

FIRE EMBLEM

The Further Journeys



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Player's Handbook

Beta 2.3.2

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Basics

Being in combat where the player or allied character can't fight back: 1 EXP

Being in combat where the player or allied character doesn't deal damage: 1 EXP

Being in combat where the above conditions don't apply: 2 EXP

Defeating an enemy clearly weaker than you: 2 EXP

Defeating an enemy roughly equal to your level: 3 EXP

Defeating an enemy clearly stronger than you: 5 EXP

Defeating an enemy boss: 30 EXP

Using the Perform skill: 2 EXP

Using a staff: 80/QL EXP

Successfully stealing an item from an enemy: 5 EXP

In your turn you can do several things, the more important of which are moving and acting:

Move: before acting, you can expend any or all of your MOV stat to travel a number of squares dependent on terrain effects and the unit's movement type.

Trade: allows you to initiate a trade with an adjacent friendly unit, where you can exchange your items around or change your or their equipped weapon. Trade can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.

Take/Give: if you or an adjacent unit has rescued a different unit, you can pass the rescued unit if both of you meet the conditions to rescue them. Take/Give can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.

Action: after moving (or not), you can choose to act in several ways: attacking, healing, using a skill that requires your action, etc. For most units their turn ends after using their action.

Attack: if you have an enemy within range of any of your weapons, you can use your Action to initiate combat with them. Combat is explained in more detail in a later section.

Rescue: if you are able to rescue an adjacent unit (your AID is higher than theirs) you can use your Action to rescue them and remove them from the map temporarily. Rescuing is explained in more detail in a later section.

Drop: if you have rescued a unit, you can use your Action to drop them to an adjacent empty square.

Canto: if a unit has this skill, they can use whatever MOV they didn't expend in their Move to travel a number of squares.

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

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

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

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

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

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

$$Dance\% = Dance Hit + [(SKL - enemy's LCK) * 5] + STR$$

Terrain

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ailments

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

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

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

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

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

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

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

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

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

Affinity and Supports

	Element	DMG	DR	Hit	Eva	Crit	Dodge					
1	Fire	+0.5	+0.0	+2.5	+0.0	+5.0	+0.0	First Class Level 1	C	C	-	-
2	Wind	+0.0	+0.0	+2.5	+2.5	+5.0	+0.0	First Class Level 4	B	C	-	-
3	Anima	+1.0	+0.0	+0.0	+0.0	+5.0	+0.0	First Class Level 8	B	C	C	-
4	Light	+0.0	+0.5	+2.5	+0.0	+5.0	+0.0	First Class Level 12	B	B	C	C
5	Dark	+0.5	+0.0	+0.0	+2.5	+5.0	+0.0	First Class Level 16	A	B	C	C
6	Thunder	+0.0	+0.5	+0.0	+2.5	+0.0	+5.0	First Class Level 20 or Promoted Class Level 1	A	B	B	C
7	Ice	+0.0	+1.0	+0.0	+0.0	+0.0	+5.0	Promoted Class Level 5	A	A	B	C
8	Water	+0.5	+0.5	+0.0	+0.0	+0.0	+5.0	Promoted Class Level 10	S	A	B	C
9	Heaven	+0.0	+0.0	+5.0	+0.0	+0.0	+5.0					
10	Earth	+0.0	+0.0	+0.0	+5.0	+0.0	+5.0					

Skills

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

Adept

Free, Chance Effect

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

Adept+

Cost, Chance Effect

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

Awareness

Free, Passive Effect

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

Blossom

Free, Passive Effect

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

Cancel

Free, Chance Effect

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

Cancel+

Cost, Chance Effect

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

Celerity

Free, Passive Effect

You gain +1 MOV.

Celerity+

Cost, Passive Effect

You gain +2 MOV.

Center

Free, Passive Effect

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

Charisma

Free, Passive Effect

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

Charisma+

Cost, Passive/Activated Effect

Allied units within 3 spaces of your character gain +10 bonus to Hit and Evasion. The owner of this skill does not gain the bonus, but you can use your action to have your character gain the bonus and boost it for your allies to +15 Hit and Evasion. Multiple sources of Charisma do not stack.

Counter

Free, Chance Effect

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

Counter+

Cost, Chance Effect

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

Daunt

Free, Passive Effect

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

Daunt+

Cost, Passive Effect

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

Deep Pockets

Free, Passive Effect

You have 2 additional inventory slots.

Discipline

Free, Passive Effect

Every tenth level in your Total Level lets you choose 1 Weapon Subcategory you can use to increase by 1 Rank (ex: C → B). When using a weapon, you gain a bonus depending on your rank in its subcategory: C → +2.5 Hit; B → +5 Hit; A → +7.5 Hit +2.5 Crit; S → +10 Hit, +5 Crit.

Fortune

Free, Passive Effect

Enemies cannot roll for Critical Hits on this character.

Gamble

Free, Activated Effect

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

Gamble+

Cost, Activated Effect

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

Guard

Free, Activated Effect

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

Guard+

Cost, Activated Effect

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

Ignis

Free, Chance Effect

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

Imbue

Free, Passive Effect

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

Luna

Free, Chance Effect

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

Luna+

Cost, Chance Effect

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

Maturity

Free, Passive Effect

You get +5 Progression points to all your stats.

Miracle

Free, Chance Effect

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

Miracle+

Cost, Chance Effect

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

Nullify

Free, Passive Effect

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

Nullify+

Cost, Passive Effect

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

Parity

Free, Activated Effect

When activated, you and your opponent gain no bonuses from Terrain, Supports, or Carried Items, and Class, Character, and Personal skills (and faults) are negated, excluding Parity, making 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

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

Renewal

Free, Passive Effect

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

Resolve

Cost, Passive Effect

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

Savior

Free, Passive Effect

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

Stillness

Free, Passive Effect

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

Sol

Free, Chance Effect

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

Taunt

Free, Activated Effect

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

Vantage

Free, Passive Effect

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

Vantage+

Cost, Passive Effect

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

Weapon Saver

Free, Chance Effect

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

Wrath

Free, Passive Effect

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

Wrath+

Cost, Passive Effect

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

Common Class Skills

Horseback

While mounted, this unit gains +2 MOV, and a +14 bonus to their Aid stat.

Pegasus

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

Wyvern

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

Dismount

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

Canto

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

Armored

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

Levitation

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

Walking on Air

When this unit dismounts, they gain Levitation. When this unit remounts they lose Levitation.

Lockpick

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

Vision

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

Raid

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

Sack

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

Critical Eye

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

Trainee Classes

All Trainee Classes have the following stat caps:

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

Anima Trainee/Mage Pupil

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

Promotes To: Mage, Scholar, Tactician

Base Stats:

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

Archer Trainee/Scout

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

Promotes To: Archer, Nomad, Outlaw

Base Stats:

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

Dark Trainee/Shaman Pupil

Weapon Skill: Dark (E)
Starting Weapon: Flux or Worm
Preferred Stats: Magic, Skill

Promotes To: Scholar, Shaman, Necromancer

Base Stats:

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

Fighter Trainee/Journeyman

Weapon Skill: Axe (E)

Starting Weapon: Hatchet

Preferred Stats: Strength, Health

Promotes To: Bandit, Fighter, Pirate

Base Stats:

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

Light Trainee/Monk Pupil

Weapon Skill: Light (E)

Starting Weapon: Lightning or Flash

Preferred Stats: Magic, Luck

Promotes To: Ascetic, Hunter, Monk/Nun

Base Stats:

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

Performer Trainee/Performer

Weapon Skill: Performance (E)

Starting Weapon: Any E rank Performance

Preferred Stats: Luck, Speed

Special: **Perform**

Through Song or Dance, the Performer can use their action to grant 1 adjacent ally an additional turn this round.

Promotes To: Bard, Dancer, Trickster

Base Stats:

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

Priest Trainee/Acolyte

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

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

Base Stats:

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

Rider Trainee/Rider

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

Special: **Dismount, Canto**

Baby's First Mount

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

Promotes To: Cavalier, Pegasus Rider, Wyvern Rider

Base Stats:

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

Soldier Trainee/Recruit

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

Promotes To: Cavalier, Soldier, Knight

Base Stats:

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

Swordsman Trainee/Initiate

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

Promotes To: Fencer, Mercenary, Myrmidon

Base Stats:

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

Thief Trainee/Drifter

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

Special: **Lockpick**

Promotes To: Outlaw, Scavenger, Thief

Base Stats:

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

First Classes

All First Classes have the following stat caps:

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

Archer

Weapon Skill: 1 Bow Subcategory (C), Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Defense

Special: **Ballistician**

The Archer can operate Ballistae of a rank equal to their highest Bow Rank.

Overwatch

Instead of attacking, the Archer can choose to take an overwatch stance, automatically attacking the first enemy to get in their range the next enemy phase. Works with Ballistae. Combat resolves normally.

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

Base Stats:

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

Promotion Bonuses:

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

Ascetic

Weapon Skill: 1 Light Subcategory (C), Light (D)
Starting Weapon: Blessed Iron
Preferred Stats: Resistance, Defense

Special: **Levitation**

Shield of Faith

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

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

Base Stats:

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

Promotion Bonuses:

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

Bandit

Weapon Skill: 1 Axe Subcategory (C), Axe (D)
Starting Weapon: Iron Axe
Preferred Stats: Strength, Health

Special: **Raid**

Mountain Walk

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

Reckless Strike

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

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

Base Stats:

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

Promotion Bonuses:

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

Bard

Weapon Skill: 1 Performance Subcategory (C), Performance (D)
Starting Weapon: Any E rank Performance
Preferred Stats: Luck, Speed

Special: **Play**

The Bard is able to play a song for any 2 adjacent allies who have already used their action. The characters can act again. At the same time, the Bard can also choose to use a performance item to apply its effect to performance targets. Alternatively, the Bard may choose to use a performance item on up to two targets without refreshing the targets turn. This skill overwrites Perform.

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

Base Stats:

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

Promotion Bonuses:

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

Butler / Maid

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

Special: **Live to Serve**

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

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

Base Stats:

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

Promotion Bonuses:

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

Cavalier

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

Special: **Horseback/Dismount/Canto**

Triangle Adept

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

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

Base Stats:

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

Promotion Bonuses:

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

Dancer

Weapon Skill: Performance (D), Sword (D)
Starting Weapon: Iron Sword
Preferred Stats: Luck, Strength

Special: **Dance**

The Dancer is able to perform a dance for any 2 allies within 2 spaces near the user who has already used their action. The characters can act again. In addition, when using performance items, the Dancer can affect 2 units within 2 spaces with them. This skill overwrites Perform.

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

Base Stats:

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

Promotion Bonuses:

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

Fencer

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

Special: **Duelist**

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

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

Base Stats:

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

Promotion Bonuses:

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

Fighter

Weapon Skill: 1 Axe Subcategory (C), Axe (D)
 Starting Weapon: Iron Axe
 Preferred Stats: Strength, Skill

Special: **Forest Walk**

The Fighter can traverse forest terrain without penalty.

Clear a Path

When the Fighter attacks an enemy unit on forest terrain, the enemy unit does not get the defensive bonuses from being on forest terrain. In addition, if the enemy has any effects that activate while on Forest terrain, it is ignored, except for Clear a Path.

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

Base Stats:

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

Promotion Bonuses:

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

Hunter/Huntress

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

Special: **Flush Quarry**

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

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

Base Stats:

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

Promotion Bonuses:

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

Knight

Weapon Skill: 1 Lance, Axe or Sword Subcategory (C), Lance, Axe or Sword (D)
 Starting Weapon: Iron Lance, Iron Axe or Iron Sword
 Preferred Stats: Defense, Health

Special: **Armored**

Hold the Line

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

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

Base Stats:

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

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

+2 | +1 | +0 | +0 | +0 | +3 | +0 | +0 | +4 | +4 | 5

Mage

Weapon Skill: 1 Anima Subcategory (C), Anima (D)
Starting Weapon: Fire, Wind, or Thunder
Preferred Stats: Skill, Magic

Special: **Levitation**

Mark of Magic

After the Mage makes a successful hit on a target, allied units gain +5 Hit, Evade, and Crit against the target until the end of the phase.

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

Base Stats:

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

Promotion Bonuses:

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

Mercenary

Weapon Skill: 1 Sword Subcategory (C), Sword (D)
Starting Weapon: Iron Blade
Preferred Stats: Skill, Strength

Special: **Alpha Strike**

The Mercenary gains +3 DMG and +10 Crit when attacking enemies at full health.

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

Base Stats:

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

Promotion Bonuses:

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

Monk / Nun

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

Special: **Levitation**

Faith

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

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

Base Stats:

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

Promotion Bonuses:

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

Myrmidon

Weapon Skill: 1 Sword Subcategory (C), Sword (D)
Starting Weapon: Iron Sword
Preferred Stats: Speed, Skill

Special: **Leaf on the Wind**

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

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

Base Stats:

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

Promotion Bonuses:

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

Necromancer

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

Special: **Levitation**

Draw Life

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

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

Base Stats:

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

Promotion Bonuses:

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

Nomad / Bow Knight

Weapon Skill: Choose 1 Bow Subcategory (C), Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Hit and Run

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

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

Base Stats:

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

Promotion Bonuses:

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

Outlaw

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

Special: **Lockpick, Vision**

Sidearm

If the Outlaw is attacked from outside their equipped weapon's range, they automatically equip the first weapon from a different category that they can counterattack with if they have one in their inventory.

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

Base Stats:

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

Promotion Bonuses:

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

Pegasus Rider

Weapon Skill: 1 Lance Subcategory (C), Lance (D)
Starting Weapon: Iron Javelin
Preferred Stats: Speed, Resistance

Special: **Pegasus/Dismount/Canto**

Anti-Magic

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

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

Base Stats:

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

Promotion Bonuses:

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

Pirate

Weapon Skill: 1 Axe Subcategory (C), Axe (D)
Starting Weapon: Hand Axe
Preferred Stats: Speed, Health

Special: **Raid**

Sea Walk

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

Rapid Strike

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

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

Base Stats:

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

Promotion Bonuses:

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

Priest / Sister

Weapon Skill: 1 Staff Subcategory (C), Staff (D)
Starting Weapon: Heal
Preferred Stats: Resistance, Luck

Special: **Levitation**

Self-Healing

At the start of each allied round, the Priest/Sister regains Health, if they are equipped with a Healing or Buffing staff, equal to half their Magic rounded down. 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: Faith Icon (Both)

Base Stats:

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

Promotion Bonuses:

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

Scavenger

Weapon Skill: Hidden (D), Dark (D)

Starting Weapon: Iron Dagger or Flux

Preferred Stats: Skill, Luck

Special: **Lockpick, Vision**

Scavenge Gold

The first time the Scavenger lands an attack on an enemy target, they steal a sum of gold, equal to 100 from First Tier enemies, and 200 from Promoted enemies. The Scavenger can only steal from a particular enemy once per battle, but can potentially steal from every deployed enemy on the field.

In games where players may not get or use gold, Scavengers have this class skill instead:

Top Off

When the Scavenger reduces an enemy to 0 HP in combat, they may regain one use on a consumable item in their inventory, excluding Elixirs. If the Scavenger has no consumables in their inventory below max uses, they instead gain a 1/3 vulnerary in an open inventory space.

Promotes From: Thief Trainee

Promotes To: Bounty Hunter, Wanderer

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

Base Stats:

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

Promotion Bonuses:

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

Scholar

Weapon Skill: Anima (D), Dark (D)

Starting Weapon: Flux or Thunder

Preferred Stats: Skill, Magic

Special: **Levitation**

Arcane Barrier

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

Promotes From: Anima Trainee, Dark Trainee

Promotes To: Baron, Virtuoso
Item Required: Guiding Ring (Both)

Base Stats:

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

Promotion Bonuses:

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

Shaman

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

Special: **Levitation**

Ancient Gamble

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

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

Base Stats:

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

Promotion Bonuses:

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

Soldier

Weapon Skill: 1 Lance Subcategory (C), Lance (D)
Starting Weapon: Iron Lance
Preferred Stats: Skill, Defense

Special: **Anti-Cavalry**

The Soldier gains +15 Hit and +3 DMG against mounted units. Successful counterattacks against mounted units disable their Canto skill.

Promotes From: Soldier Trainee
Promotes To: Sentinel, Templar

Item Required: Knight's Crest (Soldier), Faith Icon (Templar)

Base Stats:

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

Promotion Bonuses:

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

Tactician

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

Starting Weapon: Fire

Preferred Stats: Skill, Luck

Special: **Press the Assault**

When the Tactician reduces an enemy to zero HP on the former's turn, they may select an ally within 3 spaces. That ally may act again as if it was subject to a performance.

Promotes From: Anima Trainee

Promotes To: Baron, Commander

Item Required: Guiding Ring (Baron), Hero's Crest (Commander)

Base Stats:

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

Promotion Bonuses:

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

Thief

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

Starting Weapon: Iron Dagger

Preferred Stats: Speed, Luck

Special: **Lockpick, Vision**

Steal

If the Thief has a higher Speed compared to their opponent, they can use their action to attempt to steal any unequipped item, from weapons to items. In the case of a tie, Luck stats are compared, failing on another tie. The Thief must have an open inventory slot, or else the steal won't work. If the targeted item is a weapon, it cannot be currently equipped. If all conditions are met, that item is instantly added to the stealing character's inventory, and they contribute 5 EXP. Some items can be locked to inventory, preventing it from being stolen.

Footpad

After a successful Lockpick or Steal action, the Thief can use their remaining MOV as if they had Canto.

Promotes From: Thief Trainee
Promotes To: Bounty Hunter, Rogue
Item Required: Treasure Mark (Both)

Base Stats:

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

Promotion Bonuses:

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

Trickster

Weapon Skill: Performance (D), Anima (D)
Starting Weapon: Ice Shard
Preferred Stats: Luck, Magic

Special: **Bolster**

The Trickster is able to invigorate any 2 adjacent allies who have already used their action. The characters can act again. In addition, when using performance items, the Trickster can affect 2 adjacent units with them. This skill overwrites Perform.

Dazzle

Enemies hit by the Trickster's attacks or counterattacks suffer -10 Hit and Evade for 1 full round.

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

Base Stats:

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

Promotion Bonuses:

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

Troubadour / Trobairitz

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

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

Healing Flow

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

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

Base Stats:

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

Promotion Bonuses:

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

Wyvern Rider

Weapon Skill: 1 Lance Subcategory (C), Lance (D)
Starting Weapon: Iron Halberd
Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

Dragon Scales

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

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

Base Stats:

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

Promotion Bonuses:

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

Promoted Classes

All Promoted Classes have the following stat caps:

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

Assassin

Weapon Skill: 1 Bow Subcategory (A), Bow (C), 1 Hidden Subcategory (A), Hidden (C)
 Preferred Stats: Skill, Strength

Special: **Critical Eye**

Assassinate

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

Vital Strike

The Assassin can trade DMG to increase their Crit, at a ratio of 5 Crit per 1 DMG.

Promotes From: Outlaw
 Item Required: Fell Contract

Promotion Bonuses:

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

Baron

Weapon Skill: 1 Anima Subcategory (A), Anima (C), 1 Dark Subcategory (A), Dark (C) (if promoting from Scholar) OR 1 Light Subcategory (A), Light (C) (if promoting from Tactician)
 Preferred Stats: Resistance, Defense

Special: **Armored**

Runic Armor

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

Promotes From: Scholar, Tactician
 Item Required: Guiding Ring

Promotion Bonuses:

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

Battle Mage

Weapon Skill: 1 Bow Subcategory (A), Bow (C), 1 Anima Subcategory (A), Anima (C) (if promoting from Archer) OR 1 Light Subcategory (A), Light (C) (if promoting from Hunter)
 Preferred Stats: Strength, Magic

Special: Imbue Arrow

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

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

Promotion Bonuses:

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

Berserker

Weapon Skill: 1 Axe Subcategory (S), Axe (B)
Preferred Stats: Strength, Health

Special: Sack**Berserker Barrage**

The Berserker gains a permanent +5 bonus to their Critical Rate, and on their turn, they can reduce their DEF and RES to increase their Critical Rate. Each 1 point of both DEF and RES increases Critical Rate by 3. Stats cannot be lowered below 0. All stats revert to normal at the start of the Berserker's next phase.

Mountain/Sea Walk

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

Promote From: Pirate, Bandit
Item Required: Ocean Seal

Promotion Bonuses:

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

Bishop

Weapon Skill: 1 Light Subcategory (A), 1 Staff Subcategory (A), Light (C), Staff (C)
Preferred Stat: Resistance, Luck

Special: Sanctuary

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

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

Promotion Bonuses:

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

Bodyguard

Weapon Skill: 1 Staff Subcategory (B), 1 Hidden Subcategory (B), 1 Lance Subcategory (B), Staff (C), Hidden (C), Lance (C)

Preferred Stats: Defense, Magic

Special: **Guard**

The Bodyguard obtains the Guard character skill on promotion. If they already had Guard before, they can pick a different Free skill.

Promote From: Butler/Maid

Item Required: Hero's Crest

Promotion Bonuses:

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

Bounty Hunter/Treasure Hunter

Weapon Skill: Hidden (C), Sword (C), Axe (C), Dark (C), Anima (C)

Preferred Stat: Skill, Health

Special: **Omni-Weapon**

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

Steal Weapon

If the Bounty Hunter skill lands the killing blow on the enemy, their equipped weapon goes to their inventory if there's a space. The weight of all the stolen weapons in a single map can't exceed the Bounty Hunter's CON*2. At the GM's discretion, this skill can have its limits.

Promote From: Scavenger, Thief

Item Required: Treasure Mark

Promotion Bonuses:

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

Commander

Weapon Skill: 1 Sword Subcategory (A), 1 Anima Subcategory (A), Sword (C), Anima (C)

Preferred Stat: Magic, Strength

Special: Rally

The Commander can, instead of attacking, choose to activate a Rallying effect, granting bonuses to nearby allies. These bonuses do not apply to themselves, and singular orders do not stack.

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

Tactical Sense

The Commander gains +5 Evade for each ally affected with a Rally up to +20 Evade. This lasts until the start of their next phase.

Promote From: Mercenary, Tactician

Item Required: Hero's Crest

Promotion Bonuses:

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

Crusader

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

Preferred Stats: Skill, Resistance

Special: Mission from Above

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

Heroic Light

Whenever the Crusader enters battle with an enemy using Dark Magic, they gain a +5 RES bonus. In addition, they have a +5 DMG bonus against Monsters and Undead.

Promote From: Ascetic

Item Required: Faith Icon

Promotion Bonuses:

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

Dancing Blade

Weapon Skill: 1 Performance Subcategory (A), Performance (C), 1 Sword Subcategory (A), Sword (C)
Preferred Stats: Skill, Luck

Special: **Dance**

Sword Dance

The Dancing Blade is able to attack an enemy and perform a dance for any ally within 2 spaces who has already used their action. That character can act again. This skill doesn't overwrite Dance.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses:

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

Dark Rider

Weapon Skill: 1 Lance Subcategory (A), 1 Dark Subcategory (A), Lance (C), Dark (C)
Preferred Stats: Strength, Magic

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

Life Steal

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

Promote From: Necromancer
Item Required: Fell Contract

Promotion Bonuses:

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

Dread Fighter

Weapon Skill: 1 Axe Subcategory (A), 1 Dark Subcategory (A), Axe (C), Dark (C)
Preferred Stats: Strength, Speed

Special: **Daunt**

The Dread Fighter obtains the Daunt character skill on promotion. If they already had Daunt before, they can pick a different Free skill.

Element of Surprise

When the Dread Fighter steps onto Forest terrain, they are hidden from sight, and remain hidden until they make an attack, step out of the forest, or if an enemy stops on an adjacent tile or moves into them. Attacking while hidden from sight prevents the enemy from counterattacking.

Promote From: Fighter
Item Required: Fell Contract

Promotion Bonuses:

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

Druid

Weapon Skill: 1 Dark Subcategory (A), 1 Staff Subcategory (A), Dark (C), Staff (C)
Preferred Stats: Magic, Skill

Special: **Memory Magic**

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

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

At level 19: Pick any unpicked spell

Promote From: Shaman
Item Required: Guiding Ring

Promotion Bonuses:

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

Duke Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Sword Subcategory (A), Lance (C), Sword (C)
Preferred Stats: Strength, Defense

Special: **Horseback/Dismount/Canto**

Momentum

For every 2 spaces traversed, the Duke Knight gains a +1 AS bonus and a +2 DMG bonus. This bonus resets to 0 at the end of their turn, even if they haven't made an attack.

Promote From: Cavalier
Item Required: Knight's Crest

Promotion Bonuses:

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

Enchanter

Weapon Skill: 1 Anima Subcategory (A), Anima (C), 1 Performance Subcategory (A), Performance (C)
Preferred Stats: Magic, Luck

Special: **Enchant**

The Enchanter can use their action to attempt to Enchant an enemy. The Enchant works as a staff with 20 base Hit that on success allows the Enchanter to control the enemy on the same turn. The enemy is considered an ally until the next turn. Trying to Enchant an enemy more than once will result in a -10 penalty to the success chance.

Promote From: Bard, Trickster
Item Required: Artistic Mark

Promotion Bonuses:

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

Falcon Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Sword Subcategory (A), Lance (C), Sword (C)
Preferred Stats: Speed, Skill

Special: **Pegasus/Dismount/Canto**

Charge

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

Promote From: Pegasus Rider
Item Required: Elysian Whip

Promotion Bonuses:

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

General

Weapon Skill: 1 Lance/Axe/Sword Subcategory (A), Lance/Axe/Sword (C) (whichever the Knight had), 1 Lance/Axe/Sword Subcategory (A), Lance/Axe/Sword (C)
Preferred Stats: Defense, Strength

Special: **Armored**

Great Shield

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

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses:

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

Great Knight

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

Preferred Stats: Strength, Health

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

War Horse

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

Trample

When the Great Knight attacks unmounted units, they gain a +3 DMG and +3 DR bonus against them.

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses:

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

Hero

Weapon Skill: 1 Sword Subcategory (A), 1 Axe Subcategory (A), Sword (C), Axe (C)
Preferred Stats: Skill, Strength

Special: **Lend Me Your Strength**

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

Promote From: Mercenary
Item Required: Hero's Crest

Promotion Bonuses:

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

Holy Guard

Weapon Skill: 1 Staff Subcategory (B), 1 Light Subcategory (B), 1 Weapon Subcategory (B),
Staff (C), Light (C), Chosen Weapon (C)
Preferred Stats: Resistance, Defense

Special: **Horseback/Dismount/Canto**

Heroic Advance

Allied units within 3 spaces of the Holy Guard gain a +3 bonus to Resistance or Defense (on the Holy Guard's command). In addition, whenever this unit enters battle with an enemy using Light Magic, they gain a +5 RES bonus.

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

Promotion Bonuses:

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

Illusionist

Weapon Skill: 1 Anima Subcategory (B), Anima (C), 1 Light Subcategory (B), Light (C), 1 Performance Subcategory (B), Performance (C)
Preferred Stats: Magic, Speed

Special: Mirage

The Illusionist can use their action to summon an illusion on an empty tile within 3 spaces. There can be up to 2 illusions active at once. The illusions can be targeted by enemies and dissipate after one attack.

Brilliant Disguise

If the Illusionist is within 3 spaces of an illusion, they gain Stillness while the illusion gains Provoke.

Promote From: Trickster
Item Required: Artistic Mark

Promotion Bonuses:

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

Inquisitor

Weapon Skill: 1 Light Subcategory (S), Light (B)
Preferred Stats: Magic, Speed

Special: Benediction

Once per battle, the Inquisitor can preemptively call their next dice roll, or the dice roll of the next enemy they enter battle with. This cannot be used to land a critical hit against a major foe like a boss unit, but can be used to avoid suffering one. In addition, the Inquisitor can survive up to 1

attack per battle that would otherwise be fatal, leaving them with 1 HP, separate from the Miracle skill and activating before it.

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

Promotion Bonuses:

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

Lore Master

Weapon Skill: 1 Performance Subcategory (S), Performance (B)
Preferred Stats: Luck, Speed

Special: **Memory Magic**

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

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

At level 19: Pick any unpicked spell

Masterful Play

The Lore Master's performances now affect up to 4 adjacent allies. In addition, when using performance items, the Lore Master can affect up to 4 adjacent units.

Promote From: Bard
Item Required: Artistic Mark

Promotion Bonuses:

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

Mage Knight

Weapon Skill: 1 Anima Subcategory (S), Anima (B)
Preferred Stats: Skill, Magic

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

Flare

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

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses:

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

Mountain Warrior

Weapon Skill: 1 Axe Subcategory (S), Axe (B)
Preferred Stats: Strength, Health

Special: **Sack**

Mountain Sprint

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

Giant Swing

The Mountain Warrior converts unused MOV into Hit and Crit at a rate of 1 MOV to 3 Hit and 5 Crit on attacks they initiate.

Promote From: Bandit
Item Required: Ocean Seal

Promotion Bonuses:

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

Nomad Healer / Combat Medic

Weapon Skill: Your Chosen Bow (A), 1 Staff Subcategory (A), Bow (C), Staff (C)
Preferred Stats: Speed, Luck

Special: **Horseback/Dismount/Canto**

Medicine Man

If the Nomad Healer with this skill has an open slot in their inventory, they can spend their action making a healing item by spending gold. In addition, when shopping they have a larger selection of healing and buffing items to buy.

Herbs: 100 gold. Vulnerary: 450 gold. Tonic: 750 gold. Potion: 1200 gold. Concoction: 1500 gold

Heal and Run

Hit and Run now also activates when the Nomad Healer uses a staff.

Promote From: Nomad
Item Required: Orion's Bolt

Promotion Bonuses:

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

Nomad Trooper / Ranger

Weapon Skill: 1 Bow Subcategory (A), 1 Sword Subcategory (A), Bow (C), Sword (C)

Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Master of the Plains

The Nomad Ranger gains a +2 bonus to MOV whenever they start their turn on Plains.

Promote From: Nomad

Item Required: Orion's Bolt

Promotion Bonuses:

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

Paladin

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

Preferred Stats: Skill, Resistance

Special: **Horseback/Dismount/Canto**

Wary Fighter

The Paladin can choose on their turn (without spending an action) to cancel follow-up attacks (Brave weapon and Adept bonus attacks not affected) in all combats until their next phase for both combatants.

Promote From: Cavalier

Item Required: Knight's Crest

Promotion Bonuses:

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

Rogue

Weapon Skill: 1 Hidden Subcategory (S), Hidden (B)

Preferred Stats: Luck, Speed

Special: **Loot and Scoot**

After triggering Footpad, the Rogue gains an additional 2 MOV.

Bag of Holding

The Rogue has infinite storage for items separate from their regular inventory. Items like Shields or Seals are not active on the character while in the Bag of Holding.

Promote From: Thief
Item Required: Treasure Mark

Promotion Bonuses:

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

Sage

Weapon Skill: 1 Anima Subcategory (A), 1 Staff Subcategory (A), Anima (C), Staff (C)
Preferred Stats: Skill, Magic

Special: **Memory Magic**

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

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

At level 19: Pick any unpicked spell

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses:

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

Saint

Weapon Skill: 1 Staff Subcategory (S), Staff (B)
Preferred Stats: Resistance, Strength

Special: **Sacrifice**

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

Staff Mastery

The Saint can use the same staff twice in their turn.

Promote From: Priest/Sister
Item Required: Faith Icon

Promotion Bonuses:

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

Samurai

Weapon Skill: 1 Sword Subcategory (A), 1 Bow Subcategory (A), Sword (C), Bow (C)
Preferred Stats: Skill, Health

Special: **Critical Eye**

Musou

For every 10 HP under Maximum, the Samurai gains a +1 AS and +2 DMG bonus.

Promote From: Myrmidon
Item Required: Hero's Crest

Promotion Bonuses:

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

Sentinel

Weapon Skill: 1 Lance Subcategory (S), Lance (B)
Preferred Stats: Defense, Speed

Special: **Critical Eye**

Shield Wall

The Sentinel grants a +3 DR bonus to any ally adjacent to them. The Sentinel also gains a +1 AS and +1 DR bonus for every adjacent ally.

Promote From: Soldier
Item Required: Knight's Crest

Promotion Bonuses:

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

Shadow Sword

Weapon Skill: 1 Sword Subcategory (B), 1 Hidden Subcategory (B), 1 Dark Subcategory (B), Sword (C), Hidden (C), Dark (C)
Preferred Stats: Strength, Magic

Special: Marked for Death

The Shadow Sword can use their action to designate one enemy unit. The Shadow Sword and all their allies gain +2 DMG, +10 to Hit and +10 to Critical Rate until either the marked enemy or the Shadow Sword fall to 0 HP. If the Shadow Sword reduces the marked enemy to 0 HP, they can designate another enemy to mark without spending an action. Only one enemy can be marked at once, and certain enemies may not be available for marking.

Promote From: Fencer
Item Required: Fell Contract

Promotion Bonuses:

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

Sniper

Weapon Skill: 1 Bow Subcategory (S), Bow (B)
Preferred Stats: Skill, Defense

Special: Critical Eye**Sniping**

The attack range for the Sniper with any weapon is permanently increased by 1.

Promote From: Archer
Item Required: Orion's Bolt

Promotion Bonuses:

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

Steward

Weapon Skill: 1 Staff Subcategory (A), 1 Hidden Subcategory (A), Staff (C), Hidden (C),
Preferred Stats: Magic, Luck

Special: Miracle

The Steward obtains the Miracle character skill on promotion. If they already had Miracle before, they can pick a different Free skill.

Expert Touch

All Staves have a range of 1 – 2, unless they had a range of 1 – MAG/2, in which case they keep that range.

Promote From: Butler/Maid
Item Required: Guiding Ring

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

+2 | +0 | +3 | +2 | +2 | +0 | +2 | +3 | +1 | +1 | 6

Summoner

Weapon Skill: 1 Dark Subcategory (S), Dark (B)
Preferred Stats: Magic, Health

Special: **Summon**

The Character with this skill can summon a phantom into an empty adjacent space as their primary action, costing 25% of their max HP rounded down. The Summoner can dismiss their phantom as a primary action when it is adjacent to the summoner. If the Summoner is reduced to zero HP, the Phantom is automatically dismissed. Phantoms have no class, personal, or character skills, and they can't be healed. Only one Phantom can be active at a time. A Phantom's stats are based on that of the Summoner:

Summoner	HP	STR	MAG	SKL	LCK	DEF	RES	SPD	CON	MOV
Phantom	HP	MAG	STR	SPD	LCK	RES	DEF	SKL	CON	MOV

The Summoner chooses a single weapon the Phantom will be summoned with, that cannot break, and is locked to the Phantom's inventory. The phantom cannot trade with other units. As the Summoner reaches higher level, they may choose to equip weapons of higher rank. The Phantom has a weapon skill level equal to the highest level weapon available to them:

- At Level 1: Iron Sword, Iron Lance, Iron Axe
- At Level 5: Steel Sword, Steel Lance, Steel Axe
- At Level 10: Steel Blade, Steel Javelin, Hammer
- At Level 15: Silver Sword, Silver Lance, Silver Axe
- At Level 20: Killing Edge, Killer Lance, Killer Axe

Promote From: Necromancer, Shaman
Item Required: Fell Contract

Promotion Bonuses:

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

Swashbuckler

Weapon Skill: 1 Axe Subcategory (B), 1 Sword Subcategory (B), 1 Hidden Subcategory (B), Axe (C), Sword (C), Hidden (C)
Preferred Stats: Skill, Strength

Special: **Sea Sprint**

The Swashbuckler suffers no penalty to MOV when traversing Water Terrain.

Perfect Balance

If the Swashbuckler would be at a Weapon Triangle Disadvantage when fighting an enemy, neither gets Weapon Triangle bonuses or penalties. If the Swashbuckler has the Advantage, they gain an additional +10 Critical bonus.

Promote From: Fencer, Pirate

Item Required: Ocean Seal

Promotion Bonuses:

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

Swordmaster

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

Preferred Stats: Speed, Skill

Special: **Single Stroke**

The Swordmaster gains a permanent +15 Critical Rate bonus. Their Critical Rate cannot go below 10.

Faster Than The Eye

The Swordmaster gains a bonus to Evade equal to the highest damage they deal on a single strike. This bonus lasts until their phase starts.

Promote From: Myrmidon

Item Required: Hero's Crest

Promotion Bonuses:

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

Templar

Weapon Skill: 1 Lance Subcategory (A), Lance (C), 1 Light Subcategory (A), Light (C)

Preferred Stats: Strength, Skill

Special: **Quixotic**

The Templar can use their action to enter a Quixotic state and to leave it. While in Quixotic state, in every combat the Templar takes part of, both combatants gain a +3 DMG and +15 Crit bonus if both of them can make an attack. If one of them can't make an attack, neither gain the bonus.

Promote From: Soldier

Item Required: Faith Mark

Promotion Bonuses:

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

Trouper

Weapon Skill: 1 Sword Subcategory (B), Sword (C), 1 Lance Subcategory (B), Lance (C), 1 Performance Subcategory (B), Performance (C)

Preferred Stats: Strength, Skill

Special: **Deadly Dance**

The Trouper can apply the effect of a dance item to an attack they make. The attack has 1-2 range, a penalty of -20 Hit and uses quality of both the weapon and dance item used. This skill doesn't overwrite Dance.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses:

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

Valkyrie

Weapon Skill: 1 Lance Subcategory (A), 1 Staff Subcategory (A), Lance (C), Staff (C) if Pegasus Rider
1 Staff Subcategory (A), 1 Weapon Subcategory (A), Staff (C), Weapon (C) if Troubadour
Preferred Stats: Speed, Resistance

Special: **Pegasus/Dismount/Canto** (if Pegasus Rider), **Horseback/Dismount/Canto** (if Troubadour)

Resuscitation

When the Valkyrie heals a downed ally with a staff, the amount healed isn't halved.

Promote From: Pegasus Rider, Troubadour
Item Required: Elysian Whip

Promotion Bonuses:

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

Vigilante

Weapon Skill: 1 Hidden Subcategory (B), 1 Bow Subcategory (B), 1 Sword Subcategory (B), Hidden (C), Bow (C), Sword (C)
Preferred Stats: Skill, Speed

Special: **Ambush Strike**

When the Vigilante attacks on their turn they gain bonus DMG equal to their unused MOV.

Always Prepared

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

Promote From: Outlaw
Item Required: Treasure Mark

Promotion Bonuses:

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

Virtuoso

Weapon Skill: 1 Anima Subcategory (B), Anima (C), 1 Dark Subcategory (B), Dark (C), 1 Light Subcategory (B), Light (C)

Preferred Stats: Skill, Magic

Special: **Fruits of Study**

If the Virtuoso enters combat with an enemy, and that enemy dies during the same phase, the Virtuoso gains a bonus based on the type of weapon they used while fighting that enemy until the beginning of their next phase:

- Dark: +3 Damage
- Anima: +15 Hit and Evade
- Light: +15 Critical

Promote From: Scholar

Item Required: Guiding Ring

Promotion Bonuses:

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

Wanderer

Weapon Skill: 1 Hidden Subcategory (A), 1 Dark Subcategory (A), Hidden (C), Dark (C)

Preferred Stats: Luck, Skill

Special: **Omni-Movement**

The Wanderer can traverse any terrain that's not designated as impassable. Any terrain with a MOV cost higher than 1 has its cost reduced by 1 for the Wanderer.

Soul Steal

If the Wanderer lands the killing blow on an enemy, they gain a +1 bonus to what the enemy's preferred stats were. If one of those is HP, they recover 5 HP instead. Bonuses to any one stat can't be higher than +5, and the total stat bonuses can't be over 10. New bonuses override the oldest gained bonuses.

Promote From: Scavenger

Item Required: Fell Contract

Promotion Bonuses:

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

Warrior

Weapon Skill: 1 Axe Subcategory (A), 1 Bow Subcategory (A), Axe (C), Bow (C)
Preferred Stats: Strength, Skill

Special: **Rough and Tumble**

If the Warrior is within 3 spaces of at least 4 enemy units, the Warrior gains a +2 AS and +2 DMG bonus, as well as a +10 Hit and Evade bonus.

Promote From: Fighter
Item Required: Ocean Seal

Promotion Bonuses:

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

Wyvern Hunter

Weapon Skill: 1 Lance Subcategory (S), Lance (B)
Preferred Stats: Speed, Defense

Special: **Wyvern/Dismount/Canto**

Pierce

On any hit, the Wyvern Hunter has a Skill % chance to completely ignore the opponent's Defense stat on that attack.

Promote From: Wyvern Rider
Item Required: Elysian Whip

Promotion Bonuses:

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

Wyvern Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Axe or Sword Subcategory (A), Lance (C), Axe or Sword (C)
Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

Dragon Heart

As long as the Wyvern Knight is at 70% of their Max HP or higher, they gain a +3 DEF and +3 AS bonus.

Promote From: Wyvern Rider
Item Required: Elysian Whip

Promotion Bonuses:

Thrusting

Name	Rank	Range	WT	MT	Hit	Crit	QL
Slim Sword	E	1	4	3	100	5	40
Iron Rapier	E	1	4	6	75	0	40
Steel Rapier	D	1	7	8	80	0	35
Longsword	D	1	7	6	70	0	35
Effective against Horseback							
Silver Rapier	C	1	9	10	75	5	30
Winged Rapier	C	1	8	7	70	0	30
Effective against Flying							
Estoc	B	1	12	11	70	0	25
Ignores up to 5 DR							
Wind Sword	B	1-2	10	8	75	0	25
Magic Weapon (Thrusting/Wind)							
Fleuret	A	1	12	13	80	10	20
Colichemarde	A	1	13	10	70	5	20
Effective against Horseback							
Wyrmslayer	A	1	14	11	65	0	20
Effective against Wyvern							
Joyeuse	S	1	16	12	70	5	15
Ignores up to 5 DR			User gains "Charisma" Skill				
Sieglinde	S	1	16	12	75	0	15
Effective against mounted units							
Flamberge	S	1-2	16	14	75	0	15
Magic Weapon (Thrusting/Fire)							

Crushing

Name	Rank	Range	WT	MT	Hit	Crit	QL
Wooden Sword	E	1	5	6	80	0	40
Iron Blade	E	1	7	8	70	0	40
Steel Blade	D	1	9	10	70	0	35
Armorbearer	D	1	10	8	70	0	35
Ignores up to 5 DR							
Silver Blade	C	1	10	12	65	0	30
Lancereaver	C	1	9	9	70	5	30
Reverses Weapon Triangle							
Light Brand	C	1-2	12	8	75	0	30
Magic Weapon (Crushing/Holy)							
Broadsword	B	1	13	14	65	5	25
Armorslayer	B	1	16	11	60	0	25
Effective against Armored							
Mage Masher	B	1	13	9	75	0	25
Effective against Levitation							
Zweihander	A	1	14	16	70	0	20
Claymore	A	1-2	16	14	75	5	20
Falchion	S	1	17	18	70	10	15
Durandal	S	1	18	13	70	0	15
Effective against Wyvern							
Vorpal Blade	S	1-2	20	17	65	0	15
Magic Weapon (Crushing/Grimoire)							

Lances

Piercing

Name	Rank	Range	WT	MT	Hit	Crit	QL
Slim Lance	E	1	5	5	85	5	40
Iron Lance	E	1	7	7	80	0	40
Devil Lance	E	1	14	16	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Lance	D	1	8	9	75	0	35
Heavy Lance	D	1	10	8	70	0	35
Ignores up to 5 DR							
Silver Lance	C	1	10	11	75	0	30
Killer Lance	C	1	11	8	70	25	30
Axereaver	C	1	10	10	65	5	30
Reverses Weapon Triangle							
Great Lance	B	1	12	13	70	5	25
Brave Lance	B	1	16	9	65	0	30
Doubles attacks made							
Greater Lance	A	1	14	15	70	10	20
Borehole	A	1	15	11	65	5	20
Effective against Armored							
Rex Hasta	S	1	18	17	75	15	15
Gungnir	S	1-2	18	15	65	10	15
Magic Weapon (Piercing/Thunder)							

Spear

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Javelin	E	1-2	6	5	75	0	40
Iron Pilum	E	2	7	3	80	0	40
Guarantees follow-ups							
Steel Javelin	D	1-2	8	7	75	0	35
Wing Clipper	D	1-2	10	5	75	5	35
Effective against Pegasus							
Silver Javelin	C	1-2	9	9	70	0	30
Steel Pilum	C	2	10	7	75	0	30
Guarantees follow-ups							
Short Spear	B	1-2	11	11	70	0	25
Flame Thrower	B	1-2	11	9	70	0	25
Magic Weapon (Spear/Fire)							
Trident	A	1-2	13	13	70	5	20
Silver Pilum	A	2	14	12	70	0	20
Guarantees follow-ups							
Gae Bolg	S	1-2	17	16	70	10	15
Longinus	S	1-2	14	12	80	5	15
Magic Weapon (Spear/Holy)							

Polearm

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Halberd	E	1	8	7	70	0	40
+2 DMG against mounted units							
Pike	E	1	9	6	80	10	40
Counterattacks first against mounted units					Can't follow up		
Steel Halberd	D	1	10	9	70	0	35
+2 DMG against mounted units							
Glaive	D	1	10	7	70	0	35
Effective against Horseback							
Silver Halberd	C	1	13	12	65	0	30
+2 DMG against mounted units							
Flak Halberd	C	1	11	7	80	5	30
Effective against Pegasus							
Blessed Halberd	C	1-2	11	6	75	0	30
Magic Weapon (Polearm/Warding)			+3 DR against mounted units				
Alabarda	B	1	15	13	65	0	25
+2 DMG and +2 DR against mounted units							
Dragoon Pike	B	1	15	10	70	0	25
Effective against Wyvern							
Bec de Corbin	A	1	17	17	70	5	20
+2 DMG against mounted units							
Partizan	A	1	17	12	65	0	20
Effective against Horseback							
Lunar Halberd	A	1	19	13	60	0	20
Effective against Armored							
Siegmund	S	1	19	13	70	5	15
Effective against mounted units							
Gradivus	S	1	20	19	75	10	15

Axes

Hacking

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Axe	E	1	8	8	75	0	40
Devil Axe	E	1	16	17	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Axe	D	1	11	11	70	0	35
Poleaxe	D	1	12	8	65	0	35
Effective against Horseback							
Silver Axe	C	1	12	13	65	0	30
Killer Axe	C	1	14	10	65	25	30
Swordreaver	C	1	12	11	65	5	25
Reverses Weapon Triangle							
Crescent Axe	B	1	15	15	65	5	25
Brave Axe	B	1	17	10	60	0	30
Swordslayer	B	1	15	9	65	5	25
Reverses Weapon Triangle		Effective against Swordsman tree					
Basilikos	A	1	18	18	60	10	20
Runic Axe	A	1-2	20	11	60	0	20
Magic Weapon (Hacking/Dread)		Drains HP					
Golden Axe	S	1	20	20	65	10	15
Armads	S	1	22	15	60	0	15
Effective against Wyvern							

Bludgeon

Name	Rank	Range	WT	MT	Hit	Crit	QL
Quarterstaff	E	1	7	7	80	0	40
Iron Mace	E	1	8	8	75	0	40
Steel Mace	D	1	10	9	70	0	35
Ignores up to 3 DR							
Hammer	D	1	15	9	65	0	35
Effective against Armored							
Silver Mace	C	1	12	10	70	0	30
Ignores up to 5 DR							
Warhammer	C	1	18	11	60	0	30
Effective against Armored							
Morningstar	B	1	14	12	70	0	25
Ignores up to 5 DR							
Provost's Mace	B	1	15	10	70	0	25
Effective against Levitation							
Maul	A	1	15	14	70	0	20
Ignores up to 5 DR							
Ball and Chain	A	1-2	17	16	65	0	20
Lucerne	S	1	18	17	70	0	15
Ignores up to 5 DR							
Sharur	S	1	22	15	60	0	15
Effective against Armored							
Earthsplitter	S	1-2	18	16	65	0	15
Magic Weapon (Bludgeon/Fire)							

Throwing

Name	Rank	Range	WT	MT	Hit	Crit	QL
Hatchet	E	1-2	6	4	80	5	40
Hand Axe	E	1-2	9	7	70	0	40
Steel Hand	D	1-2	11	9	70	0	35
Poison Hand	D	1-2	10	7	70	5	35
Inflicts Poison for 2 turns							
Silver Hand	C	1-2	14	12	65	0	30
Short Axe	C	1-2	11	9	80	0	30
Francisca	B	1-2	15	13	60	10	25
Bolt Axe	B	1-2	17	12	60	10	25
Magic Weapon (Throwing/Thunder)							
Tomahawk	A	1-2	18	16	60	10	20
Merciless	A	1-2	19	14	55	25	20
Master Hand	S	1-2	21	18	60	15	15
Volant Axe	S	1-2	20	12	75	0	15
Effective against Pegasus							

Hidden

Dagger

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Dagger	E	1	4	4	85	10	40
Devil Dagger	E	1	12	14	70	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Dagger	D	1	5	6	80	10	35
Parrying Dagger	D	1	7	5	80	5	35
Gains Weapon Triangle Advantage against Swords							
Silver Dagger	C	1	7	7	80	10	30
+1 AS when equipped							
Cutthroat	C	1	9	6	80	25	30
Cinquedea	B	1	10	9	80	10	25
+2 AS when equipped							
Swordbreaker	B	1	12	8	80	5	25
Effective against Swords							
Dark Dagger	B	1-2	12	9	70	5	25
Magic Weapon (Dagger/Dread)							
Switchblade	A	1	12	10	85	15	20
+3 AS when equipped							
Mercy	A	1	10	8	75	0	25
Automatically hits if target is at 25% or less of their Max HP							
Death Dealer	S	1	14	11	80	20	15
+4 AS when equipped							
Sacrificial Dagger	S	1	15	10	80	15	15
Restores all HP to user if attack kills, halves current HP if not							

Knife

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Knife	E	1-2	5	4	80	0	40
Chakram	E	1-2	5	3	75	0	40
+10 Evade when equipped							
Steel Knife	D	1-2	6	6	75	0	35
Shuriken	D	1-2	8	6	70	10	35
Silver Knife	C	1-2	8	7	80	0	30
Silencer	C	1-2	9	6	70	0	30
Effective against Levitation							
Killer Shuriken	C	1-2	10	6	65	25	30
Stiletto	B	1-2	10	9	80	5	25
Flame Shuriken	B	1-2	11	8	70	10	25
Magic Weapon (Knife/Fire)							
Pinwheel	B	1-3	12	8	70	0	25
Baselard	A	1-2	12	11	80	10	20
Kaiser Knife	A	1-2	15	7	70	0	24
Doubles attacks made							
The World	S	1-2	18	10	75	0	15
Doubles attacks made							
Shred Shuriken	S	1-2	15	10	70	10	15
Effective against Armored							

Exotic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Poison Dart	E	1-2	4	2	85	0	40
Inflicts Poison for 2 turns							
Bolas	E	1-2	4	2	80	0	40
Reduces target Hit and Evade by 10 for 1 turn							
Caltrops	D	1-2	5	2	85	0	35
Reduces target Evade by 20 for 2 turns							
Blinding Bomb	D	1-2	6	3	80	0	35
Reduces target Hit by 20 for 2 turns							
Glue Pack	D	1-2	5	3	75	0	35
Reduces target MOV to 0 for 1 turn							
Plague Dart	C	1-2	6	4	80	0	30
Inflicts Poison for 2 turns		Poison deals damage twice					
Spiked Bolas	C	1-2	7	5	70	5	30
Reduces target Hit and Evade by 20 for 1 turn							
Somniferum	C	1-2	6	4	75	0	30
Inflicts Sleep for 1 turn							
Corrosive Acid	B	1-2	8	7	75	0	25
Reduces target DEF and RES by 3 for 1 turn							
Hallucinogen	B	1-2	8	5	75	0	25
Inflicts Berserk for 1 turn							
Black Firebomb	B	1-2	12	7	65	0	25
Magic Weapon (Exotic/Ancient)		Inflicts Fear for 1 turn					
Toxic Bomb	A	1-2	11	7	80	0	20
Inflicts Poison for 2 turns		Effective against poisoned units					
Neurotoxin Shot	A	1-2	9	6	85	0	20
Inflicts Addle for 1 turn							
Cursed Needle	A	1-2	10	7	80	0	20
Inflicts Silence for 1 turn							
Gyroblade	S	1-2	9	9	75	10	15
Reduces target Hit and Evade by 20 for 1 turn							
Armor Eater	S	1-2	10	8	75	0	15
Reduces target DEF and RES by 3 for 3 turns							
Curare Dart	S	1-2	9	7	80	0	15
Inflicts Paralyze for 1 turn							

Bows

Recurve

Name	Rank	Range	WT	MT	Hit	Crit	QL
Training Bow	E	2	4	4	95	5	40
Iron Bow	E	2	5	6	85	0	40
Steel Bow	D	2	6	8	80	0	35
Poison Bow	D	2	7	7	80	5	35
Inflicts Poison for 2 turns							
Silver Bow	C	2	9	10	80	5	30
Killer Bow	C	2	9	7	75	25	30
Reflex Bow	B	2	10	11	80	10	25
Brave Bow	B	2	12	7	70	0	30
Doubles attacks made							
Crescent Bow	A	2	13	14	80	10	20
Moon Bow	A	2	14	11	70	0	20
Effective against Armored							
Blackout Bow	A	1-2	14	9	70	0	20
Magic Weapon (Recurve/Ancient)			Inflicts Sleep for 1 turn				
Reinefleche	S	2	14	15	80	15	15
Mulagir	S	2	16	14	85	15	15
+2 AS when equipped							

Longbow

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Longbow	E	2-3	6	5	80	0	40
Yew Bow	E	2-3	7	4	75	0	40
Effective against poisoned units							
Steel Longbow	D	2-3	7	7	75	0	35
Eagle Longbow	D	2-3	8	5	80	15	35
Silver Longbow	C	2-3	9	8	75	0	30
Ballista Bow	C	2-4	12	7	65	0	30
Can't follow up							
Yumi	B	2-3	11	11	75	0	25
Sunset Longbow	B	2-3	10	7	75	0	25
Effective against Horseback							
Bright Bow	B	2-3	10	8	80	0	25
Magic Weapon (Longbow/Holy)							
Towering Bow	A	2-3	12	13	75	0	20
Dreadwind	A	2-4	16	9	65	0	20
Sagittarius	S	2-3	15	14	75	15	15
Fujin Yumi	S	2-3	16	13	90	0	15
Magic Weapon (Longbow/Wind)							

Greatbow

Name	Rank	Range	WT	MT	Hit	Crit	QL
Wooden Greatbow	E	2	5	6	85	0	40
Iron Greatbow	E	2	6	8	70	0	40
Iron Crossbow	E	1-2	14	24	75	0	40
Ignores user STR							
Steel Greatbow	D	2	8	10	70	0	35
Steel Crossbow	D	1-2	15	28	75	0	35
Ignores user STR							
Metal Punch	D	2	9	8	70	0	35
Ignores up to 5 DR							
Silver Greatbow	C	2	10	12	70	0	30
Silver Crossbow	C	1-2	16	32	75	0	30
Ignores user STR							
Composite Bow	B	2	13	15	65	0	25
Taksh	B	1-2	17	36	70	0	25
Ignores user STR							
Thundergun	B	1-2	21	32	70	15	25
Magic Weapon (Greatbow/Thunder)			Ignores user STR and MAG				
Twinhead Bow	A	2	16	18	65	0	20
Windlass Bow	A	1-2	20	40	75	0	20
Ignores user STR			Ignores up to 3 DR				
Chu-Ko-Nu	A	1-2	23	32	65	0	20
Doubles attacks made			Ignores user STR				
Parthia	S	2	19	20	65	10	15
Arbalest	S	1-2	22	44	70	5	15
Ignores user STR			Ignores up to 5 DR				

Anima Magic

Fire

Name	Rank	Range	WT	MT	Hit	Crit	QL
Fire	E	1-2	4	4	75	0	40
Singe	E	1-2	5	3	80	0	40
Inflicts Poison for 2 turns							
Elfire	D	1-2	6	6	75	0	35
Blazing Sun	D	1-2	8	5	70	0	35
Effective against Horseback							
Arcfire	C	1-2	8	8	75	0	30
Meteor	C	3-10	20	10	65	0	5
Can't follow up							
Inferno	B	1-2	11	11	70	0	25
Hellfire	B	1-2	13	8	70	25	25
Efreeti Fire	B	1-2	14	32	75	0	25
Ignores user MAG							
Flame Thrower	B	1-2	11	9	70	0	25
Magic Weapon (Spear/Fire)							
Flame Shuriken	B	1-2	11	8	70	10	25
Magic Weapon (Knife/Fire)							
Bolganone	A	1-2	12	13	70	0	20
Napalm	A	1-2	14	13	65	5	20
Inflicts Poison for 2 turns							
Forblaze	S	1-2	16	16	70	5	15
Armageddon	S	3-10	20	13	75	0	10
Flamberge	S	1-2	16	14	75	0	15
Magic Weapon (Thrusting/Fire)							
Earthsplitter	S	1-2	18	16	65	0	15
Magic Weapon (Bludgeon/Fire)							

Wind

Name	Rank	Range	WT	MT	Hit	Crit	QL
Wind	E	2-3	4	3	90	0	40
Ice Shard	E	1-2	4	3	85	0	40
Elwind	D	2-3	4	4	90	0	35
Icicle Shower	D	1-2	6	5	85	0	35
Arcwind	C	2-3	8	6	85	0	30
Blizzard	C	3-10	18	8	75	0	5
Can't follow up							
Vortex	B	2-3	9	8	95	0	25
Frost Nova	B	1-2	12	7	75	25	25
Wind Sword	B	1-2	10	8	75	0	25
Magic Weapon (Thrusting/Wind)							
Tornado	A	2-3	11	11	85	5	20
Avalanche	A	1-3	15	9	85	5	20
Excalibur	S	2-3	13	14	80	5	15
Fimbulvetr	S	1-2	14	13	85	10	15
Fujin Yumi	S	2-3	16	13	90	0	15
Magic (Longbow/Wind)							

Thunder

Name	Rank	Range	WT	MT	Hit	Crit	QL
Thunder	E	1-2	6	5	70	5	40
Jolt	E	1-2	6	4	75	0	40
Reduces target Evade by 10 for 1 turn							
Elthunder	D	1-2	7	7	65	5	35
Primer Bolt	D	1-2	6	5	70	10	35
Reduces target Dodge by 10 for 1 turn							
Arcthunder	C	1-2	10	9	65	10	30
Bolting	C	3-10	22	11	55	10	5
Can't follow up							
Killer Thunder	C	1-2	11	7	60	25	30
Storm	B	1-2	13	11	60	15	25
Paraball	B	1-2	12	7	60	5	25
Inflicts Paralyze for 1 turn							
Bolt Axe	B	1-2	17	12	60	10	25
Magic Weapon (Throwing/Thunder)							
Thundergun	B	1-2	21	32	70	15	25
Magic Weapon (Greatbow/Thunder)		Ignores user STR and MAG					
Thoron	A	1-2	15	13	65	15	20
Dire Thunder	A	1-2	16	9	60	0	20
Doubles attacks made							
Titan Thunder	A	1-2	18	40	60	15	20
Ignores user MAG							
Mjollnir	S	1-2	18	15	65	20	15
Blitz Bolt	S	1-2	20	14	60	5	15
Counterattacks first							
Gungnir	S	1-2	18	15	65	10	15
Magic Weapon (Piercing/Thunder)							

Light Magic

Holy

Name	Rank	Range	WT	MT	Hit	Crit	QL
Lightning	E	1-2	4	3	80	5	40
Photon	E	1-2	5	2	90	10	40
Shine	D	1-2	5	4	80	10	35
Moonlight	D	1-2	7	4	80	10	35
Ignores up to 2 DR							
Divine	C	1-2	6	5	75	15	30
Resire	C	1-2	13	6	70	0	30
Drains HP							
Light Brand	C	1-2	12	8	75	0	30
Aurora	B	1-2	9	7	70	20	25
Purge	B	3-10	17	7	70	15	5
Can't follow up							
Angel Light	B	1-2	13	28	75	10	25
Ignores user MAG							
Bright Bow	B	2-3	10	8	80	0	25
Magic Weapon (Longbow/Holy)							
Aura	A	1-2	12	9	70	25	20
Starlight	A	1-2	13	9	80	10	20
Negates weapon effects							
Luce	S	1-2	15	11	70	30	15
Naga	S	1-2	14	11	80	20	15
Effective against Wyverns and Dragons							
Longinus	S	1-2	14	12	80	5	15
Magic Weapon (Spear/Holy)							

Judgment

Name	Rank	Range	WT	MT	Hit	Crit	QL
Prelude	E	1-2	5	4	80	0	40
Flash	E	1-2	4	3	85	0	40
Ray	D	1-2	7	5	90	0	35
Thani	D	1-2	8	4	85	0	35
Effective against Horseback							
Cleanse	C	1-2	10	8	85	0	30
Leviathan	C	1-2	8	5	80	0	30
Effective against Flying							
God Hand	B	1-2	12	10	85	0	25
Retribution	B	1-2	11	6	75	0	25
Effective when not initiating combat							
Valaura	A	1-2	13	12	85	0	20
Avalon	A	1-2	14	9	75	0	20
Effective against Armored							
Creiddylad	S	1-2	16	15	85	0	15
White Lightning	S	1-2	18	7	75	0	15
Guarantees follow ups			Doubles attacks made				

Warding

Name	Rank	Range	WT	MT	Hit	Crit	QL
Blessed Iron +3 DR in range 1 when equipped	E	1-2	5	3	75	0	40
Light Screen +2 DR in range 2 or greater when equipped	E	1-2	6	4	70	0	40
Celestial Fire +3 RES when equipped	D	1-2	6	5	70	0	35
Sacred Armor +3 DEF when equipped	D	1-2	7	4	85	0	35
Sacred Steel +4 DR in range 1 when equipped	C	1-2	8	6	75	0	30
Magic Seal +4 DR in range 2 or greater when equipped	C	1-2	9	7	70	0	30
Blessed Halberd Magic Weapon (Polearm/Warding)	C	1-2	11	6	75	0	30
			+3 DR against mounted units				
Divine Thunder +5 DR at range 1 when equipped	B	1-2	10	7	70	10	25
Communion +4 DR at range 2 or greater when equipped	B	1-2	11	8	75	0	25
Divine Silver +5 DEF when equipped	A	1-2	13	10	70	5	20
Light Barrier +5 RES when equipped	A	1-2	14	11	70	0	20
Great Barrier +5 DEF and +3 RES when equipped	S	1-2	17	12	75	0	15
Divine Ward +5 RES and +3 DEF when equipped	S	1-2	18	11	70	15	15

Dark Magic

Dread

Name	Rank	Range	WT	MT	Hit	Crit	QL
Flux	E	1-2	7	6	70	0	40
Worm	E	1-2	6	4	80	5	40
Carrion	D	1-2	9	8	70	0	35
Hex	D	1-2	10	8	60	0	35
Ignores up to 3 DR							
Sin	C	1-2	12	11	65	0	30
Hel	C	3-10	14	-	55	-	5
Halves target current HP			Can't deal critical hits				
Mire	C	1-3	12	8	60	0	30
Ruin	B	1-2	14	13	65	0	25
Luna	B	1-2	15	0	60	0	25
Ignores target RES							
Shadowshot	B	3-10	20	12	55	0	5
Can't follow up							
Dark Dagger	B	1-2	12	9	70	5	20
Magic Weapon (Dagger/Dread)							
Faust	B	1-2	16	36	65	5	20
Ignores user MAG							
Fenrir	A	1-2	15	15	65	0	20
Gravity	A	1-2	17	11	60	0	20
Effective against Flying							
Rune Sabre	A	1-2	15	8	65	0	20
Magic Weapon (Slashing/Dread)			Drains HP				
Runic Axe	A	1-2	20	11	60	0	20
Magic Weapon (Hacking/Dread)			Drains HP				
Apocalypse	S	1-2	19	18	65	5	15
Ereshkigal	S	1-2	19	16	90	0	15

Grimoire

Name	Rank	Range	WT	MT	Hit	Crit	QL
Miasma	E	1	7	8	70	0	40
Shade	E	1	7	7	75	5	40
Banshee	D	1	9	9	70	10	35
Nosferatu	D	1	11	7	70	0	35
Drains HP							
Acid	D	1	10	7	65	5	35
Effective against Armored							
Goeti	C	1	10	11	75	0	30
Death	C	1	12	9	65	25	30
Dark Spikes	C	1	13	9	65	0	30
Effective against Horseback							
Void	B	1	12	13	70	5	25
Waste	B	1	15	10	50	0	25
Doubles attacks made							
Warlock Fist	B	1	12	-	70	10	25
MT is equal to user STR/2							
Nightmare	A	1	14	15	70	10	20
Janura	A	1	16	13	60	0	20
Drains HP							
Naglfar	S	1	18	18	65	15	15
Loptous	S	1	19	13	65	10	15
Effective against Wyvern and Dragon							
Vorpal Blade	S	1-2	20	17	65	0	15
Magic Weapon (Crushing/Grimoire)							

Ancient

Name	Rank	Range	WT	MT	Hit	Crit	QL
Swarm	E	1-2	6	5	65	0	40
Reduces target Hit by 10 for 1 turn							
Hustle	E	1-2	7	5	70	0	40
Reduces target Evade by 10 for 1 turn							
Toxic	D	1-2	9	7	65	5	35
Inflicts Poison for 2 turns							
Eclipse	D	1-2	10	6	65	0	35
Inflicts Sleep for 1 turn							
Jormungand	C	1-2	12	8	60	0	30
Inflicts Berserk for 1 turn							
Tomaharn	C	1-2	11	8	60	0	30
Inflicts Fear for 1 turn							
Gorgon Eye	B	1-2	14	9	55	0	25
Inflicts Paralyze for 1 turn							
Carreau	B	1-2	13	10	60	5	25
Reduces target RES by 5 for 2 turns							
Black Firebomb	B	1-2	12	7	65	0	25
Magic Weapon (Exotic/Ancient)			Inflicts Fear for 1 turn				
Zahhak	A	1-2	16	11	60	0	20
Cancels 1 enemy counterattack							
Verrine	A	1-2	15	13	65	0	20
Reduces target SPD by 3 for 1 turn							
Blackout Bow	A	1-2	14	9	70	0	20
Magic Weapon (Recurve/Ancient)			Inflicts Sleep for 1 turn				
Gespenst	S	1-2	19	14	60	0	15
40% chance of an instant kill (some enemies may be immune to this)							
Balberith	S	1-2	20	15	55	0	15
Inflicts Turncoat for 1 turn							

Staves

Healing

Name	Rank	Range	QL	Effect
Heal	E	1	30	Heals (10+MAG) HP
Antidote	E	1	30	Heals (MAG) HP and cures Poison
Mend	D	1	25	Heals (20+MAG) HP
Soothe	D	1	25	Heals (MAG) HP and cures Sleep, Berserk and Fear
Inspire	C	1-3	20	Heals (10+MAG) HP
Kia	C	1	20	Heals (MAG) HP and cures Addle, Silence and Paralyze
Physic	B	1-MAG/2	15	Heals (10+MAG) HP
Recover	B	1	15	Heals (30+MAG) HP
Restore	A	1	10	Heals (MAG) HP and cures all ailments
Rejuvenate	A	1-MAG/2	10	Heals (20+MAG) HP
Fortify	S	1-MAG/2	5	Heals (10+MAG) HP to every ally in range
Aum	S	1	5	Heals the target's MAX HP and revives them to full after dropping to 0 HP once

Buffing

Name	Rank	Range	QL	Effect
Clear	E	1	30	Heals (MAG/2) HP and removes debuffs
Shove	E	1-MAG/2	30	Moves an ally in range 1 space in any direction
Barrier	D	1	25	Heals (MAG/2) HP and raises RES by 10, dropping by 2 each turn
Rescue	D	1-MAG/2	25	Moves an ally in range to an empty space adjacent to the user
Sharpness	C	1	20	Heals (MAG/2) HP and raises Hit by 30 for 1 turn
Quickness	C	1	20	Heals (MAG/2) HP and raises Evade by 30 for 1 turn
Warp	B	1-MAG/2	15	Moves an adjacent ally to an empty space in range
Teleport	B	1-MAG/2	15	Moves user to an empty space in range
Majestic	A	1	10	Heals (MAG/2) HP and raises STR and DEF by 5 for 2 turns
Mystic	A	1	10	Heals (MAG/2) HP and raises MAG and RES by 5 for 2 turns
Again	S	Map	5	Gives an ally a second turn
Relocate	S	1-MAG/2	5	Moves an ally in range to an empty space in range

Ailment

Name	Rank	Range	Hit	Q1	Effect
Slow	E	1-MAG/2	25	30	Reduces Evade by 20 for 3 turns
Befuddle	E	1-MAG/2	25	30	Reduces Hit by 20 for 3 turns
Misfortune	D	1-MAG/2	30	25	Reduces Crit to 0 for 2 turns
Poison	D	1-MAG/2	30	25	Inflicts Poison for 4 turns
Sleep	C	1-MAG/2	20	20	Inflicts Sleep for 3 turns
Berserk	C	1-MAG/2	20	20	Inflicts Berserk for 3 turns
Silence	B	1-MAG/2	15	15	Inflicts Silence for 3 turns
Addle	B	1-MAG/2	15	15	Inflicts Addle for 3 turns
Paralyze	A	1-MAG/2	10	10	Inflicts Paralyze for 2 turns
Weakness	A	1-MAG/2	20	10	Reduces STR and DEF by 5 for 3 turns
Turncoat	S	1-MAG/2	10	5	Inflicts Turncoat for 3 turns
Suffocate	S	1-MAG/2	10	5	Inflicts Silence for 3 turns
					Uses DEF instead of RES in Staff% calculation

Performances

Lyrics

Name	Rank	QL	Effect
Hermes' Whistle	E	30	+10 Evade for 3 turns
Artemis' Song	E	30	+10 Hit for 3 turns
Lucky Stars	E	30	+5 Crit and Dodge for 3 turns
War Cheer	D	25	+2 DMG for 3 turns
Menhit's Whisper	D	25	+2 DR for 3 turns
Blissful Melody	C	20	+2 AS for 2 turns
Thor's Ire	C	20	+10 Crit for 3 turns
Army Rally	B	15	+10 Hit and Evade for 3 turns
Mighty Refrain	B	15	+3 DMG for 4 turns
Ninis' Grace	B	15	+3 DR for 4 turns
Hanon's Tune	A	10	+3 AS for 3 turns
Set's Litany	A	10	+10 Hit and Crit for 3 turns
Filla's Might	S	5	+3 DMG and +10 Crit for 4 turns
Elimine's Ballad	S	5	+3 DR and +25 Dodge for 4 turns

Instrument

Name	Rank	QL	Effect
Soldier's Drum	E	30	Target ignores WTD penalties for 3 turns
Charming Flute	E	30	Heals (MAG/2) HP
Warding Lute	D	25	Target gains immunity to ailments for 1 turn
Vagrant Whistle	D	25	Target gets +1 MOV and ignores weather penalties for 3 turns
Gentle Flute	C	20	Target recovers user's MAG/3 HP at the start of their phase for 3 turns
Glory Chime	C	20	Target's WTA bonuses are doubled for 3 turns
Dragon Flute	B	15	Heals (MAG) HP
Sacae's Whistle	B	15	Target's terrain bonuses are doubled for 3 turns
Repelling Bagpipes	A	10	Target gains immunity to ailments and debuffs for 2 turns
Romantic Guitar	A	10	Target takes their LCK/3 less damage from the next attack
Divine Harp	S	5	Target takes half damage for 1 turn
Solar Gong	S	5	Target recovers half damage of their next attack as HP

Dance

Name	Rank	Hit	Q1	Effect
Surprising Shimmy	E	25	30	Reduces Hit by 10 for 3 turns
Distracting Dance	E	25	30	Reduces Evade by 10 for 3 turns
Enamoring Step	D	15	25	Reduces MOV to 0 for 1 turn
Disarming Swing	D	20	25	Target can't initiate attacks for 2 turns
Sickening Spin	D	30	25	Inflicts Poison for 4 turns
Vixen's Waltz	C	15	20	Inflicts Fear for 2 turns
Enchanting Tango	C	15	20	Reduces Hit and Evade by 15 for 3 turns
Exposing Break	C	20	20	Target loses WTA and terrain bonuses for 3 turns
Sapping Samba	B	15	15	Reduces DMG by 3 for 3 turns
Slumbering Shuffle	B	10	15	Inflicts Sleep for 3 turns
Denial Dance	A	10	10	Target can't counterattack for 2 turns
Shut Down Shut Out	A	5	10	Inflicts Silence and Addle for 2 turns, rolled separately
Petrifying Twist	S	5	5	Inflicts Paralyze for 2 turns
Valkyrie's Arrival	S	15	5	Reduces DMG by 5 and AS by 3 for 3 turns

Unique Weapons

Each First Class and their promotions have access to a unique weapon that only they can wield. Their rank is 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. 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.

Name	Class	Type	Range	WT	MT	Hit	Crit	QL
Shamshir	Myrmidon	Slashing	1	6	8	90	25	40
Royal Rapier	Fencer	Thrusting	1	7	9	85	10	40
Effective against Horseback								
Regal Sword	Mercenary	Crushing	1	8	10	80	10	40
Effective against Armored								
Urumi	Dancer	Slashing	1	5	6	85	10	40
+15 Evade when equipped, double if user performed on their turn								
Cavalry Lance	Cavalier	Polearm	1	9	9	75	10	40
+1 MT per space moved								
Cavalry Sword	Cavalier	Slashing	1	8	8	85	10	40
+1 MT per space moved								
Reginleif	Soldier	Piercing	1	9	10	80	15	40
Effective against Horseback								
Soliferrum	Knight	Spear	1-2	10	9	80	5	40
Guarantees follow-ups								
Wing Spear	Pegasus Rider	Piercing	1	8	9	90	15	40
Effective against Flying								
Dragon Fang	Wyvern Rider	Polearm	1	10	11	70	20	40
Effective against Armored								
One Armed	Bandit	Bludgeon	1	12	13	70	40	40
Deals half damage if hit isn't a critical hit								
Bhuj	Fighter	Throwing	1-2	11	11	85	15	40
Boarding Axe	Pirate	Hacking	1	10	12	70	25	40
Ignores up to 5 DR								
Compound Bow	Archer	Longbow	2-3	8	10	85	10	40
Self Bow	Nomad	Recurve	1-2	7	8	85	20	40
Nidhogg	Hunter	Greatbow	1-2	7	11	90	0	40
Magic Weapon (Greatbow/Judgment)								

Name	Class	Type	Range	WT	MT	Hit	Crit	QL
Jambiya	Thief	Dagger	1	6	9	90	20	40
Bolo Knife	Scavenger	Knife	1-2	8	8	85	10	40
Reduces target STR and MAG by 5 for 1 turn								
Hidden Blade	Outlaw	Dagger	1	7	7	80	40	40
Hidden Gun	Outlaw	Greatbow	1-2	7	24	65	35	40
Ignores user STR								
Kitchen Knife	Maid	Exotic	1-2	6	6	75	10	40
Reduces target SPD by 4 for 1 turn								
Gotoh	Mage	Fire	1-2	7	8	85	15	40
Effective against Flying								
Hoarfrost	Tactician	Wind	1-2	6	8	90	10	40
+5 MT when target has 2 adjacent units allied to user								
Fulmine Caeruleum	Trickster	Thunder	1-2	5	5	80	15	40
+3 MT when counterattacking								
Duma's Curse	Shaman	Ancient	1-2	8	8	75	5	40
Inflicts Silence for 1 turn								
Libra Mort	Necro- mancer	Grimoire	1-2	8	12	80	20	40
Ultraviolet	Scholar	Dread	1-2	7	10	80	5	40
Reverses Weapon Triangle								
Mila's Grace	Monk	Holy	1-2	6	7	85	25	40
Aureola	Ascetic	Judgment	1-2	7	9	90	0	40
+1 MT for every combat, resetting at the start of the user's phase								
Earth Sword	Troubadour	Crushing	1-2	7	6	80	0	40
Magic Weapon (Crushing/Holy)			Drains HP					
Tiena	Priest	Healing	1-2	-	-	-	-	40
Heals (15+MAG) HP and removes debuffs								

Items

Healing Items

Name	QL	Effect	
Vulnerable	3	Heals 10 HP	
Concoction	3	Heals 30 HP	
Elixir	3	Heals all HP	
Herbs	10	Heals 5 HP	Can't revive allies from 0 HP
Tonic	5	Heals 15 HP	Can't revive allies from 0 HP
Potion	5	Heals 30 HP	Can't revive allies from 0 HP
Panacea	3	Heals 30 HP, removes ailments and debuffs	Can't revive allies from 0 HP

Status Restoring Items

Name	QL	Effect	
Smelling Salt	3	Cures Sleep and prevents it for 1 turn	
Fragile Bone	3	Cures Paralyze and prevents it for 1 turn	
Antitoxin	3	Cures Poison and prevents it for 1 turn	
Memento	3	Cures Berserk and Turncoat and prevents them for 1 turn	
Landis Herbs	3	Cures Silence and prevents it for 1 turn	
Energizer	3	Cures Addle and prevents it for 1 turn	
Liquid Courage	3	Cures Fear and prevents it for 1 turn	
Nul Needle	3	Cures all ailments and debuffs and prevents them for 1 turn	

Temporary Buff Items

Name	QL	Effect
Healthy Salve	3	Raises current and max HP by 15. Max HP bonus is reduced by 5 at the start of the unit's phase. Current HP can't be higher than max HP after this happens.
Muscle Tonic	3	Raises STR by 6. Bonus is reduced by 2 at the start of the unit's phase.
Arcane Tea	3	Raises MAG by 6. Bonus is reduced by 2 at the start of the unit's phase.
Steady Brew	3	Raises SKL by 6. Bonus is reduced by 2 at the start of the unit's phase.
Lucky Liquor	3	Raises LCK by 6. Bonus is reduced by 1 at the start of the unit's phase.
Metal Draft	3	Raises DEF by 6. Bonus is reduced by 2 at the start of the unit's phase.
Pure Water	3	Raises RES by 6. Bonus is reduced by 2 at the start of the unit's phase.
Bitter Drink	3	Raises SPD by 6. Bonus is reduced by 2 at the start of the unit's phase.
Fortifying Tincture	3	Raises CON by 3. Bonus is reduced by 1 at the start of the unit's phase.
Focusing Drug	3	Raises Hit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Jitter Juice	3	Raises Evade by 15. Bonus is reduced by 5 at the start of the unit's phase.
Wrath Extract	3	Raises Crit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Satisfying Spirit	3	Raises Dodge by 15. Bonus is reduced by 3 at the start of the unit's phase.

Miscellaneous Items

Name	QL	Effect
Door Key	1	Can be used to open a door
Door Keyring	5	Can be used to open a door
Chest Key	1	Can be used to open a chest
Chest Keyring	5	Can be used to open a chest
Venom Vial	3	The user's next successful attack inflicts Poison for 4 turns
Torch	3	Increases vision in Fog of War by 4 spaces

Accessories

Accessories aren't usable; their effects are active just by being present in the inventory. The unit can choose whether to unequip these items if they don't want to benefit from their effects.

Name	Effect
Delphi Shield	Unit doesn't take effective damage from Bows
Combat Ring	Confers +1 DMG and +5 Hit
Shield Ring	Confers +1 DR and +5 Evade
Reckless Ring	Confers +2 DMG and -2 DEF and RES
Jinxed Ring	Confers +10 Crit and -10 Dodge
Threshold Ring	Increases the HP threshold for certain character skills by a flat 10%
Chance Ring	Increases the chance to activate certain character skills by a flat 5%
Iron Rune	If the unit takes a critical hit, there's a 50% chance it's degraded to a normal hit
Swiftsoles	Confers +1 MOV

Stat Boosters

All stat boosters can be only used once.

Name	Effect
Angelic Cloth	Increases max HP by 3 permanently
Angelic Robe	Increases max HP by 7 permanently
Blade Ring	Increases STR by 1 permanently
Power Drops	Increases STR by 3 permanently
Energy Ring	Increases MAG by 1 permanently
Arcane Ring	Increases MAG by 3 permanently
Secret Scroll	Increases SKL by 1 permanently
Secret Book	Increases SKL by 3 permanently
Rabbit's Foot	Increases LCK by 1 permanently
Goddess Icon	Increases LCK by 3 permanently
Iron Shield	Increases DEF by 1 permanently
Dragon Shield	Increases DEF by 3 permanently
Element Ring	Increases RES by 1 permanently
Talisman	Increases RES by 3 permanently
Dancer Ribbon	Increases SPD by 1 permanently
Speedwings	Increases SPD by 3 permanently
Heavy Gauntlet	Increases CON by 1 permanently
Body Ring	Increases CON by 3 permanently

Weapon Rank Boosters

All weapon rank boosters can be only used once. They can't give new weapon proficiencies.

Name	Effect
Sword Crystal	Increases one Sword Subcategory Proficiency by 1 Rank
Lance Crystal	Increases one Lance Subcategory Proficiency by 1 Rank
Axe Crystal	Increases one Axe Subcategory Proficiency by 1 Rank
Hidden Crystal	Increases one Hidden Subcategory Proficiency by 1 Rank
Bow Crystal	Increases one Bow Subcategory Proficiency by 1 Rank
Anima Crystal	Increases one Anima Subcategory Proficiency by 1 Rank
Light Crystal	Increases one Light Subcategory Proficiency by 1 Rank
Dark Crystal	Increases one Dark Subcategory Proficiency by 1 Rank
Staff Crystal	Increases one Staff Subcategory Proficiency by 1 Rank
Performance Crystal	Increases one Performance Subcategory Proficiency by 1 Rank
Duelist Gem	Increases all Sword Proficiencies by 1 Rank
Soldier Gem	Increases all Lance Proficiencies by 1 Rank
Warrior Gem	Increases all Axe Proficiencies by 1 Rank
Assassin Gem	Increases all Hidden Proficiencies by 1 Rank
Archer Gem	Increases all Bow Proficiencies by 1 Rank
Archmage Gem	Increases all Anima Proficiencies by 1 Rank
Cardinal Gem	Increases all Light Proficiencies by 1 Rank
Scholar Gem	Increases all Dark Proficiencies by 1 Rank
Saint Gem	Increases all Staff Proficiencies by 1 Rank
Artist Gem	Increases all Performance Proficiencies by 1 Rank
Arms Scroll	Increases all Proficiencies by 1 Rank

Promotion Items

All promotion items can be only used once.

Name	Effect
Artistic Mark	Required for promotion of performers
Elysian Whip	Required for promotion of flying units
Guiding Ring	Required for promotion of magic users
Faith Icon	Required for promotion of holy units
Hero's Crest	Required for promotion of infantry
Knight's Crest	Required for promotion of soldiers
Orion's Bolt	Required for promotion of archers
Ocean Seal	Required for promotion of brigands
Treasure Mark	Required for promotion of thieves
Fell Contract	Required for promotion of ...?
Earth Seal	Can promote any non-lord unit
Heaven Seal	Required for promotion of lords