

FIRE EMBLEM

The Further Journeys



Player's Handbook

Beta 2.0 Abridged

Contents

Terrain	6
Ailments	7
Affinity and Supports	9
Skills.....	9
Common Class Skills	12
Trainee Classes	13
Pupil/Anima Trainee	14
Scout/Archer Trainee.....	14
Pupil/Dark Trainee	14
Journeyman/Fighter Trainee.....	14
Pupil/Light Trainee.....	15
Performer/Performer Trainee	15
Acolyte/Priest Trainee	15
Rider/Rider Trainee	15
Recruit/Soldier Trainee	16
Initiate/Swordsman Trainee.....	16
Drifter/Thief Trainee	16
First Classes	17
Archer.....	17
Ascetic	17
Bandit	18
Bard	18
Butler / Maid.....	19
Cavalier	19
Dancer	20
Fencer.....	20
Fighter	21
Hunter/Huntress.....	21
Knight.....	22
Mage.....	22
Mercenary.....	23
Monk / Nun.....	23
Myrmidon.....	24
Necromancer.....	24
Nomad / Bow Knight.....	25
Pegasus Rider	25
Pirate.....	26
Priest / Sister.....	26
Scavenger	27
Scholar.....	27
Shaman	28
Soldier	28
Spy	29
Tactician	29
Thief	30
Trickster.....	30
Troubadour / Trobairitz	31
Wyvern Rider	31
Promoted Classes	32
Assassin	32
Baron	32
Battle Mage	33
Berserker.....	33
Bishop.....	33
Bodyguard	34

Bounty Hunter/Treasure Hunter	34
Commander	35
Crusader.....	35
Dancing Blade	36
Dark Rider	36
Dread Fighter.....	36
Druid.....	37
Duke Knight	37
Enchanter.....	38
Falcon Knight	38
General	38
Great Knight	39
Hero	39
Holy Guard	39
Illusionist	40
Inquisitor.....	40
Lore Master	41
Mage Knight.....	41
Master Spy.....	42
Mountain Warrior.....	42
Nomad Healer / Combat Medic.....	42
Nomad Trooper / Ranger.....	43
Paladin	43
Rogue.....	44
Sage	44
Saint.....	44
Samurai.....	45
Sentinel.....	45
Shadow Sword.....	46
Sniper.....	46
Steward.....	46
Summoner.....	47
Swashbuckler.....	47
Swordmaster	48
Templar	48
Trouper	49
Valkyrie	49
Virtuoso	49
Wanderer	50
Warrior	50
Wyvern Hunter	50
Wyvern Knight	51
Weapons and Items	52
Swords	52
Slashing	52
Thrusting.....	53
Crushing	54
Lances.....	55
Piercing.....	55
Spear.....	56
Polearm.....	57
Axes.....	58
Hacking.....	58
Bludgeon.....	59
Throwing	60
Hidden	61
Dagger	61

Knife	62
Exotic	63
Bows	64
Recurve	64
Longbow	65
Greatbow	66
Anima Magic	67
Fire	67
Wind	68
Thunder	69
Light Magic	70
Holy	70
Judgment	71
Warding	72
Dark Magic	73
Dread	73
Druidic	74
Ancient	75
Staves	76
Healing	76
Buffing	77
Ailment	78
Performances	79
Lyrics	79
Instrument	80
Dance	81
Unique Weapons	82
Items	84
Healing Items	84
Status Restoring Items	84
Temporary Buff Items	85
Miscellaneous Items	86
Accessories	86
Stat Boosters	87
Weapon Rank Boosters	88
Promotion Items	89

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

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

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

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

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

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

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

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

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

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

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

Terrain

Indoors/Outdoors: Maps and parts of them can be designated as outdoors or indoors. Flying units indoors can't fly over walls or difficult terrain, so they behave like Horseback units in those conditions, but they don't lose their vulnerability to bows or certain magic types.

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

Plains/Floor: There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Snag: They're obstacles with 20 to 40 HP, and can be attacked. They usually have 0 Defense and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. Reducing this to 0 HP forms a bridge that can be crossed with no movement penalty.

Wall: Only fliers can cross it, unless the map is considered Indoors, in which case there's a ceiling blocking the way.

Wall (weak): They're obstacles with 20 to 50 HP, and can be attacked. They have 5-10 Defense and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. Reducing this to 0 HP opens a larger hole in the wall, allowing units to pass through with no movement penalty.

Door: Someone with a Door Key or a Lockpick, or a Rogue using their special ability, can unlock the door and open it, allowing units to pass through. Alternately, it can be broken down. All doors have 30-50 HP, 5-15 Defense and 0-10 Resistance, and follow the same rules as other obstacles.

River: Flying units can cross Rivers without problems, and can end their turn on it. Units with Levitation can step onto a River for 2 MOV, but cannot end their turn on a River. Units with Water Walk can step onto a River for 2 MOV, and can end their turn on a River space.

Forest: 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 a +1 Damage Reduction, and a +15 bonus to Evasion. Flying Units ignore the bonuses and the movement cost. Some Forests may be Deep Forests, increasing the cost to 3 MOV and making it impossible for Horseback units to enter, but the evasion bonus is increased to +30. Pillars indoors work similarly to Forests, but there is no Deep equivalent.

Sand: There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Desert: 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: 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.

Hill: It costs 3 MOV to step onto a Hill terrain. Units with Horseback cannot attempt to enter this terrain. However, standing on the Hill terrain grants a +2 Damage Reduction, and +20 to Evasion.

Mountain: 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 a +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: Units on Forts gain a +10 bonus to Evasion. Also, at the start of their turn, the unit on this space makes use of the medical stockpile to recover 10% of their maximum HP.

Water: Water can't be crossed by units without Flying or Water Walk. Water Walk allows swimming at 2 MOV cost. However, being in Water grants a +5 bonus to Evasion.

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: 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: 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: 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: 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: 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: 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

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

Element	DMG	DR	Hit	Eva	Crit	Dodge
Fire	+0.5	+0.0	+2.5	+0.0	+5.0	+0.0
Wind	+0.0	+0.0	+2.5	+2.5	+5.0	+0.0
Anima	+1.0	+0.0	+0.0	+0.0	+5.0	+0.0
Light	+0.0	+0.5	+2.5	+0.0	+5.0	+0.0
Dark	+0.5	+0.0	+0.0	+2.5	+5.0	+0.0
Thunder	+0.0	+0.5	+0.0	+2.5	+0.0	+5.0
Ice	+0.0	+1.0	+0.0	+0.0	+0.0	+5.0
Water	+0.5	+0.5	+0.0	+0.0	+0.0	+5.0
Heaven	+0.0	+0.0	+5.0	+0.0	+0.0	+5.0
Earth	+0.0	+0.0	+0.0	+5.0	+0.0	+5.0

Support Ranks

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

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

Cost, Chance Effect

After you make an attack, there is a (Skill + Luck) % chance you will get an immediate additional attack in. This skill does not active 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 counter attack. This can also skip an enemy's follow up attack against you.

Celerity

Free, Passive Effect

You gain +1 MOV.

Center

Free, Passive Effect

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

Charisma

Free, Passive Effect

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

Counter

Free, Chance Effect

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

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.

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

You can increase your Critical Rate by 15, but your final Hit Rate is reduced by 20 for the duration of your turn.

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.

Ignis

Free, Chance Effect

When you make 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 Magical weapons can't have this skill. If a character with this skill obtains proficiency in Magical weapons they can pick another Free skill.

Luna

Cost, Chance Effect

When you make 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.

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 make 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.

Vantage

Free, Passive Effect

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

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.

Common Class Skills

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

Horseback

While mounted, this unit gains +2 MOV, and 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: on outdoor maps they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles.

Wyvern

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

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, 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.

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 Mountains still pose a problem, 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

If this unit has a Lockpick in their inventory, they can use it to unlock doors, chests and gates.

Vision

This unit can see up to 8 tiles 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:

[illegible]

Pupil/Anima Trainee

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
17	0	4	5	2	0	3	4	4	3	4

Scout/Archer Trainee

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

Promotes To: Archer, Nomad, Spy

Base Stats:

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

Pupil/Dark Trainee

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

Journeyman/Fighter Trainee

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

Pupil/Light Trainee

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	4	4	3	4

Performer/Performer Trainee

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
17	2	2	2	5	1	3	5	3	2	4

Acolyte/Priest Trainee

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
15	2	3	1	4	1	6	5	3	2	4

Rider/Rider Trainee

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	2	3	1	3	5	4	4

Recruit/Soldier Trainee

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

Initiate/Swordsman Trainee

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	1	5	2	2	0	4	4	3	4

Drifter/Thief Trainee

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

Special: **Lockpick**

Promotes To: Scavenger, Spy, Thief

Base Stats:

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

First Classes

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

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID
40	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	1	6	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
+3	+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

When attacking the Bandit can choose to deal 3 bonus damage while lowering their DEF and RES by 3 for the combat. The bonus damage only applies to the first attack if doubling.

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	2	0	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	7	4	3	5

Promotion Bonuses:

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

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+1	+1	+0	+1	+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	7	2	3	7	4	3	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+0	+1	+2	+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	3	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
19	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	+3	+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	9	1	2	9	8	4

Promotion Bonuses:

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

Mage

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

Special: **Levitation Arcane Barrier**

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

The effect depends on the type:

- Wind grants DR.
- Fire grants DEF.
- Thunder grants RES.

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	6	7	3	0	5	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+0	+2	+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: **Mordhau**

The Mercenary can choose to trade Critical (after enemy Dodge) for DMG on their turn, at a 10 to 1 ratio.

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
21	5	1	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

Instead of attacking, the Monk/Nun can reduce their number of counterattacks by 1 for one Enemy Phase (this can mean 0 counter attacks). 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 | 5 | 1 | 7 | 5 | 5 | 4 | 5

Promotion Bonuses:

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

Instead of attacking, the Myrmidon can declare intent to gain a bonus to evasion equal to (SKL*2) for one enemy round, by reducing the number of counter attacks by 1 (this can mean 0 counter attacks). The bonus to evasion caps at +40.

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
+1	+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 10% 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
21	0	7	6	0	2	4	3	7	6	5

Promotion Bonuses:

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

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	5	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	3	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	+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	8	6	5	4	5

Promotion Bonuses:

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

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
17	4	3	5	5	2	1	6	7	6	6

Promotion Bonuses:

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

Scholar

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

Starting Weapon: Flux or Thunder

Preferred Stats: Skill, Magic

Special: **Levitation**

Assessment

After the Scholar 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, Dark Trainee

Promotes To: Baron, Virtuoso

Item Required: Guiding Ring (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	0	6	7	1	1	4	5	7	6	5

Promotion Bonuses:

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

+1 | +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

The Shaman can pick any number of their CON points to move to their Magic stat on their turn, without using an action. Every turn a sequential number of points return to CON (1 CON point returns after the first turn, 2 CON points after the second and so on). The Shaman can't move more CON points than their total in a single battle.

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
19	0	7	7	0	1	5	4	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+0	+2	+2	+0	+1	+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
22	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

Spy

Weapon Skill: 1 Bow Subcategory (C), Bow (D) if promoting from Archer Trainee
1 Hidden Subcategory (C), Hidden (D) if promoting from Thief Trainee
Otherwise Pick one.

Starting Weapon: Iron Dagger or Iron Bow

Preferred Stats: Skill, Luck

Special: **Lockpick, Vision**

Vital Strike

The Spy can choose to trade DMG for Critical on their turn, at a 1 to 5 ratio.

Promotes From: Archer Trainee, Thief Trainee

Promotes To: Assassin, Master Spy

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

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	4	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

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
19	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	+2	+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	1	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		7		4		3		5
----	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+0	+2	+1	+1	+1	+1	+2	+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
17	4	4	3	5	2	4	5	6	5	5

Promotion Bonuses:

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

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

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

Assassin

Weapon Skill: 1 Bow Subcategory (S), Bow (B)
1 Hidden Subcategory (S), Hidden (B)
(Depending on the Spy's proficiencies)
Preferred Stats: Skill, Strength

Special: **Critical Eye**
Assassinate

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

Promotes From: Spy
Item Required: Fell Contract

Promotion Bonuses:

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

Baron

Weapon Skill: 1 Anima Subcategory (A), Anima (C), 1 Dark Subcategory (A), Dark (C) (if promoting from Scholar) OR 1 Anima Subcategory (A), Anima (C), 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 and doesn't take damage, they gain a +2 DMG bonus, up to +6. At the beginning of their phase, the bonus is reduced by 1 to a minimum of 0.

Promotes From: Scholar, Tactician
Item Required: Guiding Ring

Promotion Bonuses:

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

Battle Mage

Weapon Skill: 1 Bow Subcategory (A), Bow (C), 1 Anima Subcategory (A), Anima (C) (if promoting from Archer) OR 1 Bow Subcategory (A), Bow (C), 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 they can reduce their Defense and Resistance to increase their Critical Rate. Each 1 point of both Defense and Resistance increases Critical Rate by 3. Stats cannot be lowered below 0. All stats revert to normal at the start of the unit's next turn.

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
+5	+2	+0	+3	+0	+0	+0	+1	+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 a magic shield to an adjacent ally. The shield acts as bonus HP, equal to the Bishop's Magic stat.

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

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+0	+2	+3	+0	+2	+1	+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
+3	+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
+3	+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. At certain levels, the character gains new Rallies they can use.

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 God**

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

When the Dark Rider takes an enemy down to 0 HP, they regain 50% of their max HP.

Promote From: Necromancer
Item Required: Fell Contract

Promotion Bonuses:

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

Druid

Weapon Skill: 1 Dark Subcategory (A), 1 Anima Subcategory (A), Dark (C), Anima (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	Black Hole	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	+3	+0	+0	+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
+1	+2	+0	+2	+1	+1	+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
+5	+2	+0	+2	+0	+2	+0	+0	+5	+5	5

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	+0	+2	+3	+3	5

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 a +2 bonus to Attack Speed and Damage/Damage Resistance (on the Hero's command), as well as a +10 bonus to Hit and Evasion, until the start of their next turn.

Promote From: Mercenary

Item Required: Hero's Crest

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+1	+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
+3	+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: Monk/Nun

Item Required: Faith Icon

Promotion Bonuses:

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

Master Spy

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

Preferred Stats: Skill, Speed

Special: **Trick Up The Sleeve**

The Master Spy can use their action to prepare one of venom, expunger or a smoke bomb. They can hold up to three stacks of each:

If the Master Spy has smoke bombs prepared and they are attacked by an enemy, one is expended in exchange for the combat not happening.

If the Master Spy has venom prepared and makes an attack against an enemy who isn't poisoned, they expend a stack and if their attack hits, the enemy is poisoned for 3 turns.

If the Master Spy has expunger prepared and makes an attack against a poisoned enemy, they expend a stack and if their attack hits, the enemy suffers all remaining poison damage at once after combat.

Promote From: Spy

Item Required: Treasure Mark

Promotion Bonuses:

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

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

On their turn, the Mountain Warrior can sacrifice as much of their Hit Rate as they wish, before factoring in the enemy's evasion. For every 5 Hit sacrificed the Mountain Warrior gets +1 DMG.

Promote From: Bandit

Item Required: Ocean Seal

Promotion Bonuses:

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

Rogue

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

Preferred Stats: Luck, Speed

Special: **Lock Mastery**

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

Bag of Holding

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	+2	+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
	Black Fire	8		Void Flame	15		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	+3	+2	+0	+0	+2	+2	+2	+2	6

Saint

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

Preferred Stats: Resistance, Strength

Special: **Transfer Might**

The Saint can take their Strength Stat and transfer up to 8 points to an allied unit adjacent to them for the duration of the battle. If the unit who was given this bonus rejects it later or falls to 0 HP, the character with this skill regains their Strength.

Staff Mastery

Depending on the Staff Category the Saint chose to specialize in, they have access to one of three passive effects:

- **Heal – Overflow:** If the Saint's healing would take the target over their maximum HP, the excess healed is transferred to an adjacent unit. Staves that heal to full HP count the target's maximum HP as the amount healed.
- **Buff – Doublebuff:** By spending 3 Quality in their equipped staff, the Saint can grant buffs to two allies within range.
- **Ailment – Splashover:** If the Saint misses with an Ailment Staff, they are allowed to select a new target adjacent to the original and roll again with a half Staff% Penalty. The Saint only gets one reroll per map in this fashion.

Promote From: Priest/Sister

Item Required: Faith Icon

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	+3	+0	+0	+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	+0	+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
+3	+2	+0	+3	+0	+3	+0	+0	+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. A Phantom's stats are based on that of the Summoner, with Maximum HP, CON/AID, LUK and MOV being equal to that of the Summoner. The Phantom's STR is based on the Summoner's MAG and vice versa, with the same relationship applied to DEF and RES, and SKL and SPD. 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.

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 Axe, Iron Lance
- At Level 5: Steel Sword, Steel Axe, Steel Lance
- At Level 10: Steel Blade, Iron Flail, Steel Pilum

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	+0	+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
+3	+3	+0	+3	+1	+0	+0	+3	+2	+2	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
+3	+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

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
+1	+0	+3	+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.

Bargain

The Wanderer can adjust the buying or selling price of items by 30%, rounded up.

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
+3	+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
+3	+2	+0	+2	+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:

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

Weapons and Items

Swords

Slashing

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Iron Sword	E	1	4	5	85	0	40	
Devil Sword	E	1	13	15	65	0	40	
Every attack has a 31-LCK% chance of backfiring on the user								
Steel Sword	D	1	6	7	80	5	35	
Quick Sword	D	1	5	2	85	0	40	
Guarantees follow-ups								
Silver Sword	C	1	8	8	80	10	30	
Killing Edge	C	1	9	7	75	25	30	
Sabre	B	1	10	9	75	15	25	
Brave Sword	B	1	12	8	70	0	30	
Doubles attacks made								
Katana	A	1	12	10	80	25	20	
Rune Sabre	A	1-2	15	11	65	0	20	
Magic Weapon (Slashing/Dread)				Drains HP				
Wo Dao	S	1	14	12	85	35	15	
Valmanway	S	1	15	9	80	10	20	
Doubles attacks made								

Thrusting

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Slim Sword	E	1	3	4	95	5	40	
Iron Rapier	E	1	4	6	80	0	40	
Steel Rapier	D	1	7	8	75	0	35	
Longsword	D	1	7	6	70	0	35	
Effective against Horseback								
Silver Rapier	C	1	9	9	70	5	30	
Winged Rapier	C	1	8	7	75	0	30	
Effective against Flying								
Estoc	B	1	12	10	70	0	25	
Ignores Armored DR								
Wind Sword	B	1-2	10	8	85	0	25	
Magic Weapon (Thrusting/Wind)								
Fleuret	A	1	13	12	75	5	20	
Ignores Armored DR								
Colichemarde	A	1	12	11	70	5	20	
Effective against Horseback								
Wyrmslayer	A	1	14	12	60	0	20	
Effective against Wyvern								
King Sword	S	1	15	14	75	10	15	
Ignores Armored DR			User gains "Charisma" Skill					
Sieglinde	S	1	16	13	75	0	15	
Effective against mounted units								
Flamberge	S	1-2	14	12	75	0	15	
Magic Weapon (Thrusting/Fire)								

Crushing

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Wooden Sword	E	1	5	6	80	0	40	
Iron Blade	E	1	6	8	75	0	40	
Steel Blade	D	1	8	10	70	0	35	
Armorbearer	D	1	8	9	70	0	35	
Ignores Armored DR								
Silver Blade	C	1	10	12	70	0	30	
Lancereaver	C	1	9	9	65	5	30	
Reverses Weapon Triangle								
Light Brand	C	1-2	12	10	75	0	30	
Magic Weapon (Crushing/Holy)								
Broadsword	B	1	13	14	65	5	25	
Armorslayer	B	1	14	13	60	0	25	
Effective against Armored								
Mage Masher	B	1	13	11	75	0	25	
Effective against Levitation								
Zweihander	A	1	15	16	70	0	20	
Claymore	A	1	16	14	65	0	20	
Can attack at range 2 in a straight line if there's no obstacles								
Falchion	S	1	17	18	70	10	15	
Durandal	S	1	16	16	70	0	15	
Effective against Wyvern								

Lances

Piercing

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

Spear

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Iron Javelin	E	1-2	6	5	75	0	40	
Iron Pilum	E	2	7	4	80	0	40	
Guarantees follow-ups								
Steel Javelin	D	1-2	8	7	70	0	35	
Wing Clipper	D	1-2	9	6	75	5	35	
Effective against Pegasus								
Silver Javelin	C	1-2	9	9	65	0	30	
Steel Pilum	C	2	10	8	70	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	11	75	0	20	
Guarantees follow-ups								
Gae Bolg	S	1-2	16	15	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	Cost
Iron Halberd	E	1	8	7	70	0	40	
+2 DMG against mounted units								
Pike	E	1	9	6	70	0	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	9	7	75	0	35	
Effective against Horseback								
Silver Halberd	C	1	12	12	65	0	30	
+2 DMG against mounted units								
Flak Halberd	C	1	11	8	80	5	30	
Effective against Pegasus								
Blessed Halberd	C	1-2	11	9	75	0	30	
Magic Weapon (Polearm/Warding)			+3 DR against mounted units					
Alabarda	B	1	14	14	65	0	25	
+2 DMG and +2 DR against mounted units								
Dragoon Pike	B	1	15	13	70	0	25	
Effective against Wyvern								
Partizan	A	1	16	16	70	0	20	
Effective against Horseback								
Lunar Halberd	A	1	15	15	70	0	20	
Effective against Armored								
Siegmund	S	1	19	18	70	0	15	
Effective against mounted units								
Gradivus	S	1	20	19	75	5	15	

Axes

Hacking

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Iron Axe	E	1	9	8	75	0	40	
Devil Axe	E	1	15	19	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	9	75	0	35	
Effective against Horseback								
Silver Axe	C	1	13	13	65	0	30	
Killer Axe	C	1	14	11	65	25	30	
Swordreaver	C	1	11	11	65	5	25	
Reverses Weapon Triangle								
Crescent Axe	B	1	15	15	65	5	25	
Brave Axe	B	1	16	13	60	0	30	
Doubles attacks made								
Swordslayer	B	1	13	10	75	5	25	
Reverses Weapon Triangle				Effective against Swordsman tree				
Basilikos	A	1	18	17	60	10	20	
Runic Axe	A	1-2	20	17	55	0	20	
Magic Weapon (Hacking/Dread)				Drains HP				
Golden Axe	S	1	21	20	65	10	15	
Armads	S	1	22	18	60	5	15	
Effective against Wyvern								

Bludgeon

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Quarterstaff	E	1	6	6	80	0	40	
Iron Mace	E	1	8	8	80	0	40	
Steel Mace	D	1	10	10	75	0	35	
Ignores Armored DR								
Hammer	D	1	14	12	65	0	35	
Effective against Armored								
Silver Mace	C	1	12	11	75	0	30	
Ignores Armored DR								
Warhammer	C	1	16	14	60	0	30	
Effective against Armored								
Morningstar	B	1	14	13	70	0	25	
Ignores Armored DR								
Provost's Mace	B	1	15	12	75	0	25	
Effective against Levitation								
Maul	A	1	16	16	70	0	20	
Ignores Armored DR								
Ball and Chain	A	1	17	14	60	0	20	
Can attack at range 2 in a straight line if there's no obstacles								
Sharur	S	1	19	18	65	0	15	
Effective against Armored								
Earthsplitter	S	1-2	18	16	65	0	15	
Magic Weapon (Bludgeon/Fire)								

Throwing

[illegible]

Hidden

Dagger

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Iron Dagger	E	1	3	4	95	5	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	90	5	35	
Parrying Dagger	D	1	6	5	85	5	35	
Gains Weapon Triangle Advantage against Swords								
Silver Dagger	C	1	7	8	90	5	30	
+1 AS when equipped								
Cutthroat	C	1	8	7	80	25	30	
Cinquedea	B	1	9	9	85	10	25	
+2 AS when equipped								
Swordbreaker	B	1	11	8	80	5	25	
Effective against Swords								
Dark Dagger	B	1-2	12	10	75	10	25	
Magic Weapon (Dagger/Dread)								
Switchblade	A	1	11	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	13	11	85	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	Cost
Iron Knife	E	1-2	4	4	85	0	40	
Chakram	E	1-2	5	3	85	0	40	
+10 Evade when equipped								
Steel Knife	D	1-2	6	6	80	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	75	0	30	
Effective against Levitation								
Killer Shuriken	C	1-2	10	7	70	25	30	
Stiletto	B	1-2	10	9	75	5	25	
Flame Shuriken	B	1-2	11	8	70	0	25	
Magic Weapon (Knife/Fire)								
Pinwheel	B	1-3	12	7	70	0	25	
Baselard	A	1-2	12	10	75	10	20	
Kaiser Knife	A	1-2	13	9	75	0	20	
Doubles attacks made								
The World	S	1-2	14	12	75	15	15	
Doubles attacks made								
Shred Shuriken	S	1-2	15	10	60	10	15	
Effective against Armored								

Exotic

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Poison Dart	E	1-2	3	3	85	0	40	
Inflicts Poison for 2 turns								
Bolas	E	1-2	4	4	85	0	40	
Reduces target Hit and Evade by 10 for 1 turn								
Caltrops	D	1-2	5	4	80	0	35	
Reduces target Evade by 20 for 2 turns								
Blinding Bomb	D	1-2	5	3	80	0	35	
Reduces target Hit by 20 for 2 turns								
Glue Pack	D	1-2	5	2	75	0	35	
Reduces target MOV to 0 for 1 turn								
Plague Dart	C	1-2	6	5	80	0	30	
Inflicts Poison for 2 turns				Poison deals damage twice				
Spiked Bolas	C	1-2	7	6	75	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	10	9	70	0	25	
Magic Weapon (Exotic/Ancient)				Inflicts Fear for 1 turn				
Toxic Bomb	A	1-2	9	7	85	0	20	
Inflicts Poison for 2 turns				Effective against poisoned units				
Neurotoxin Shot	A	1-2	8	7	80	0	20	
Inflicts Addle for 1 turn								
Cursed Needle	A	1-2	7	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	Cost
Training Bow	E	2	3	4	95	5	40	
Iron Bow	E	2	4	5	85	0	40	
Steel Bow	D	2	6	7	80	0	35	
Poison Bow	D	2	7	5	75	0	35	
Inflicts Poison for 2 turns								
Silver Bow	C	2	8	9	80	5	30	
Killer Bow	C	2	9	8	75	25	30	
Reflex Bow	B	2	10	10	75	5	25	
Brave Bow	B	2	11	9	80	0	30	
Doubles attacks made								
Crescent Bow	A	2	12	12	75	10	20	
Moon Bow	A	2	14	11	70	0	20	
Effective against Armored								
Blackout Bow	A	1-2	13	10	70	0	20	
Magic Weapon (Recurve/Ancient)				Inflicts Sleep for 1 turn				
Reinefleche	S	2	14	14	80	15	15	
Mulagir	S	2	13	12	85	10	15	
+2 AS when equipped								

Longbow

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Iron Longbow	E	2-3	6	5	80	0	40	
Yew Bow	E	2-3	6	4	75	0	40	
Effective against poisoned units								
Steel Longbow	D	2-3	7	6	75	0	35	
Eagle Longbow	D	2-3	8	5	75	10	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	9	70	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	13	11	70	0	20	
Dreadwind	A	2-4	16	9	65	0	20	
Sagittarius	S	2-3	15	13	70	0	15	
Fujin Yumi	S	2-3	16	12	80	0	15	
Magic Weapon (Longbow/Wind)								

Greatbow

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Wooden Greatbow	E	2	5	6	80	0	0	
Iron Greatbow	E	2	6	8	75	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	16	28	75	0	35	
Ignores user STR								
Metal Punch	D	2	9	8	75	0	35	
Ignores Armored DR								
Silver Greatbow	C	2	10	12	70	0	30	
Silver Crossbow	C	1-2	18	32	75	0	30	
Ignores user STR								
Composite Bow	B	2	13	14	65	0	25	
Taksh	B	1-2	20	36	70	0	25	
Ignores user STR								
Thundergun	B	1-2	21	30	65	10	25	
Magic Weapon (Greatbow/Thunder)				Ignores user STR and MAG				
Twinhead Bow	A	2	15	17	65	0	20	
Windlass Bow	A	1-2	22	40	70	0	20	
Ignores user STR								
Chu-Ko-Nu	A	1-2	23	34	75	0	20	
Doubles attacks made				Ignores user STR				
Parthia	S	2	17	19	65	10	15	
Arbalest	S	1-2	24	44	70	5	15	
Ignores user STR								

Anima Magic

Fire

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Fire	E	1-2	4	5	80	0	40	
Singe	E	1-2	5	4	80	0	40	
Inflicts Poison for 2 turns								
Elfire	D	1-2	6	7	75	0	35	
Blazing Sun	D	1-2	6	5	70	0	35	
Effective against Horseback								
Arcfire	C	1-2	8	9	75	0	30	
Meteor	C	3-10	20	9	65	0	5	
Can't follow up								
Inferno	B	1-2	10	12	70	0	25	
Hellfire	B	1-2	11	10	70	25	25	
Flame Thrower	B	1-2	11	9	70	0	25	
Magic Weapon (Spear/Fire)								
Flame Shuriken	B	1-2	11	8	70	0	25	
Magic Weapon (Knife/Fire)								
Bolganone	A	1-2	12	14	70	0	20	
Napalm	A	1-2	13	13	65	5	20	
Inflicts Poison for 2 turns								
Forblaze	S	1-2	14	16	75	5	15	
Armageddon	S	3-10	20	13	70	0	10	
Flamberge	S	1-2	14	12	75	0	15	
Magic Weapon (Thrusting/Fire)								
Earthsplitter	S	1-2	18	16	65	0	15	
Magic Weapon (Bludgeon/Fire)								

Wind

[illegible]

Thunder

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Thunder	E	1-2	5	6	70	5	40	
Jolt	E	1-2	5	4	75	0	40	
Reduces target Evade by 10 for 1 turn								
Elthunder	D	1-2	7	8	65	5	35	
Primer Bolt	D	1-2	6	5	70	5	35	
Reduces target Dodge by 10 for 1 turn								
Arcthunder	C	1-2	9	10	65	10	30	
Bolting	C	3-10	22	10	55	10	5	
Can't follow up								
Killer Thunder	C	1-2	10	9	60	25	30	
Storm	B	1-2	11	13	60	15	25	
Paraball	B	1-2	12	10	60	5	25	
Inflicts Paralyze for 1 turn								
Bolt Axe	B	1-2	17	12	55	10	25	
Magic Weapon (Throwing/Thunder)								
Thundergun	B	1-2	21	30	65	10	25	
Magic Weapon (Greatbow/Thunder)				Ignores user STR and MAG				
Thoron	A	1-2	13	15	65	20	20	
Dire Thunder	A	1-2	15	14	60	10	20	
Doubles attacks made								
Titan Thunder	A	1-2	15	40	60	15	20	
Ignores user MAG								
Mjollnir	S	1-2	15	18	65	25	15	
Blitz Bolt	S	1-2	16	16	60	10	15	
Counterattacks first								
Gungnir	S	1-2	18	16	65	10	15	
Magic Weapon (Piercing/Thunder)								

Light Magic

Holy

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Lightning	E	1-2	4	4	85	5	40	
Photon	E	1-2	5	3	80	10	40	
Shine	D	1-2	6	6	80	5	35	
Moonlight	D	1-2	7	5	80	5	35	
Ignores Armored DR								
Divine	C	1-2	7	8	75	10	30	
Resire	C	1-2	11	9	70	0	30	
Drains HP								
Light Brand	C	1-2	12	10	75	15	30	
Aurora	B	1-2	9	10	75	15	25	
Purge	B	3-10	17	8	65	5	5	
Can't follow up								
Bright Bow	B	2-3	10	8	80	0	25	
Magic Weapon (Longbow/Holy)								
Aura	A	1-2	11	12	75	20	20	
Starlight	A	1-2	12	10	80	10	20	
Negates weapon effects								
Luce	S	1-2	13	14	75	25	15	
Naga	S	1-2	14	12	80	15	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	Cost
Prelude	E	1-2	5	3	90	3	40	
+3 DMG against designated targets								
Flash	E	1-2	4	3	8	2	40	
+20 Evade against designated targets								
Ray	D	1-2	7	5	85	4	35	
+5 DMG against designated targets								
Thani	D	1-2	8	6	80	4	35	
+3 DR against designated targets								
Cleanse	C	1-2	9	7	85	5	30	
+7 DMG against designated targets								
Leviathan	C	1-2	8	9	80	6	30	
+30 Hit against designated targets								
Inquisition	B	1-2	11	9	80	7	25	
Effective against designated targets								
God Hand	B	1-2	12	8	75	10	25	
+15 Crit against designated targets								
Valaura	A	1-2	13	11	85	9	20	
Effective against designated targets								
Avalon	A	1-2	14	12	75	6	20	
Doubles attacks made against designated targets								
White Lightning	S	1-2	15	13	85	12	15	
Effective against designated targets								
Creiddylad	S	1-2	17	12	85	10	15	
+25 Crit against designated targets								

Warding

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Blessed Iron	E	1-2	5	4	85	1	40	
Shield provides +2 DR in range 1								
Light Screen	E	1-2	6	4	80	1	40	
Shield provides +2 DR in range 2								
Celestial Armor	D	1-2	6	5	75	2	35	
Shield provides +3 RES								
Sacred Fire	D	1-2	7	6	85	2	35	
Shield provides +3 DEF								
Sacred Steel	C	1-2	8	8	70	3	30	
Shield provides +4 DR in range 1								
Magic Seal	C	1-2	9	9	70	3	30	
Shield provides +4 DR in range 2 or more								
Blessed Halberd	C	1-2	11	9	75	0	30	
Magic Weapon (Polearm/Warding)				+3 DR against mounted units				
Divine Thunder	B	1-2	10	8	80	10	25	
Shield provides +10 Dodge								
Communion	B	1-2	10	10	75	4	25	
Shield provides +1 DR for each ally within 2 spaces								
Divine Silver	A	1-2	13	11	75	5	20	
Shield provides +5 DEF								
Light Barrier	A	1-2	14	12	80	5	20	
Shield provides +5 RES								
Great Barrier	S	1-2	16	13	85	5	15	
Shield provides +5 DR								
Divine Ward	S	1-2	17	10	80	15	15	
Full damage is converted to shield								

Dark Magic

Dread

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

Druidic

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Black Fire	E	1-2	5	5	75	0	40	
Effective against Anima								
Black Axe	E	1-2	7	7	70	0	40	
Effective against Axe								
Black Lance	E	1-2	6	6	75	0	40	
Effective against Lance								
Black Sword	D	1-2	8	8	70	0	35	
Effective against Sword								
Black Arrow	D	1-2	9	8	70	0	35	
Effective against Bow								
Night Shade	D	1-2	7	7	70	5	35	
Effective against Hidden								
Void Axe	C	1-2	11	10	70	0	30	
Effective against Axe								
Void Flame	C	1-2	9	9	65	0	30	
Effective against Anima								
Black Hole	C	1-2	12	10	70	0	30	
Effective against Dark								
Void Blade	B	1-2	12	11	70	0	25	
Effective against Sword								
Void Lance	B	1-2	14	12	65	0	25	
Effective against Lance								
Antilight	B	1-2	13	11	65	5	25	
Effective against Light			Reverses Weapon Triangle					
Void Arrow	A	1-2	15	13	65	0	20	
Effective against Bow								
Void Shade	A	1-2	13	12	65	10	20	
Effective against Hidden								
Pure Darkness	A	1-2	16	14	60	5	20	
Effective against Dark								
Dark Matter	S	1-2	18	15	60	5	15	
Effective against physical weapons								
Old Black Magic	S	1-2	19	15	60	5	15	
Effective against magic tomes								

Ancient

Name	Rank	Range	WT	MT	Hit	Crit	QL	Cost
Swarm	E	1-2	5	6	70	0	40	
Reduces target Hit by 10 for 1 turn								
Hustle	E	1-2	6	7	70	0	40	
Reduces target Evade by 10 for 1 turn								
Toxic	D	1-2	8	9	65	5	35	
Inflicts Poison for 2 turns								
Eclipse	D	1-2	9	8	65	0	35	
Inflicts Sleep for 1 turn								
Jormungand	C	1-2	11	10	60	0	30	
Inflicts Berserk for 1 turn								
Tomaharn	C	1-2	10	11	60	0	30	
Inflicts Fear for 1 turn								
Gorgon Eye	B	1-2	14	11	55	0	25	
Inflicts Paralyze for 1 turn								
Carreau	B	1-2	13	12	60	5	25	
Reduces target RES by 5 for 2 turns								
Black Firebomb	B	1-2	10	9	70	0	25	
Magic Weapon (Exotic/Ancient)				Inflicts Fear for 1 turn				
Zahhak	A	1-2	16	14	60	0	20	
Cancels 1 enemy counterattack								
Verrine	A	1-2	15	14	55	0	20	
Reduces target SPD by 3 for 1 turn								
Blackout Bow	A	1-2	13	10	70	0	20	
Magic Weapon (Recurve/Ancient)				Inflicts Sleep for 1 turn				
Gespenst	S	1-2	19	17	60	0	15	
40% chance of an instant kill (some enemies may be immune to this)								
Balberith	S	1-2	20	16	60	0	15	
Inflicts Turncoat for 1 turn								

Staves

Healing

Name	Rank	Range	QL	Effect	Cost
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	Cost
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	Cost
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	Cost
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	Cost
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	Cost
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	Cost
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	10	40	
Boarding Axe	Pirate	Hacking	1	10	12	70	25	40	
Ignores Armored DR									
Compound Bow	Archer	Longbow	2-3	8	9	85	10	40	
Self Bow	Nomad	Recurve	1-2	7	8	85	20	40	
Nidhogg	Hunter	Greatbow	1-2	7	10	80	0	40	
Magic Weapon (Greatbow/Judgment)				+10 DMG vs Targets and Monsters					

Name	Class	Type	Range	WT	MT	Hit	Crit	QL	Cost
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	Spy	Dagger	1	7	7	80	40	40	
Hidden Gun	Spy	Greatbow	1-2	7	25	75	40	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	9	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	Dread	1-2	8	12	80	20	40	
Ultraviolet	Scholar	Druidic	1-2	7	10	80	5	40	
Reverses Weapon Triangle									
Mila's Grace	Monk	Holy	1-2	6	9	85	25	40	
Aureola	Ascetic	Holy	1-2	7	8	80	10	40	
+1 MT for every combat, resetting at the start of the user's phase									
Earth Sword	Troubadour	Crushing	1-2	7	9	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		Cost
Vulnerary	3	Heals 10 HP		300
Concoction	3	Heals 30 HP		1000
Elixir	3	Heals all HP		2000
Herbs	10	Heals 5 HP	Can't revive allies from 0 HP	100
Tonic	5	Heals 15 HP	Can't revive allies from 0 HP	500
Potion	5	Heals 30 HP	Can't revive allies from 0 HP	800
Panacea	3	Heals 30 HP, removes ailments and debuffs	Can't revive allies from 0 HP	

Status Restoring Items

Name	QL	Effect	Cost
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	Cost
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	Cost
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	
Lockpick	15	Can only be used by units with the Lockpick skill, to open doors or chests	
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	Cost
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	Cost
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	Cost
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	Cost
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	