

Base Stats:

HP	15	STR	2	MAG	2	SKL	2	CON	3	AID	2
LUK	5	DEF	1	RES	3	SPD	5	MOV	4		



Priest Trainee



Weapon Skill: Staff (E)

Starting Weapon: Heal

Preferred Stats: Resistance, Luck

Special: ---

Promotes To: Priest, Monk, Troubadour

Base Stats:

HP	15	STR	2	MAG	3	SKL	1	CON	3	AID	2
LUK	4	DEF	1	RES	6	SPD	5	MOV	4		

Rider Trainee



Weapon Skill: Lance (E)

Starting Weapon: Slim Lance

Preferred Stats: Skill, Speed

Special: Horseback

Passive Effect

While mounted, characters with this skill gain +2 MOV, and an effective +14 bonus to their Aid stat, allowing them to rescue almost any ally. However, they also have an effective +14 bonus to their Weight, meaning only other horsemen can rescue them while mounted. After taking an action, the characters are able to use the rest of their movement for the round to get away from the action as far as they can.

Dismount

Activated Effect

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, and are no longer vulnerable to anti horse abilities. Mounting and Dismounting both take up an

action.

Promotes To: Social Knight, Pegasus Rider, Nomad

Base Stats:

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

Soldier Trainee



Weapon Skill: Lance (E)
Starting Weapon: Slim Lance
Preferred Stats: Defence, HP
Special: ---
Promotes To: Soldier, Knight, Wyvern Rider
Base Stats:
HP 20 STR 4 MAG 0 SKL 3 CON 5 AID 4
LUK 1 DEF 5 RES 0 SPD 2 MOV 4

Swordsman Trainee



Weapon Skill: Sword (E)
Starting Weapon: Slim Sword
Preferred Stats: Skill, Speed
Special: ---
Promotes To: Mercenary, Myrmidon, Fencer
Base Stats:
HP 18 STR 4 MAG 1 SKL 5 CON 4 AID 3
LUK 2 DEF 2 RES 0 SPD 4 MOV 4

Thief Trainee



Weapon Skill: Sword (E)
Starting Weapon: Slim Sword
Preferred stats: Speed, Luck
Special: Lockpick
Activated Effect
If the character with this skill has a Lockpick in their inventory, they can use it to unlock doors, chests and gates.
Promotes To: Thief, Scavenger, Spy
Base Stats:

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

First Classes

Campaigns can start with the players as their First Class, or as Trainee 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	40	STR	20	MAG	20	SKL	20	CON	15	AID	14
LUK	20	DEF	20	RES	20	SPD	20	MOV	15		

Some classes share certain skills at this level. Any class that doesn't have this listed on their page doesn't have it, even if they had it before. For instance, a Pegasus Rider no longer has Horseback, and only has Pegasus.

Horseback

Passive Effect

While mounted, characters with this skill gain +2 MOV, and an effective +14 bonus to their Aid stat, allowing them to rescue almost any ally. However, they also have an effective +14 bonus to their Weight, meaning only other horsemen can rescue them while mounted. After taking an action, the characters are able to use the rest of their movement for the round to get away from the action as far as they can.

Pegasus

Passive Effect

While mounted, characters with this skill gain +2 MOV, and an effective +12 bonus to their Aid stat, allowing them to rescue almost any ally. However, they also have an effective +12 bonus to their Weight, meaning only other riders can rescue them while mounted. After taking an action, the characters are able to use the rest of their movement for the round to get away from the action as far as they can.

Wyvern

Passive Effect

While mounted, characters with this skill gain +1 MOV, and an effective +16 bonus to their Aid stat, allowing them to rescue almost any ally. However, they also have an effective +16 bonus to their Weight, meaning only other riders can rescue them while mounted. After taking an action, the characters are able to use the rest of their movement for the round to get away from the action as far as they can.

Dismount

Activated Effect

This unit can choose to dismount. They lose all the bonuses they had while mounted, but are no longer vulnerable to anti flyer abilities and bows, or anti horse abilities and rough terrain, depending on their original mount. Dismounting and Remounting take up an Action.

Levitation

Passive Effective

Characters with this skill can move unhindered across muddy terrain in rain, snowy terrain, and sand. However, Forests and Mountains still pose a problem, and characters with this skill can't end their turn on any terrain with Water (although that they can traverse without penalty until ending)

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 load them, aim them, and fire them. And while it certainly takes a lot of effort to keep them going, the massive bolts fired are bound to hit someone, barring the lone soldier in the middle of nowhere.

Weapon Skill: 1 Bow Subcategory (C), Bows (D)

Starting Weapon: Iron Bow

Preferred Stats: Skill, Defence

Special: Ballistician

Passive Effect

Can operate Ballistas. Firing a ballista sends a massive arrow flying over all terrain in the way, making no difference to its impressive range, but does not negate Defence or Evasion bonuses. If the ballista is fired at an enemy that is within 3 spaces of 2 or more units and misses, a member of the crowd, even an allied unit or the original target, is randomly selected and takes the hit automatically.

Sidearm

Passive Effect

Archers have a free Battle Inventory slot for any Knife or Dagger type weapon. If they are attacked in melee while equipped with a Bow (except for a Crossbow), they can choose to counter attack with the Sidearm. They gain no Weapon Triangle Bonus or Penalty for doing so, and they cannot initiate an attack using the Sidearm.

Promotes From: Archer Trainee

Promotes To: Sniper, Battle Mage

Item Required: Orion's Bolt (Both)

Base Stats:

HP	20	STR	5	MAG	1	SKI	6	CON	7	AID	6
LUC	4	DEF	6	RES	1	SPD	5	MOV	5		

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+2	RES	+0	SPD	+0	MOV	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 armoured 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 gives them the stamina to traverse mountainous terrain, something entirely unique to them.

Weapon Skill: 1 Axe Subcategory (C), Axes (D)

Starting Weapon: Iron Axe

Preferred Stats: HP, Strength

Special: Mountain Walk

Passive Effect

Units with this skill can traverse Mountains, where other classes can't. In addition, units with this skill don't suffer a movement penalty traversing Hills.

King of the Mountain

Passive Effect

Units with this skill gain an additional +1 DEF for being on Hill or Mountain Terrain, and have an automatic +10 to Hit against enemies on said terrain. In addition, if the enemy has any effects that activate while on Hill terrain, it is ignored (with the exception of King of the Mountain).

Raid

Activated/Passive Effect

If a unit with this skill attacks a Supply Line, they are guaranteed two hits against it. As well, they gain a +2 damage to the line.

Promotes From: Fighter Trainee

Promotes To: Berserker, Mountain Warrior

Item Required: Ocean's Seal (Both)

Base Stats:

HP	24	STR	7	MAG	0	SKL	2	CON	11	AID	10
LUK	0	DEF	3	RES	0	SPD	3	MOV	5		

Promotion Bonuses:

HP	+2	STR	+2	MAG	+0	SKI	+0	CON	+5	AID	+5
LUC	+0	DEF	+0	RES	+0	SPD	+1	MOV	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 "world wise" 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 all allies around him in one go, allowing an extra turn or improved abilities to up to 4 allies at once, one for each adjacent ally.

Weapon Skill: Lyrics (C), Instruments (D)

Starting Weapon: ---

Preferred Stats: Luck, Magic

Special: Play

Activated Effect

The character is able to play a song for any ally adjacent to the user who has already used their action. That character can act again. The character with this skill will effect all allies adjacent to them when they activate their effect (up to 4 characters). This effect of aiding multiple allies works with the standard Play ability, or with any currently equipped Performance. This skill overwrites Perform.

With A Little Bit

Passive Effect

If the Bard is attacked when they're within 2 spaces of an allied unit, there is a Luck% chance that the attack will end up targeting the allied unit. Even if they would normally outside of range, the battle will take place as though the allied unit was targeted all along. If there are more than 1 allied units in range of this effect, the one with the highest proper Defence or Resistance is selected as the new target.

Promotes From: Performer Trainee

Promotes To: Enchanter, Lore Master

Item Required: Artistic Mark (Both)

Base Stats:

HP	18	STR	2	MAG	4	SKI	3	CON	4	AID	3
LUC	7	DEF	1	RES	4	SPD	7	MOV	5		

Promotion Bonuses:

HP	+1	STR	+0	MAG	+2	SKI	+1	CON	+1	AID	+1
LUC	+2	DEF	+0	RES	+1	SPD	+2	MOV	5		

Dancer

If there is an unsung hero in any military, it is the one who keeps morale up between battle, 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 eyecandy, though; sometimes, like their singing cousins, the Bards, a Dancer can hide many secrets about themselves...

Weapon Skill: Dance (C), Instruments (D)

Starting Weapon: ---

Preferred Stats: Luck, Strength

Special: Dance

Activated Effect

The character is able to perform a dance for any ally adjacent to the user who has already used their action. That character can act again. The character with this skill can effect up to 2 allies with it, but it can be any ally within 2 spaces of the Dancer. This effect of aiding multiple allies works with the standard Dance ability, or with any currently equipped Performance. This skill overwrites Perform.

Boundless Stamina

Passive Effect

Dancing keeps the performer active and healthy, giving them energy to last for hours of intense combat. Every time the Dancer uses the Dance ability, they recover 10 HP.

Promote From: Performer Trainee

Promotes To: Dancing Blade, Lore Master

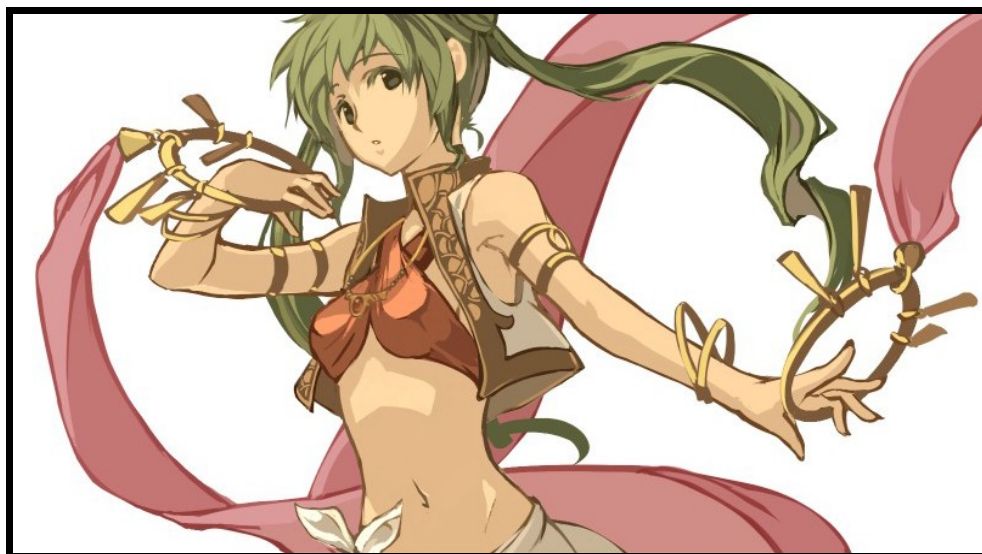
Item Required: Artistic Mark (Both)

Base Stats:

HP	18	STR	4	MAG	2	SKI	3	CON	4	AID	3
LUC	7	DEF	2	RES	3	SPD	7	MOV	5		

Promotion Bonuses:

HP	+1	STR	+2	MAG	+0	SKI	+1	CON	+1	AID	+1
LUC	+2	DEF	+1	RES	+0	SPD	+2	MOV	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 defence. Hence, it is not uncommon to see villagers or common mercenaries practising the sword in this way.

Where the Fencer's style of combat most excels is in indoor combat, whether as castle defence or castle offence. The style works best dancing from cover to cover, and the lightness of their weapons works the best for getting around pillars or columns often used pragmatically.



Weapon Skill: 1 Sword Subcategory (C), Swords (D)

Starting Weapon: Iron Sword

Preferred Stats: Skill, Speed

Special: Indoor Combat

Passive Effect

Any battle that occurs in a castle, dungeon, or other large building grants the Fencer a bonus of +2 to Attack Skill and +10 to Hit and Evasion so long as they are indoors. In addition, this unit suffers no movement penalty moving around or onto a Pillar.

Sneaking

Passive Effect

If a character with this skill starts their turn on a pillar, they can move to another, unoccupied pillar within 4 spaces. Enemies will act as though the character hadn't moved at all.

Promotes From: Swordsman Trainee

Promotes To: Crusader, Shadow Sword

Item Required: Knight's Crest (Crusader), Fell Contract (Shadow Sword)

Base Stats:

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

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+2	CON	+2	AID	+2
LUC	+2	DEF	+0	RES	+0	SPD	+1	MOV	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 and 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: 1 Axe Subcategory (C), Axes (D)

Starting Weapon: Iron Axe

Preferred Stats: Strength, Skill

Special: Forest Walk

Passive Effect

Units with this skill can traverse Forest terrain without penalty.

Clear a Path

Passive Effect

When a unit with this skill attacks an enemy unit on Forest Terrain, the enemy unit does not get the bonus to their Evasion or Defence from being on that terrain. A unit with this skill is still able to reap their own benefits from the terrain. In addition, if the enemy has any effects that activate while on Forest terrain, it is ignored.

Promotes From: Fighter Trainee

Promotes To: Warrior, Hero

Item Required: Hero's Crest (Both)

Base Stats:

HP	23	STR	7	MAG	0	SKL	3	CON	10	AID	9
LUK	2	DEF	3	RES	0	SPD	2	MOV	5		

Promotion Bonuses:

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

Knight

Armoured 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. Knights are also very compatible fighters in any unit; their training can span across the entire Weapons Triangle, allowing them to specialize in all manner of styles; though commonly associated with the Lance, there have been knights who specialized in the Sword, Axe, and even the Bow.



It can be easy to see that armour 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 armour 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: 1 Physical Weapon Subcategory (C), The Chosen Weapon (D)

Starting Weapon: Iron [Weapon of Choice]

Preferred Stats: Defence, Health

Special: Armoured

Passive Effect

Any physical attack that would only deal 1 to 6 damage, no matter the source, is reduced to 0.

Hold The Line

Activated Effect

If the character with this skill hasn't used any of their MOV points this turn, they can choose to spend all their MOV to remain in place, and prevent the enemy from entering melee range with the character until the start of the character's next round.

Promotes From: Soldier Trainee

Promotes To: General, Great Knight

Item Required: Knight's Crest (Both)

Base Stats:

HP	22	STR	5	MAG	0	SKL	3	CON	9	AID	8
LUK	1	DEF	9	RES	0	SPD	2	MOV	4		

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+0	CON	+4	AID	+4
LUC	+0	DEF	+4	RES	+0	SPD	+0	MOV	4		

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 or close the distance between them and the physical warriors...

Weapon Skill: 1 Anima Subcategory (C), Anima (D)

Starting Weapon: Choose 1 of Fire, Wind, or Thunder

Preferred Stats: Skill, Magic

Special: Levitation

Nature Spirits

Activated Effect

This skill can only be activated once per battle. Reduce your Strength Stat to 0, and add it to your Skill Stat. At the start of each Player Phase, move 1 of those bonus points back to its original stat. (Example: If you put 5 STR into SKL, the next turn it's 1/4, 3/2, 2/3, 4/1, before returning to normal)

Promotes From: Mage Trainee

Promotes To: Sage, Mage Knight

Item Required: Guiding Ring (Both)

Base Stats:

HP	21	STR	2	MAG	6	SKI	5	CON	5	AID	4
LUC	2	DEF	0	RES	5	SPD	4	MOV	5		

Promotion Bonuses:

HP	+1	STR	+0	MAG	+2	SKI	+2	CON	+2	AID	+2
LUC	+0	DEF	+0	RES	+2	SPD	+1	MOV	5		

Mercenary



Weapon Skill: 1 Sword Subcategory (C), Swords (D)

Starting Weapon: Iron Sword

Preferred Stats: Skill, Strength

Special: Inspiration

Passive Effect

Allies get +5 to Hit and Evasion while within 3 spaces of the character with this ability, while the character with this ability gains +1.5 to Evasion for each ally near them, rounded down. This caps off at +15 Evasion

Get Your Weight On

Activated Effect

By spending no MOV this turn, the Mercenary can add Half their equipped weapon's Weight to their damage before defence.

Promotes From: Swordsman Trainee

Promotes To: Hero, Commander

Item Required: Hero's Crest (Both)

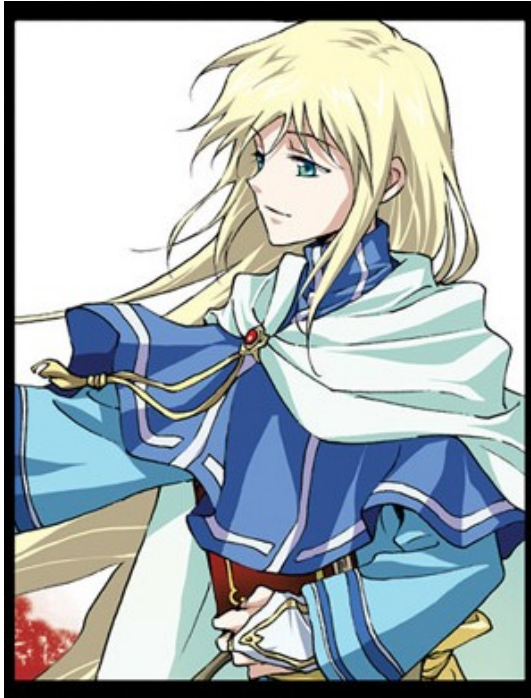
Base Stats:

HP	21	STR	5	MAG	1	SKI	6	CON	8	AID	7
LUC	2	DEF	2	RES	0	SPD	5	MOV	5		

Promotion Bonuses:

HP	+2	STR	+2	MAG	+0	SKI	+1	CON	+4	AID	+4
LUC	+0	DEF	+0	RES	+0	SPD	+1	MOV	5		

Monk / Nun



Weapon Skill: 1 Light Subcategory (C), Light (D)
Starting Weapon: Lightning
Preferred Stats: Resistance, Skill
Special: Levitation

Pious Veil
Activated Effect
This skill can only be activated once per battle. Reduce your Strength Stat to 0, and add it to your Resistance Stat. At the start of each Player Phase, move 1 of those bonus points back to its original stat. (Example: If you put 5 STR into RES, the next turn it's 1/4, 3/2, 2/3, 4/1, before returning to normal)

Promotes From: Mage Trainee, Priest Trainee
Promotes To: Bishop, Holy Guard
Item Required: Guiding Ring (Both)

Base Stats:
HP 18 STR 2 MAG 4 SKI 3 CON 5 AID 4
LUC 5 DEF 1 RES 7 SPD 5 MOV 5

Promotion Bonuses:

HP	+2	STR	+0	MAG	+1	SKI	+2	CON	+2	AID	+2
LUC	+1	DEF	+0	RES	+2	SPD	+0	MOV	5		

Myrmidon

Weapon Skill: 1 Sword Subcategory (C),
Swords (D)

Starting Weapon: Iron Sword

Preferred Stats: Speed, Skill

Special: Leaf On The Wind

Activated Effect

Instead of declaring an attack, the character with this skill can declare intent to gain a bonus to evasion equal to (MAG x 4) for one enemy round, by reducing the number of counter attacks by 1 (this can mean 0 counter attacks). The bonus to evasion caps at +40

En Passant

Activated Effect

Instead of declaring an attack, the character with this skill can declare intent to use this skill. Activating when the character uses their full

movement and passes by at least 1 enemy unit, this skill allows them to make an attack that cannot be countered. However, it only deals half the total damage it would have normally, and the final hit rate is reduced by 1/4 rounded down. However, whether the hit lands or not, the enemy targeted cannot counter. If more than 1 enemy was passed in this way, declare the target of this attack.



Promotes From: Swordsman Trainee

Promotes To: Swordmaster, Samurai

Item Required: Hero's Crest (Both)

Base Stats:

HP	20	STR	5	MAG	3	SKI	6	CON	6	AID	5
LUC	2	DEF	2	RES	0	SPD	6	MOV	5		

Promotion Bonuses:

HP	+1	STR	+1	MAG	+2	SKI	+2	CON	+2	AID	+2
LUC	+0	DEF	+0	RES	+0	SPD	+2	MOV	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: Choose 1 Bow Subcategory (C), Bows (D)

Starting Weapon: Iron Bow

Preferred Stats: Skill, Speed

Special: Horseback, Dismount

Hit and Run

Passive Effect

After making an attack, this unit gains a +2 bonus to their MOV until the end of their turn. This effect only activates after the unit makes an attack, and does not activate if they take any other action.

Promotes From: Rider Trainee, Archer Trainee

Promotes To: Nomad Healer, Nomad Ranger

Item Required: Orion's Bolt

Base Stats:

HP	18	STR	5	MAG	1	SKI	7	CON	7	AID	6
LUC	2	DEF	3	RES	1	SPD	6	MOV	5		

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+0	RES	+0	SPD	+2	MOV	5		



Pegasus Rider



Pegasus Riders are a specialized corps. Unlike regular cavalry, Pegasus Riders (also often called Pegasus Knights) are airborne cavalry, able to penetrate deeper into enemy territory, 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 favour lighter lances, as the spears are the most practical weapon to wield from Pegasus back, supporting hit and run tactics. Naturally, they should be wary of bows and arrows, as they can track out and shoot down a Pegasus in flight.

Pegasi are very mysterious creatures, and their origins are unknown, although a leading theory is that they were born from a magician's attempts to make a flying steed for himself. This is supported by the interesting quirk that Pegasi are more resistant to magic, protecting their riders on top of that. They are also able to walk upon the clouds as though they were soil, even in the most inclement weather. While

very graceful and beautiful to look upon, wild Pegasi are notoriously timid, and are prone to fleeing from strange humans. Even then, they only let those of a noble and gentle spirit like their own approach and ride them. As such, an overwhelming majority of Pegasus Riders are female (while male Pegasus Riders are not unheard of, they are exceptionally rare).

Weapon Skill: 1 Lance Subcategory (C), Lances (D)

Starting Weapon: Iron Lance

Preferred Stats: Speed, Skill

Special: Pegasus, Dismount

Cloud Walking

Passive Effect

The character with this skill suffers no Movement Penalties in Rain, Snow, or Sandstorm.

Promotes From: Rider Trainee

Promotes To: Falco Knight, Valkyrie

Item Required: Elysian Whip (Both)

Base Stats:

HP	18	STR	4	MAG	0	SKI	6	CON	6	AID	5
LUC	3	DEF	3	RES	4	SPD	6	MOV	5		

Promotion Bonuses:

HP	+2	STR	+0	MAG	+0	SKI	+0	CON	+2	AID	+2
LUC	+1	DEF	+0	RES	+2	SPD	+3	MOV	5		

Pirate

Weapon Skill: 1 Axe Subcategory (C), Axes (D)

Starting Weapon: Iron Axe

Preferred Stats: Strength, HP

Special: Sea Walk

Passive Effect

Units with this skill can traverse and end their turn on Water Terrain, where other classes can't without flying.

Deflect

Passive Effect

If they are in range to counter attack, when targeted by a physical attack, the unit with this skill can add their total DMG to their Evasion. They can add half their total DMG for magical attacks.

Raid

Activated/Passive Effect

If a unit with this skill attacks a Supply Line, they are guaranteed two hits against it. As well, they gain a +2 damage to the line.

Promotes From: Fighter Trainee

Promotes To: Berserker, Swashbuckler

Item Required: Ocean Seal (Both)

Base Stats:

HP	22	STR	9	MAG	0	SKI	3	CON	9	AID	8
LUC	1	DEF	3	RES	0	SPD	3	MOV	5		

Promotion Bonuses:

HP	+2	STR	+3	MAG	+0	SKI	+1	CON	+3	AID	+3
LUC	+0	DEF	+0	RES	+0	SPD	+1	MOV	5		



Priest / Sister



Weapon Skill: 1 Staff Subcategory (C), Staffs (D)

Starting Weapon: Heal

Preferred Stats: Resistance, Luck

Special: Levitation

Self Healing

Passive Effect

At the start of each allied round, characters with this skill regain Health, if they are equipped with a Healing staff, equal to their Magic stat. If they equipped a Status Ailment Healing or Inflicting Staff, their condition is returned to normal instead.

Promotes From: Priest Trainee

Promotes To: Bishop, Saint

Item Required: Guiding Ring (Both)

Base Stats:

HP	16	STR	2	MAG	4	SKI	2	CON	5	AID	4
LUC	6	DEF	1	RES	8	SPD	6	MOV	5		

Promotion Bonuses:

HP	+1	STR	+0	MAG	+1	SKI	+0	CON	+2	AID	+2
LUC	+2	DEF	+0	RES	+2	SPD	+2	MOV	5		

Scavenger



Weapon Skill: 1 Sword Subcategory (D), 1 Dark Subcategory, Swords (D), Dark (D)

Starting Weapon: Choose 1 of Iron Sword or Flux

Preferred Stats: Skill, Luck

Special: Scavenge Gold

Passive Effect

On the first attack that hits on a target, the character with this skill steals a certain amount of gold from the enemy. This amount is equal to (Enemy Total Level x 10). Any character in the Archer, Rider, Mage, Swordsman or Soldier Tree has an additional 200 Gold on hand. A character in the Fighter, Thief, Performer and Priest Trainee has 100. For classes that fall into more than one tree, it's 100 Gold.

Power of the Underdog

Passive Effect

The unit with this skill gains a +1 bonus to DMG and +5 to Hit and Evasion for every Total Level the enemy has over them.

Promotes From: Thief Trainee

Promotes To: Wanderer, Bounty Hunter

Item Required: Fell Contract (Wanderer), Treasure Mark (Bounty Hunter)

Base Stats:

HP	17	STR	4	MAG	3	SKI	5	CON	6	AID	5
LUC	5	DEF	2	RES	1	SPD	7	MOV	5		

Promotion Bonuses:

HP	+1	STR	+1	MAG	+1	SKI	+1	CON	+3	AID	+3
LUC	+2	DEF	+0	RES	+0	SPD	+1	MOV	5		

Shaman



Weapon Skill: 1 Dark Subcategory (C), Dark (D)
Starting Weapon: Flux
Preferred Stats: Magic, Skill
Special: Levitation

Ancient Gamble
Activated Effect
This skill can only be activated once per battle. Reduce your Strength Stat to 0, and add it to your Constitution. At the start of each Player Phase, move 1 of those bonus points back to its original stat. (Example: If you put 5 STR into CON, the next turn it's 1/4, 3/2, 2/3, 4/1, before returning to normal)

Promotes From: Mage Trainee
Promotes To: Druid, Summoner
Item Required: Guiding Ring (Both)
Base Stats:

HP	19	STR	2	MAG	7	SKI	4	CON	6	AID	5
LUC	2	DEF	1	RES	5	SPD	4	MOV	5		

Promotion Bonuses:

HP	+2	STR	+0	MAG	+2	SKI	+0	CON	+3	AID	+3
LUC	+0	DEF	+1	RES	+2	SPD	+0	MOV	5		

Social Knight

Weapon Skill: 1 Sword Subcategory (D), 1 Lance Subcategory (D), Swords (D), Lances (D)

Starting Weapon: Choose 1 of Iron Sword, Iron Lance

Preferred Stats: Pick two of: Strength, Skill, Speed

Special: Horseback, Dismount

Reliable Attack

Activated Effect

Once per battle, the Social Knight can choose to activate this special ability. For the rest of the round, until their next phase, whenever the Social Knight enters combat, they only suffer a -10 penalty to Hit rather than -15 if they are on the losing end of the Weapon Triangle, and they suffer no damage penalty. If they are on the winning end of the Weapon Triangle, they gain a +20 bonus to Hit instead of +15, and a +2 bonus to damage rather than just +1

Promotes From: Rider Trainee

Promotes To: Paladin, Duke Knight

Item Required: Knight's Crest (Both)

Base Stats:

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

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+1	CON	+3	AID	+3
LUC	+0	DEF	+1	RES	+1	SPD	+1	MOV	5		



Soldier

Weapon Skill: 1 Lance Subcategory (C), Lances (D)

Starting Weapon: Iron Lance

Preferred Stats: Skill, Speed

Special: Anti-Cavalry

Passive Effect

The character with this skill gains a +5 Total Damage and +1 Defence bonus while entering combat with any enemy with the Horseback, Pegasus, or Wyvern Skill

Spear Wall

Passive Effect

The character with this skill gains a +1 bonus to DMG for every allied unit adjacent to them equipped with a Lance, and for every unit adjacent to them and so on.

Promotes From: Soldier Trainee

Promotes To: Sentinel, General

Item Required: Knight's Crest (Both)

Base Stats:

HP	22	STR	5	MAG	0	SKI	5	CON	8	AID	7
LUC	1	DEF	5	RES	0	SPD	4	MOV	5		

Promotion Bonuses:

HP	+2	STR	+1	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+1	RES	+0	SPD	+2	MOV	5		



Spy

Weapon Skill: 1 Sword Subcategory (D), 1 Bow Subcategory (D), Swords (D), Bows (D)

Starting Weapon: Choose 1 of Iron Sword, Iron Bow

Preferred Stats: Skill, Luck

Special: Vision

Passive Effect

Spies have a Line of Sight of 8, instead of the normal 4, during Fog of War. They can spot and reveal any unit currently attempting to make use of Infiltration or Forest Camouflage. A unit with this skill, and only this skill, is allowed to ignore the enemy skills Provoke and Shade.

Ambush

Passive Effect

If this unit moves into position for an attack from a starting position on a piece of cover (Forest, Pillar, Fog of War, or the like) outside the enemy's usual line of sight, the enemy cannot counter attack.

Promotes From: Thief Trainee, Archer Trainee

Promotes To: Master Spy, Assassin

Item Required: Treasure Mark (Master Spy), Fell Contract (Assassin)

Base Stats:

HP	19	STR	4	MAG	0	SKI	6	CON	6	AID	5
LUC	3	DEF	2	RES	1	SPD	7	MOV	6		

Promotion Bonuses:

HP	+2	STR	+2	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+0	RES	+0	SPD	+1	MOV	6		



Thief



Weapon Skill: 1 Sword Subcategory (C), Swords (D)

Starting Weapon: Iron Sword

Preferred Stats: Speed, Luck

Special: Steal

Activated Effect

If the character with this skill has a higher Speed or Luck compared to their opponent, they can attempt to steal any unequipped item, from weapons to items. The character with this skill must have an open inventory slot, or else the steal won't work. If all conditions are met, that item is instantly added to the stealing character's inventory, and they contribute to the EXP Pool. Some items can be locked to inventory, preventing stealing.

Overdeveloped Sense of Self Preservation

Passive Effect

The character with this skill gains +20 to their Evasion.

Promotes From: Thief Trainee

Promotes To: Rogue, Bounty Hunter

Item Required: Treasure Mark (Both)

Base Stats:

HP	18	STR	4	MAG	0	SKI	5	CON	6	AID	5
LUC	5	DEF	1	RES	1	SPD	8	MOV	6		

Promotion Bonuses:

HP	+2	STR	+0	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+0	RES	+0	SPD	+3	MOV	6		

Troubadour



Weapon Skill: 1 Staff Subcategory (C), Staffs (D), Choose 1
Weapon Subcategory (C), The Chosen Weapon (D)
Starting Weapon: Heal, Iron [Weapon of Choice]
Preferred Stats: Speed, Luck
Special: Horseback, Dismount

Minor Arcana

Activated Effect

When the character with this skill uses a healing staff, they can reduce its effectiveness by 1/4 rounded up to activate this skill. Roll 1d4. Based on the result, the ally gains one of the following bonuses:

1. Staves – A fiery aura that grants +2 to Speed
2. Coins – An earthy aura that grants +2 to Defence
3. Cups – A watery aura that grants +2 to Strength
4. Swords – An airy aura that grants +2 to Skill

All of these effects only last until the start of the next phase.

Promotes From: Priest Trainee

Promotes To: Mage Knight, Valkyrie

Item Required: Guiding Ring (Mage Knight), Elysian Whip (Valkyrie)

Base Stats:

HP	17	STR	4	MAG	4	SKI	3	CON	6	AID	5
LUC	5	DEF	2	RES	4	SPD	5	MOV	5		

Promotion Bonuses:

HP	+1	STR	+2	MAG	+1	SKI	+2	CON	+2	AID	+2
LUC	+2	DEF	+0	RES	+0	SPD	+0	MOV	5		

Wyvern Rider



Weapon Skill: 1 Lance Subcategory (C), Lances (D)
Starting Weapon: Iron Lance
Preferred Stats: Defence, Strength
Special: Wyvern, Dismount

Dragon Scales
Passive Effect

This unit gains a +5 bonus to their Resistance when in combat with an enemy wielding a Wind or Fire Tome. However, they do not gain this bonus while in combat with an enemy wielding a Thunder Tome, and, in fact, take effective damage from it.

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

Base Stats:

HP	22	STR	5	MAG	0	SKI	4	CON	9	AID	8
LUC	1	DEF	6	RES	0	SPD	3	MOV	5		

Promotion Bonuses:

HP	+2	STR	+2	MAG	+0	SKI	+1	CON	+4	AID	+4
LUC	+0	DEF	+1	RES	+0	SPD	+0	MOV	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	60	STR	30	MAG	30	SKL	30	CON	20	AID	19
LUK	30	DEF	30	RES	30	SPD	30	MOV	15		

When promoting to this class, any skills from the first class automatically transfer to this class, in addition to gaining new skills. The only exception to this rule is if the promotion grants them a new kind of mount (Horseback/Pegasus/Wyvern) when they already had a different one. In these cases, the First Class mount is replaced in favour of the new Promoted Class Mount. Some skills are also shared between certain classes.

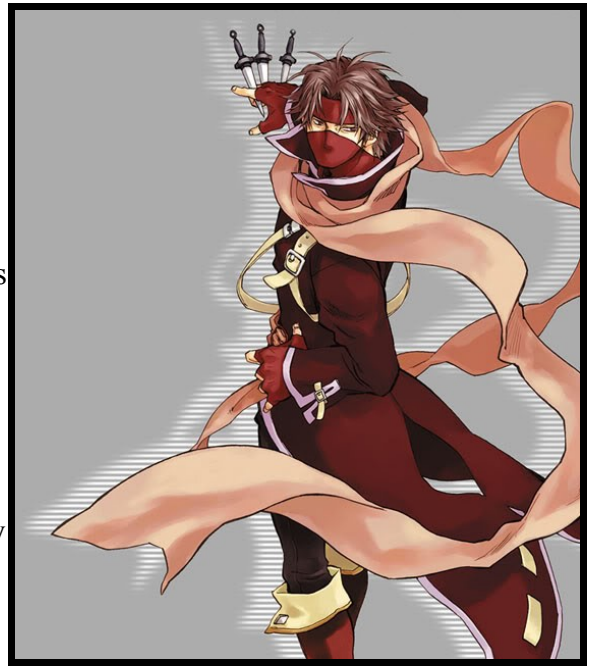
Critical Eye
Passive Effect

A character with this skill gains a permanent +5 bonus to their Critical Rate. Their Critical Rate cannot go below 5.

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: If the character started as an Archer Trainee: Your Chosen Bow (S), Bows (B)

If the character started as a Thief Trainee: Your Chosen Sword (S), Swords (B)

If the character started as a Spy: Your Chosen Sword OR Your Chosen Bow (S), Swords OR Bows (B)

Preferred Stats: Skill, Strength

Special: Critical Eye

Assassinate

Passive Effect

On a Critical Hit, there is another Critical Hit chance that the attack reduces the target's HP to 0 instantly. The second Critical Hit chance caps out at 40%. At the GM's discretion, certain enemies can be immune to this skill.

Promotes From: Spy

Item Required: Fell Contract

Promotion Bonuses:

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

Battle Mage

Weapon Skill: Your Chosen Bow (A), 1 Anima Subcategory (A), Bows (C), Anima (C)

Preferred Stats: Strength, Magic

Special: Imbue Arrow

Activated Effect

The character with this skill must have a Bow and Anima Tome in their inventory, and one of them must be equipped. This technique drains the quality of both the bow and the tome, but it fires an attack that deals (Higher of STR or MAG + MT of Weaker Weapon), and targets the weaker of the enemy's DEF or RES if it hits. If you miss, one of the following effects still occur:

- If spell was Fire: All spaces 3 spaces to the left and right of the space between the user and target are walled off until the start of the user's next turn
- If the spell was Thunder: Hit% chance that the intended target suffers a -20 penalty to Hit
- If the spell was Wind: Hit% chance that the intended target suffers a -10 penalty to Evasion

Jump

Activated Effect

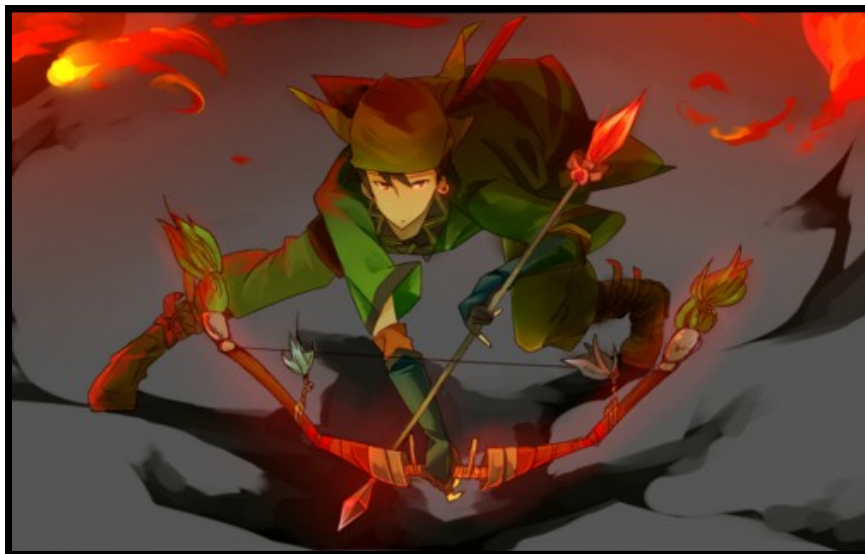
By spending their action, a character with this skill can move to an otherwise inaccessible part of terrain, such as Mountains, or over an outdoor wall.

Promotes From: Archer

Item Required: Orion's Bolt

Promotion Bonuses:

HP	+2	STR	+2	MAG	+3	SKI	+0	CON	+3	AID	+3
LUC	+1	DEF	+1	RES	+1	SPD	+2	MOV	6		



Berserker



Weapon Skill: Your Chosen Axe (S), Axes (B)

Preferred Stats: Health, Strength

Special: Berserker Barrage

Passive Effect

The unit with this skill can reduce their Hit Rate in 10 point increments to increase their Critical in 5 point increments

Sack

Activated/Passive Effect

By spending their action, a character with this skill can bring any obstacle's endurance to 0 in one strike. Additionally, if a character with this skill attacks a supply line, its HP is reduced to 0 instantly. This skill replaces Raid.

Mountain/Sea Walk

Passive Effect

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: Pirate, Bandit

Item Required: Ocean Seal

Promotion Bonus:

HP +5	STR +2	MAG +0	SKI +3	CON +4	AID +4
LUC +0	DEF +0	RES +0	SPD +1	MOV 6	

Bishop

Weapon Skill: Your Chosen Light (A), Your Chosen Staff (A), Light (C), Staff (C)

Preferred Stat: Resistance, Luck

Special: Sanctuary

Activated Effect

On their turn, a character with this skill can set up a zone 3 spaces in all four directions around the character. Anyone within this zone is protected from all sides; no attacks, or any unit, can enter the zone. However, this goes for allies as well; allies have to be near the character to receive sanctuary, and their own attacks cannot pass through the bishop's zone of protection. The character can move on their turn, and, likewise, the zone will move with them. However, the character cannot move to where the zone of sanctuary would no longer shield someone initially in the circle.

Lay On Hands

Activated Effect

A character with this skill can recover HP to an adjacent ally equal to their Magic stat. They do not need a staff for this ability.

Promote From: Monk/Nun, Priest/Sister

Item Required: Guiding Ring

Promotion Bonus:

HP +3	STR +0	MAG +2	SKI +3	CON +2	AID +2
LUC +0	DEF +2	RES +1	SPD +2	MOV 6	



Bounty Hunter



Weapon Skill: Swords (C), Axes (C), Dark (C), Anima (C)

Preferred Stat: Skill, Health

Special: Omni-Weapon

Passive Effect

Units with this skill can use any weapon in the game that's not exclusive to another class or a Performance, including those outside their class's Weapon Skills. They can use any E Rank weapon without penalty, and can use all weaponry after that. However, for every Rank above proficiency, they suffers a +1 Weight penalty on the weapon, potentially lowering their Attack Skill.

Steal Weapon

Passive Effect

If a unit with this skill lands the killing blow on the enemy, their equipped weapon belongs to the character with this skill. At the GM's discretion, this skill can have its limits.

Promote From: Scavenger, Thief

Item Required: Treasure Mark

Promotion Bonus:

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

Commander

Weapon Skill: Your Chosen Sword (A), 1 Axe

Subcategory (A), Swords (C), Axes (C)

Preferred Stat: Strength, Skill

Special: Rally

Activated Effect

A unit with this skill can activate it during their turn. When they activate this skill, choose one of the following effects:

1. Defensive Order - All units within 3 spaces of the unit using this skill gain a +2 bonus to DEF and RES, and a +20 bonus to Evasion, but suffer a -1 penalty to DMG
2. Offensive Order - All units within 3 spaces of the unit using this skill gain a +2 bonus to DMG, and a +20 bonus to Hit, but suffer a -1 penalty to DEF and RES.
3. Movement Order - All units within 2 spaces of the unit using this skill who have not taken their turn yet gain a +2 bonus to MOV.



Preserve Equipment

Passive Effect

After each successful hit, there is a (Luck)% that the Quality of the weapon is not reduced.

Promote From: Mercenary

Item Required: Hero's Crest

Promotion Bonus:

HP +3	STR +2	MAG +0	SKI +2	CON +4	AID +4
LUC +0	DEF +2	RES +0	SPD +2	MOV 6	

Crusader



Weapon Skill: Your Chosen Sword (A), 1 Light
Subcategory (A), Swords (C), Light (C)

Preferred Stats: Skill, Resistance

Special: Cover

Activated Effect

When a unit with this skill has movement at the end of their turn, they can choose to move to a nearby, unoccupied pillar. Moving from pillar to pillar costs only 1 MOV when using this special ability, but the unoccupied pillar must be within the remaining movement range.

Special: Heroic Light

Passive Effective

Automatic +5 Resistance whenever this unit enters battle against an opponent wielding a Dark spell.

Promote From: Fencer

Item Required: Hero's Crest

Promotion Bonus:

HP +2	STR +1	MAG +3	SKI +2	CON +3
AID +3				
LUC +0	DEF +1	RES +2	SPD +1	MOV 6

Dancing Blade



Weapon Skill: Dance (S), 1 Sword Subcategory (B),
Swords (C), Instruments (C)

Preferred Stats: Skill, Luck

Special: Sword Storm

Activated Effect

On their turn, the character with this skill can declare their intent to attack all enemies around them. Each attack does not allow the enemy to counterattack. However, the user can only score one hit on the enemy at the time, and each hit still has to be rolled for. In addition, they suffer a -3 penalty to their Total Damage (before factoring in Defence).

Sword Wall

Activated Effect

On their turn, the character with this skill can declare their intent to enter a defensive stance. While in this stance, the character with this skill will always counter attack first, and they gain a bonus to their Evasion equal to their Skill stat.

Promote From: Dancer

Item Required: Artistic Mark

Promotion Bonus:

HP	+2	STR	+3	MAG	+0	SKI	+2	CON	+2	AID	+2
LUC	+1	DEF	+2	RES	+0	SPD	+3	MOV	6		

Druid

Weapon Skill: Your Chosen Dark (A), 1 Anima

Subcategory (A), Dark (C), Anima (C)

Preferred Stats: Magic, Skill

Special: Call Magic

Activated Effect

Using the Call Magic action, the character can perform various spells 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 'called' spells require an amount of the caster's current HP to be sacrificed.

Lvl	HP	Spell	Lvl	HP	Spell
1	2	Flux	12	3	Silence
2	2	Thunder	13	5	Gorgon's Eye
3	5	Carrion	14	8	Hellthunder
4	3	Elwind	15	8	Carreau
5	2	Poison	16	8	Vortex
6	5	Elhunder	17	3	Warp
7	6	Hellwind	18	10	Luna
8	6	Mend	19	15	Thoron
9	8	Nosferatu	20	15	Fenrir
10	3	Sleep			
11	4	Slow			

Promote From: Shaman

Item Required: Guiding Ring

Promotion Bonus:

HP	+2	STR	+0	MAG	+2	SKI	+2	CON	+4	AID	+4
LUC	+0	DEF	+1	RES	+2	SPD	+2	MOV	6		



Duke Knight

Weapon Skill: Your Chosen Lance (A), Your Chosen Sword (A), Lances (C), Swords (C)
Preferred Stats: Strength, Defence
Special: Horseback, Dismount

Jousting

Passive Effect

For every 2 spaces traversed, the character with this skill gains a +1 bonus to Attack Skill and Damage. This bonus caps at +4, and is reset to 0 at the end of their turn, even if they haven't made an attack.

Hot Start

Passive Effect

This unit gains a +20 bonus to Hit and Evade at the start of battle. This bonus goes down by 2 at the start of the second player phase, and then another 2 each player phase after.

Promote From: Social Knight

Item Required: Knight's Crest

Promotion Bonus:

HP	+2	STR	+3	MAG	+0	SKI	+2	CON	
+5	AID	+5							
	LUC	+0	DEF	+3	RES	+0	SPD	+0	MOV 6



Enchanter



Weapon Skill: Lyrics (S), 1 Anima Subcategory (B), Anima (C), Instruments (C)

Preferred Stats: Magic, Luck

Special: Enchant

Activated Effect

Characters with this skill can, instead of attacking, choose to Activate this effect. Roll for an attack, and treat this skill as a weapon with a Hit of 50. If the hit lands, the target is temporarily converted to an Allied NPC until the start of your next phase. This can only work on a specific enemy once. At the GM's discretion, certain enemies can be immune to this effect, or perhaps susceptible to multiple hits...

Song of My People

Once per battle, the character with this skill can make a standard Play action, while simultaneously use a Lyric or Instrument.

Promote From: Bard

Item Required: Artistic Mark

Promotion Bonus:

HP +2	STR +0	MAG +3	SKI +2	CON +2	AID +2
LUC +1	DEF +0	RES +2	SPD +3	MOV 6	

Falco Knight

Weapon Skill: Your Chosen Lance (A), 1 Sword Subcategory (A), Lances (C), Swords (C)

Preferred Stats: Speed, Skill

Special: Pegasus, Dismount

Charge

Passive Effect

After a full exchange of blows, the character with this skill has a (Speed)% Chance of making the battle go for another round. For example, if the character scored two hits on their opponent to the enemy's one, and if this skill activates, the character goes for another two attacks, while the enemy is allowed their one attack in between. This skill does not activate if the user has 24 Health or less.

Promote From: Pegasus Rider

Item Required: Elysian Whip

Promotion Bonus:

HP +2	STR +1	MAG +0	SKI +2	CON +3	AID +3
LUC +0	DEF +2	RES +3	SPD +2	MOV 6	



General

Weapon Skill: Your Previous Weapon Subcategory (A), Choose 1 Weapon Subcategory (A), Weapon (C), Weapon (C)

Preferred Stats: Defence, Strength

Special: Big Shield

Passive Effect

On a (Skill)% Chance each hit, the character with this skill can reduce any form of damage he takes 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.

Guardna

Passive Effect

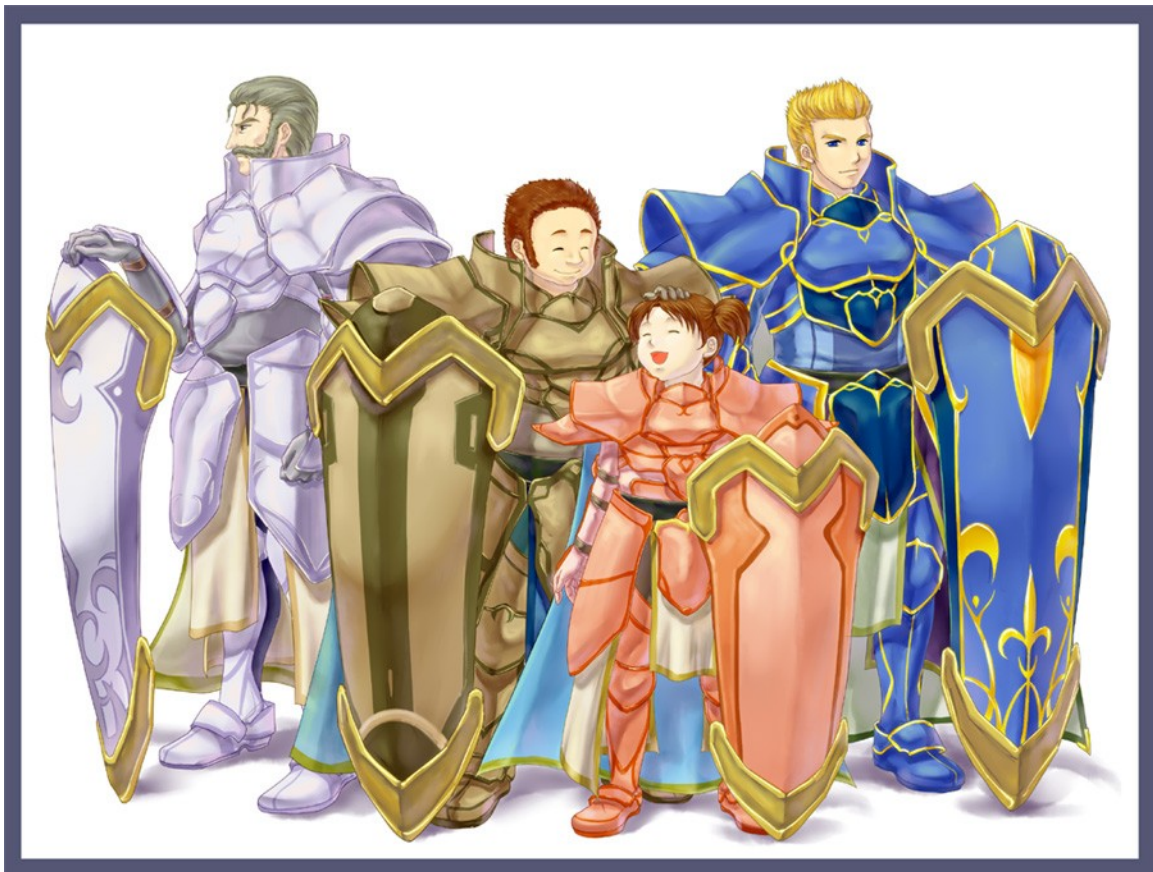
A unit with this skill suffers no penalty to Skill when rescuing.

Promote From: Knight, Soldier

Item Required: Knight's Crest

Promotion Bonus:

HP	+5	STR	+2	MAG	+0	SKI	+2	CON	+5	AID	+5
LUC	+0	DEF	+2	RES	+0	SPD	+0	MOV	5		



Great Knight



Weapon Skill: 1 Lance Subcategory (B), 1 Axe Subcategory (B), 1 Sword Subcategory (B), Lances (C), Axes (C), Swords (C)

Preferred Stats: Health, Strength

Special: Horseback, Dismount

War Horse

Passive Effect

This unit can traverse Hill and Mountain terrain where normal Horseback units cannot even attempt, although they still suffer the same Movement penalty as other units. Also, this unit does not suffer additional penalties for being mounted while traversing through Forest terrain or Rain weather conditions.

Slow Start

Passive Effect

This unit gains +2 to their Hit and Evade. This bonus increases by another +2 at the start of each of their Phases until the bonus is at +20.

Promote From: Knight

Item Required: Knight's Crest

Promotion Bonus:

HP	+6	STR	+3	MAG	+0	SKI	+0	CON	+3	AID	+3
LUC	+0	DEF	+2	RES	+0	SPD	+2	MOV	5		

Hero

Weapon Skill: 1 Sword Subcategory (A), 1 Axe Subcategory (A), Swords (C), Axes (C)

Preferred Stats: Skill, Strength

Special: Lend Me Your Strength

Passive Effect, Mercenary -> Hero Only

For every allied unit that is within 3 spaces of the character with this skill, the character gains +0.5 to their Attack Skill, a +2.5 bonus to their Hit and Evasion, and +0.5 Defence, rounded down. 2 allied units are the minimum for this skill to take effect, but the Hero can get bonuses from no more than 6.

Rough and Tumble

Passive Effect, Fighter -> Hero Only

For every enemy unit that is within 3 spaces of the character with this skill, the character gains +0.5 to their Attack Skill, a +2.5 bonus to their Hit and Evasion, and +0.5 Damage, rounded down. The Hero cannot get bonuses from more than 4 enemy units.

Shield and Sword

Activated Effect, Both

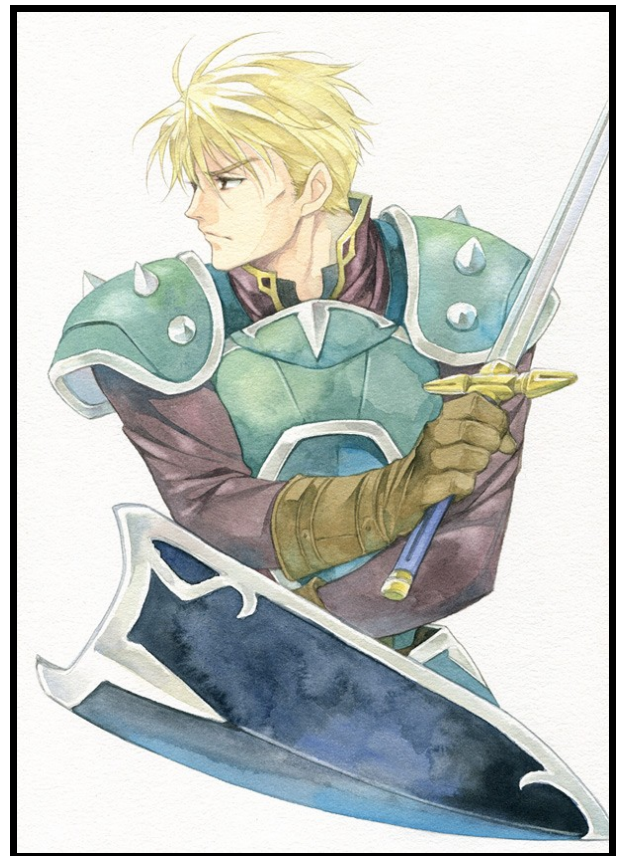
By forgoing their action and their Move, the character with this skill can exchange their STR and DEF stats until the start of their next turn.

Promote From: Mercenary, Fighter

Item Required: Hero's Crest

Promotion Bonus:

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



Holy Guard



Weapon Skill: Your Chosen Light (S), Light (B)
Preferred Stats: Magic, Speed
Special: Critical Eye

Benediction

Activated Effect

Once per battle, a character with this skill can 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, a character with this skill can survive up to 1 attack per battle that would otherwise be fatal, leaving them with 1 HP.

Promote From: Monk

Item Required: Guiding Ring

Promotion Bonus:

HP	+4	STR	+0	MAG	+2	SKI	+3	CON	+3
AID	+3								
LUC	+0	DEF	+0	RES	+0	SPD	+3	MOV	6

Lore Master



Weapon Skill: Instruments (S), 1 Light Subcategory (B), Light (C)
Dance (C), Song (C)

Preferred Stats: Luck, Magic

Special: Call Magic

Activated Effect

Using the Call Magic action, the character can perform various spells 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 'called' spells require an amount of the caster's current HP to be sacrificed.

Lvl	HP	Spell	Lvl	HP	Spell
1	2	Lightning	12	3	Kia
2	2	Wind	13	5	God Hand
3	2	Flux	14	8	Vortex
4	3	Heal	15	8	Divine
5	2	Torch	16	3	Rescue
6	5	Elwind	17	3	Warp
7	5	Shine	18	10	Resire
8	6	Mend	19	15	Fimbulvetr
9	8	Thani	20	15	Aura
10	4	Barrier			
11	3	Soothe			

Promote From: Dancer, Bard

Item Required: Artistic Mark

Promotion Bonus:

HP +3	STR +0	MAG +3	SKI +2	CON +2	AID +2
LUC +3	DEF +0	RES +0	SPD +2	MOV 6	

Mage Knight



Weapon Skill: Your Chosen Anima (A), Your Chosen Staff (A), Choose 1 Weapon Subcategory (C), Anima (C), Staff (C), The Chosen Weapon (D)

Preferred Stats: Magic, Skill

Special: Horseback, Dismount

Aura of Vitality

Passive Effect

When a character with this skill passes adjacent to an allied unit, that unit recovers 1/5 of their HP.

Spear and Magic Helmet

Passive Effect

When entering combat, a character with this skill always uses the higher of their Magic or Strength stat to add to the Might of their weapon, no matter if it's a Physical or Magical weapon.

Promote From: Mage, Troubadour

Item Required: Guiding Ring

Promotion Bonus:

HP	+3	STR	+0	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+1	DEF	+3	RES	+1	SPD	+2	MOV	6		

Master Spy



Weapon Skill: Your Chosen Sword (A), Your Chosen Bow (A), Swords (C), Bows (C)

Preferred Stats: Skill, Speed

Special: Infiltration

Activated Effect

At any time, the unit with this skill can pose as an enemy unit. Enemy units will not attack the character, and if the character is damaged, they may heal him. If the character with this ability lets on that they are not on their side, whether through roleplay or attacking them in plain sight, their cover is blown immediately, and the skill will not work for the rest of the battle. However, their first attack coming out of Infiltration is always a Critical Hit, even if one was normally unobtainable.

Intelligence Gathering

Passive Effect

Characters with this skill will get hints as to where an enemy ambush is lying, or where enemy reinforcements will come from, and in what way. These only occur if one or the other is going to happen.

Promote From: Spy

Item Required: Treasure Mark

Promotion Bonus:

HP	+3	STR	+1	MAG	+0	SKI	+2	CON	+2	AID	+2
LUC	+3	DEF	+0	RES	+0	SPD	+3	MOV	7		

Mountain Warrior



Weapon Skill: Your Chosen Axe (S), Axes (B)

Preferred Stats: HP, Strength

Special: Critical Eye

Mountain Fighting

Activated/Passive Effect

If a unit with this ability enters combat while on Mountain or Hill Terrain, they gain a bonus to their Attack Skill and Damage equal to the Defensive Bonus of the terrain. During their turn, characters with this ability can make boulders roll down their mountains. A boulder rolls 5 spaces, but it ignores any Hill or Mountain terrain between the user of this skill and the first tile of Plains. The boulder comes to an immediate stop if it goes from Plains to Hill or Mountain. If it hits a unit, the unit hit takes 15 damage ignoring Defence, and the boulder keeps rolling.

Giant Swing

Activated Effect

This skill is activated when a unit with this skill declares their attack. They can sacrifice as much of their total Hit Rate as they wish, before factoring in the enemy's evasion.

For every 5 Hit sacrificed, the unit gets +1 to their Total Damage after Defence on a successful hit.

Promote From: Bandit

Item Required: Hero's Crest

Promotion Bonus:

HP	+5	STR	+5	MAG	+0	SKI	+0	CON	+5	AID	+5
LUC	+0	DEF	+0	RES	+0	SPD	+0	MOV	6		

Nomad Healer / Combat Medic

Weapon Skill: Your Chosen Bow (A), 1 Staff

Subcategory (A), Bows (C), Staffs (C)

Preferred Stats: Speed, Luck

Special: Horseback, Dismount

Medicine Man

Activated Effect

If the character with this skill has an open slot in their inventory, they can spend their action making 1 free Vulnerary or Antidote. By spending 500 Gold, they can make a Concoction instead. By spending 1000 Gold, they can make an Elixir.

Heal and Run

Passive Effect

All Healing Staffs have a range of 1 – 2, unless they had a range of 1 – MAG/2, in which case they keep that range. Using a staff now works in conjunction with Hit and Run.

Promote From: Nomad

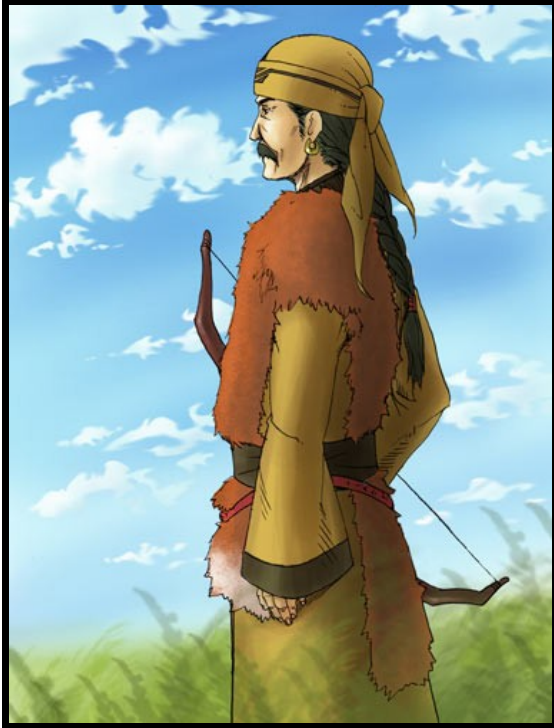
Item Required: Orion's Bolt

Promotion Bonus:

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



Nomad Trooper / Ranger



Weapon Skill: Your Chosen Bow (A), 1 Sword Subcategory (A), Bows (C), Swords (C)
Preferred Stats: Skill, Speed
Special: Horseback, Dismount

Plains Walk

Passive Effect

Units with this skill gain a +2 bonus to MOV whenever the unit is on Plains.

Plains Fighting

Passive Effect

Units with this skill gain a +10 bonus to hit and a +1 bonus to Defence when on Plains.

Untouchable

Passive Effect

Units with this skill gain a +30 bonus to Evasion when suffering a counter attack while equipped with a bow.

Promote From: Nomad

Item Required: Orion's Bolt

Promotion Bonus:

HP	+3	STR	+2	MAG	+0	SKI	+2	CON	+4	AID	+4
LUC	+0	DEF	+2	RES	+0	SPD	+2	MOV	6		

Paladin

Weapon Skill: Your Chosen Sword (B), Your Chosen Lance (B), 1 Axe Subcategory (B), Swords (C), Lances (C), Axes (C)

Preferred Stats: Skill, Resistance

Special: Horseback, Dismount

Nullify

Passive Effect

On promotion to Paladin, the character gets the Character Skill Nullify automatically. If they had the Nullify skill already, they are free to select any other Cost Character Skill and add it to their repertoire, or add an immediate 30 points to their Growth Rate.

Holy Shield

Passive Effect

If this unit is hit by an attack from Bows or Anima Magic, there is a (Skill)% chance the damage is halved.

Promote From: Social Knight

Item Required: Knight's Crest

Promotion Bonus:

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



Rogue

Weapon Skill: Your Chosen Sword (S), Swords (B)

Preferred Stats: Luck, Speed

Special: Lock Mastery

Passive Effect

The character no longer requires a Lockpick or Key in their inventory to unlock a door or chest. They can still carry lockpicks, but they are not used up when the Rogue unlocks something.

Bag of Holding

Passive Effect

The character has infinite storage for items. However, once they go over the normal storage limit, they can no longer have extra weapons of any kind on their person.

Promote From: Thief

Item Required: Treasure Mark

Promotion Bonus:

HP	+2	STR	+2	MAG	+0	SKI	+2	CON	+3	AID	+3
LUC	+3	DEF	+0	RES	+0	SPD	+2	MOV	7		



Sage



Weapon Skill: Your Chosen Anima (A), 1 Staff
Subcategory (B), Anima (C), Staffs (C)

Preferred Stats: Skill, Magic

Special: Call Magic

Activated Effect

Using the Call Magic action, the character can perform various spells 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 'called' spells require an amount of the caster's current HP to be sacrificed.

Lvl	HP	Spell	Lvl	HP	Spell
1	2	Fire	12	3	Slow
2	2	Lightning	13	5	Restore
3	2	Thunder	14	8	Lunar Wind
4	3	Heal	15	8	Divine
5	5	Elfire	16	3	Rescue
6	5	Storm	17	3	Warp
7	5	Shine	18	10	Paraball
8	6	Mend	19	15	Avalon
9	8	Blaze	20	15	Balganone
10	4	Sharpness			
11	3	Sleep			

Promote From: Mage

Item Required: Guiding Ring

Promotion Bonus:

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

Saint



Weapon Skill: Your Chosen Staff (S), Staffs (B)

Preferred Stats: Resistance, Strength

Special: Transfer Might

Activated Effect

The character with this skill can take their Strength Stat and transfer up to 8 points to an allied unit adjacent to them for the duration of the battle. If the unit who was given this bonus falls to 0 HP, the character with this skill regains their Strength. This action adds 5 EXP to the Pool.

Sacrifice

Activated Effect

The character with this skill can heal an ally for as much HP as they desire. However, an equal amount of their own HP will be drained to do this. In addition, any status ailment is instantly cured. 1 EXP is added to the pool for every 10 HP Healed.

Promote From: Priest/Sister

Item Required: Guiding Ring

Promotion Bonus:

HP	+3	STR	+2	MAG	+3	SKI	+0	CON	+1	AID	+1
LUC	+0	DEF	+0	RES	+3	SPD	+3	MOV	6		

Samurai

Weapon Skill: Your Chosen Sword (A), 1 Bow

Subcategory (A), Swords (C), Bows (C)

Preferred Stats: Health, Skill

Special: Critical Eye

Musou

Passive Effect

For every 10 HP under Maximum, the character with this skill gains a +1 bonus to Attack Skill and +2 to Damage.

Iaijutsu

Passive Effect

The unit with this skill gains a +15 Hit and Evade bonus when the enemy is the one to initiate the attack.

Promote From: Myrmidon

Item Required: Hero's Crest

Promotion Bonus:

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



Sentinel



Weapon Skill: Your Chosen Lance (S), Lances (B)

Preferred Stats: Defence, Speed

Special: Critical Eye

Shield Wall

Passive Effect

The character with this skill grants a +5 bonus to the Defence of any ally adjacent to them. They also gain a +1 bonus to Defence for every adjacent ally.

Retaliation

Passive Effect

If an adjacent ally suffers damage from an enemy attack, this unit makes an immediate counter attack with their equipped weapon, even if they wouldn't be in range.

This does not apply for any attack made from 3 or more spaces away.

Promote From: Soldier

Item Required: Knight's Crest

Promotion Bonus:

HP	+2	STR	+2	MAG	+1	SKI	+2	CON	+3	AID	+3
LUC	+0	DEF	+2	RES	+1	SPD	+2	MOV	6		

Shadow Sword

Weapon Skill: Your Chosen Sword (A), 1 Dark Subcategory (A), Swords (C), Dark (C)

Preferred Stats: Strength, Magic

Special: Unseen Strike

Passive Effect

If the enemy is on any terrain that grants them a Defence or Evasion boost indoors, they are negated when facing this unit. Also, if this unit attacks after using the Sneaking ability, they gain a +2 DMG bonus, and the enemy loses out on 1 counter attack (minimum 0)

Magic Hunter

Passive Effective

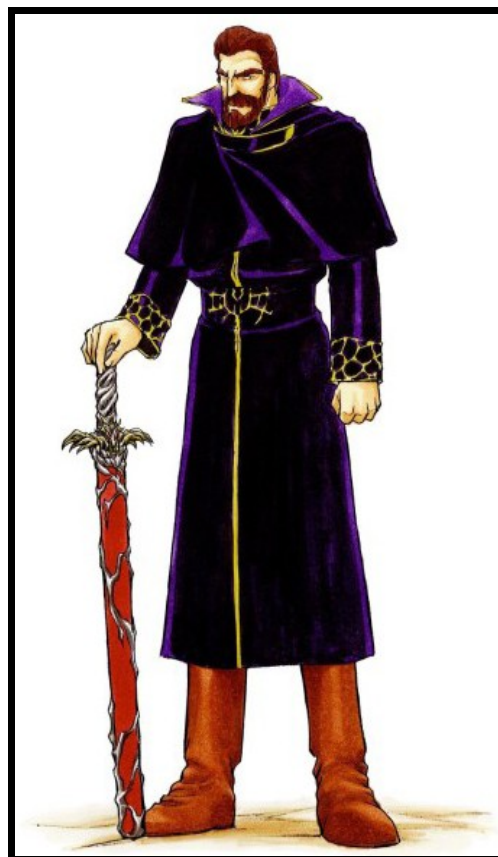
Automatic +2 Resistance whenever this unit enters battle against an opponent wielding any Magic.

Promote From: Fencer

Item Required: Fell Contract

Promotion Bonus:

HP	+2	STR	+3	MAG	+3	SKI	+2	CON	+3	AID
+3										
LUC	+0	DEF	+1	RES	+0	SPD	+1	MOV	6	



Sniper



Weapon Skill: Your Chosen Bow (S), Bows (B)
Preferred Stats: Skill, Defence
Special: Critical Eye

Sniping

Passive Effect

If the character with this skill attacks from terrain that grants bonuses, targeting a character that's not, the evasive and defensive bonuses of the terrain is added to the appropriate hit rate or damage. In addition, characters with this skill gain a +1 bonus to the range of all their weapons no matter their terrain.

Promote From: Archer

Item Required: Orion's Bolt

Promotion Bonus:

HP	+3	STR	+2	MAG	+0	SKI	+3	CON	+4	AID	+4
LUC	+0	DEF	+3	RES	+0	SPD	+0	MOV	6		

Summoner



Weapon Skill: Your Chosen Dark (S), Dark (B)

Preferred Stats: Health, Magic

Special: Summon

Activated Effect

The character is able to Summon as an action on their turn. A Phantom is summoned and acts as an ally under the control of the Summoner. Only one Phantom can be summoned at a time. Depending on the Summoner's Level, a new style of Phantom can be summoned, at the summoner's choice when they hit that level. See the Summoning Chart below for more information on the statistics of the assistant summoned.

Phantom	Lvl	HP	STR	SPD	SKL	LUC	DEF	RES	Weapon	Special
01: Soldier	15	30	12	10	12	0	15	5	Steel Lance	Anti-Cavalry
01: Gargoyle	15	30	14	12	12	5	10	9	Steel Javelin	Flying
05: Warrior	05	40	16	12	12	0	10	2	Steel Axe	Forest Walk
05: Skeleton	20	32	12	14	14	0	8	13	Steel Sword	Daunt
10: Samurai	05	42	14	16	16	5	12	9	Shamshir	Musou, Critical Eye
10: Ghost	05	20	12	14	14	0	0	10	Venom Halberd	Immune to Physical

Phantom	Lvl	HP	STR	SPD	SKL	LUC	DEF	RES	Weapon	Special
15: Duke Knight	10	45	14	16	16	5	12	8	Killer Lance	Horseback, Momentum
15: Death Knight	10	40	16	14	14	0	16	6	Broadsword	Horseback, Daunt
20: Water Dragon	15	50	18	18	18	10	15	15	Jet	Water Walk, Sea Fight
20: Bone Dragon	15	50	20	14	18	10	19	10	Bite	Flying, Nullify

Jet: 17 MT, 85 Hit, 5 Crit, 0 WT, 50 QL

Bite: 15 MT, 90 Hit, 10 Crit, 0 WT, 50 QL

Promote From: Shaman

Item Required: Guiding Ring

Promotion Bonus:

HP +4	STR +0	MAG +3	SKI +2	CON +5	AID +5
LUC +0	DEF +0	RES +0	SPD +1	MOV 6	

Swashbuckler

Weapon Skill: Your Chosen Axe (A), 1 Sword Subcategory (A), Axes (C), Swords (C)

Preferred Stats: Skill, Strength

Special: Sea Fighting

Passive Effect

If a unit with this ability enters combat while on Water Terrain, they gain a bonus to their Attack Skill and Damage equal to the Defensive Bonus to the terrain. In addition, if fighting on a boat, a character with this ability gains bonuses as though they were on Water Terrain, including gaining the Attack Skill and Damage bonuses from Sea Fighting.

Perfect Balance

Passive Effect

A unit with this skill cannot have their Hit or Evasion rates reduced by the enemy in any way, through weapons, class, or character skills. However, they are still vulnerable to the Weapon Triangle, and the enemy can still bolster their own Hit and Evasion.

Promote From: Pirate

Item Required: Ocean Seal

Promotion Bonus:

HP	+2	STR	+2	MAG	+0	SKI	+3	CON	+3	AID	+3
LUC	+2	DEF	+0	RES	+1	SPD	+2	MOV	6		



Swordmaster

Weapon Skill: Your Chosen Sword (S), Swords (B)

Preferred Stats: Speed, Skill

Special: Single Stroke

Passive Effect

A character with this skill gains a permanent +15 bonus to their Critical Rate. Their Critical Rate cannot go below 10.

Faster Than The Eye

Passive Effect

Any enemy who attacks a character with this skill cannot obtain a final Hit Rate after evasion, skills, and Weapon Triangle over 90.

Promote From: Myrmidon

Item Required: Hero's Crest

Promotion Bonus:

HP	+2	STR	+3	MAG	+2	SKI	+2	CON	+3
AID	+3								
LUC	+1	DEF	+0	RES	+0	SPD	+2	MOV	6



Valkyrie

Weapon Skill: If promoted from Pegasus Rider: Your Chosen Lance (A), 1 Staff Subcategory (A), Lances (C), Staffs (C)

If promoted from Troubadour: Your Chosen Staff (A), Special Subcategory (A), Staffs (C), Special (C)

Preferred Stats: Speed, Resistance

Special: Pegasus, Dismount

Triangle Attack

Activated Effect

In battle, the character with this skill can only activate this effect when they and two other units are adjacent to the target enemy. The character with this skill will automatically score a Critical Hit on their first strike. This skill can only be used once per battle.

Nibelung Valesti

Passive Effect

All attacks made 2 range gain a +15 bonus to Hit and a +1 bonus to damage

Promote From: Pegasus Rider, Troubadour

Item Required: Elysian Whip

Promotion Bonus:

HP	+2	STR	+1	MAG	+2	SKI	+2	CON	+2	AID	+2
LUC	+0	DEF	+0	RES	+3	SPD	+3	MOV	6		



Wanderer

Weapon Skill: Your Chosen Sword (A), Your Chosen Dark (A), Swords (C), Dark (C)

Preferred Stats: Luck, Skill

Special: Omni-Movement

Passive Effect

Units with this skill can traverse any terrain that's not designated as impassible. Across Mountain or Water terrain, the unit suffers a -2 Penalty. In rain, sand and snow terrain, the unit only suffers a -1 Penalty to Move. The unit with this skill suffers no movement penalties going through forests.

Bargain

Passive Effect

Units with this skill can buy and sell items for much better deals than other characters, be it selling high or buying low. While prices could vary shop to shop, a general rule is that prices will adjust by at least 30%

Promote From: Scavenger

Item Required: Fell Contract

Promotion Bonus:

HP	+2	STR	+2	MAG	+2	SKI	+2	CON	+3	AID	+3
LUC	+1	DEF	+1	RES	+1	SPD	+1	MOV	6		



Warrior



Weapon Skill: Your Chosen Axe (A), 1 Bow Subcategory (A), Axes (C), Bows (C)

Preferred Stats: Strength, Skill

Special: Forest Camouflage

Passive Effect

When this unit steps onto Forest terrain, they are hidden from sight, and remain hidden until they make a melee attack or step out of the forest. The character with this skill can attack from a range of 2 or greater without revealing their position. Unless the unit attacks from melee range, they will not give away their position.

You Spin Me Right Round

Passive Effect

When this unit lands a Critical Hit on the enemy, they deal x4 the damage instead of x3.

Promote From: Fighter

Item Required: Hero's Crest

Promotion Bonus:

HP	+2	STR	+3	MAG	+0	SKI	+2	CON	+4	AID	+4
LUC	+2	DEF	+0	RES	+0	SPD	+2	MOV	6		

Wyvern Hunter

Weapon Skill: Your Chosen Lance (S), Lances (B)

Preferred Stats: Speed, Defence

Special: Wyvern, Dismount, Critical Eye

Strong vs Airborne

Passive Effect

The character's Base Damage stat is increased by (Total Level/3) when attacking units that have the Pegasus or Wyvern skill. This bonus is applied before applying the enemy's defence. This bonus is not applied if the character with this skill has dismounted.

Promote From: Wyvern Rider

Item Required: Elysian Whip

Promotion Bonus:

HP	+3	STR	+2	MAG	+0	SKI	+2	CON	+5	AID	+5
LUC	+0	DEF	+2	RES	+0	SPD	+2	MOV	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 corp, 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.

If the enemy doesn't disengage and break rank just through intimidation of the Wyvern Knight's presence, they have a way to fix that. Using their mount's impressive build and massive wing span, the Wyvern Knight is able to kick up a sudden gale that forces the enemy to split apart and wind up here and there, away from their allies, ready to be picked off easily by the Wyvern Knight and their own allies.



Weapon Skill: Your Chosen Lance (A), Choose 1 Axe Subcategory (A), Lances (C), Axes (C)

Preferred Stats: Defence, Strength

Special: Wyvern, Dismount

Scatter

Activated Effect

This skill can only be used on a group of enemies that are within 3 spaces of each other, and number 2 or more in unit count. Every unit that has a lower Constitution than the unit who has this ability is sent to a random spot within 10 spaces in all directions, except towards the unit who used this skill.

Accounting for location of the skill used and how many enemies were effected, in general, no units will be within 2 spaces of each other.

Promote From: Wyvern Rider

Item Required: Elysian Whip

Promotion Bonus:

HP	+3	STR	+4	MAG	+0	SKI	+0	CON	+5	AID	+5
LUC	+0	DEF	+4	RES	+0	SPD	+0	MOV	6		

NPC Only Units

Certain aspects of any Fire Emblem campaign are essential, but undesirable, or, at the very least, inadvisable to give into the hands of the players. Some are mundane things like item storage and management; others are certain NPC affiliation considerations, a noble presence who might be invaluable to help guide the players, or ancient beings who can sway power from one side to another. Each NPC Only Unit has their own set of base stats and special abilities, but they all share the same maximum stats:

HP	60	STR	30	MAG	30	SKL	30	CON	20	AID	19
LUK	30	DEF	30	RES	30	SPD	30	MOV	15		

Lord

Select one class from the First Class. That's this unit's Base Class

Weapon Skill: Equal to Base Class

Starting Weapon: Base Class's Unique Weapon

Preferred Stats: Equal to Base Class

Special: Equal to Base Class

Tactical Retreat

Passive Effective

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. They gain whatever EXP is in the Pool at that moment, but cannot gain any more EXP gained this battle.

Heroic Potential

Passive Effect

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's Seal (Both)

Base Stats: Equal to their Base Class



Merchant / Supply Line



Weapon Skill: N/A

Preferred Stats: Health, Luck

Special: Fast Learner

Passive Effect

A unit with this skill gains +100 EXP at the end of every battle, earning them a free Level Up. In addition, any EXP they earn during battle is added to their EXP directly. However, they cannot gain EXP from the Pool.

Storage

Passive Effect

Merchants have a storage capacity of 250 weapons, spells, and items. Any time an ally trades with them, they can put items into storage, or take an item out of storage. Also, during battle, if a player gains an item while already having a full inventory, they can choose one of their inventory to send to storage. The Merchant himself cannot use any weapons or spells, but are free to have up to 5 items for their own use during combat.

Supply Line

Passive Effect

Once they reach Level 15, Merchants automatically promote to a Level 1 Supply Line at the end of the current battle. By promoting, they gain a horse and waggon, which allows them to move about the field when before they were immobile. They do not, however, get the Horseback skill. In addition, any unit within 5 spaces of the Supply Line recovers 10 Health at the start of each of the Merchant's phases.

Base Stats:

HP	20	STR	02	MAG	00	SKI	04	CON	25	AID	0
LUC	05	DEF	06	RES	02	SPD	04	MOV	0		

Growth Rates:

HP	120%	STR	00%	MAG	00%	SKI	50%
LUC	75%	DEF	30%	RES	15%	SPD	50%

Promotion Bonus:

HP	+5	STR	+0	MAG	+0	SKI	+0	CON	+0	AID	+25
LUC	+0	DEF	+3	RES	+2	SPD	+0	MOV	+5		

Manakete



Weapon Skill: N/A

Starting Weapon: Fire Dragon Stone

Preferred Stats: Health, Luck

Special: Levitation

Dragon Stone

Passive Effect

Manakete are able to harness the power of Dragon Stones, rare items that allow them to take on the form of dragons. This allows them to fight in battle, and access the stat bonuses of the stones. However, without a Dragon Stone, Manakete cannot enter battle at all, and are generally too poor of stats to survive for long.

Dragon Breath

Passive Effect

When attacking with their Dragon stones, most forms the Manakete can take can extend their fiery breath for greater coverage and more destruction. In battle, if the Manakete lands a successful hit, any enemy standing on

a space directly behind the original target is automatically hit for (1/2 Base Attack Power - New Target's Defence)

Dragon Scales

Passive Effect

Manakete always have a +5 bonus to Resistance when targeted by Anima magic

Base Stats:

HP	15	STR	02	MAG	01	SKI	02	CON	5	AID	4
LUC	03	DEF	02	RES	05	SPD	05	MOV	5		

Growth Rates:

HP	130%	STR	90%	MAG	50%	SKI	85%
LUC	100%	DEF	30%	RES	50%	SPD	65%

Combat

While diplomacy and compromise is of ten 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 Turn is divided into various Phases. They are, in order:

1. Player Phase: This is for all Player Characters to take their turn
2. Enemy Phase: This is for all Enemy units, from minions to bosses, to take their turn
3. Allied Phase: This is for all NPC permanent allies (ie: Lords, Merchants, recruited units)
4. NPC Phase: This is for all NPC temporary allies (ie: Reinforce, Guest start party members)

And from 4 go to 1.

When it is the Player Phase, you can take your turn to move across the field. You cannot move diagonally, and certain terrain factors will limit your movement, but otherwise, you can move between 0 and your Move Stat. If you are adjacent to an enemy, you can declare your intent to attack. You can only target one enemy in a round, and only if they are in range of an attack.

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 Luck of 5, resulting in a final Critical Rate of 5.

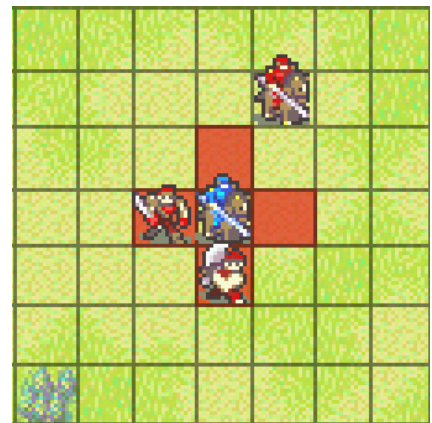
After getting these numbers, Sain rolls a 1d100, and rolls an 85. This is equal to or under his final Hit Rate, so he lands the hit.



: Ho-ha! Take that, villain!



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



Melee Combat. Note Kent outside of Sain's range

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 Defence 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, taking his total 18 damage and subtracting Sain's 6 Defence, resulting in Sain taking 12 HP in damage.



: *My axe can cut through any armour!*

CLANG



: *OH that stings!*

Let's say, however, that Bartre has a Critical Rate of 5, and he rolled a 5 on his Hit 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 Skill of 4. When you have a 4 point advantage in Attack Skill or greater, you get a second attack after your opponent's counter attack. This time, Sain rolls 50 and lands a hit on Bartre for 10 damage.

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 Luck, factor in other variables, and get your final Critical Rate.
2. Roll a 1d100. If you roll under your final Hit Rate, you've hit the target.
3. If you hit the target, take your Base Damage, and subtract your Enemy's Defence. This is your Total Damage.
4. If you successfully hit the target, and roll under your Critical Rate in the same roll, you execute a Critical Hit, which deals 3x the Total Damage
5. If you have 4 or more Attack Skill compared to your opponent, you get a Second Attack
6. Attack order is always "Attack -> Counter Attack." If the attacker has a greater Attack Skill, the order is "Attack -> Counter Attack -> Attacker's Second Attack." If the defend has greater, it's "Attack -> Counter Attack -> Second 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 Skill 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!

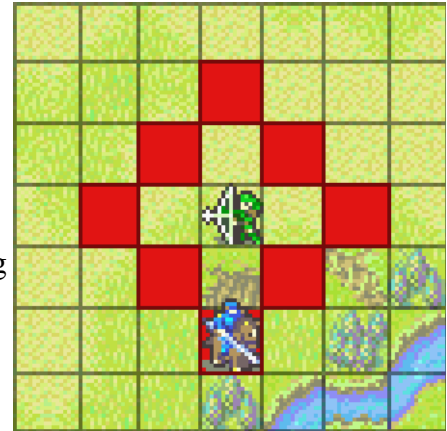
Certain weapons have a Range of "1-2," which means they can attack from Melee **or** Range. Use the terrain to your advantage to put the greatest amount of distance between you and the enemy and attack them without consequence against yourself!

In summary:

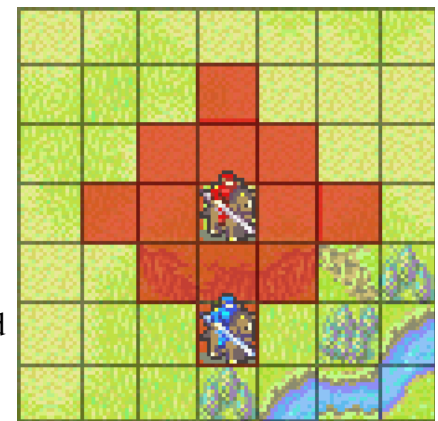
1. Attacking from Range allows you to attack your opponent without fear of their Counter Attack.
2. If you have a higher Attack Skill, you can still attack twice without a counter attack in between
3. Bows generally don't have Melee range, so be careful when attacking with them
4. Certain melee weapons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

REMEMBER!

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



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



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

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.

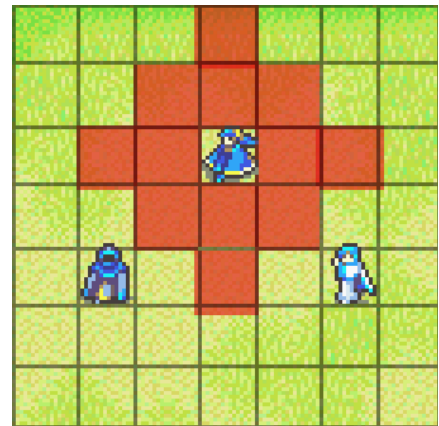


: And this is Uncle Canas! He's a shaman, so he uses Dark Magic.



: 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 all 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 Defence. Generally, this means that Magic Users, who tend to have a strong Resistance Stat, will watch as magic bounces off of them...



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

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!

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 defence. 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. All Magic Tomes have a Range of "1-2," allowing them to control the field of battle
3. Mages by and large have low Defence, 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 Defence, 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.

Staffs

"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!"

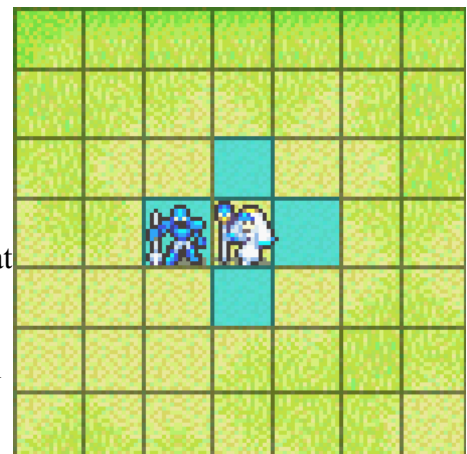
"And the cycle continues..."



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

To Heal an ally, you must first have a Healing Staff equipped, and then you must be in range of the ally you wish to heal. By and large, Healing Staffs have a range of either "1" or "Magic Stat/2." 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 user's Magic Stat. So 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 28 out of 30 HP.



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

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



: Arrrgh! Crap! Spit! Kill!



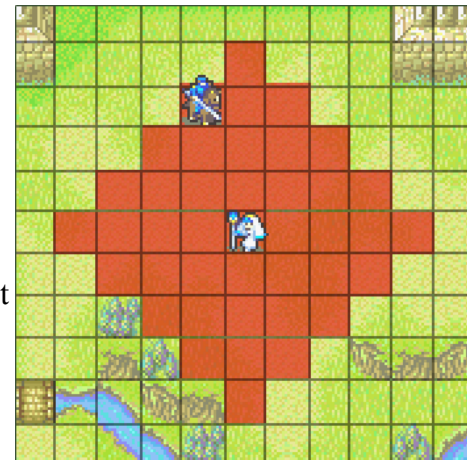
: Don't worry Aran! I got this!

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



: Well, that was embarrassing...

There are also Staves that cause Status Ailments. These all have a range of "1-Magic/2," meaning they can be used in melee, or target an enemy that's a way's away. For instance, Laura has a Magic of 8. When using a Poison Staff, she has a range of "1-4." So in the diagram, she can target Sain. In order to hit with an Ailment Staff, Laura has to calculate a new Hit Rate based on the following formula:



Ailment Range with 8 Magic

$$\{30 + [(Magic - enemy's Resistance) \times 5] + Skill\} - (Distance \text{ between units } \times 2)$$

Since Laura has a Magic of 8 and a Skill of 6, and Sain has a Resistance of 0 and is 4 spaces away, the hit rate works out to be:

$$\{30 + [(8 - 0) \times 5] + 6\} - (4 \times 2) = \{30 + 40 + 6\} - (8) = 76 - 8 = 68$$

By rolling a 54, Laura connects, and Sain is poisoned.

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

$$\{150 / (\text{Maximum Quality of the Staff})\}, \text{ Rounded up}$$

So a Heal Staff, which has a maximum Quality of 30, will grant 5 EXP per use, while a Poison Staff, which has a maximum Quality of 20, will grant 8 EXP per use (or 7.5, rounded up)

In summary:

1. An Ally must be in the staff's range to heal them
2. Using a staff heals an ally's HP based on the description of the staff
3. Certain stoffs can cause status ailments. This is based on the formula $\{30 + [Magic - enemy's Resistance] \times 5 + Skill\} - (Distance \text{ between units } \times 2)$
4. Using a staff grants EXP to the EXP Pool equal to $\{150 / (\text{Maximum Quality of the Staff})\}$

Rescuing

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 at least equal to 1 point less than their Constitution. If it is equal to or greater than that, 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.

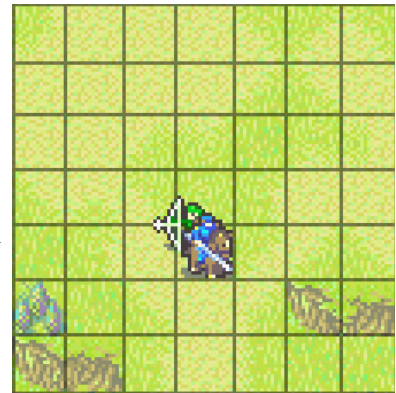
However, there are penalties when Rescuing allies: so long as you are carrying another ally, your Speed and Skill stats are both reduced by 1/2, rounded up (so 10 Skill would become 5, and 9 Speed would also become 5, since that's 4.5 rounded up). Also, Rescuing an ally counts as your action for that round, meaning that any unspent Movement points are lost, and you cannot attack an enemy and then rescue an ally on the same turn. 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 the rescuer is reduced to 0 HP while carrying an ally, the rescued ally is dropped away from the enemy (if there is a space available) and 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).

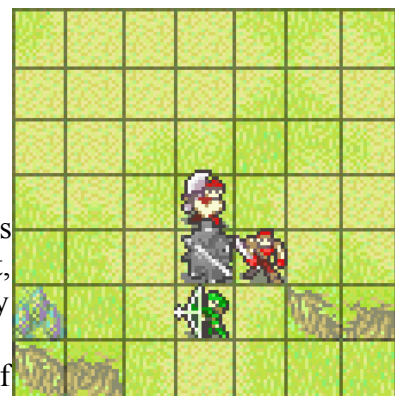
If you are adjacent to an ally who has Rescued an ally, you can Take that ally from them if you could Rescue them yourself. However, this *doesn't* count as an action, allowing you to Drop the ally or take any other action in that same turn.

In summary:

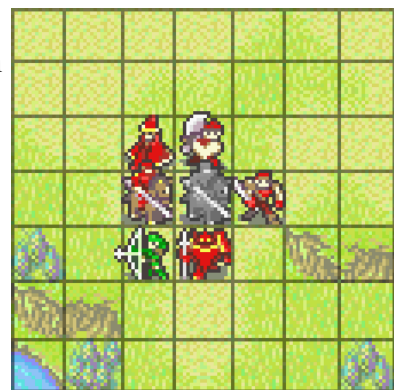
1. You can rescue an adjacent ally if your Aid stat is equal to or greater than their Constitution Stat - 1
2. While rescuing an ally, the rescued ally is not a viable target for anything, but do not contribute to any field effects like Charisma or Lend Me Your Strength
3. While rescuing an ally, the rescuer's Skill and Speed are reduced by half, rounded up
4. If the rescuer is reduced to 0 HP, the rescued ally is dropped nearby
5. Rescuing and Dropping an ally take up an action, but to Take an ally does not



Sain rescuing Rebecca



Where Rebecca is dropped if Sain is reduced to 0 HP

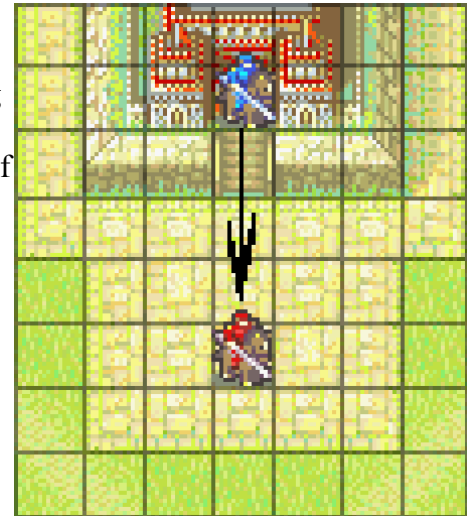


Where Rebecca is dropped if Sain is reduced to 0 HP while surrounded by enemies

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 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, they can traverse any and all terrain (with some exception) without any movement penalties, and can come to a stop on any terrain (with some exception). However, they are very vulnerable to any Bow weapon, which deals effective damage to them.



First, Sain moves 3 spaces south to attack Kent...

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.



: 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 Mounted nature, and retreats 3 spaces back to his original position. With 1 Movement left over, he ends his turn.



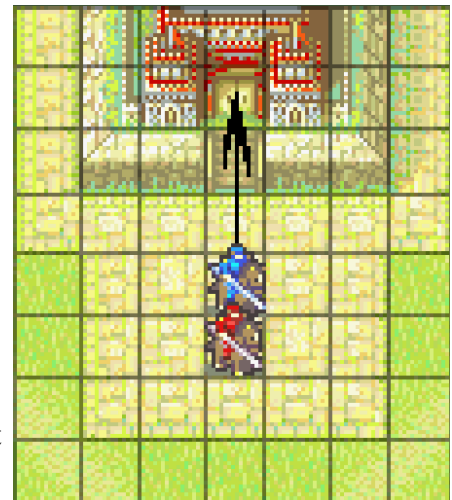
: Ha! What will you do now?



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



: ...Plus 20 Evade and Plus 3 Defence bonus, don't fail me now...



...then uses his Horseback attribute to move 3 spaces back to a more defensible position

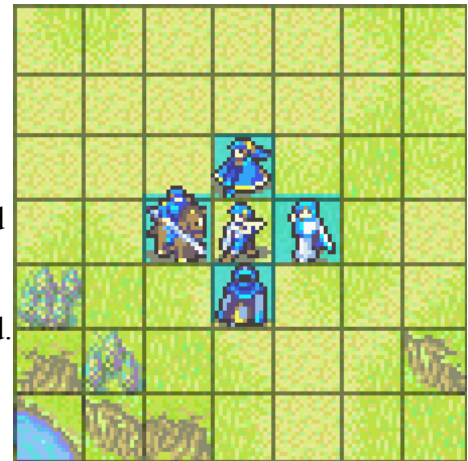
In summary:

1. Horseback, Pegasus, and Wyvern grant a bonus to Movement and Aid, and you can use any unused Movement after taking an action
2. Pegasus and Wyvern are unhindered by terrain, but vulnerable to Bows

Performances

Bards and Dancers 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 Bard and the Dancer is to give allies to take a second turn during their phase; allies who have already used a turn can take one again, and allies who haven't already used a turn can take two this phase. No ally can take more than 2 actions in a round, so any further Performances or effects that grant an additional action are ignored.

Bards can bolster all allies adjacent to them, up to a total of 4 allies. This effect has no Quality attached, so Bards are always capable of doing this action. They can also use Instruments and Lyrics, which buff allies in straight forward or unique ways. These have a Quality attached, but can also be used on all adjacent allies.



Nils the Bard using a Buff on all adjacent allies



: Curses, this enemy is too strong. I have to take him out now, but just one round won't be enough...



: 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.

Dancers have a different sort of trick up their sleeve. Their basic Dances also grant allies a second movement and action during the turn of its use, and also has an infinity usage. However, they can only target 2 allies with it. In exchange, their Dance has a Range of "1-2," meaning they can bolster an ally just outside of their movement range.

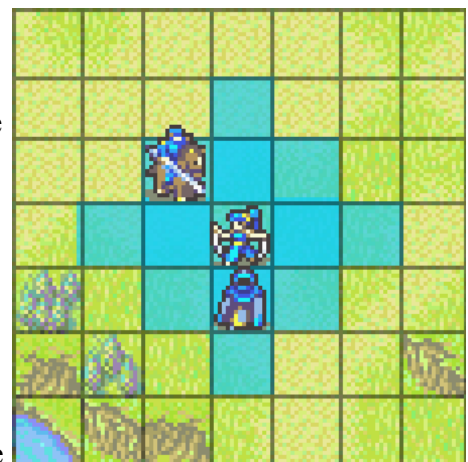
In addition, their Quality based Dances are debuffs to be used on enemy units. Like their bolstering dances, they can target any 2 enemies within a Range of "1-2." Most Dances connect automatically, and only last until the end of the next Enemy Phase. Some Dances, however, have a "Dance% chance to connect." A Dance% is the Dancer's Hit Rate, and is calculated like this:

$$\{30 + [(Skill - enemy's Resistance) \times 5] + Strength\}$$

So if Tethys wants to use her Enamouring Lure to Paralyse Sain, she'd take into account her 6 Strength, 4 Skill, and Sain's 0 Resistance, making her calculation look like this:

$$\{30 + [(4 - 0) \times 5] + 6\} = \{30 + [4 \times 5] + 6\} = \{30 + 20 + 6\} = 56$$

So Tethys would have to roll 56 or under to Paralyse Sain for 3 rounds.



Tethys the Dancer giving Canas and Sain a second turn

Any Dance that has a number at the end of its description indicates that's how many rounds that debuff is in effect. This is the same principle for any Buff or Ailment Staff, or any Lyric or Instrument Buff.



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



: Hmm?

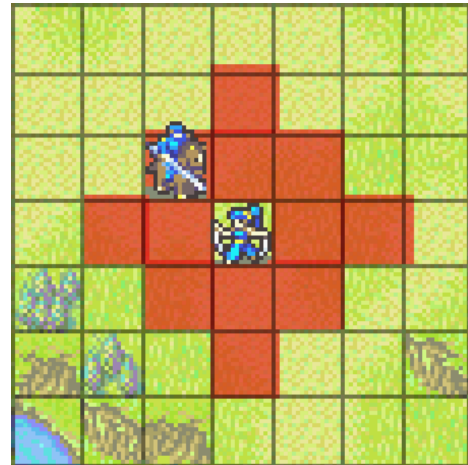
Tethys rolls 43. Sain is now Paralysed!



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



: Muuuuh...



Tethys targeting Sain with one of her Debuff Dances

In summary:

1. Dancers and Bards 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. Bards can affect all allies adjacent to them, up to all 4 spaces adjacent
3. Bards can get Buff abilities through Lyrics and Instruments that can target allies the same way their basic Performance can
4. Dancers can affect up to 2 allies within a "1-2" range with their basic Performance or their Instruments
5. Dancers can target up to 2 enemies within a "1-2" range to hit them with their Debuff Dance
6. Most Debuff Dances instantly take effect and last until the end of the enemy's next phase
7. Some Debuff Dances require a Dance% roll, calculated like this: $\{30 + [(Skill - enemy's Resistance) \times 5] + Strength\}$
8. Some Buffs and Debuffs have a 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; so 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

"Effective" Damage

Touched on during Mounted Combat, certain weapons are effective against certain types of units. Bows as a whole are Effective against Flying Units, Fire Magic is Effective against Undead, Wind Magic is also Effective against Flying, and Thunder Magic is Effective against Monsters and Wyverns. But what is Effective Damage?

When facing the enemy that the weapon is Effective against, the weapon's Might value is doubled before the wielder's appropriate Strength or Magic is applied to it. For instance, Bartre wielding a Poleaxe has a Total Damage of 22, thanks to his 10 Strength and the Poleaxe's 12 Might. But if he fought against a character with Horseback, like Sain...



: *why...*

The Base Might of the Poleaxe would be doubled, and become 24. Added to Batre's Strength it becomes 34, and against Sain's Defence 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 or Fencer.

In summary:

1. Reaver Weapons reverse the Weapon Triangle
2. If both opponents are wielding opposite Reaver Weapons, the triangle is considered normal, and regular Weapon Triangle rules apply
3. Effective Weapons gain a bonus of a doubled Might stat when targeting the type of unit they are Effective against

Terrain and Ailments

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.

Snag: Gnarled dead trees, always found by rivers or short canyons. They're obstacles with 20 to 40 HP, and can be attacked. They have 0 Defence and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. Reducing this to 0 HP forms a bridge that can be crossed with no movement penalty.

Wall: A sturdy stone wall, this blocks off any movement through that space. Only flyers can cross it, unless the map is considered Indoors, in which case they'll have been forced to dismount anyway.

Wall (weak): A stone wall with a crack in it, or a wooden wall. They're obstacles with 20 to 50 HP, and can be attacked. They have 5 Defence and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. 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 a Lockpick, or a Rogue using their special ability, can unlock the door and open it, allowing units to pass through. Alternately, it can be broken down. All doors have 50 HP and 5 Defence, and follow the same rules as other obstacles.

River: A river of water that runs along the field. It costs 5 Movement to step onto a River space, and units with Horseback, or the Supply Line unit, cannot step onto it at all. It costs nothing to move off of a River space. Flying units can cross Rivers without problems, and can end their turn on it. Units with Levitation can step onto a River for only 2 Movement, but cannot end their turn on a River. Units with Water Walk can step onto a River for only 2 Movement, and can end their turn on a River space.

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 Movement to step onto a Forest space, and it costs 4 movement for units with Horseback. As long as a unit is on Forest terrain, they gain a +1 bonus to defence, and a +15 bonus to evasion. Flying Units ignore the defence bonus and the movement cost.

Sand: Beach sand or the desert roads for easier travel. It costs only 1 Move to step onto a Sand space.

Desert: Rough desert sands with no ground underneath. It costs 2 Move to step onto a Desert space. Flying Units ignore this effect. Units with Horseback lose their +2 Movement bonus as long as they're on Desert Terrain, and units with Armoured have to spend 3 Move to move onto a Desert space. These effects do not stack (Horseback takes precedent over Armoured). Units with Levitation, however, only need 1 Move to step onto a Desert space.

Snow: The ground lined with thick snow. It costs 2 Move to step onto a Snow space. Flying Units ignore this effect. Units with Horseback lose their +2 Movement bonus as long as they're on Snow Terrain. Units with Levitation, however, only need 1 Move to step onto a Snow space.

Hill: Elevated terrain. Getting up them is the hard part, and keeping control of momentum coming down isn't the easiest. It costs 3 Move to step onto a Hill terrain, and 2 to step off. Units with Armoured or Horseback cannot attempt to enter this terrain. However, having the high ground (standing on the Hill terrain) grants a +2 bonus to Defence, 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. This is impassible terrain except to units with Mountain Walk or Flying Units. If a unit is on this terrain, they gain a +2 bonus to Defence, and +20 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 a +2 Bonus to Defence and +15 to Evasion. Also, at the start of their turn, the unit on this space makes use of the medical stockpile to recover 10 HP. A unit can choose to hole up in a fort for a while and let another ally enter the space. They will be forced out if an enemy enters that space, or if they're the last unit on their side. They can also redeploy at any time.

Certain terrain fixtures, like Thrones, Gates, or special Magic Circles, share the same defensive and restorative properties as Forts.

Water: Unlike Rivers, Water terrain (lakes, ocean, etc) is wide and expansive, preventing access unless the unit takes the time to disarm themselves and start swimming. Units with Horseback or Armoured cannot attempt this, and anyone attempting without Flying or Water Walk will suffer a -3 MOV penalty while swimming.

Inclement Weather: Inclement weather is what happens when it rains, or there's a snow storm or a sand storm. While specific to the terrain of the battle, the effects are all the same; units are unable to truly dedicate themselves to attacking and moving. A unit can either move their full amount, or move half as far as they could go and make an attack. In addition, during inclement weather, Fog of War takes effect. Once the inclement weather stops, the fog is lifted, and units can move and attack normally.

Fog of War: Any map that occurs are night or with similar negative influences (deep caverns, thick fog or mist, smoke from an inferno, etc) are considered to be under the Fog of War. During this time, units are limited to a Line of Sight (LoS) of 4 Spaces. 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!"

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

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 count down 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 is considered unconscious, and unable to act any more in that battle. A note of it is made on the player's character sheet.



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 sheet from being marked.
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 100% of the damage, they only recover 50% of their max HP, rounded up.
3. Giving them a recovery item: If you are adjacent to a fallen player character, you can take a special Trade action to force a usage of a healing item. 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 Elixer)
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 count down 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

If the player character does not receive any of these treatments before the countdown hits 0, they get a mark on their character sheet. If they receive this mark 3 times, they are considered dead, and cannot be restored without the use of special, incredibly rare staffs.

Named NPC allies can receive similar treatment to be brought back from the brink if they are reduced to 0 HP, but they are at greater risk: if they receive just one mark on their character sheet, they are considered dead, and they have no "three strike" safety net. Lords are the exception with their Tactical Retreat ability.

Supports

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.

Element	DMG	DEF	Hit	Eva	Crt	Dge
Fire	+0.5	0.0	+2.5	0.0	+5.0	0.0
Wind	0.0	0.0	+2.5	+2.5	+5.0	0.0
Anima	+1.0	0.0	0.0	0.0	+5.0	0.0
Light	0.0	+0.5	+2.5	0.0	+5.0	0.0
Dark	+0.5	0.0	0.0	+2.5	+5.0	0.0
Thunder	0.0	+0.5	0.0	+2.5	0.0	+5.0
Ice	0.0	+1.0	0.0	0.0	0.0	+5.0
Water	+0.5	+0.5	0.0	0.0	0.0	+5.0
Heaven	0.0	0.0	+5.0	0.0	0.0	+5.0
Earth	0.0	0.0	0.0	+5.0	0.0	+5.0

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	Defence	Hit	Evasion	Critical	Dodge
$(0.5+0)=.5$	$(0+0.5)=.5$	$(2.5+0)=2.5$	$(0+2.5)=2.5$	$(5+0)=5$	$(0+5)=5$

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

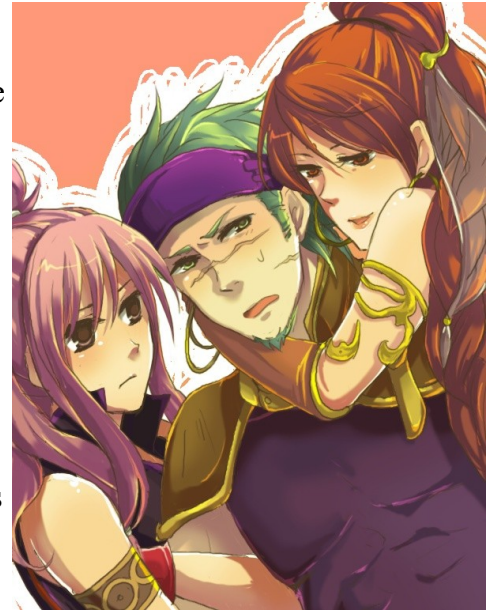
Support Ranks

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 finally added to the player total. At A Rank, the bonuses are tripled.

At S Rank, the bonuses are the same, 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 Adept).

However, players can't develop an S Rank with every character he builds 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 a tie, the player can choose which support is active.



NPC Supports

The same rule for how many supports you can have apply to NPCs as well: 4 C, 3 B, 2 A, 1 S.

However, NPCs 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). NPCs do not grant Skills when they reach S Rank. Instead, they grant another +5 to Critical and Dodge, on top of their regular A Rank bonuses.

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 increased 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 Promotion, Level 1: 2 C Rank Supports

Level 4: 2 C Rank, 1 B Rank

Level 8: 3 C Rank, 1 B Rank

Level 12: 4 C Rank, 2 B Rank

Level 16: 4 C Rank, 2 B Rank, 1 A Rank

Level 20/Final Promotion, Level 1 (which ever comes first): 4 C Rank, 3 B Rank, 1 A Rank

Level 5: 4 C Rank, 3 B Rank, 2 A Rank

Level 10: 4 C Rank, 3 B Rank, 2 A Rank, 1 S Rank

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 Damage, +0 Defence, +2 Hit, +2 Evasion, +5 Critical, +5 Dodge

At Rank B both Gain: +1 Damage, +1 Defence, +5 Hit, +5 Evasion, +10 Crit, +10 Dodge

At Rank A both Gain: +1 Power, +1 Def, +7 Hit, +7 Evasion, + 15 Crit, +15 Dodge

At Rank S:

Player A gains: +1 Power, +1 Def, +7 Hit, +7 Evasion, +15 Crit, +15 Dodge, and the skill Charisma

Player B gains: +1 Power, +1 Def, +7 Hit, +7 Evasion, +15 Crit, +15 Dodge, and the skill Daunt

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



Weapons and Items

Legend:

Swords: Slsh = Slashing | Thru = Thrusting | Crsh = Crushing | Side = Sidearm

Lances: Pier = Lances (Pierce) | Sper = Spears | Pole = Polearms

Axes : Hack = Axes (Hack 'n Slash) | Bldg = Bludgeon | Thrw = Throwing

Bows : Recu = Recurve Bows | Long = Longbows | Crss = Crossbows | Blst = Ballista

Anima : Fire = Fire Magic | Wind = Wind Magic | Thnr = Thunder Magic

Light : Holy = Holy Magic | Jdge = Judgement Magic | Ward = Warding Magic

Dark : Dred = Dread Magic | Drud = Druidic Magic | Anci = Ancient Magic

Staff : Heal = Healing Staffs | Ailm = Ailment Staffs | Buff = Buffing Staffs

Performance: Lyri = Lyrics | Inst = Instruments | Danc = Dances

Weapons

Swords


```

{.O.}-----
|=|      .----.
|=|      (Thrust )-----
|=|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
|^|      >-----+-----+-----+-----+-----+-----+-----<
/_o\    |Slim Sword     | Thru (E) | 1   | 3   | 4   | 100 | 10 | 35 |
'\_"/    >-----+-----+-----+-----+-----+-----+-----<
'|~"-=\0/=-"~'  |Iron Rapier   | Thru (E) | 1   | 5   | 7   | 95  | 10 | 40 |
|V|            |Steel Rapier   | Thru (D) | 1   | 8   | 9   | 85  | 5  | 30 |
|F|            >-----+-----+-----+-----+-----+-----+-----<
|i|            |Long Sword     | Thru (D) | 1   | 7   | 6   | 85  | 0  | 20 |
|r|            |Effective vs Horseback
|e|            >-----+-----+-----+-----+-----+-----+-----<
| |            |Winged Rapier  | Thru (C) | 1   | 7   | 8   | 80  | 0  | 30 |
|m|            |Effective vs. Pegasus
|b|            >-----+-----+-----+-----+-----+-----+-----<
|l|            |Wyrmslayer     | Thru (C) | 1   | 9   | 9   | 70  | 0  | 30 |
|e|            |Effective vs. Wyvern
|m|            >-----+-----+-----+-----+-----+-----+-----<
\/ /           |Wind Sword     | Thru (B) | 1-2 | 12  | 10  | 70  | 0  | 25 |
V              |Uses MAG stat. Acts as Anima and Sword
|              >-----+-----+-----+-----+-----+-----+-----<
|              |Lunar Rapier   | Thru (B) | 1   | 11  | 9   | 75  | 5  | 20 |
|              |Effective vs. Armoured
|              >-----+-----+-----+-----+-----+-----+-----<
|              |Silver Rapier  | Thru (A) | 1   | 11  | 12  | 70  | 5  | 20 |
|              >-----+-----+-----+-----+-----+-----+-----<
|              |Colichmarde   | Thru (A) | 1   | 13  | 14  | 60  | 0  | 15 |
|              |Effective vs. Horseback
|              >-----+-----+-----+-----+-----+-----+-----<
|              |King Sword     | Thru (S) | 1   | 14  | 13  | 70  | 20 | 15 |
|              |Grants the Charisma Skill
|              >-----+-----+-----+-----+-----+-----+-----<
|              |Mainstar       | Thru (S) | 1   | 15  | 12  | 80  | 0  | 20 |
|              |Damage heals HP
|              `-----'-----'-----'-----'-----'-----'-----`

```


.	.
{ .O. }	
=	
=	(Crush)
=	(Name Type () Rng Wt Mt Hit Cr Ql)
)^(>-----+-----+-----+-----+-----+-----+-----<
//o\	Iron Blade Crsh (E) 1 8 9 70 0 45
'~"-=\0/=-"~'	>-----+-----+-----+-----+-----+-----+-----<
V	Wooden Sword Crsh (E) 1 6 6 100 0 50
F	>-----+-----+-----+-----+-----+-----+-----<
i	Steel Blade Crsh (D) 1 10 11 65 0 30
r	>-----+-----+-----+-----+-----+-----+-----<
e	ArmourSlayer Crsh (D) 1 9 8 80 0 20
	Effective vs Armoured
E	>-----+-----+-----+-----+-----+-----+-----<
m	Lancereaver Crsh (C) 1 9 9 75 5 20
b	Reverses weapon triangle
l	>-----+-----+-----+-----+-----+-----+-----<
e	Light Brand Crsh (C) 1-2 12 9 75 0 20
m	Uses MAG stat. Acts as Light and Sword
\ /	>-----+-----+-----+-----+-----+-----+-----<
V	Broadsword Crsh (B) 1 13 12 70 5 25
	>-----+-----+-----+-----+-----+-----+-----<
	Mage Masher Crsh (B) 1 12 9 75 0 20
	Effective vs. Levitation
	>-----+-----+-----+-----+-----+-----+-----<
	Silver Blade Crsh (A) 1 15 14 60 0 20
	>-----+-----+-----+-----+-----+-----+-----<
	Claymore Crsh (A) 1-2 17 13 55 0 20
	>-----+-----+-----+-----+-----+-----+-----<
	Flameberge Crsh (S) 1 19 16 75 5 15
	>-----+-----+-----+-----+-----+-----+-----<
	Zweihander Crsh (S) 1 22 18 70 0 15
	`-----+-----+-----+-----+-----+-----+-----'

.	.
{ .O. }	-----
=	.
=	(Sidearms)-----
=	(Name Type () Rng Wt Mt Hit Cr Ql)
)^(>-----+-----+-----+-----+-----+-----+-----<
//o\	Iron Dagger Side (E) 1 4 4 100 0 45
'~"-=\0/=-"~'	>-----+-----+-----+-----+-----+-----+-----<
V	Iron Knife Side (E) 1-2 4 3 90 0 45
F	>-----+-----+-----+-----+-----+-----+-----<
i	Poison Dagger Side (D) 1 6 6 85 0 40
r	Poison on Hit
e	>-----+-----+-----+-----+-----+-----+-----<
	Parrying Knife Side (D) 1 5 5 90 5 30
E	Weapon Triangle Bonus vs. Swords
m	>-----+-----+-----+-----+-----+-----+-----<
b	Switchblade Side (C) 1 8 8 75 5 30
l	+2 AS (does not affect evasion
e	>-----+-----+-----+-----+-----+-----+-----<
m	Steel Knife Side (C) 1-2 9 6 80 0 30
\ /	>-----+-----+-----+-----+-----+-----+-----<
V	Sword Breaker Side (B) 1 12 8 70 0 20
	Weapon Triangle Bonus vs. Swords. Effective vs. Swords
	>-----+-----+-----+-----+-----+-----+-----<
	Venom Dagger Side (B) 1 10 10 75 5 25
	Poisons on Hit
	>-----+-----+-----+-----+-----+-----+-----<
	Silver Knife Side (A) 1-2 11 9 85 0 20
	>-----+-----+-----+-----+-----+-----+-----<
	Butterfly Knife Side (A) 1 11 8 70 15 20
	+2 AS (does not affect evasion)
	>-----+-----+-----+-----+-----+-----+-----<
	Death Dealer Side (S) 1 16 14 60 5 15
	Poisons on hit
	>-----+-----+-----+-----+-----+-----+-----<
	The World Knife Side (S) 1 16 10 70 5 15
	+2 AS (Affects Evasion)
	`-----'-----'-----'-----'-----'-----'-----'

Lances

(Pierce)	-----								
(Name	Type ()	Rng	Wt	Mt	Hit	Cr	Ql		

Iron Lance	Pier (E)	1	8	7	80	0	45		

Slim Lance	Pier (E)	1	4	5	85	10	35		

Steel Lance	Pier (D)	1	13	10	70	0	30		

Winged Lance	Pier (D)	1	8	8	80	5	20		
Effective vs. Pegasus									

Killer Lance	Pier (C)	1	9	9	70	25	20		

Axereaver	Pier (C)	1	11	10	70	5	20		
Reverses weapon triangle									

Brave Lance	Pier (B)	1	14	10	70	0	30		
Doubles number of attacks made									

Steel GrtLance	Pier (B)	1	16	14	70	0	30		

Sun Lance	Pier (A)	1	16	12	80	0	20		


```

{.O.}-----
|=|
|=|      .-----.
(Spears )-----
(Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
>-----+-----+-----+-----+-----+-----+-----<
Iron Javelin   | Sper (E) | 1-2 | 8 | 6 | 75 | 0 | 45 |
>-----+-----+-----+-----+-----+-----+-----<
V| Iron Pilum    | Sper (E) | 1-2 | 9 | 5 | 80 | 0 | 40 |
F| This weapon always scores 2 hits, but no more
i| >-----+-----+-----+-----+-----+-----+-----<
r| Steel Javelin | Sper (D) | 1-2 | 12 | 8 | 65 | 0 | 30 |
e| >-----+-----+-----+-----+-----+-----+-----<
| Heavy Spear   | Sper (D) | 1 | 14 | 9 | 70 | 5 | 20 |
E| Effective vs Armoured
m| >-----+-----+-----+-----+-----+-----+-----<
b| Short Spear   | Sper (C) | 1-2 | 10 | 9 | 65 | 0 | 25 |
l| >-----+-----+-----+-----+-----+-----+-----<
e| Steel Pilum   | Sper (C) | 1-2 | 11 | 7 | 70 | 0 | 30 |
m| This weapon always scores 2 hits, but no more
\ / >-----+-----+-----+-----+-----+-----+-----<
V Flame Lance    | Sper (B) | 1-2 | 12 | 10 | 70 | 0 | 25 |
| Uses MAG stat. Acts as Anima and Lance
| >-----+-----+-----+-----+-----+-----+-----<
| Spear         | Sper (B) | 1-2 | 12 | 12 | 70 | 5 | 20 |
| >-----+-----+-----+-----+-----+-----+-----<
| Silver Javelin | Sper (A) | 1-2 | 14 | 14 | 70 | 5 | 15 |
| >-----+-----+-----+-----+-----+-----+-----<
| Silver Pilum   | Sper (A) | 1-2 | 13 | 10 | 70 | 0 | 20 |
| This weapon always scores 2 hits, but no more
| >-----+-----+-----+-----+-----+-----+-----<
| Silver Spear   | Sper (S) | 1-2 | 16 | 15 | 75 | 0 | 15 |
| >-----+-----+-----+-----+-----+-----+-----<
| Uber Spear     | Sper (S) | 1-2 | 12 | 12 | 70 | 0 | 20 |
| Bonuses to stats based on GM's decision
| `-----'-----'-----'-----'-----'-----'-----`

```



```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Polearms )-----
|^|      (Name      | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
/o\      >-----+-----+-----+-----+-----+-----+-----+-----<
'~"-=\0/=-"~'  >-----+-----+-----+-----+-----+-----+-----+-----<
|V|      |Poison Halberd | Pole (E) | 1 | 9 | 8 | 70 | 0 | 45 |
|F|      |Inflicts Poison on a successful hit
|i|      >-----+-----+-----+-----+-----+-----+-----+-----<
|r|      |Steel Halberd  | Pole (D) | 1 | 12 | 10 | 65 | 0 | 30 |
|e|      >-----+-----+-----+-----+-----+-----+-----+-----<
| |      |Glaive         | Pole (D) | 1 | 14 | 12 | 70 | 5 | 20 |
|E|      |Effective vs Horseback
|m|      >-----+-----+-----+-----+-----+-----+-----+-----<
|b|      |Dragon Spear   | Pole (C) | 1 | 9 | 10 | 70 | 0 | 20 |
|l|      |Effective vs. Wyvern
|e|      >-----+-----+-----+-----+-----+-----+-----+-----<
|m|      |Blessed Halberd| Pole (C) | 1-2 | 14 | 11 | 70 | 0 | 30 |
\ /      |Uses MAG stat. Acts as Light and Lance
V        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Alabarda       | Pole (B) | 1 | 15 | 12 | 65 | 0 | 20 |
|        |SKL% chance on a successful hit to force a Dismount
|        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Venom Halberd  | Pole (B) | 1 | 14 | 11 | 60 | 5 | 25 |
|        |Inflicts Poison on a successful hit
|        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Solar Halberd   | Pole (A) | 1 | 15 | 12 | 70 | 0 | 20 |
|        |Effective vs. Horseback
|        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Silver Halberd  | Pole (A) | 1 | 14 | 15 | 70 | 0 | 20 |
|        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Golden Halberd | Pole (S) | 1 | 18 | 17 | 60 | 0 | 15 |
|        >-----+-----+-----+-----+-----+-----+-----+-----<
|        |Lunar Halberd  | Pole (S) | 1 | 20 | 15 | 65 | 0 | 15 |
|        |Effective vs. Armoured
|        `-----'-----'-----'-----'-----'-----'-----'-----`
|
|-----

```

Axes

(Hack)	(Name	Type ()	Rng	Wt	Mt	Hit	Cr	Ql
	Iron Axe	Hack (E)	1	10	8	75	0	45
	Devil's Axe	Hack (E)	1	18	18	55	0	20
	(31-LUC) chance for wielder to take damage instead							
	Steel Axe	Hack (D)	1	14	12	65	0	30
	Poleaxe	Hack (D)	1	14	11	70	0	20
	Effective vs. Horseback							
	Swordreaver	Hack (C)	1	13	11	65	5	20
	Reverses weapon triangle.							
	Killer Axe	Hack (C)	1	11	11	65	25	20
	Brave Axe	Hack (B)	1	16	10	65	0	30
	Doubles number of attacks made							
	Swordslayer	Hack (B)	1	13	11	80	5	20
	Reverses weapon triangle. Effective against Swordsman Tree							
	Dragon Axe	Hack (A)	1-2	14	13	65	0	20
	Effective vs. Wyvern							
	Silver Axe	Hack (A)	1	12	15	70	0	20
	Sun Axe	Hack (S)	1	19	13	65	0	15
	Effective vs. Horseback							
	Golden Axe	Hack (S)	1	18	16	70	15	15

```

{.O.}-----
|=|
|=|
|=| (Bludgeons )-----
|=| (Name | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)^ ( >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
//o\ | Iron Club | Bldg (E) | 1 | 8 | 8 | 70 | 0 | 45 |
'~"-=0/=-"~' >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
|V| | Iron Staff | Bldg (E) | 1 | 7 | 6 | 80 | 0 | 45 |
|F| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
|i| | Hammer | Bldg (D) | 1 | 15 | 12 | 65 | 0 | 20 |
|r| | Effective vs. Armoured
|e| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
| | | Steel Club | Bldg (D) | 1 | 10 | 10 | 65 | 0 | 30 |
|E| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
|m| | Iron Dane | Bldg (C) | 1 | 14 | 14 | 65 | 0 | 30 |
|b| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
|l| | Steel Mace | Bldg (C) | 1 | 13 | 13 | 65 | 0 | 30 |
|e| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
|m| | Steel Dane | Bldg (B) | 1 | 16 | 15 | 60 | 0 | 25 |
\ / >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
V | War Hammer | Bldg (B) | 1 | 18 | 14 | 55 | 0 | 20 |
| | Effective vs. Armoured
| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
| | Rune Mace | Bldg (A) | 1-2 | 16 | 11 | 65 | 0 | 20 |
| | Uses MAG stat. Acts as Dark and Axe. Damage heals HP.
| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
| | Silver Flail | Bldg (A) | 1 | 17 | 14 | 75 | 0 | 20 |
| | >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
| | Hellfire Club | Bldg (S) | 1-2 | 18 | 17 | 60 | 0 | 15 |
| | Uses MAG stat. Acts as Fire and Axe.
| >-----+-----+-----+-----+-----+-----+-----+-----+-----+-----<
| | Lunar Axe | Bldg (S) | 1 | 21 | 15 | 60 | 0 | 15 |
| | Effective vs. Armoured
| | `-----'-----'-----'-----'-----'-----'-----'-----'-----'-----<

```

```
.-.  
{ .O. }-----  
|=|      .-----.  
|=|      (Thrown )-----  
|=|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )  
)^( >-----+-----+-----+-----+-----+-----<  
/_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_\ /_/\o\_  
! ~"-=-\'0/'--"'~'  
  
|V|      |Hatchet         | Thrw (E) | 1-2 | 5 | 4 | 85 | 5 | 35 |  
|F|      >-----+-----+-----+-----+-----+-----<  
|i|      |Poison Hand     | Thrw (D) | 1-2 | 10 | 8 | 60 | 0 | 45 |  
|r|      |Poisons on hit.|  
|e|      >-----+-----+-----+-----+-----+-----<  
||       |Short Axe        | Thrw (D) | 1-2 | 12 | 10 | 60 | 0 | 30 |  
|E|      >-----+-----+-----+-----+-----+-----<  
|m|      |Francisca        | Thrw (C) | 1-2 | 13 | 10 | 65 | 0 | 25 |  
|b|      >-----+-----+-----+-----+-----+-----<  
|l|      |Steel Hand       | Thrw (C) | 1-2 | 16 | 12 | 60 | 0 | 30 |  
|e|      >-----+-----+-----+-----+-----+-----<  
|m|      |Bolt Axe         | Thrw (B) | 1-2 | 12 | 10 | 70 | 0 | 25 |  
\ /      |Uses MAG stat. Acts as Anima and Axe  
V        >-----+-----+-----+-----+-----+-----<  
|         |Battle Axe        | Thrw (B) | 1-2 | 15 | 13 | 60 | 5 | 20 |  
|         >-----+-----+-----+-----+-----+-----<  
|         |Silver Hand        | Thrw (A) | 1-2 | 14 | 17 | 50 | 0 | 20 |  
|         >-----+-----+-----+-----+-----+-----<  
|         |Tomahawk           | Thrw (A) | 1-2 | 14 | 13 | 65 | 0 | 20 |  
|         >-----+-----+-----+-----+-----+-----<  
|         |Silver Tomahawk    | Thrw (S) | 1-2 | 18 | 15 | 70 | 0 | 15 |  
|         >-----+-----+-----+-----+-----+-----<  
|         |Winged Hand        | Thrw (S) | 1-2 | 20 | 14 | 70 | 0 | 15 |  
|         |Effective vs. Pegasus
```

Bows

Recurve									
(Name	Type ()	Rng	Wt	Mt	Hit	Cr	Ql		
Iron Bow	Recu (E)	2	7	6	85	0	45		
Training Bow	Recu (E)	2	3	4	90	5	35		
Steel Bow	Recu (D)	2	9	9	70	0	30		
Short Bow	Recu (D)	2	7	5	85	10	25		
Killer Bow	Recu (C)	2	11	9	75	25	20		
Poison Bow	Recu (C)	2	10	6	75	0	30		
Poisons on hit									
Brave Bow	Recu (B)	2	14	10	70	0	30		
Doubles number of attacks made									
Sun Bow	Recu (B)	2	13	10	65	0	20		
Effective vs. Horseback									
Silver Bow	Recu (A)	2	13	13	75	0	20		
Flare Bow	Recu (A)	2	15	15	65	0	20		
DMG based off MAG. Treated as Anima and Bow									
Lunar Bow	Recu (S)	1	18	12	70	0	15		
Effective vs. Armoured									
Golden Bow	Recu (S)	1	16	15	80	0	15		

.	.
{ .O. }	-----
=	.
=	(Longbow)-----
=	(Name Type () Rng Wt Mt Hit Cr Ql)
)^(>-----+-----+-----+-----+-----+-----+-----<
//o\	Iron Longbow Long (E) 2-3 10 5 65 0 30
'~"-=\0/=-"~'	>-----+-----+-----+-----+-----+-----+-----<
V	Mountain Bow Long (E) 2-3 10 6 60 0 25
F	Effective when used on hill or mountain
i	>-----+-----+-----+-----+-----+-----+-----<
r	Forest Longbow Long (D) 2-3 10 6 60 0 25
e	Effective when used on forest
	>-----+-----+-----+-----+-----+-----+-----<
E	Steel Longbow Long (D) 2-3 12 8 60 0 25
m	>-----+-----+-----+-----+-----+-----+-----<
b	Lunar Longbow Long (C) 2-3 14 7 65 0 20
l	Effective vs. Armoured
e	>-----+-----+-----+-----+-----+-----+-----<
m	Steel Yari Long (C) 2-3 10 7 75 0 25
\ /	>-----+-----+-----+-----+-----+-----+-----<
V	Bright Bow Long (B) 2-3 9 10 70 0 25
	DMG based off MAG. Treated as Light and Bow
	>-----+-----+-----+-----+-----+-----+-----<
	Castle Longbow Long (B) 2-3 13 10 65 0 20
	Effective when used on pillars or indoor cover
	>-----+-----+-----+-----+-----+-----+-----<
	Silver Longbow Long (A) 2-3 10 12 65 0 20
	>-----+-----+-----+-----+-----+-----+-----<
	Silver Yari Long (A) 2-3 14 11 75 0 20
	>-----+-----+-----+-----+-----+-----+-----<
	Solar Yari Long (S) 2-3 14 11 80 0 15
	Effective vs. Horseback
	>-----+-----+-----+-----+-----+-----+-----<
	Golden Longbow Long (S) 2-3 16 14 70 0 15
	`-----'-----'-----'-----'-----'-----'-----'

```

{.O.}-----
|=|
|=|      .-----
|=|      (Crossbow )-----
|=|      (Name | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)|^(>-----+-----+-----+-----+-----+-----+-----<
//o\    |Iron Crossbow | Crss (E) | 1-2 | 12 | 16 | 80 | 0 | 45 |
'~"-=\0/="-~'| |Ignores user's STR |
|V| >-----+-----+-----+-----+-----+-----+-----<
|F| |Bowgun | Crss (E) | 1-2 | 8 | 12 | 100 | 0 | 45 |
|i| |Ignores user's STR |
|r| >-----+-----+-----+-----+-----+-----+-----<
|e| |Composite Cross| Crss (D) | 1-2 | 10 | 16 | 65 | 0 | 40 |
| | |Ignores user's STR |
|E| >-----+-----+-----+-----+-----+-----+-----<
|m| |Poison Crossbow| Crss (D) | 1-2 | 8 | 12 | 80 | 0 | 40 |
|b| |Ignores user's STR. Poison on hit |
|l| >-----+-----+-----+-----+-----+-----+-----<
|e| |Steel Crossbow | Crss (C) | 1-2 | 16 | 24 | 70 | 0 | 30 |
|m| |Ignores user's STR |
\ / >-----+-----+-----+-----+-----+-----+-----<
V |Thundergun | Crss (C) | 1-2 | 13 | 20 | 75 | 10 | 20 |
| |Ignores user's STR. Targets RES. Treated as Anima and Bow |
| >-----+-----+-----+-----+-----+-----+-----<
| |Taksh | Crss (B) | 1-2 | 18 | 30 | 100 | 10 | 25 |
| |Ignores user's STR |
| >-----+-----+-----+-----+-----+-----+-----<
| |Repeating Bow | Crss (B) | 1-2 | 14 | 24 | 90 | 0 | 40 |
| |Ignores user's STR. Doubles attacks made |
| >-----+-----+-----+-----+-----+-----+-----<
| |Silver Crossbow| Crss (A) | 1-2 | 15 | 30 | 90 | 0 | 20 |
| |Ignores user's STR |
| >-----+-----+-----+-----+-----+-----+-----<
| |Killer Crossbow| Crss (A) | 1-2 | 17 | 30 | 70 | 25 | 20 |
| |Ignores user's STR |
| >-----+-----+-----+-----+-----+-----+-----<
| |Arbalest | Crss (S) | 1-2 | 18 | 38 | 90 | 0 | 15 |
| |Ignores user's STR |
| >-----+-----+-----+-----+-----+-----+-----<
| |Chu-ko-nu | Crss (S) | 1-2 | 18 | 32 | 100 | 0 | 20 |
| |Ignores user's STR. Doubles attacks made |
| `-----'-----'-----'-----'-----'-----'-----'

```

```
.O.}-----
|=|
|=|.----.
|=|(Fire )-----
|=|(Name | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
|^(>-----+-----+-----+-----+-----+-----+-----<
/\/o\ \_
=\0/\=="'
|V| |Singe | Fire (E) | 1-2 | 6 | 3 | 100 | 0 | 40 |
|F| >-----+-----+-----+-----+-----+-----+-----<
|i| |Elfire | Fire (D) | 1-2 | 9 | 6 | 85 | 0 | 30 |
|r| >-----+-----+-----+-----+-----+-----+-----<
|e| |Blaze | Fire (D) | 1-2 | 10 | 8 | 70 | 0 | 30 |
| | >-----+-----+-----+-----+-----+-----+-----<
|E| |Meteor | Fire (C) | 3-10 | 20 | 9 | 65 | 0 | 5 |
|m| >-----+-----+-----+-----+-----+-----+-----<
|b| |Sun Fire | Fire (C) | 1-2 | 11 | 7 | 80 | 0 | 20 |
|l| |Effective vs. Horseback
|e| >-----+-----+-----+-----+-----+-----+-----<
|m| |Hellfire | Fire (B) | 1-2 | 12 | 10 | 70 | 25 | 20 |
\ / >-----+-----+-----+-----+-----+-----+-----<
V | |Inferno | Fire (B) | 1-2 | 10 | 9 | 80 | 0 | 20 |
| >-----+-----+-----+-----+-----+-----+-----<
| |Bolganone | Fire (A) | 1-2 | 14 | 12 | 85 | 5 | 20 |
| >-----+-----+-----+-----+-----+-----+-----<
| |Napalm | Fire (A) | 1-2 | 13 | 10 | 70 | 0 | 20 |
| |Poisons on hit
| >-----+-----+-----+-----+-----+-----+-----<
| |Arcfire | Fire (S) | 1-2 | 16 | 15 | 80 | 0 | 15 |
| >-----+-----+-----+-----+-----+-----+-----<
| |Armageddon | Fire (S) | Map | 24 | 20 | -- | 0 | 5 |
| |Hits everything on the field not on Cover. 1 hit only
| `-----'-----'-----'-----'-----'-----'-----`
```

```

{.O.}-----
|=|      .----.
|=|      (Wind )-----
|=|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)^(|      >-----+-----+-----+-----+-----+-----+-----<
//o\ \   |Wind          | Wind (E) | 1-2 | 5 | 2 | 100 | 0 | 40 |
~"-=\0/\=-"~'  >-----+-----+-----+-----+-----+-----+-----<
|V|          |Gale          | Wind (E) | 1-2 | 6 | 3 | 85 | 5 | 40 |
|F|          >-----+-----+-----+-----+-----+-----+-----<
|i|          |Elwind        | Wind (D) | 1-2 | 8 | 4 | 90 | 0 | 30 |
|r|          >-----+-----+-----+-----+-----+-----+-----<
|e|          |Cold Front    | Wind (D) | 1-2 | 7 | 3 | 100 | 0 | 30 |
| |          >-----+-----+-----+-----+-----+-----+-----<
|E|          |Blizzard      | Wind (C) | 3-10| 20 | 7 | 75 | 0 | 5 |
|m|          >-----+-----+-----+-----+-----+-----+-----<
|b|          |Lunar Wind     | Wind (C) | 1-2 | 8 | 5 | 80 | 0 | 20 |
|l|          |Effective vs. Armoured
|e|          >-----+-----+-----+-----+-----+-----+-----<
|m|          |Hellwind       | Wind (B) | 1-2 | 9 | 9 | 85 | 0 | 25 |
\ /         >-----+-----+-----+-----+-----+-----+-----<
V           |Vortex         | Wind (B) | 1-3 | 10 | 8 | 80 | 0 | 25 |
|           >-----+-----+-----+-----+-----+-----+-----<
|           |Fimbulvetr     | Wind (A) | 1-2 | 13 | 11 | 85 | 5 | 20 |
|           >-----+-----+-----+-----+-----+-----+-----<
|           |Typhoon        | Wind (A) | 1-2 | 11 | 10 | 90 | 0 | 20 |
|           >-----+-----+-----+-----+-----+-----+-----<
|           |Arcwind        | Wind (S) | 1-2 | 14 | 13 | 100 | 0 | 15 |
|           >-----+-----+-----+-----+-----+-----+-----<
|           |Implosion       | Wind (S) | 2-4 | 14 | 12 | 80 | 0 | 5 |
|           |Halves target's MOV during their next phase
|           `-----'-----'-----'-----'-----'-----'-----`

```

.-.	
{ .O. }	-----
=	
=	.-----.
=	(Wind)-----
)^((Name Type () Rng Wt Mt Hit Cr Ql)
/o\	>-----+-----+-----+-----+-----+-----+-----<
'~"-=\0/=-"~'	Thunder Thnr (E) 1-2 8 4 85 5 40
	>-----+-----+-----+-----+-----+-----+-----<
V	Static Thnr (E) 1-2 6 3 90 10 30
F	>-----+-----+-----+-----+-----+-----+-----<
i	Elthunder Thnr (D) 1-2 10 7 75 10 30
r	>-----+-----+-----+-----+-----+-----+-----<
e	Storm Thnr (D) 1-2 10 8 65 15 25
	>-----+-----+-----+-----+-----+-----+-----<
E	Bolting Thnr (C) 3-10 25 12 55 10 5
m	>-----+-----+-----+-----+-----+-----+-----<
b	Killer Thunder Thnr (C) 1-2 12 8 60 25 20
l	>-----+-----+-----+-----+-----+-----+-----<
e	Hellthunder Thnr (B) 1-2 13 10 70 10 20
m	>-----+-----+-----+-----+-----+-----+-----<
\ /	Paraball Thnr (B) 1-2 12 9 65 5 20
V	Paralyse on hit
	>-----+-----+-----+-----+-----+-----+-----<
	Thoron Thnr (A) 1-2 18 14 75 15 20
	>-----+-----+-----+-----+-----+-----+-----<
	Blitz Thnr (A) 1-2 15 10 60 10 20
	Counter attacks first
	>-----+-----+-----+-----+-----+-----+-----<
	Arcthunder Thnr (S) 1-2 18 16 75 15 15
	>-----+-----+-----+-----+-----+-----+-----<
	Titan's Thunder Thnr (S) 1-2 20 30 60 5 10
	Ignore's user's MAG.
	`-----'-----'-----'-----'-----'-----'-----'

(Name	Type ()	Rng	Wt	Mt	Hit	Cr	Ql
Lightning	Holy (E)	1-2	6	4	95	5	40
Photon	Holy (E)	1-2	7	4	75	10	40
Shine	Holy (D)	1-2	8	6	90	8	30
Starshot	Holy (D)	1-2	10	8	75	9	30
Divine	Holy (C)	1-2	12	8	85	10	25
Elllight	Holy (C)	1-2	8	5	90	10	20
Purge	Holy (B)	3-10	20	10	70	5	5
Resire	Holy (B)	1-2	10	8	85	8	25
Aura	Holy (A)	1-2	11	12	85	15	20
Biofrost	Holy (A)	1-2	14	14	70	7	21
Starlight	Holy (S)	1-2	17	17	100	10	15
Negates the opponent's weapon effect							
Luce	Holy (S)	1-2	16	16	90	25	15

```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Judgement )-----
|=|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)^(      >-----+-----+-----+-----+-----+-----+-----<
_/o\    |Flash          | Judge (E) | 1-2 | 4 | 3 | 100 | 5 | 40 |
'~"-=-\0/=-"~'|Effective vs. Archers
|V|      >-----+-----+-----+-----+-----+-----+-----<
|F|      |Prelude        | Judge (E) | 1-2 | 6 | 4 | 90 | 5 | 40 |
|i|      |Effective vs. Soldiers
|r|      >-----+-----+-----+-----+-----+-----+-----<
|e|      |Thani          | Judge (D) | 1-2 | 10 | 8 | 70 | 8 | 30 |
| |      |Effective vs. Armoured
|E|      >-----+-----+-----+-----+-----+-----+-----<
|m|      |Ray            | Judge (D) | 1-2 | 8 | 7 | 80 | 6 | 30 |
|b|      |Effective vs. Horseback
|l|      >-----+-----+-----+-----+-----+-----+-----<
|e|      |Leviathan       | Judge (C) | 1-2 | 11 | 9 | 75 | 8 | 20 |
|m|      |Effective vs. Wyvern
\ /      >-----+-----+-----+-----+-----+-----+-----<
V        |Sleppnir        | Judge (C) | 1-2 | 8 | 6 | 85 | 10 | 20 |
|        |Effective vs. Pegasus
|        >-----+-----+-----+-----+-----+-----+-----<
|        |Valaura         | Judge (B) | 1-2 | 12 | 10 | 80 | 10 | 25 |
|        |Effective vs. Monks/Nuns
|        >-----+-----+-----+-----+-----+-----+-----<
|        |God Hand        | Judge (B) | 1-2 | 10 | 8 | 70 | 15 | 30 |
|        |Effective vs. Pirates and Bandits
|        >-----+-----+-----+-----+-----+-----+-----<
|        |Avalon          | Judge (A) | 1-2 | 12 | 11 | 80 | 5 | 20 |
|        |Effective vs. Mercenaries
|        >-----+-----+-----+-----+-----+-----+-----<
|        |Inquisition     | Judge (A) | 1-2 | 14 | 12 | 75 | 10 | 20 |
|        |Effective vs. Shamans
|        >-----+-----+-----+-----+-----+-----+-----<
|        |White Lightning| Judge (S) | 1-2 | 17 | 16 | 90 | 10 | 15 |
|        |Effective vs. Dragons
|        >-----+-----+-----+-----+-----+-----+-----<
|        |Creiddylad      | Judge (S) | 1-2 | 16 | 15 | 80 | 10 | 15 |
|        |Effective vs. Demons
|        `-----'-----'-----'-----'-----'-----'-----`

```



```

{.O.}-----
|=|
|=|      .-----
|=|      (Ward  )-----
|=|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)|^(      >-----+-----+-----+-----+-----+-----+-----+-----<
//o\      |Blessed Iron   | Ward (E) | 1-2 | 7 | 4 | 90 | 5 | 40 |
'~"-=\0/=-"~'| | +1 DEF against Swords per hit. Resets next Player Phase |
|V|      >-----+-----+-----+-----+-----+-----+-----+-----<
|F|      |Light Screen   | Ward (E) | 1-2 | 6 | 3 | 80 | 10 | 40 |
|i|      | +1 DEF against Bows per hit. Resets next Player Phase |
|r|      >-----+-----+-----+-----+-----+-----+-----+-----<
|e|      |Sacred Fire     | Ward (D) | 1-2 | 9 | 6 | 75 | 8 | 35 |
| |      | +1 RES against Fire per hit. Resets next Player Phase |
|E|      >-----+-----+-----+-----+-----+-----+-----+-----<
|m|      |Holy Wind       | Ward (D) | 1-2 | 7 | 5 | 85 | 6 | 35 |
|b|      | +1 RES against Wind per hit. Resets next Player Phase |
|l|      >-----+-----+-----+-----+-----+-----+-----+-----<
|e|      |Sacred Steel    | Ward (C) | 1-2 | 10 | 8 | 70 | 10 | 30 |
|m|      | +1 DEF against Lances per hit. Resets next Player Phase |
\ /      >-----+-----+-----+-----+-----+-----+-----+-----<
V      |Honest Axe       | Ward (C) | 1-2 | 11 | 9 | 70 | 7 | 30 |
|      | +1 DEF against Axes per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Divine Thunder   | Ward (B) | 1-2 | 8 | 8 | 80 | 15 | 25 |
|      | +1 RES against Thunder per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Communion        | Ward (B) | 1-2 | 9 | 10 | 75 | 9 | 25 |
|      | +1 RES against Dark per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Light Barrier    | Ward (A) | 1-2 | 10 | 13 | 80 | 10 | 20 |
|      | +1 RES against Light per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Divine Silver    | Ward (A) | 1-2 | 12 | 12 | 90 | 10 | 20 |
|      | +1 DEF against Monsters per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Divine Might     | Ward (S) | 1-2 | 15 | 14 | 80 | 15 | 15 |
|      | +1 DEF against Physical per hit. Resets next Player Phase |
|      >-----+-----+-----+-----+-----+-----+-----+-----<
|      |Divine Magic     | Ward (S) | 1-2 | 17 | 16 | 85 | 10 | 15 |
|      | +1 RES against Magical per hit. Resets next Player Phase |
|      `-----'-----'-----'-----'-----'-----'-----'-----'

```

```
. .  
{ .O. }-----.  
|=| .-----.  
|=| (Dread )-----.  
|=| (Name | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )  
|^| >-----+-----+-----+-----+-----<  
/_o\ \_ Flux | Dread (E) | 1-2 | 9 | 8 | 80 | 0 | 40 |  
=0/-=-~'| >-----+-----+-----+-----+-----<  
|V| Worm | Dread (E) | 1-2 | 6 | 6 | 90 | 6 | 40 |  
|F| >-----+-----+-----+-----+-----<  
|i| Sin | Dread (D) | 1-2 | 12 | 10 | 70 | 0 | 30 |  
|r| >-----+-----+-----+-----+-----<  
|e| Carrion | Dread (D) | 1-2 | 10 | 9 | 75 | 0 | 20 |  
| | >-----+-----+-----+-----+-----<  
|E| Luna | Dread (C) | 1-2 | 15 | 0 | 60 | 20 | 30 |  
|m| Negates enemy Resistance  
|b| >-----+-----+-----+-----+-----<  
|l| Nosferatu | Dread (C) | 1-2 | 14 | 10 | 70 | 0 | 20 |  
|e| Recover HP equal to the damage dealt  
|m| >-----+-----+-----+-----+-----<  
\ / Hell | Dread (B) | 3-10 | 15 | -- | 50 | 0 | 5 |  
 V Cuts the target's current Health by 1/2, rounded down  
| >-----+-----+-----+-----+-----<  
| Shadowshot | Dread (B) | 3-10 | 20 | 9 | 60 | 0 | 5 |  
| >-----+-----+-----+-----+-----<  
| Fenrir | Dread (A) | 1-2 | 15 | 15 | 70 | 0 | 20 |  
| >-----+-----+-----+-----+-----<  
| Janura | Dread (A) | 1-2 | 18 | 15 | 70 | 0 | 20 |  
| Recover HP equal to the damage dealt  
| >-----+-----+-----+-----+-----<  
| Imhullu | Dread (S) | 1-2 | 20 | 12 | 70 | 0 | 20 |  
| Wielder becomes immune to all attacks except Dark Magic  
| >-----+-----+-----+-----+-----<  
| Dulam | Dread (S) | 1-2 | 20 | -- | 60 | 0 | 20 |  
| Target is reduced to 1 HP  
| `-----'-----'-----'-----'-----'  
`
```

Druidic								
(Name	Type ()	Rng	Wt	Mt	Hit	Cr	Ql)
Black Fire	Drud (E)	1-2	7	7	70	0	40	
Beats Fire, but loses to others								
Black Axe	Drud (E)	1-2	8	8	75	0	40	
Beats Axes, but loses to others								
Black Wind	Drud (D)	1-2	6	8	90	0	40	
Beats Wind, but loses to others								
Black Sword	Drud (D)	1-2	10	10	70	0	30	
Beats Swords, but loses to others								
Black Thunder	Drud (C)	1-2	12	14	60	10	20	
Beats Thunder, but loses to others								
Black Lance	Drud (C)	1-2	13	11	65	0	20	
Beats Lances, but loses to others								
Black Arrow	Drud (B)	1-2	14	13	65	0	20	
Beats Bows, but loses to others								
Black Light	Drud (B)	1-2	16	14	60	8	20	
Beats Light, but loses to others								
Pure Darkness	Drud (A)	1-2	16	14	65	0	20	
Beats Dark, but loses to others								
Black Claw	Drud (A)	1-2	13	12	70	0	20	
Beats Undead and Monsters, but loses to others								
Black Physique	Drud (S)	1-2	20	16	70	0	15	
Beats Physical weapons, but loses to Magic								
Old Black Magic	Drud (S)	1-2	18	17	60	0	15	
Beats Magic, but loses to Physical weapons								

```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Ancient )-----
|=|      (Name      | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)^|      >-----+-----+-----+-----+-----+-----+-----<
/o\      |Swarm      | Anci (E) | 1-2 | 5 | 5 | 90 | 0 | 40 |
'~"-=\0/=-"~' |Reduces the opponent's HIT by 10 for 1 round
|V|      >-----+-----+-----+-----+-----+-----+-----<
|F|      |Hustle      | Anci (E) | 1-2 | 8 | 6 | 80 | 0 | 40 |
|i|      |Reduces the opponent's EVA by 10 for 1 round
|r|      >-----+-----+-----+-----+-----+-----+-----<
|e|      |Poison      | Anci (D) | 1-2 | 10 | 8 | 70 | 0 | 30 |
| |      |Inflicts Poison on the target for 2 rounds
|E|      >-----+-----+-----+-----+-----+-----+-----<
|m|      |Yotsmungand   | Anci (D) | 1-2 | 12 | 10 | 70 | 0 | 20 |
|b|      |Inflicts Berserk on the target for 1 round
|l|      >-----+-----+-----+-----+-----+-----+-----<
|e|      |Gorgon's Eye   | Anci (C) | 1-2 | 14 | 12 | 65 | 0 | 20 |
|m|      |Inflicts Stone on the target for 1 round
\ /      >-----+-----+-----+-----+-----+-----+-----<
V      |Tomaharn      | Anci (C) | 1-2 | 13 | 12 | 70 | 0 | 30 |
|      |Negates the opponent's first counter attack
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Carreau      | Anci (B) | 1-2 | 14 | 15 | 60 | 0 | 20 |
|      |Inflicts Paralyse on the target for 1 round
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Eclipse      | Anci (B) | 1-2 | 11 | 13 | 65 | 0 | 25 |
|      |Inflicts Sleep on the target for 1 round
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Verrine      | Anci (A) | 1-2 | 13 | 15 | 60 | 0 | 20 |
|      |Forces the opponent's RES down by 2 for 1 round
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Zahhak      | Anci (A) | 1-2 | 15 | 14 | 70 | 0 | 20 |
|      |Negates the opponent's first counter attack
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Gespentst     | Anci (S) | 1-2 | 18 | 16 | 65 | 0 | 15 |
|      |10% chance of instantly killing any non-boss enemy
|      >-----+-----+-----+-----+-----+-----+-----<
|      |Balberith     | Anci (S) | 1-2 | 20 | 18 | 65 | 0 | 15 |
|      |Inflicts Berserk for 1 round. Will only target enemy units
|      `-----'-----'-----'-----'-----'-----'
|
|-----

```

Staffs

. - .					
{ . O . }					
=	. - - - - .				
=	(Healing) - - - - - . - - - - - . - - - - - . - - - - -				
=	(Name	Type ()	Wt	Ql	Range)
) ^ (> - - - - - + - - - - - + - - - - - + - - - - - <				
// o \ \	Heal	Heal (E)	1	30	1
' ~ " - = \ 0 / = - " ~ '	Recovers 10+MAG HP				
V	> - - - - - + - - - - - + - - - - - + - - - - - <				
F	Antidote	Heal (E)	2	15	1
i	Removes Poison from the target				
r	> - - - - - + - - - - - + - - - - - + - - - - - <				
e	Mend	Heal (D)	2	20	1
	Recovers 20+MAG HP				
E	> - - - - - + - - - - - + - - - - - + - - - - - <				
m	Soothe	Heal (D)	3	15	1
b	Removes Berserk and Sleep from the target				
l	> - - - - - + - - - - - + - - - - - + - - - - - <				
e	Recover	Heal (C)	5	15	1
m	Recovers all HP				
\ /	> - - - - - + - - - - - + - - - - - + - - - - - <				
V	Kia	Heal (C)	4	15	1
	Removes Stone and Paralyse from the target				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Physic	Heal (B)	7	15	1 - 1/2 MAG
	Recovers 10+MAG HP				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Recover	Heal (B)	8	10	1
	Heals all negative status ailments				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Rejuvenate	Heal (A)	12	8	1 - 1/2 MAG
	Recovers all HP				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Hammerne	Heal (A)	15	3	1
	Restores one item carried by target to max Quality				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Fortify	Heal (S)	16	8	1 - 1/2 MAG
	Recovers 10+MAG HP to all allied targets within range				
	> - - - - - + - - - - - + - - - - - + - - - - - <				
	Aum	Heal (S)	18	3	1
	Revives one dead Player or NPC on a space adjacent				
	\ - - - - - , - - - - - , - - - - - , - - - - - ,				

```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Ailments )-----
|=|      (Name          | Type ( ) | Wt | Ql | Range          )
| ^ (      >-----+-----+-----+-----+-----<
| /o\      |Sleep          | Ailm (E) | 5 | 20 | 1 - 1/2 MAG          |
| '~"-=\0/=-"~' |Staff% chance of causing Sleep (3)          |
| V|      >-----+-----+-----+-----+-----<
| F|      |Poison          | Ailm (E) | 4 | 20 | 1 - 1/2 MAG          |
| i|      |Staff% chance of causing Poison (4)          |
| r|      >-----+-----+-----+-----+-----<
| e|      |Slow          | Ailm (D) | 7 | 15 | 1 - 1/2 MAG          |
| |      |Staff% chance of reducing EVA by 20 (3). Does not stack |
| E|      >-----+-----+-----+-----+-----<
| m|      |Befuddled        | Ailm (D) | 6 | 15 | 1 - 1/2 MAG          |
| b|      |Staff% chance of reducing HIT by 20 (3). Does not stack |
| l|      >-----+-----+-----+-----+-----<
| e|      |Silence          | Ailm (C) | 7 | 20 | 1 - 1/2 MAG          |
| m|      |Staff% chance of causing Silence (3)          |
| \ /      >-----+-----+-----+-----+-----<
| V      |Paralyse          | Ailm (C) | 8 | 20 | 1 - 1/2 MAG          |
| |      |Staff% chance of causing Paralyse (3)          |
| |      >-----+-----+-----+-----+-----<
| |      |Berserk          | Ailm (B) | 10 | 10 | 1 - 1/2 MAG          |
| |      |Staff% chance of causing Berserk (3)          |
| |      >-----+-----+-----+-----+-----<
| |      |Stone          | Ailm (B) | 9 | 10 | 1 - 1/2 MAG          |
| |      |Staff% chance of causing Stone (3)          |
| |      >-----+-----+-----+-----+-----<
| |      |Misfortune        | Ailm (A) | 11 | 5 | 1 - 1/2 MAG          |
| |      |Staff% chance of reducing Critical to 0 (2)          |
| |      >-----+-----+-----+-----+-----<
| |      |Forget          | Ailm (A) | 12 | 5 | 1 - 1/2 MAG          |
| |      |Staff% chance of reducing MAG by 5 (2). Does not stack |
| |      >-----+-----+-----+-----+-----<
| |      |Weakness          | Ailm (S) | 16 | 5 | 1 - 1/2 MAG          |
| |      |Staff% chance of reducing STR by 5 (2). Does not stack |
| |      >-----+-----+-----+-----+-----<
| |      |Brittle          | Ailm (S) | 18 | 5 | 1 - 1/2 MAG          |
| |      |Staff% chance of reducing DEF by 5 (2). Does not stack |
| |      `-----'-----'-----'-----'-----'
|-----

```



```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Buffing )-----
|=|      (Name      | Type ( ) | Wt | Ql | Range      )
)^|      >-----+-----+-----+-----+-----<
//o\|      |Unlock      | Buff (E) | 5 | 20 | 1 - 1/2 MAG      |
'~"-=\0/=-"~'|      |Unlocks all doors within range      |
|V|      >-----+-----+-----+-----+-----<
|F|      |Torch      | Buff (E) | 3 | 20 | 1 - 1/2 MAG      |
|i|      |Dispels Fog of War within 5 spaces of target area      |
|r|      >-----+-----+-----+-----+-----<
|e|      |Barrier      | Buff (D) | 6 | 15 | 1      |
| |      |Increases target's RES by 10. Each round, this bonus      |
|E|      |drops by 2 points. Recasting will set back to 10      |
|m|      >-----+-----+-----+-----+-----<
|b|      |Rescue      | Buff (D) | 7 | 15 | 1 - 1/2 MAG      |
|l|      |Moves an ally in range to a space adjacent to you      |
|e|      >-----+-----+-----+-----+-----<
|m|      |Sharpness      | Buff (C) | 7 | 15 | 1 - 1/2 MAG      |
\ /      |Raises target's HIT by 30 for 1 round      |
V      >-----+-----+-----+-----+-----<
|      |Quickness      | Buff (C) | 9 | 15 | 1 - 1/2 MAG      |
|      |Raises target's EVA by 30 for 1 round      |
|      >-----+-----+-----+-----+-----<
|      |Warp      | Buff (B) | 10 | 10 | 1      |
|      |Move an ally to an open space within (1/2 MAG) spaces      |
|      >-----+-----+-----+-----+-----<
|      |Teleport      | Buff (B) | 10 | 10 | Self      |
|      |Moves user to an open space within (1/2 MAG) spaces      |
|      >-----+-----+-----+-----+-----<
|      |Thief      | Buff (A) | 14 | 5 | 1 - 1/2 MAG      |
|      |Steals any 1 weapon or item from 1 enemy with a lower SPD      |
|      |At GM's discretion, this has its limits      |
|      >-----+-----+-----+-----+-----<
|      |Again      | Buff (A) | 13 | 5 | Map      |
|      |Target can act again this round      |
|      >-----+-----+-----+-----+-----<
|      |Majestic      | Buff (S) | 18 | 5 | 1      |
|      |+10 STR and DEF for 1 round      |
|      >-----+-----+-----+-----+-----<
|      |Mystic      | Buff (S) | 18 | 5 | 1      |
|      |+10 MAG and RES for 1 round      |
|      `-----'-----'-----'-----'-----'
|-----

```

Performances

{ .O. }				
=	.-----.			
=	(Lyrics)-----.			
=	(Name	Type ()	Wt	Ql
)^(>-----+-----+-----+-----<			
//o\\	Hermes' Whistle	Lyri (E)	2	20
'~"-=\0/=-"~'	+10 Evade and Hit			
V	>-----+-----+-----+-----<			
F	Blissful Melody	Lyri (E)	3	20
i	+2 DEF and RES			
r	>-----+-----+-----+-----<			
e	War Cheer	Lyri (D)	4	20
	+2 STR and MAG			
E	>-----+-----+-----+-----<			
m	Menhit's Whisper	Lyri (D)	5	20
b	+2 Attack Speed			
l	>-----+-----+-----+-----<			
e	Lucky Stars	Lyri (C)	5	15
m	+5 Critical Chance			
\ /	>-----+-----+-----+-----<			
V	Ninis' Grace	Lyri (C)	6	15
	+5 DEF and RES			
	>-----+-----+-----+-----<			
	Army Rally	Lyri (B)	8	15
	+5 STR and MAG			
	>-----+-----+-----+-----<			
	Hanon's Tune	Lyri (B)	9	15
	+5 Attack Speed			
	>-----+-----+-----+-----<			
	Thor's Ire	Lyri (A)	10	15
	+10 Critical Chance			
	>-----+-----+-----+-----<			
	Set's Litany	Lyri (A)	10	15
	+20 Evade and Hit			
	>-----+-----+-----+-----<			
	Fill's Might	Lyri (S)	16	10
	+10 STR and MAG			
	>-----+-----+-----+-----<			
	Elmine's Ballad	Lyri (S)	16	10
	+10 DEF and RES			
	`-----'-----'-----'-----'			

```

.-.
{.O.}-----
|=|
|=|      .-----
|=|      (Instruments )-----
|=|      (Name | Type ( ) | Wt | Ql | )
)^|      >-----<
//o\\    |Soldier's Drum | Inst (E) | 4 | 20 |
'~"-=\0/=-"~' |Target ignores weapon triangle penalties
|V|      >-----<
|F|      |Charming Flute | Inst (E) | 3 | 20 |
|i|      |Recovers (MAG/2) HP to target
|r|      >-----<
|e|      |Vagrant's Whistle | Inst (D) | 4 | 15 |
| |      |MOV +1 and removes movement penalties from weather
|E|      >-----<
|m|      |Royal Trumpet | Inst (D) | 5 | 15 |
|b|      |Target gets +3 HIT/EVA at the start of each combat
|l|      >-----<
|e|      |Glory Chime | Inst (C) | 5 | 15 |
|m|      |Combats involving target ignore weapon triangle unless
\ /      |it's in favour of target
V        >-----<
|        |Gentle Flute | Inst (C) | 5 | 5 |
|        |Recovers (MAG/2) HP to target at start of allied phases
|        |for the rest of the battle
|        >-----<
|        |Sacae's Whistle | Inst (B) | 7 | 15 |
|        |MOV +2 and removes movement penalties from both
|        |terrain and weather
|        >-----<
|        |Nevan's String | Inst (B) | 9 | 20 |
|        |Target's equipped weapon does not lose QL
|        |for remainder of allied phase
|        >-----<
|        |Romantic Guitar | Inst (A) | 10 | 5 |
|        |Target ignores enemy skills when attacking this turn
|        >-----<
|        |Dragon Flute | Inst (A) | 11 | 10 |
|        |Target gets +1 STR/MAG/DEF/RES at the start of each combat
|        >-----<
|        |Dawn's Awakening | Inst (S) | 14 | 5 |
|        |Restores status and recovers 50% Max HP
|        >-----<
|        |Divine Harp | Inst (S) | 15 | 5 |
|        |Target takes 0 damage from the next
|        |successful attack they suffer
|        `-----'
|
|-----

```

```

.-.
{.O.}-----
|=|
|=|      .----.
|=|      (Dances )-----
|^|      (Name           | Type ( ) | Wt | Ql |           )
|/o\|      >-----+-----+-----+-----<
'|~"-=\0/=-"~'| |Surprising Shimmy | Danc (E) | 3 | 20 | |
|V|      >-----+-----+-----+-----<
|F|      |Subtle Jynx      | Danc (E) | 4 | 20 | |
|i|      |-10 Critical Chance
|r|      >-----+-----+-----+-----<
|e|      |Enamouring Step  | Danc (D) | 5 | 20 | |
| |      |Dance% chance of Paralyse
|E|      >-----+-----+-----+-----<
|m|      |Gypsy Lure       | Danc (D) | 4 | 20 | |
|b|      |Dance% chance of Poison
|l|      >-----+-----+-----+-----<
|e|      |Petrifying Twist | Danc (C) | 8 | 15 | |
|m|      |MOV is reduced to 0
\ /      >-----+-----+-----+-----<
V      |Enchanting Tango   | Danc (C) | 6 | 15 | |
|      |-15 to Evade
|      >-----+-----+-----+-----<
|      |Vixen's Waltz      | Danc (B) | 7 | 15 | |
|      |Dance% chance of Fear
|      >-----+-----+-----+-----<
|      |Disarming Swing    | Danc (B) | 8 | 15 | |
|      |-5 STR and MAG
|      >-----+-----+-----+-----<
|      |Sickening Shuffle | Danc (A) | 10 | 15 | |
|      |Dance% chance of Poison and Paralyse. Roll separately
|      >-----+-----+-----+-----<
|      |Bewitching Foxtrot| Danc (A) | 11 | 15 | |
|      |-5 DEF and RES
|      >-----+-----+-----+-----<
|      |Despair March      | Danc (S) | 15 | 5 | |
|      |Dance% chance to cancel target's next turn
|      |Does not effect certain enemies
|      >-----+-----+-----+-----<
|      |Valkyrie's Arrival| Danc (S) | 14 | 5 | |
|      |-5 Attack Speed
|      `-----'-----'-----'-----'
|-----

```

Each character class has access to a unique weapon that only they can wield. Some weapons have their rank listed as “(-)” which means they can be used even if they don't have that weapon skill, but they gain no Proficiency Bonus to counteract weight unless they do. Skills such as 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.

```

{.O.}-----
|=|
|=|      .-----
|=|      (Unique )-----
|=|      (Name | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
)|^|      >-----<
____//o\\____|Shamshir | Slsh (D) | 1 | 6 | 7 | 80 | 20 | 40 |
'~"-=-\0/=-"~'|Unique to Myrmidons and their promotions |
|V|      >-----<
|F|      |Royal Rapier | Thru (D) | 1 | 5 | 7 | 100 | 10 | 40 |
|i|      |Effective vs. Horseback, Armoured |
|r|      |Unique to Fencer and their promotions |
|e|      >-----<
| |      |Regal Sword | Crsh (D) | 1 | 10 | 7 | 95 | 10 | 40 |
|E|      |Effective vs. Armoured, Horseback |
|m|      |Unique to Mercenaries and their promotions |
|b|      >-----<
|l|      |Earth Sword | Crsh (-) | 1-2 | 12 | 9 | 80 | 0 | 40 |
|e|      |Heals based on Damage done. Damage at 2 RNG based off MAG |
|m|      |Unique to Troubadours and their Promotions |
\ /      >-----<
V        |Bolo Knife | Side (D) | 1 | 6 | 8 | 80 | 0 | 40 |
|        |Poison on Hit |
|        |Unique to Scavangers and their Promotions |
|        >-----<
|        |Jambiya Dagger | Side (D) | 1 | 6 | 9 | 80 | 15 | 40 |
|        |Unique to Thieves and their promotions |
|        >-----<
|        |Hidden Blade | Side (A) | 1 | 18 | 8 | 90 | 50 | 20 |
|        |Unique to Spies and their promotions |
|        >-----<
|        |Wing Spear | Pier (D) | 1 | 6 | 8 | 90 | 10 | 40 |
|        |Effective vs. Horseback, Armoured |
|        |Unique to Pegasus Riders and their promotions |
|        >-----<
|        |Reignleif | Pier (D) | 1 | 8 | 10 | 80 | 10 | 40 |
|        |Effective vs. Horseback, Armoured |
|        |Unique to Soldiers and their promotions |
|        >-----<
|        |Veteran's Lance| Pier (C) | 1 | 10 | 14 | 75 | 15 | 40 |
|        |Unique to Cavaliers and their promotions |
|        >-----<
|        |Soliferrum | Sper (-) | 1-2 | 11 | 10 | 80 | 5 | 40 |
|        |This weapon always scores 2 hits, but no more |
|        |Unique to Knights and their Promotions |
|        >-----<
|        |Dragon's Fang | Pole (D) | 1 | 12 | 10 | 70 | 20 | 40 |
|        |Unique to Wyvern Riders and their Promotions |
|        `-----'
|
|-----

```

```

.------.------.------.------.------.------.------.------.
(Name      | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql |
>-----+-----+-----+-----+-----+-----+-----+-----<
One Armed  | Hack (D) | 1   | 15 | 10 | 70  | 40 | 40 |
If it doesn't land a critical hit, only deals 1 DMG.
Unique to Bandits and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Boarding Axe | Hack (D) | 1   | 13 | 9  | 75  | 10 | 40 |
Effective vs. Horseback, Armoured
Unique to Pirates and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Pugi       | Thrw (D) | 1-2 | 9  | 10 | 80  | 20 | 40 |
Unique to Fighters and their Promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Composite Bow | Recu (D) | 2   | 9  | 8  | 70  | 10 | 40 |
Effective vs. Horseback, Armoured
Unique to Archers and their promoted classes
>-----+-----+-----+-----+-----+-----+-----+-----<
Self Bow    | Recu (D) | 1-2 | 8  | 7  | 80  | 20 | 40 |
Unique to Nomads and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Hidden Gun   | Crss (A) | 1-2 | 18 | 25 | 60  | 50 | 20 |
Ignores user's STR
Unique to Spies and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Ballista     | Blst (E) | 3-10| 20 | 8  | 60  | 0  | 5  |
>-----+-----+-----+-----+-----+-----+-----+-----<
Stonehoist   | Blst (D) | 3-10| 20 | 15 | 40  | 0  | 5  |
Hits all targets adjacent to the target square for 1/2 DMG
>-----+-----+-----+-----+-----+-----+-----+-----<
Hoistflamme  | Blst (C) | 3-10| 20 | 8  | 50  | 0  | 5  |
Effective vs. Archers mounted in Ballistas
>-----+-----+-----+-----+-----+-----+-----+-----<
Killer Ballista| Blst (B) | 3-10| 20 | 12 | 45  | 15 | 5  |
>-----+-----+-----+-----+-----+-----+-----+-----<
Cannon       | Blst (A) | 3-6  | 20 | 15 | 50  | 0  | 5  |
Ignores enemy Defence Bonuses, but not evasion
>-----+-----+-----+-----+-----+-----+-----+-----<
Macedonia    | Blst (S) | 3-10| 20 | 12 | 65  | 0  | 5  |
>-----+-----+-----+-----+-----+-----+-----+-----<
Gotoh        | Fire (D) | 1-2  | 5  | 7  | 100 | 10 | 40 |
Effective vs. Undead, Monsters, and Flying
Unique to Mages and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Mila's Grace  | Holy (D) | 1-2  | 4  | 6  | 90  | 15 | 40 |
Effective against Monsters and Undead
Unique to Monks/Nuns and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Doma's Curse  | Anci (D) | 1-2  | 9  | 10 | 100 | 0  | 40 |
Inflicts a random status ailment for 1 round
Unique to Shamans and their promotions
>-----+-----+-----+-----+-----+-----+-----+-----<
Tiena        | Heal (D) | 1    | 2  | -- | --- | -- | 40 |
Recovers 15+MAG HP. Grants 5 EXP per use
Unique to Priests and their promotions
`-----'-----'-----'-----'-----'-----'-----'-----'

```


Dragonstones

Special items that can only be used by Manakete. They bestow their wielder with great and varied powers, and have an associated Magic affinity for the purposes of the Weapon Triangle, but they have limited uses, and, in general, should not be given out to allied Manakete like pennies from heaven.

```

{.O.}-----
|=|
|=|      .----.
|=|      (Stones )-----
|^|      (Name          | Type ( ) | Rng | Wt | Mt | Hit | Cr | Ql )
|_|      >-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Fire Stone      | Item (-) | 1  | 1  | 15 | 85 | 0  | 30 |
|_|      |Transforms user into a Red Dragon
|_|      |STR +8, SKL +4, SPD +4, DEF +9, RES +4, Fire
|_|      |V|
|_|      |F|
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Ice Stone       | Item (-) | 1  | 1  | 15 | 85 | 0  | 30 |
|_|      |Transforms user into an Azure Dragon
|_|      |STR +5, SKL +7, SPD +2, DEF +13, RES +8, Wind
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Drake Stone      | Item (-) | 1  | 1  | 15 | 85 | 0  | 30 |
|_|      |Transforms user into a Drake
|_|      |STR +5, SKL +4, SPD +8, DEF +8, RES +3, MOV +2 Lance
|_|      |Can not be used to activate Dragon Breath
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Mage Stone       | Item (-) | 1  | 1  | 15 | 85 | 0  | 30 |
|_|      |Transforms user into a White Dragon
|_|      |MAG +7, SKL +1, SPD -1, DEF +11, RES +10, Thunder
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Divine Stone     | Item (-) | 1  | 1  | 18 | 80 | 0  | 30 |
|_|      |Transforms user into a Divine Dragon
|_|      |STR +9, SKL +7, SPD +4, DEF +15, RES +11, Light
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Dark Stone       | Item (-) | 1  | 1  | 18 | 80 | 0  | 30 |
|_|      |Transforms user into a Black Dragon
|_|      |STR +11, SKL +5, SPD +4, DEF +13, Dark
|_|      |Immune to Magic, but can't be targeted by any Staffs
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Water Stone        | Item (-) | 1  | 1  | 15 | 85 | 0  | 30 |
|_|      |Transforms user into a Water Dragon
|_|      |STR +5, SKL +7, SPD +2, DEF +13, RES +8, Unique
|_|      |Water Walk, Sea Fight, Enemy Only
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Death Stone         | Item (-) | 1  | 1  | 18 | 85 | 0  | 30 |
|_|      |Transforms user into a Bone Dragon
|_|      |STR +8, SKL +4, SPD +4, DEF +9, RES +4, Unique
|_|      |Flying, Nullify, Enemy Only, can't activate Dragon Breath
|_|      |>-----+-----+-----+-----+-----+-----+-----+-----<
|_|      |Earth Stone          | Item (-) | 1  | 1  | 20 | 80 | 0  | -- |
|_|      |Transforms user into an Earth Dragon
|_|      |STR +5, SKL +8, SPD +2, DEF +20, RES +15, Unique
|_|      |Negates any attack not made at melee , Enemy Only
|_|      |Can't be used to activate Dragon Breath
|_|      |`-----'-----'-----'-----'-----'-----'-----'-----'

```

Items

{ .O. }			
=	.-----.		
=	(Items)	-----.	
=	(Name	Q1	Effect
)^(>-----+-----+-----<		
/o\	Angelic Cloth	1	Increases HP max by 3 points
'~"-=\0/=-"~'	>-----+-----+-----<		
V	Angelic Robe	1	Increases HP max by 7 points
F	>-----+-----+-----<		
i	Blade Ring	1	Increases STR by 1 point
r	>-----+-----+-----<		
e	Energy Drops	1	Increases STR by 3 points
	>-----+-----+-----<		
E	Energy Ring	1	Increases MAG by 1 point
m	>-----+-----+-----<		
b	Magical Ring	1	Increases MAG by 3 points
l	>-----+-----+-----<		
e	Iron Shield	1	Increases DEF by 1 point
m	>-----+-----+-----<		
\ /	Dragonshield	1	Increases DEF by 3 points
V	>-----+-----+-----<		
	Secret Scroll	1	Increases SKL by 1 point
	>-----+-----+-----<		
	Secret Book	1	Increases SKL by 3 points
	>-----+-----+-----<		
	Dancer Ribbon	1	Increases SPD by 1 point
	>-----+-----+-----<		
	Speedwings	1	Increases SPD by 3 points
	>-----+-----+-----<		
	Element Ring	1	Increases RES by 1 point
	>-----+-----+-----<		
	Talisman	1	Increases RES by 3 points
	>-----+-----+-----<		
	Rabbit's Foot	1	Increases LUK by 1 point
	>-----+-----+-----<		
	Goddess Icon	1	Increases LUK by 3 points
	>-----+-----+-----<		
	Heavy Gauntlet	1	Increases CON and AID by 1 point
	>-----+-----+-----<		
	Body Ring	1	Increases CON and AID by 3 points
	>-----+-----+-----<		
	Swiftsole	1	Increases MOV by 1 point
	>-----+-----+-----<		
	Boots	1	Increases MOV by 2 points
	`-----+-----+-----'		
	,-----,		

(Name	Q1	Effect)
>Artistic Mark	1	Required for promotion of performers	<
>Elysian Whip	1	Required for promotion of flying units	<
>Fell Contract	1	Required for promotion of ...?	<
>Guiding Ring	1	Required for promotion of magic users	<
>Hero's Crest	1	Required for promotion of infantry	<
>Knight's Crest	1	Required for promotion of soldiers	<
>Ocean Seal	1	Required for promotion of brigands	<
>Orion's Bolt	1	Required for promotion of archers	<
>Treasure Mark	1	Required for promotion of thieves	<
>Earth Seal	1	Can be used for promotion of any unit except lords and ...?	<
>Heaven Seal	1	Required for promotion of lords	<

(Name	Q1	Effect)
>Sword Crystal	1	Increases Weapon Proficiency in your Primary Swords by 1 Rank	<
>Axe Crystal	1	Increases Weapon Proficiency in your Primary Axes by 1 Rank	<
>Lance Crystal	1	Increases Weapon Proficiency in your Primary Lances by 1 Rank	<
>Bow Crystal	1	Increases Weapon Proficiency in your Primary Bows by 1 Rank	<
>Anima Crystal	1	Increases Weapon Proficiency in your Primary Anima Magic by 1 Rank	<
>Light Crystal	1	Increases Weapon Proficiency in your Primary Light Magic by 1 Rank	<
>Dark Crystal	1	Increases Weapon Proficiency in your Primary Dark Magic by 1 Rank	<
>Staff Crystal	1	Increases Weapon Proficiency in your Primary Staffs by 1 Rank	<
>Duelist's Gem	1	Increases Weapon Proficiency in All Swords by 1 Rank	<
>Warrior's Gem	1	Increases Weapon Proficiency in All Axes by 1 Rank	<
>Soldier's Gem	1	Increases Weapon Proficiency in All Lances by 1 Rank	<
>Archer's Gem	1	Increases Weapon Proficiency in All Bows by 1 Rank	<
>Archmage's Gem	1	Increases Weapon Proficiency in All Anima Magic by 1 Rank	<
>Cardinal's Gem	1	Increases Weapon Proficiency in All Light Magic by 1 Rank	<
>Scholar's Gem	1	Increases Weapon Proficiency in All Dark Magic by 1 Rank	<
>Saint's Gem	1	Increases Weapon Proficiency in All Staffs by 1 Rank	<
>Arms Scroll	1	Select one of your current Weapon Ranks (either subcategory or general). It goes up by 1 Rank	<

(Name	Q1	Effect)
>			<
Vulnerable	3	Heals 10 HP	
>			<
Concoction	3	Heals 30 HP	
>			<
Elixir	3	Heals all HP	
>			<
Antitoxin	3	Cures Poison	
>			<
Chest Key	5	Opens a Chest	
>			<
Door Key	5	Opens a Door	
>			<
Lockpick	15	Opens a Door or Chest. Can only be used by those with "Use Lockpick"	
>			<
Pure Water	3	Raises RES by 10 for 3 rounds. Each round, this bonus drops by 3	
>			<
Torch	5	Dispels up to 5 spaces around the user during Fog of War	
>			<

(Name	Q1	Effect)
>			<
Delphi Shield	--	Negates weakness to bows Flying units only	
>			<
Egelda Shield	--	Negates weaknesses to 'Effective against' weapons	
>			<
Hoplon Shield	--	Negates enemy's critical hits Ignore Critical Eye or Single Stroke	
>			<
Omoron Shield	--	Negates enemy's "Strong vs." personal, character, or class skills	
>			<