

# Final Fantasy Tabletop Players Handbook



Everything a player needs to create a heroic character in the magical world of Phendei.

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# Chapter 1: Character Creation

Before anything happens, the very first step to all of this is to create your character. Take the time to think about who you want to be. How do you envision your character? What kind of a person are you, deep down? Maybe you're a young, fresh-faced adventurer aiming for greatness? Maybe you are a treasure hunter trying to find that true, name making artifact that has eluded you since you were young? It's all based on your imagination, who you want to be and how you want to be depicted.

Stick to and follow the next steps to create your character. The order in which you do these is up to you entirely.

1. **Choose your race.** Decide amongst the list of races, know that each race will have different status increases to job based stats.
2. **Choose class.** Your class represents the disciplines and masteries of your character, how they carry themselves in combat.
3. **Assign 15 points for your primary stats.** Your HP dictates your life points. Your STR dictates the physical force behind your blows. Your MAG dictates the power of the non-white spells you cast. Your DEX dictates the power of your ranged attacks, whether from a bow or a firearm of some kind. Your SPR dictates both your magical defense as well as the strength of your white spells. Your DEF dictates your physical defense, how hard you can be hit.
4. **Assign your Spells, Skills and Abilities.**
5. **Write out who you are.** Take the time to write down just who you really are. What's your past? What are your goals and ambitions? Who or what made you who you are today? This is very important for characters to keep track of who they are. Maybe your character changes over time? Maybe it's good for you to keep looking back on your past? This is the part that makes you who you are.

# Race, Class and Role

The very first 2 decisions to be made when deciding on your character creation are picking your race and your class. These 2 factors describe your basic character concepts. Maybe you're a Ronso Blue Mage, or a Hypello Warrior, maybe even an Elf Red Mage, the choice is all yours. It's recommended to pick the race and class combination that interests you most. However, sometimes it's a good idea to first consider the role you want your character to fill. Maybe your team has all mages and no tanks or healers, it could potentially be in best interest to aim for coverage.

## Character Race

A variety of different races populate the vast world of Phendei. Most of these races living in a level of harmony or at least a bordering on peaceful coexistence, in any good-sized town or city, you will come across a good handful of them, even if they're simple travelers or potentially just mercenaries searching for their next client.

There are also a handful of intelligent creatures that inhabit Phendei, creatures like Bahatmans, Pelupelu and Moogles. These aren't races you can play; they're rare creatures you may come in contact with to be friend or foe. On the following pages you will see a detailed description of each playable race you will be able to choose from for your adventurer. Make sure you familiarize yourself with the options laid before you, it is important to make sure you fully understand the role you will be taking on when selecting these characters. Get acquainted with who you will be playing and make sure it's someone who will fit your playstyle that you will have fun playing.

Humans or “**Humes**” as they’ve come to be known in Phendei, are the most numerous and politically dominant sapient species, often considered to be a standard or average to which the biology, psychology and culture of other species and races are compared. A rather potent race, Humes have been witnessed occupying, or at least having the capacity to occupy any and all jobs. Carrying themselves in a bipedal and upright posture, Humes have been viewed by the rest of the world with mixed emotions and opinions, some seeing them as the most common of folk as they live anywhere in the world and aren’t picky about their surroundings.

Height: 5'2 – 6'6

Skin Tones: Peach – Deep Brown

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Light

Job Proficiencies:

- +2 Crafting
- +2 Botanist

Spoken Languages:

- Common

Racial Interactions: Neutral



**Au'Ra** (pronounced Ow-Rah) are a race of partially scaled, humanoid people from the plains of Garuda, consisting of mostly fleshy exterior as well as horn-like ears. These features have lead to widespread speculation that his Hume-like race is in fact the progeny of ancient Dragons, dating back as far as Bahamut. This has long been disputed both within and outside of Au'Ra clans, but scholar has ever been able to find concrete evidence pertaining to this hypothesis. The enhanced hearing and spatial recognition granted by their cranial projections give them an edge when hunting the most dangerous game in the heart of the Badlands.

Height: 4'10 – 7'1

Skin Tones: Pale White – Black

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Fire

Job Proficiencies:

- +2 Blacksmithing
- +2 Mining

Spoken Languages:

- Au'Rean
- Common

Racial Interactions: Neutral



**Lalafell** are a gnome-like race from the mountains of Font. Known to most of the world as agriculturalists and miners, these little rascals are quite skilled with a hammer, even more so than with a pickaxe. They are now one of the most populous races in Phendei and are well established through the region, yet still have a mild aversion to more tropical climes. The short, rotund builds of the Lalafell belie an incredible agility, and their seemingly feeble legs are capable of carrying them long distances over terrain, many among them are well known for their cunning intellects and expertise when it comes to handling gil, especially in grander quantities.

Height: 2'10 – 3'2

Skin Tones: Peach – Cinnamon

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Earth

Job Proficiencies:

- +2 Goldsmithing
- +2 Commerce

Spoken Languages:

- Common

Racial Interactions: Spitefulness towards Qu (View them as greedy)



**The Qu** are a genderless, stout race of clown-like gourmands. This rarer species desire, above all else, to discover and consume different and new foods all over the world, following the texts an ancient missive known as, “Way of the Gourmand.” The teachings say that true happiness and enlightenment of life is to refine your pallet to unachievable levels and master the art of not only devouring but creating that which you can devour over and over again. All known Qu have “Qu” as the first two letters of their names, a phenomenon people believe to be the origin of the name of the race to begin with, however no absolute conclusion has been yet achieved.

Height: 4'10 – 5'4

Skin Tones: White

Life Expectancy: ~120 – Years

Elemental Resistance: 5% Ice, 5% Fire

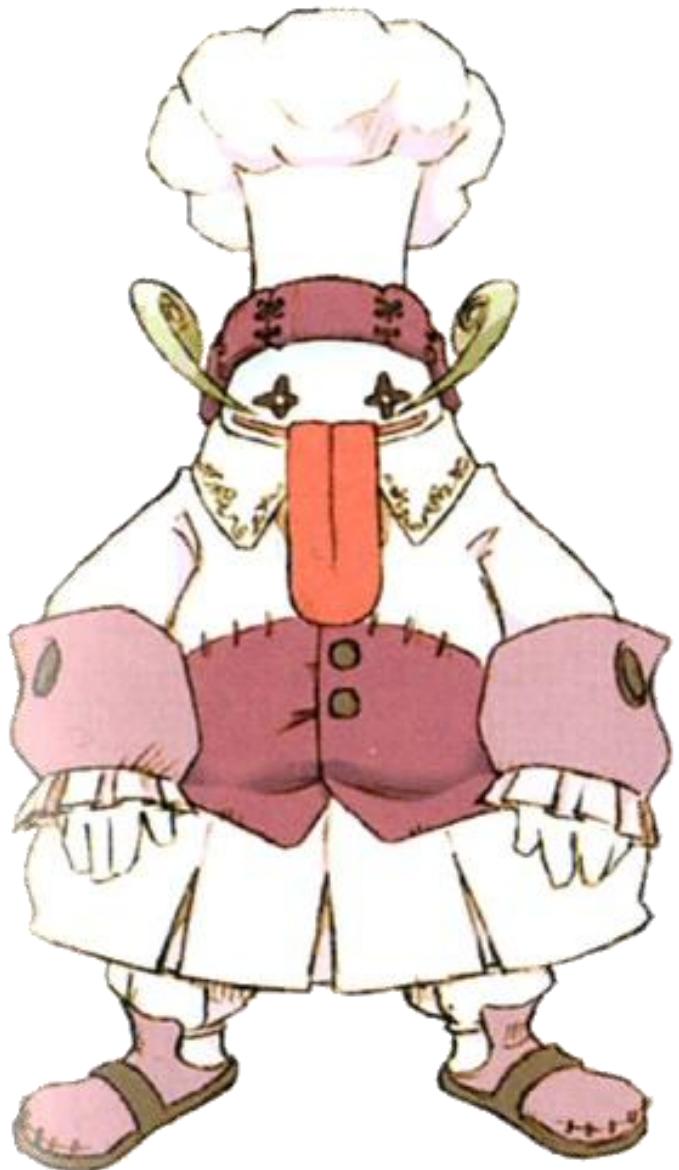
Job Proficiencies:

- +4 Cooking

Spoken Languages:

- Qu
- Common

Racial Interactions: Neutral



**Elves** are a tall, slender race of Hume-like people known for their flawless skin, pointed ears and statuesque height. These graceful wildwood dwellers come from the forests but have since adapted to more urban life. Elves believe they lay claim to being the oldest of Phendei's native sentient races – but this has since been disproven as records have shown more scale-like beings inhabiting the planes long before any others. Their slim physiques and elongated limbs are part of a successful adaptation to the land's various environments. It is said that their highly sensitive ears can discern the squeak of a field mouse from over a mile away.

Height: 6'0 – 6'10

Skin Tones: Pale White – Burnt Sienna

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Wind

Job Proficiencies:

- +2 Weaving
- +2 Hunting

Spoken Languages:

- Common

Racial Interactions: Neutral



**Ronso** are a race of muscular, anthropomorphic feline humanoids from deep within the snowy mountains of Bismarck and Ramuh. They are strong warriors known for their strong sense of honour and loyalty, as well as their pride and quickness to anger. While they are known to travel around the world as hunters and traders, they are very protective of their tribe grounds atop the peaks of mountains. Little is known of the goings on in their villages as outsiders are not often welcome, it can be speculated however that they favour strength based on their warrior-like appearances and mannerisms.

Height: 6'5 – 7'2

Skin Tones: Pale Blue – Deep Grey

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Ice

Job Proficiencies:

- +2 Commerce
- +2 Hunting

Spoken Languages:

- Ronson
- Common

Racial Interactions: Close to Hypello (regularly trade for fish and other sea dwellers)



**Hypello** are a race of amphibious humanoids that originated from the seas and shores of Levias. They speak with an interesting accent, evident that they have not yet mastered the common pronunciations of Phendei, often lisping any words with an ‘S’ as well as ending sentences with a questioning tone. They are highly agile in water but are not as nimble on dry land, however they do just fine in their daily lives and routines. When it comes to fishing as well as aquatic combat, Hypello are second to none, moving with a grace that can only be mimicked by a fish.

Height: 4'8 – 5'1

Skin Tones: Deep Blue – Swamp Green

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Water

Job Proficiencies:

- +2 Fishing
- No suffering negatives in Water

Spoken Languages:

- Hypelaean
- Common

Racial Interactions: Close to Ronso  
(regularly trade fish and other sea dwellers for goods and services)



**Jumi** are a colourful, unique race inhabiting Phendei, their origins are shrouded in mystery, nobody truly knows where they came from or what their purposes in life are, all that is known to this day is their more tragic past. Jumi have been known to have an incredibly unique control and connection with aether due to their cores; spherical, beautiful gemstones from which all Jumi life comes. It has been known that their cores hold an immense amount of magical power inside them, and it is for this reason that they were hunted to near extinction by the Bahatmans. To this day, they live in secret, keeping their cores hidden from the public eye in hopes of preserving their lifeline and aiming for longevity. It is believed that there are even still Jumi amongst us today, but there is no way of knowing for certain.

Height: 5'2 – 6'1

Skin Tones: Pale White – Dark Tan

Life Expectancy: ~200 – Years

Elemental Resistance: 5% Wind & Fire

Job Proficiencies:

- +4 Goldsmithing

Spoken Languages:

- Muse
- Common

Racial Interactions: Neutral



**YoRHa:** 300-years ago, 700-years following the end of the Great Magitek War, Au'Ra explorers uncovered a hidden Bahatman lab buried deep below the surface of Garuda. In these labs, they discovered sleek, humanoid machines resembling people. Seemingly activating in the presence of bystanders, these machines emerged from glass coffins, presenting emotions and confusion matching those of their discoverers.

Height: 5'2 – 6'1

Skin Tones: Pale Grey, Peach

Life Expectancy: Unknown

Elemental Resistance: 10% Electric

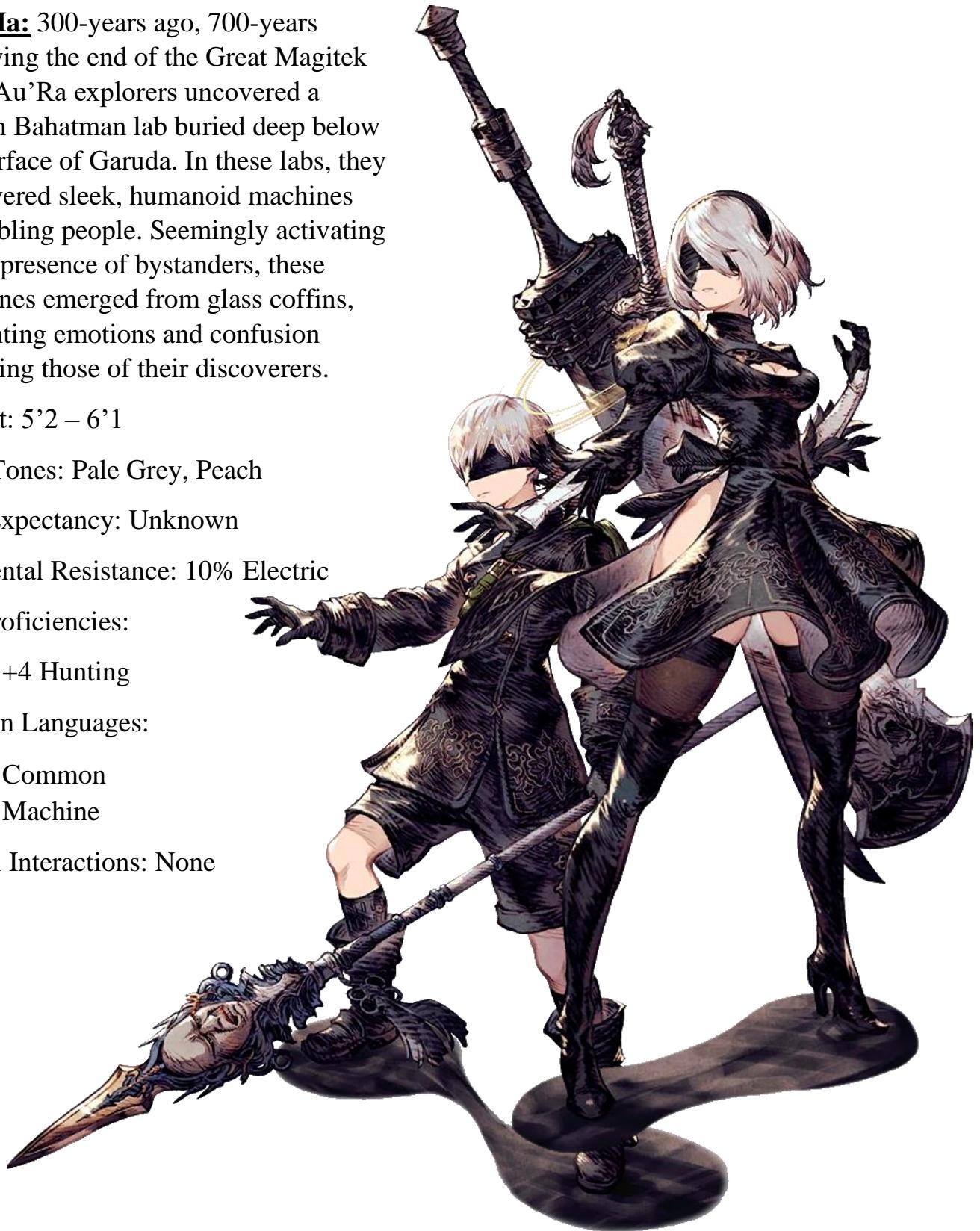
Job Proficiencies:

- +4 Hunting

Spoken Languages:

- Common
- Machine

Racial Interactions: None



**Miqo'te** are a humanoid, feline-esque race originating from the Badlands south of Garuda. Similar in only auricle and caudal, these flat-footed, furry individuals, speculative of being related to those of cats and even lions, their similarities stop there for their anatomy resembles that of a Hume above all else. Beginning their pilgrimages in smaller numbers, they have become one of the major defining races around Phendei to date. Their agile reflexes and fleetfooted statures make them excellent hunters and fisherman, and even better fighters and killers.

Height: 4'10 – 5'8

Skin Tones: Peach – Pale Grey

Life Expectancy: ~120 – Years

Elemental Resistance: 10% Wind

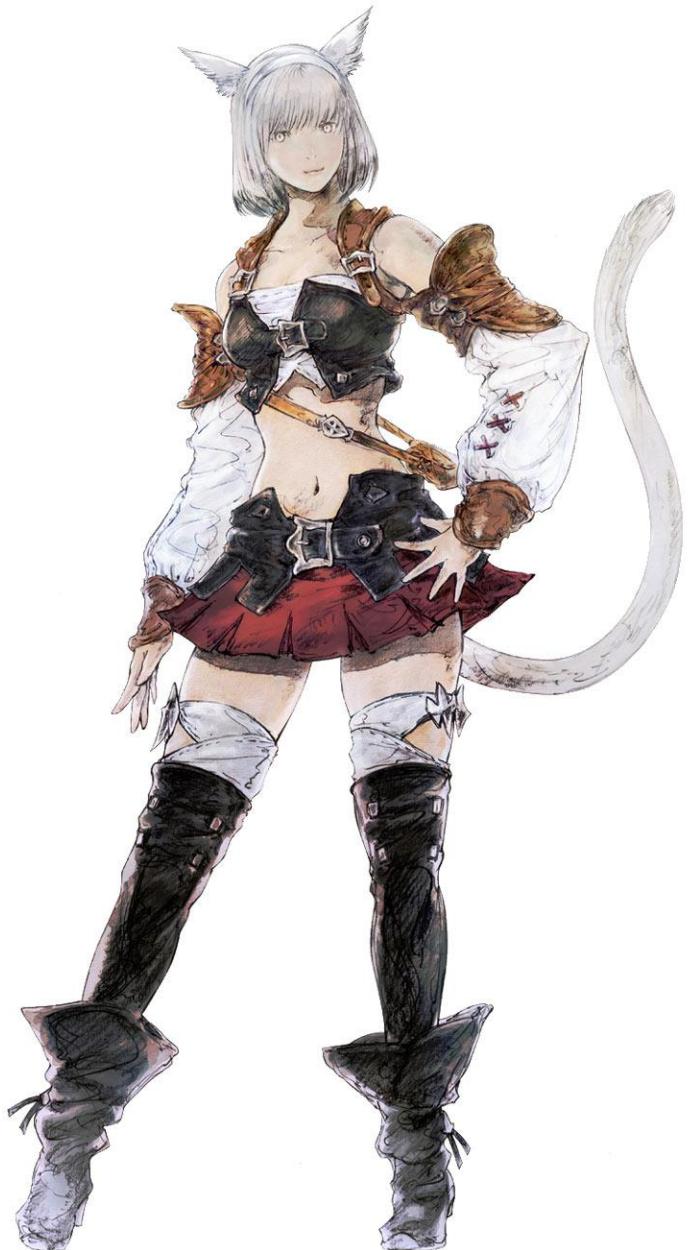
Job Proficiencies:

- +2 Hunting
- +2 Fishing

Spoken Languages:

- Common

Racial Interactions: Spitefulness towards Ronso (View them as Barbarians)



**Musicians** are one of the most interesting and mysterious races of people the world has ever seen. Their origins are entirely unknown as they do not speak in common tongues or much at all for that matter. It is believed that they are simply spirits of musings long past that appear at times of great emotional influence. In times of grieving or joy, Musicians are always seen within the vicinity of the people going through the influence but once the persons emotions begin to even out again, the Musicians disappear as quickly as they arrived. ***This race is unplayable.***

Height: 4'7 – 6'5

Skin Tones: Mixed

Life Expectancy: Unknown

Elemental Resistance: Unknown

Job Proficiencies:

- +100 Instrumental Performance

Spoken Languages:

- Muse
- Common

Racial Interactions: Neutral



**Pelupelu** are a race of childlike humanoids, resembling children, at least in size and vocal tones. Nobody has ever seen a Pelupelu's actual face before, they are always covered by some sort of head covering as well as goggles. They are very protective of their appearances and believe that if the world sees them for who they truly are, their lives will end, abruptly. Why they believe this has been recorded and mixed over the years, the closest being the thought that they believe when the world perceives them for who they are on the outside, their inner identity will die out and the outer will take its place. ***This race is unplayable.***

Height: 3'3 – 4'0

Skin Tones: Peach

Life Expectancy: ~160 – Years

Elemental Resistance: 10% Wind

Job Proficiencies:

- +20 Commerce

Spoken Languages:

- All known tongues

Racial Interactions: Neutral



**Moogles** are a very interesting race indeed. Nobody truly knows what they are as nobody has ever REALLY seen one before, there are stories where people say they have, but whenever they have recounted the experience, the appearances of the Moogles has always been different from story to story. At this point, they are just brushed off as an old wives-tale, stories of little woodland fairies that send travelers into the deepest depths of the world to get lost, all as a fun little game. ***This race is unplayable.***

Height: 1'3 – 1'6

Skin Tones: Unknown

Life Expectancy: Timeless

Elemental Resistance: 10% Dark, 10% Light

Job Proficiencies: None

Spoken Languages:

- All known tongues

Racial Interactions: Chaotic



**Bahatmans**, an evil race of death worshipping zealots. Viewed by the rest of the world as psychotic sycophants, these scaled, dragon faced humanoids serve the god of extinction, Bahamut. Believing their god to be only resting, regaining its strength for the day of reckoning, the day Bahamut shall rise again from the ashes and bring Phendei a swift, fiery extinction, leaving only the Bahatmans to remain and live out their lives in a pyroclastic paradise. After the Bahatman war, the last of the Bahatman war chiefs were sent fleeing back to the icy peaks of Bahatma, with their scaly tails between their legs, never to see the light of the East every again. Long has it been since any were seen by humanoid eyes, their appearances are only comparable to those put into historic logs and records. ***This race is unplayable.***

Height: 8'0 – 9'6

Skin Tones: Blacks, Grays, Deep Greens

Life Expectancy: ~300 – Years

Elemental Resistance: 10% Dark, 10% Fire

Job Proficiencies: Magitek

Spoken Languages:

- Bahamutian
- Au'Rean
- Common

Racial Interactions: Deep hatred for any and all non-Bahatman humanoids, especially Au'Ra.



## Character Class

All assortment of heroes and villains inhabit Phendei: cunning thieves, devious mages, titanic warriors, the works. Where your character race defines your basic appearances and natural talents, character class is your chosen vocation, the duty you've taken upon yourself in life, your disciplines.

**Primary Classes:** When creating your character, you will need to choose a base class as your starter, this will be the kind of fighter your character has become, the path they have chosen to walk in their lives. Whether that be a mighty warrior, a brilliant mage, or a tactile thief, you are given free access to choose that which makes your character the extension of you that you want them to be. Primary classes will be shown as the following:

**Archer**

**Marauder**

**Lancer**

**Thief**

**Thaumaturge**

**Red Mage**

**Mender**

**Summoner**

**Fighter**

The following pages will offer you insight about just what these classes truly entail, make sure to read through them thoroughly and understand them before making the final decision, it isn't an easy decision to make. Choose your career path wisely.

**Archers:** Holding his breath and deafening himself to the outside world, focusing on one singular point with unwavering concentration. The sound of bending wood creaks between his hands as the string is pulled taut, nocking a single arrow tightly as possible. All in an instant, the twang of the string echoes through the wood and the sound of flint piercing the air as the arrow soars through the forest, meeting its prey. His mark drops, unbeknownst to his presence, unsuspecting of danger. Whether a gunner, machinist or ranger, an archer is capable of taking down his foes from great distances without alerting them of his presence.

### **Ascension Classes**

**Ranger:** Grizzled archers who have spent their lives studying bowmanship. Excel in longbows and crossbows.

**Machinist:** Technological wizards specializing in both long-ranged firearms as well as Magitek.

**Gunner:** Quick, agile fighters who specialize in short-range firearms as well as short-melee weapons.



**Marauders:** An Au'Ra in plate mail grips his battle-axe tightly as he sprints towards a horde of goblins. A Ronso behind him, clad in leather braces herself with a broadsword and a kite shield. An elf ahead clashes with the horde, cleaving through them with a greatsword. All of these fighters are Marauders, a diverse group of defensive combatants capable of shrugging off blows and exchanging them just as well. Whether a warrior, dark knight, paladin or samurai, a marauder is capable of withstanding even the mightiest of blows to grant his allies a fighting chance.



### Ascension Classes

**Warrior:** Wielding greataxes, these men and women learn to harness their inner-beasts and overcome great obstacles.

**Dark Knight:** Clad in black steel, wielding greatswords, Dark Knights call upon the abyss to banish their foes and dissipate spells.

**Paladin:** To be a paladin is to protect those closest to you, wielding a broadsword and kite shield.

**Samurai:** Wielding curved blades from the Eastern most tribes, Samurai's are capable of both withstanding mighty blows as well as shattering their foes defenses.

**Lancers:** A young Hume sits quietly to herself, focusing on the tip of her spear. She calmly hums to herself whilst sharpening the end. A spearhead is a dangerous tool; however, it is just as delicate as it is deadly, it takes a vast amount of care and upkeep to maintain a spear such as hers in presentable condition. She is a Lancer, a deadly fighter trained in the art of the polearm.

Specializing in a polearm comes with great advantages; capable of breaking an enemy's lines without getting to close yourself and being able to expose critical, weak locations to maximize lethality of their craft. These mid-range fighters are a force to be reckoned with.

### **Ascension Classes**

**Dragoon:** Quick and light-footed warriors trained in the sacred arts of Wyrm hunting. Capable of jumping great heights and inflicting massive damage.

**Chocobo Knight:** Heavily armored pikemen who ride Chocobo's into battle. Capable of crushing the strongest of knights or quickest of mages.



**Thieves:** Low to the ground, biding his time, a Lalafell clad in leather and cloth hides in the shadows. Observing the late-night rabble, reading the passersby on the streets, he makes his mark. A wealthy diplomat walking alone, this time of night, in this part of town? A poor decision on his part, one that this Thief will capitalize on in due time. Thieves are clever and cunning ruffians with a talent for guile. Specializing in taking that which isn't theirs (yet) and silencing anyone who disapproves; trained in the art of murder and stealth, these light-footed deviants are not to be trifled with, unless you don't value that which you own.

### **Ascension Classes**

**Rogue:** Smart and devious thieves, capable of stealing more than just physical possessions. Rogues are able to create an advantage in combat.

**Ninja:** Silent, deadly, but above all else: patient. Ninja's have made a life for themselves, adopting the shadows as their own territory, they are able to kill without a trace.

**Dancer:** Graceful and elegant fighters capable of bolstering their party's spirits as well as ailing their enemies.

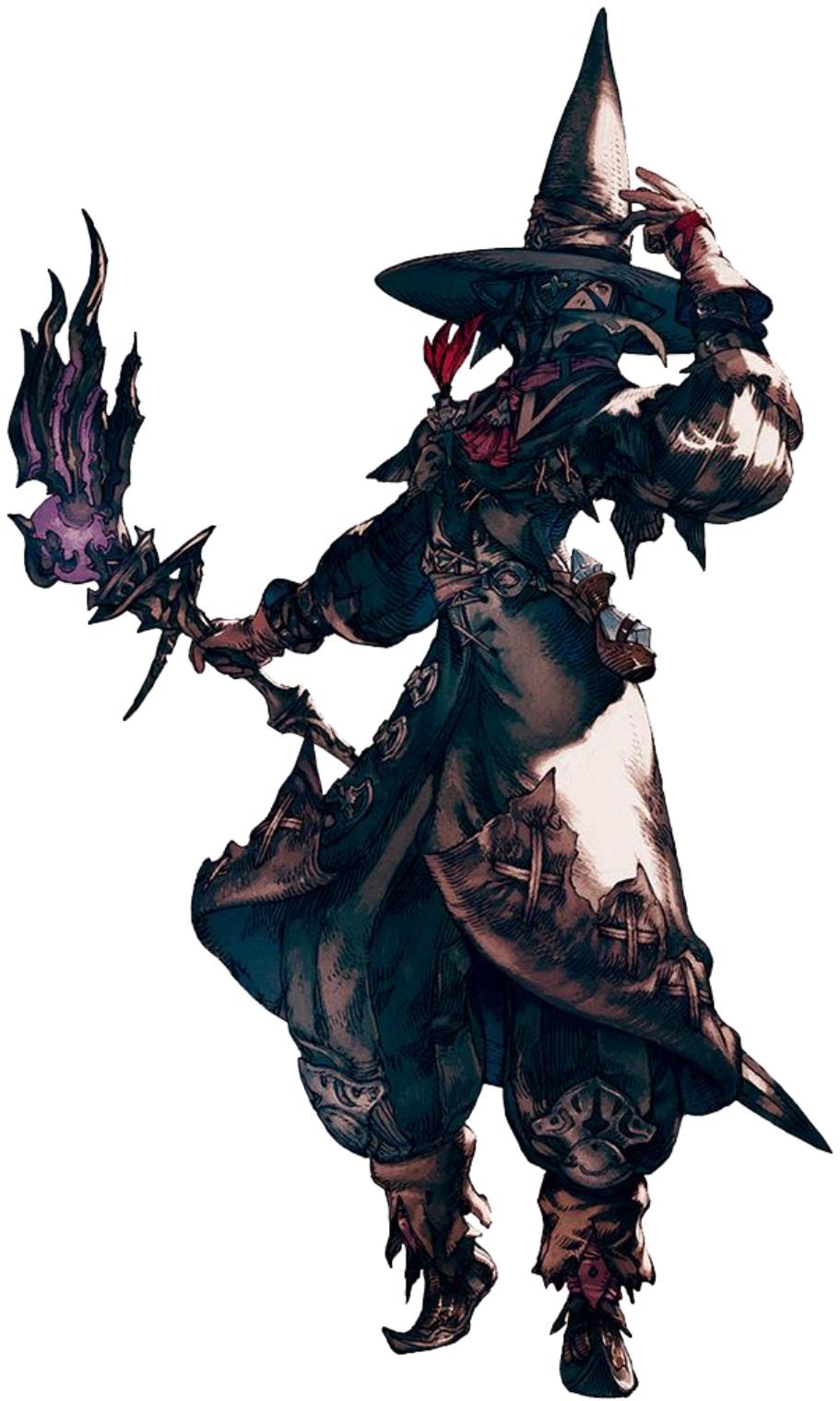


**Thaumaturge:** The dim glow of a maglight illuminates a dark corner of the Trinity Mage's College. The smell of bound leather and parchment soothes the mind of a Black Mage in training as they rifle through a tome. Cloaked in dark black robes, these masters of the arcane arts are brilliant and resourceful when it comes to the studies of aether. These well-educated academics live and breathe the arcane arts, not relying on the gifts or blessings of gods, they create their own destructive powers to decimate the battlefield, and their foes.

### **Ascension Classes**

**Black Mage:** Masters of the black arts, capable of casting the most powerful of destruction spells, whether that be a devastating earthquake or a splendid firestorm.

**Illusionist:** Skilled mages in the art of spiritual manipulation. These crafty conjurers are capable of creating mirror images of themselves and their allies, throwing their foes for quite the loop.



**Red Mage:** Surrounded on all sides by rabid dire wolves, a rapier in one hand and a soul gem in the other, a Red Mage Hume recites an incantation of conflagration. In an instant, quick as lightning, she shreds through her foes with ease, incinerating their remains as she moves with grace. She's a devastating fighter, capable of casting powerful spells of destruction as well as cleaving through her foes at close range, she's mastered her craft. Capable of handling any and all situations thrown their way, these skilled spellswards can do far more than handle themselves, they can carve you like a cake, or return you to ashes.

### **Ascension Classes**

Carmine Blade: Quick on their feet and furious with a rapier, these Red Mages have dedicated their lives to the blade.

Vermilion Hood: Sovereigns of Red Magic who have dedicated their skills and lives to the arcane arts.



**Mender:** A light patter of rain washes over the windows, sending a serene, calming sound through an otherwise silent hospital room. Wrapped in pale, gray robes, brandishing a large maple stave, a Hume sits by the bed side of a sickly child, incanting recovery magics to put an end to their suffering and heal their illness. This young woman has sat day and night by this child's side, accelerating their recovery any way that they can, putting them above all else, for this is the way of a Mender. Skilled in the healing and aiding arts, these magical medics are capable of curing the most crippling of wounds and reinvigorating the ill.

### Ascension Classes

**White Mage:** Masters of the recovery arts, White Mages are able to heal the deepest cuts and the deadliest of afflictions.

**Green Mage:** Virtuoso's of the augmenting arts, Green Mages are capable of not only enhancing their ally's greatest skills whilst weakening their foes as well.



**Summoner:** Holding high a bangle of gold and crimson with the mark of a demon on its crest, a young Elf summons the destructive power of Ifrit, conjuring flames of obliteration, preparing to sear the flesh of any who would be foolish enough to challenge him. Summoners are studiers of the ancient arts of communion, interacting and conjuring the powers of ancient gods to destroy their foes and guide them in their pilgrimage to enlightenment. Whether they commune with Ifrit to manifest a mighty conflagration or they commune with Shiva to bring forth an endless winter for their enemy, Summoners are powerful wielders of primal forces that could turn this world over.

### **Ascension Classes**

**Devout:** Creating unbreakable bonds with their summons, Devout are able to manifest power avatars of their gods to inflict their wrath on their foes.

**Evoker:** To give oneself in all entirety to their god is the power of an evoker, melding their worldly form with that of their god to bring forth a manifestation of their newfound godly abilities.



**Fighter:** A tall hume woman strides through a blizzard, draped in fur and hefting her broadsword. She remains stoic as she marches up to a frost ogre who dared challenge her. Clenching her hilt in one hand, keeping her other free for maneuverability and balance, she closes the distance more and more, never wavering, staring directly into the eyes of her attacker, deep down, relishing the moment she gets to plunge her blade through it's belly. Fighters are defined by a willingness to never back away from a fight and live for uneven odds to bring true excitement to the battlefield. They are not to be trifled with.

### **Ascension Classes**

**Warrior of Light:** Divine knights specializing in defense as well as mystical powers. An even balance of defense and power.

**Onion Knight:** Though their name may sound silly, do not let it fool you; Onion Knights are one of the deadliest and most skilled warriors in the world.



**Pseudo Classes:** As you embark on your journey, you and your character will grow together, obtaining newfound strengths and abilities to better further themselves on this epic quest you have put them on. Stronger attacks, stronger defenses, more potent spells, things to keep you and your parties alive and kicking. This will help you shape yourself over time, however that will not be the limitation to your power. In the world of Phendei, there are other unique and amazing classes to find, strange and exotic fighting forms forgotten to time or never even recorded in the annals of history, giving you a chance to coin these untouched abilities. Once you have discovered one of these art forms, it is necessary to find a teacher of some kind, whether that be a living, breathing example or just the writings in the texts. Learn everything you can about these new powers and add them to your own. Each player will be allowed to choose one Pseudo class to add to their repertoire of abilities and powers. Pseudo classes will be shown as the following:

**Arithmetician**

**Mime**

**Assassin**

**Alchemist**

**Mascot**

**Gambler**

**Blue Mage**

**Saint**

**Monk**

**Trigger**

**Beastmaster**

**Mediator**

**Vouchsafe**

The following pages will offer you insight about just what these classes truly entail, make sure to read through them thoroughly and understand them before making the final decision, it isn't an easy decision to make. Choose your pseudo goal wisely.

**Arithmetician:** These are a unique type of mage as well as combatant, combining magical castings as well as altering the power and effects of certain kinds of spells and abilities. They can perform all forms of miscalculations or modifications of how a spell is cast or how effective it truly is, not a simple task but something that is almost unheard of in this day and age. This ancient form of magic was far too risky as it was too difficult to control or predict, thus it was abolished for just how dangerous and destructive it could end up being.

### **Origin**

Northern Bismarck, Angelo

### **Creator**

Sanju Mithsantsi, Elf



**Mime:** Mimes are...unique to say the least. They rely on copying the abilities of their other party members using their special skill, "Mimic." They come down as one of the most unique and complex classes to play by far, especially since at most they rely on a level of skill mastery that their allies would have. Mimes behave in an uncommon and deviant way to others, dressing in exotic, strange ways to stick out but to also conceal their own appearances. If played right, Mimes are some of the most powerful fighters around.

### **Origin**

Central Garuda, Galefront

### **Creator**

Uyi Fayi, Lalafell



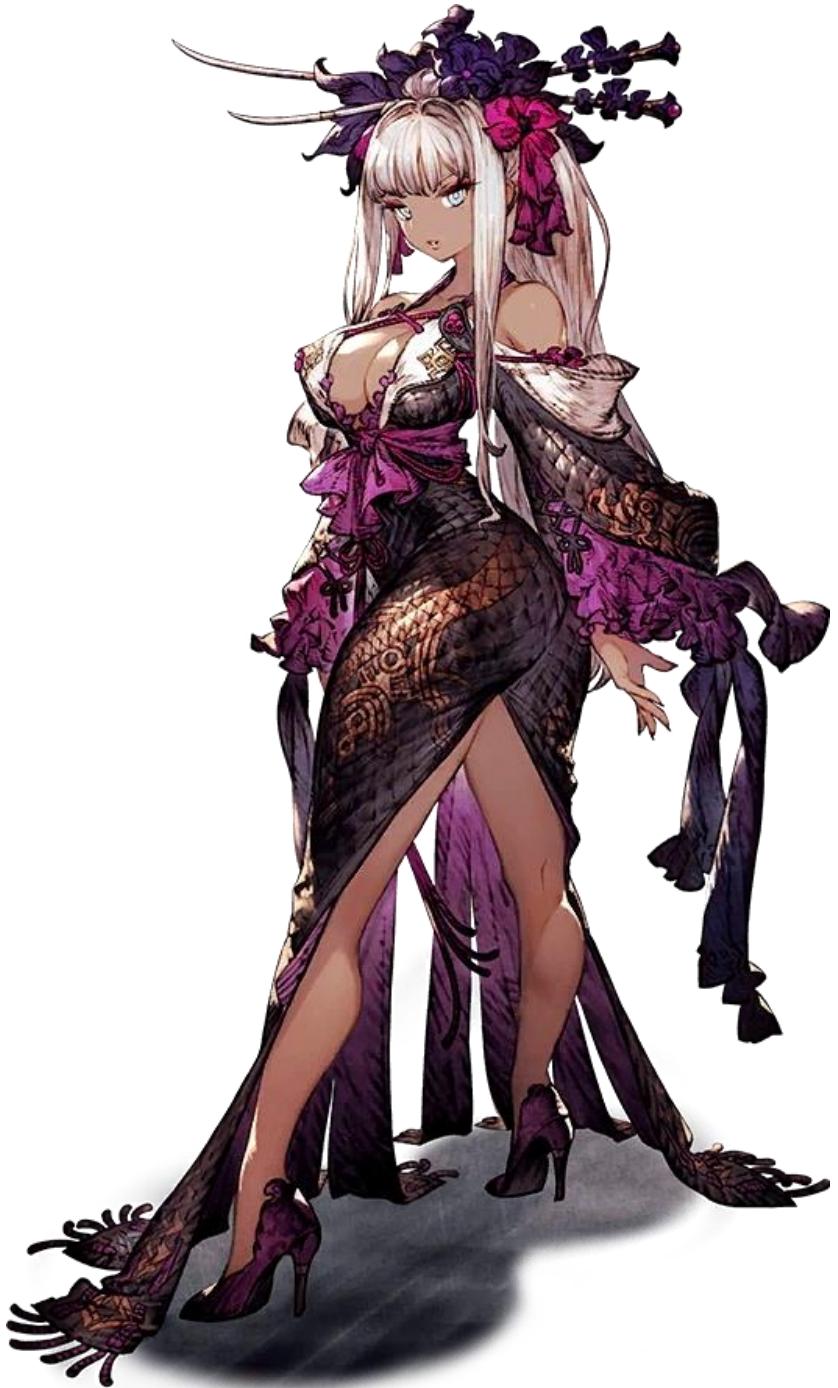
**Assassin:** Assassins are masters of just that, assassination. They can conceal themselves in darkness and blood, able to break through even the most well protected defenses and secrets to guarantee their targets death, no matter how clever or gruesome it may be. Known for their unique skill, “Blood Pact” where they can secure a target and themselves are in eternal combat, that only the assassin and their target can interact with each other, without any outside interference.

### **Origin**

Southern Pandemona, Diablos

### **Creator**

Unknown



**Alchemist:** Alchemists are masters of brewing and crafting, able to make almost anything from nothing, a regular MacGyver of sorts. Capable of making explosives, tinctures, poisons, the works, whatever the scenario is in need of. Not capable of any true combat, whether physical or magical, they protect themselves with their concoctions and potions.

### **Origin**

Western Garuda, Guan-Xi

### **Creator**

Oranda Kurosaki, Au'Ra



**Mascot:** Is it ever truly a team or party without their trusty mascot? Mascots have the ability to become an almost driving force of inspiration for their allies, aiding their powers and driving them to better themselves through the power of cheers and dances, something cute to keep everyone's spirits up. Mascot have an interesting form of fighting power, gaining their skills and abilities from the different outfits they wear.

### **Origin**

Southern Pandemona, Elvoret

### **Creator**

Unknown



**Gambler:** A level of deception that makes your opponent walk away without their life's savings, fooling them out of everything and walking away with your head held high. This is just how a Gambler works, but you may ask how they defend themselves? Well, simply through deception. Gamblers have a unique artifact bound to their person, a special set of dice that dictate theirs and their enemies' fates, a soul binding contract that leaves all decisions to chance and nothing more. Praying to the god of fates and gambling, Gigantuar.

### Origin

Western Valigarmandi, Shade

### Creator

Golden Snake, Lalafell



**Blue Mage:** Seen as a walking joke and insult to the magical communities, Blue Mages have a very special form of magic they access. Without having special magics to follow like Black and White Mages, blue mages create and learn their magics where most convenient or advantageous. Learn by doing is their main motto, they see a monster using some unique ability against them, they try to learn themselves.

### Origin

Central Garuda, Galefront

### Creator

Manson Montgomery Marthal Morrigan Munson, Hume

*\*This may be your starter class, but you will not be allowed another Pseudo if you choose it*



**Saint:** Saints have an interesting combination of using divine magics as well as close range sword combat. They don't so much have a communion with the gods much like summoners do, but they can definitely pay into their teachings and understand what it means to commune with them and how to connect. Saints can imbue themselves with borderline godly power to strike their foes down with divine justice.

### **Origin**

Unknown

### **Creator**

Unknown



**Monk:** To give up oneself to a life without want or need, without desires or demands, they live very humble lives, usually as hermits. Monks have cast aside the world as it is, they've cast aside all mortal desires and stick to the basics of discovering themselves deep down and relying on their inner spirit to carry themselves. They have an earth-shattering level of determination and are able to break even the hardest defenses with a simple jab or thrust.

### **Origin**

Unknown

### **Creator**

Master Yang Fang Leiden, Hume



**Trigger:** A form of combat that has been shamed and hated for decades by the rest of the world, a type of battle that dates as far back as the Bahatman war, used exclusively by Bahatmans with ancient, forbidden technologies they've used for domination. It is still believed that in Alexander, there are still hidden constructions of these technologies being remade, stronger and deadlier than ever but hidden from prying eyes.

### **Origin**

Northern Bahatma, Alexander

### **Creator**

Storming Divine Kallen, Bahatman



**Beastmaster:** To have an absolute command over the wild animals of the world is what it means to be a Beastmaster. Beastmaster's are able to tap into their inner most primal instincts and speak to creatures on an emotional, 1 on 1 basis, getting to know their deepest desires and dreams: befriending them and forming mighty bonds.

### **Origin**

Mountains of Western Ramuh,  
Zazan

### **Creator**

Zazan Ronso, Ronso



**Mediator:** Diplomats can often be the most unsavory, unpalatable snobs the world has ever seen, they are uppity, loathsome, and selfish, nobody can stand them, not even a bandit or sometimes even a monster. Mediator's embody what it truly means to be the worst thing known to mankind: a politician. Change laws and roles to benefit yourself and turn the tides of battle.

### **Origin**

Central Ramuh, Levin

### **Creator**

Caelthas Ravus, Hume



**Vouchsafe:** Aetherically attuned artisans skilled in the powers of Magicite, the principal in which all aetheric understanding stems from. These orphic pioneers have a thorough understanding of the fine line between Auracite and Umbracite, the 2 sides of aether that create all, and are able to tap into these powers to give themselves or their allies incredible advantages against their foes, manipulating the elements themselves into compressed, solid forms and using them as mighty weapons. At the start of a Vouchsafe's journey, they specialize in a study of Auracite (Light Attuned Aether) or Umbracite (Dark Attuned Aether). However, as they go further on their journeys, they have been known to master both and break the balance.

### Origin

Southern Diablos

### Creator

Unknown



**Geomancer:** With the power to shape the lands around them or destroy them just as easily, Geomancers are artisanal masters of rock and stone. Equipped with powerful bending abilities handed down by members of the Gaisesque Tribe, these Gaia shaping craftsmen are faithfully bestowed with the powers of the lesser Earth god, Titan. These craftsmen are just as menacing as they are skilled in their craft, for just as easily as they bend the stone could they break every bone in your body.

### **Origin**

Northern Valigarmandi

### **Creator**

Khaladan Gaisesque



**Stygian:** Wielding the darkness as a blade, Stygians are capable of severing the ties of life and death from their foes. Manipulating darkness around themselves, these cold-blooded killers are capable of ripping through even the heaviest of defenses, even turning their foes very shadows against them and weaponizing them to stab their masters in the back. Stygians are not to be trifled with, if you have the misfortune of coming in contact with one, you'd best hope the light is on your side.

### **Origin**

Central Bismarck

### **Creator**

Unknown



## Character Role

Most of the classes in Phendei specialize in one of the 3 different types of class roles that function in combat: You have your Attackers who are known for shelling out large amounts of damage whilst struggling to defend themselves; you have your Defenders who are made to take a beating and protect their allies while lacking in major power; and you have your Supports who are known for healing as well as aiding the party and crippling your foes. If your group has a multiple of 3, it's always a good idea to cover all your bases to guarantee efficiency.

Attackers: The classes who shell out the most and will be your primary forms of damage in combat. The following classes fall under Attacker:

- Archer Tree
- Lancer Tree
- Thief Tree
- Thaumaturge Tree
- Summoner Tree
- Assassin
- Arithmetician
- Trigger
- Beastmaster
- Fighter Tree
- Stygian
- Geomancer

Defenders: The classes who will be your wall and primary form of defense against your foes. The following classes fall under Defender:

- Marauder Tree
- Monk

**Supports:** The classes who will do everything they can to keep you and your allies alive whilst making the enemy wish they never met you all. The following classes fall under Support:

- Mender
- Summoner Tree
- Mediator
- Vouchsafe

The rest of your classes will fall under either a Free-Range role tree or can play as multiple in general. The following classes fall under Free Range:

- Red Mage
- Mascot
- Mime
- Alchemist
- Blue Mage
- Gambler

From these lists, there are a huge list of potential ways to play through this world, you can mix and match as you see fit and see what feels most comfortable for you. Don't feel restricted to playing just as the person may appear in conversation with NPC, don't feel like you need to reflect personalities you see or need to follow a particular play style, you are free to play as you would feel comfortable, everyone is unique and no 2 players will be alike.

# Ability Scores and Job Mastery

## Ability Scores

After choosing your race and class, the next step in character creation is to determine your ability scores and your job masteries. Six different stats dictate how you perform in battle and how well you carry yourself in a combative way. These stats will prove a basic description of your characters physical and mental prowess. Are you muscular and wise? Knowledgeable and charming? Quick and aggressive? Your Stats define those qualities – your strengths and weaknesses.

**Strength (STR):** Measures your physical prowess. It is important for hand to hand and physical combat such as melee weapons or just your fists.

- Melee attacks are based around STR.
- Lancer, Marauder and Trigger skills rely around STR.

**Magic (MAG):** Measures your magical prowess. It is important for casting Black magics and can affect your imbuing and even enchanting.

- Black magic and Red magic are based around MAG
- Thaumaturge, Red Mage, Summoner and Arithmetician have skills that rely on MAG.

**Defense (DEF):** Measures how hard you can be hit to reduce to minimal amounts of damage. It's important for your Defenders to keep them in action.

- Most guarding and defending abilities rely around DEF.
- Marauders and Monks rely heavily on DEF for their skills and powers.

**Spirit (SPR):** Measures the potency of your White and Green magics, it controls how well you heal your allies or how hard your white spells hit and even contributes to your magical defense, how hard you can shrug off spells.

- Magical Defenders, White Mages and Green Mages rely on SPR.

**Dexterity (DEX):** Measures your quick movements and dexterous actions such as projectiles and quick, stealthy attacks. It is important for some Attackers to rely on DEX.

- Ranged and Stealth based classes will rely on their DEX for their abilities.
- Thieves, Archers and Assassin's will rely on DEX the heaviest.

**Hitpoints (HP):** Measures how much damage you can take before falling in battle. Your health being the best way of listing this, all classes will rely on HP to keep themselves alive.

**Mythical Power (MP):** Is a magical, fate altering power that can aid you in the direst of times, all characters will start with 1 MP at the beginning and will unlock more MP as they level up more. 1 point of MP can be used and will take an entire session to refresh, but it can be the make or break to save your life in the face of eminent death. MP will allow a reroll or a guaranteed save.

To roll for your primary stats, make sure you read into the class you have chosen and make sure you are aware of some stats they prioritize and see what bonus they may already start with, as most Attackers and Defenders will not start with the same stat lines. Once you have sorted this out, you can get to rolling.

To roll for your stats, you will be rolling a single d6 for each stat increase and add your results to the stat of your choice, you will repeat this process until your STR, MAG, DEF, SPR and DEX have been filled out. MP will not be a stat you can roll for. The only thing that will increase MP will be story progression as well as level ups and/or prestige.

## Job Mastery – Shapers & Collectors

In the world of Phendei, combat and war are not the only things that people do in their day to day lives. There are some who even detest any form of violence altogether and stick to lives working the lay of the land and making a decent living for themselves. A handful of working skills will be incorporated into your character and will even be affected by the race you have chosen.

**Crafter:** A class set around making things from basic materials you may find in the wild. Something like a leather guard or even something made from wood, you could make a stick, a bowl, or something more extreme like a cart or a boat even.

**Botanist:** Someone who prides themselves on the use of plants and berries they may find in the world, or even their own farms. Someone who is able to know what is or isn't safe, what you can get from different things as well as familiarize yourself with the natural world around you.

**Blacksmith:** Having an innate level of skill with forging cruder, stronger metals to create heavy implements and tools, even armour. Whether you are making swords or chest plates, you have some flexibility to your craft.

**Miner:** Knowing where to find the rarest of metals or even gemstones and crystals, you have a more skilled understanding of mines and cave systems where you can find both the most efficient way of travel and even the best wealth hunting.

**Goldsmith:** Creating jewelry and decorations are your go to. Beautiful gems and rare decorative metals to make only the most beautiful accessories, some of the best money making around if you have the right materials and know the right people to sell to.

**Commerce:** Knowing how to buy and sell in even the most intense and cutthroat markets. Making a living off selling the goods you or a friend makes or even buying something common in one town and selling it for a profit in a place that it's uncommon or incredibly rare.

**Cooking:** Only incorporating the best and rarest ingredients to make the perfect meal for anyone. It could be you and your friends having the best meal of your lives or potentially selling your recipes to high end restaurants for a hefty price.

**Weaving:** Whether you are using rare silks and cloths that you made yourself or weaving in rare materials from monsters or creatures you have found, you are a master of creating clothes and potentially even imbuing magical properties into the threads themselves.

**Hunting:** Knowing where your next meal may be coming from, knowing what the next big game you are going to take down is, finding that rare Behemoth King horn in mint condition to retire on. You know what battles to pick and what you will be taking down next.

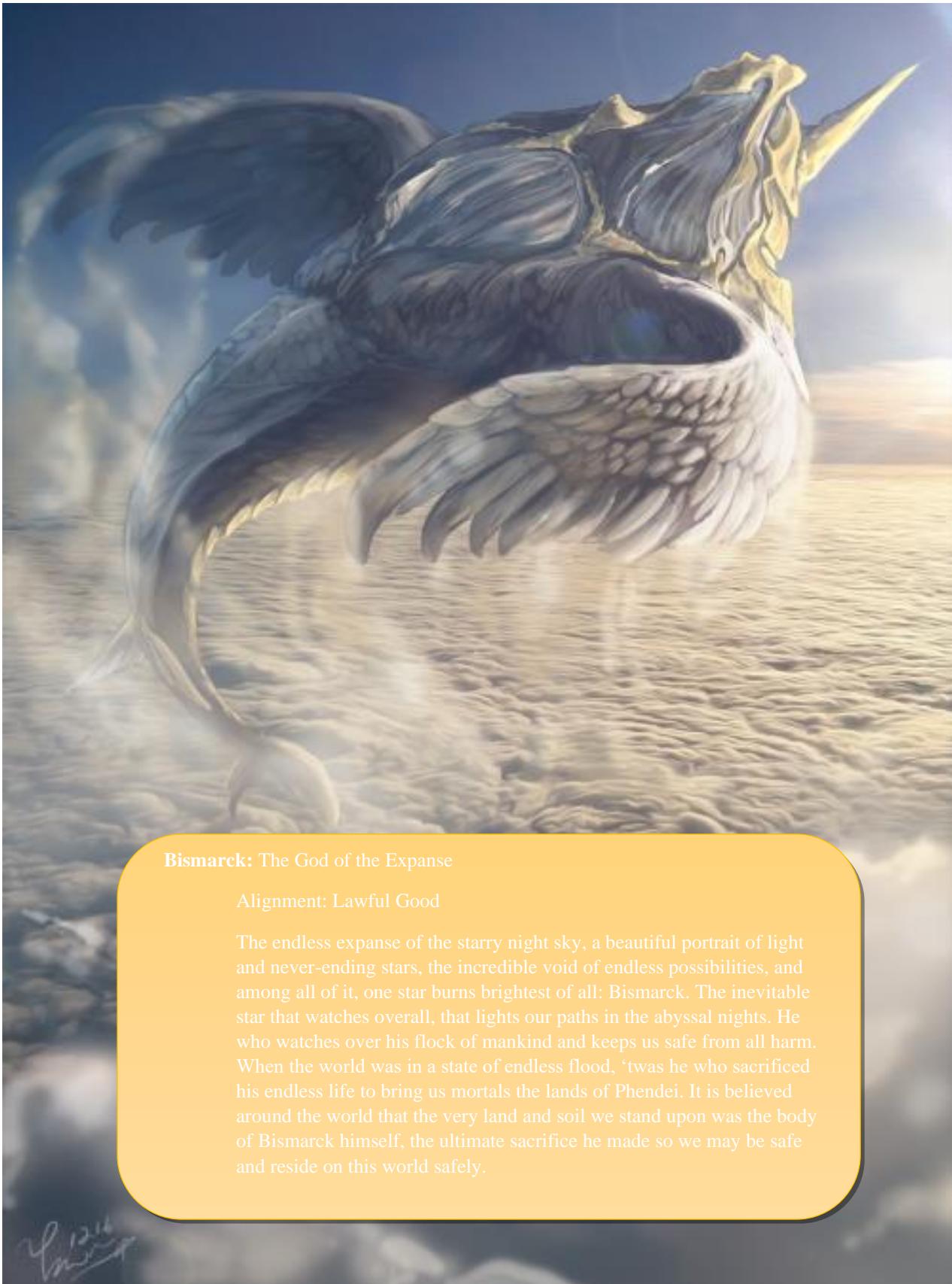
**Fishing:** Nothing beats the thrill of a good, honest day's fish. The soothing sound of the waves, the cool breeze from the water rushing through your hair, that rich, pungent smell of fish filling your lungs. Makes a good living and great food too!

# Gods, Divines and Their Devotee's

## The Gods and What They Stand For

In the world of Phendei, there are those who exist at the pinnacle of all creation, beings of unimaginable power that look over the world and their flocks. Forces of nature that embody the very fabrics of the world and its elements. Many of these gods are loving and nurturing to their people, they watch over and protect us at many turns of life.

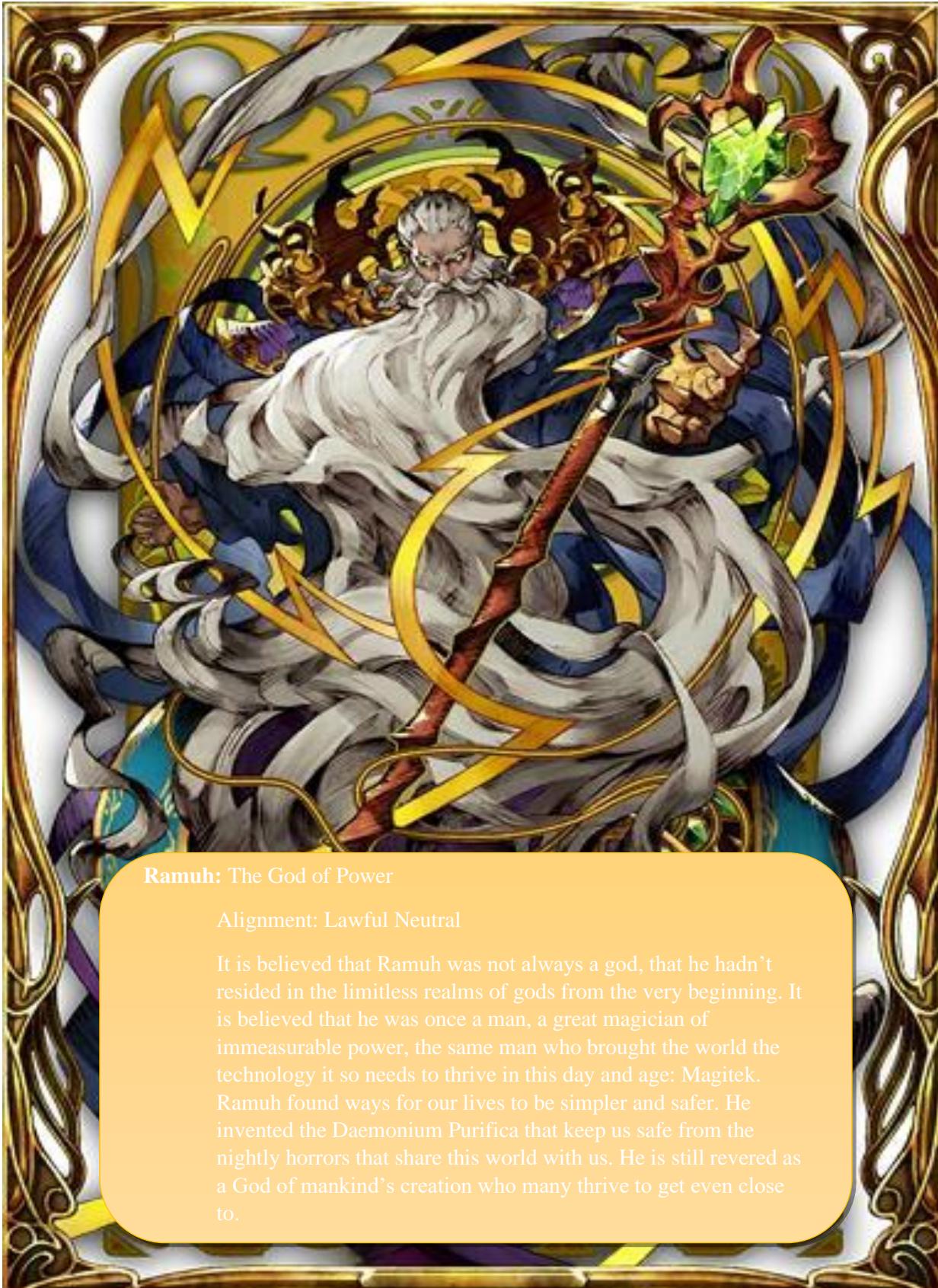
- Bismarck, God of the Expanse
- Ramuh, God of Power
- Leviathan, God of the Sea
- Garuda, God of the Wind
- Shiva, God of the Tundra



**Bismarck:** The God of the Expanse

Alignment: Lawful Good

The endless expanse of the starry night sky, a beautiful portrait of light and never-ending stars, the incredible void of endless possibilities, and among all of it, one star burns brightest of all: Bismarck. The inevitable star that watches over all, that lights our paths in the abyssal nights. He who watches over his flock of mankind and keeps us safe from all harm. When the world was in a state of endless flood, 'twas he who sacrificed his endless life to bring us mortals the lands of Phendei. It is believed around the world that the very land and soil we stand upon was the body of Bismarck himself, the ultimate sacrifice he made so we may be safe and reside on this world safely.

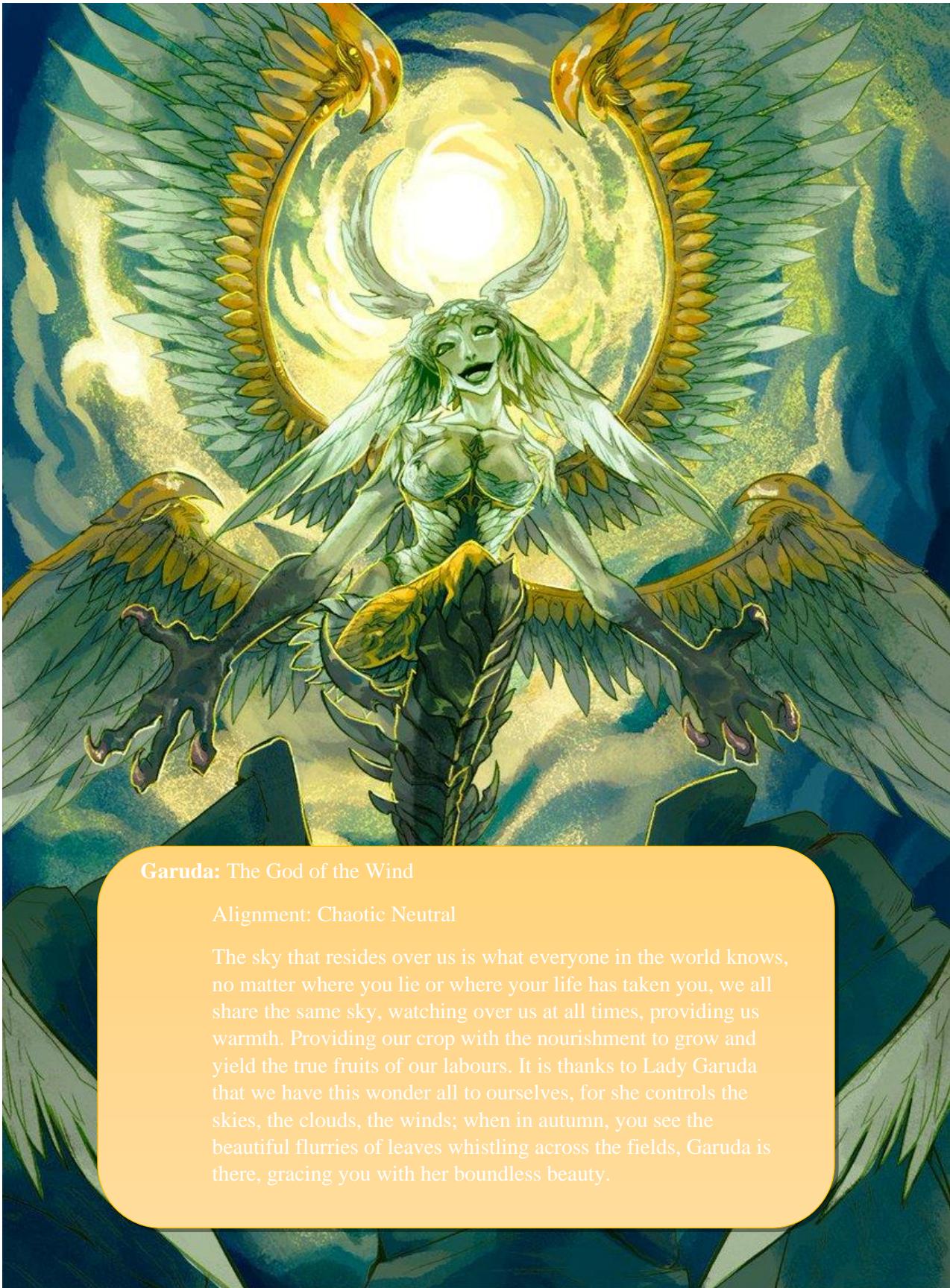




### Leviathan: The God of the Sea

Alignment: Chaotic Neutral

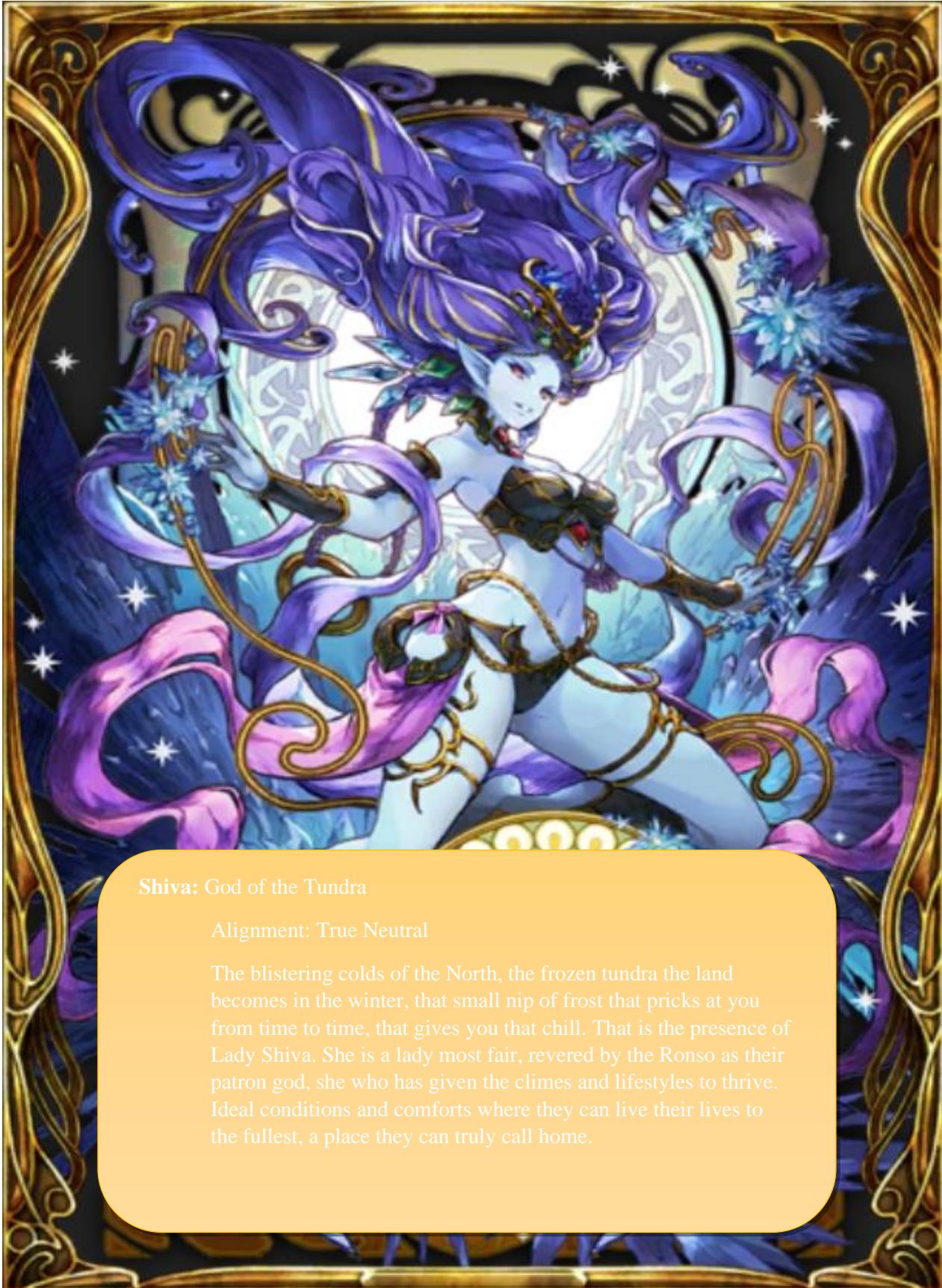
The sea, for as far back as history has gone, has been feared and adored by the entire world. It is the bottomless abundance where many thrive and live from. Where we receive the nourishment and life-giving foods Leviathan so kindly gifts to us. The seas are what give our Magitek the power to power our barriers, to power our forges and homes. It is thanks to Leviathan that we have the means to the power that so protect us each passing day. But do not take Leviathan as a loving or forgiving god, for the sea is chaotic and violent, 'twould so simply swallow you whole as it would provide your family with comfort.



**Garuda:** The God of the Wind

Alignment: Chaotic Neutral

The sky that resides over us is what everyone in the world knows, no matter where you lie or where your life has taken you, we all share the same sky, watching over us at all times, providing us warmth. Providing our crop with the nourishment to grow and yield the true fruits of our labours. It is thanks to Lady Garuda that we have this wonder all to ourselves, for she controls the skies, the clouds, the winds; when in autumn, you see the beautiful flurries of leaves whistling across the fields, Garuda is there, gracing you with her boundless beauty.



Among these gods, there are also those who are not so loving nor caring, gods who believe in power and destruction, who we do not fully understand ourselves.

Whether they are friend or foe, there have never been any forms of concrete evidence whether they cover one side or not, of course people will come up with their own assumptions.

- Ifrit, God of the Inferno
- Carbuncle, God of Light
- Diabolos, God of Darkness
- Gigantuar, God of Luck



**Ifrit: God of the Inferno**

Alignment: Chaotic Neutral

The sun, that which gives our world the warmth it needs to truly thrive, that which grants us the kind, comforting warmth that breathes life into us, every passing second. He grants us safety, but not always. For the fires he brings can be equally as destructive as they are aiding, it all depends on the scenario. Many Summoners are known to draw upon his power as the sun is a driving force of limitless strength.



**Carbuncle: God of Light**

Alignment: ???

There is little to be said about the young god that is Carbuncle. There are some who believe her a beautiful young maiden; then there are those who believe her no more than a small child, graced with immense power without a means of use. Carbuncle is not a god who has been known to commune regularly with common folk, but there are those who claim to have spoken with her before, and they would always say the same thing; they heard a small voice calling out for a friend, but when they would try to respond, it was gone as quick as it arrived.



**Diabolos: God of Darkness**

Alignment: ???

There are those who believe that when discussing the powers of darkness, they speak of deep, ancient evils who should not be called nor dwelled upon, but this isn't always the case. For Light cannot exist without Darkness and vice versa, they are elements that go hand in hand, but there isn't much to be said about Diabolos either. No one knows how Diabolos aligns herself, but they do know that her power is great, and they all try their best to not get on her bad side.



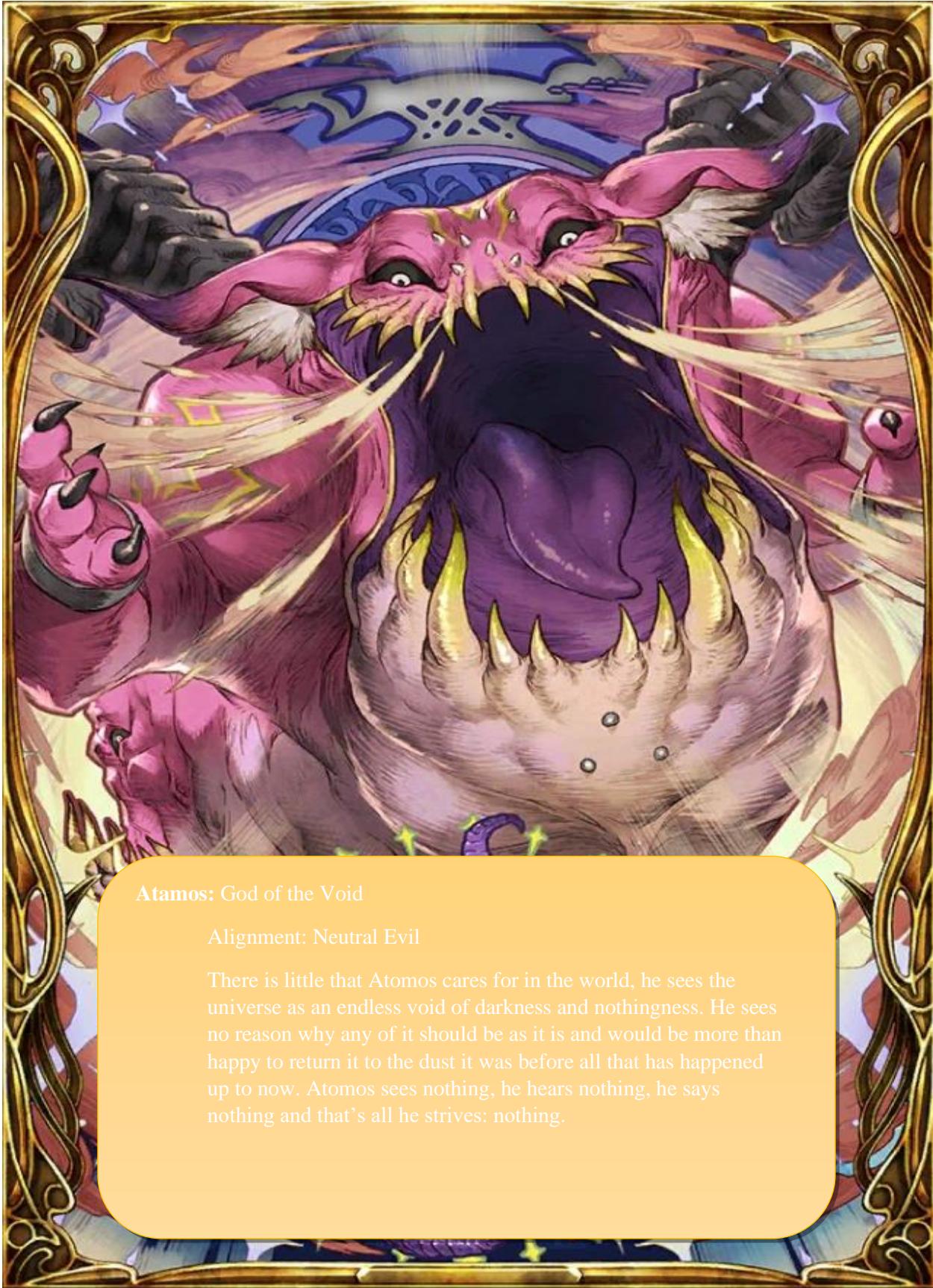
**Gigantuar:** God of Fates

Alignment: True Neutral

Gigantuar, whom some believe to be nothing more than a joke, a faux god gamblers, brigands and mercenaries pray to, nobody knows if he is truly real. It is believed that, since Cactuar's exist in points of fated encounters, whether for better or worse, there is some form of connection. And with how these encounters seem so organized, there must be one in charge calling the shots, right? Or maybe it's just happenstance, nothing can be truly said about Gigantuar except for the fact it's up for debate.

Following these gods, there are some who do not look over us endearingly. They do not care for our well-being, nor do they care for our survivability and safety as a race. There are gods who see us as less an underling and more of a virus, a plague infesting the corpse of their brother who died to let us grow, like a fungus. There are some who revere these gods, but they are not allies of society.

- Atomos, God of the Void
- Pandemonium, God of Destruction
- Barhandelus, God of Manipulation
- Bahamut, God of Extinction



**Atamos:** God of the Void

Alignment: Neutral Evil

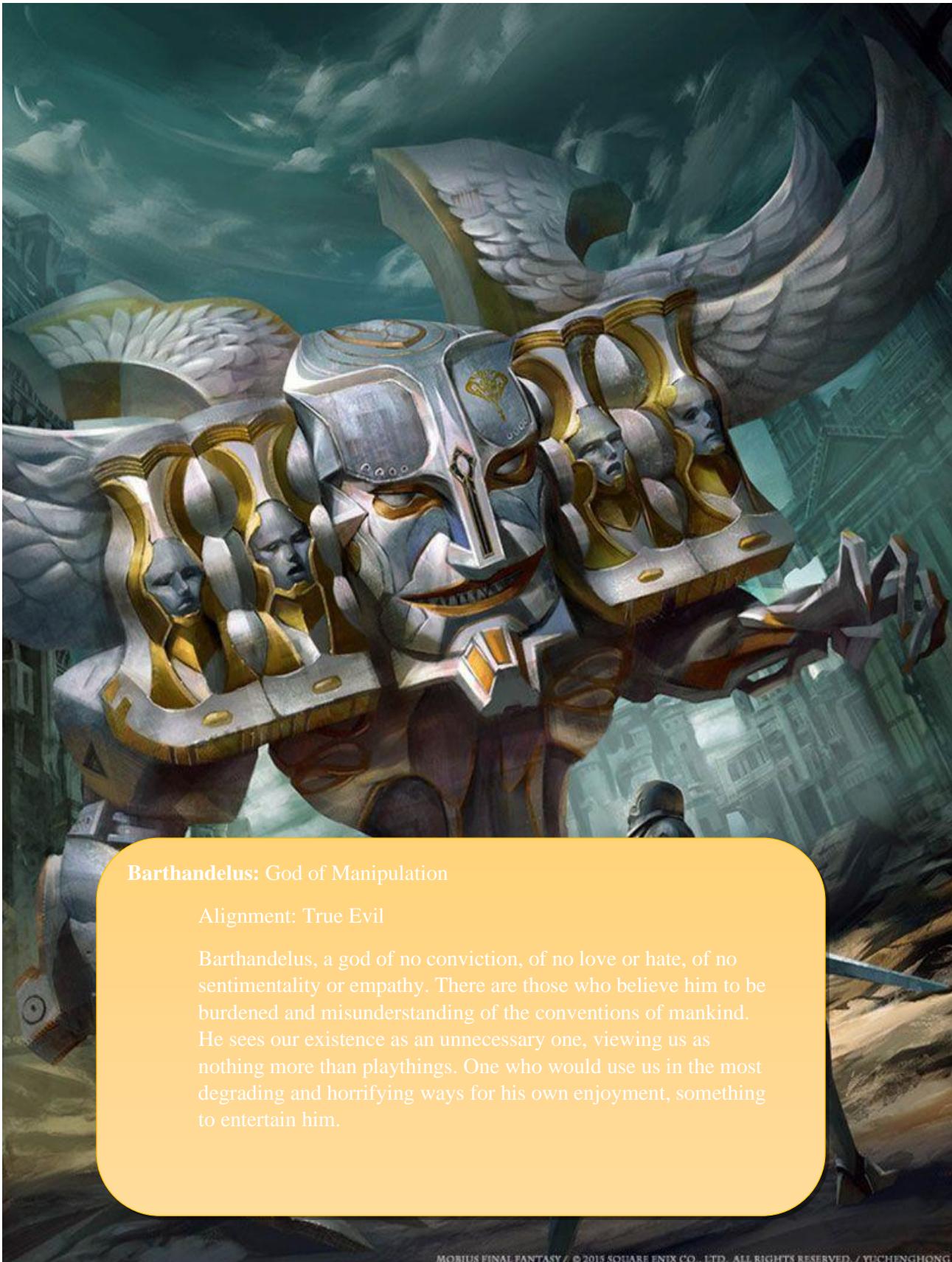
There is little that Atamos cares for in the world, he sees the universe as an endless void of darkness and nothingness. He sees no reason why any of it should be as it is and would be more than happy to return it to the dust it was before all that has happened up to now. Atamos sees nothing, he hears nothing, he says nothing and that's all he strives: nothing.



**Pandemonium: God of Destruction**

Alignment: Neutral Evil

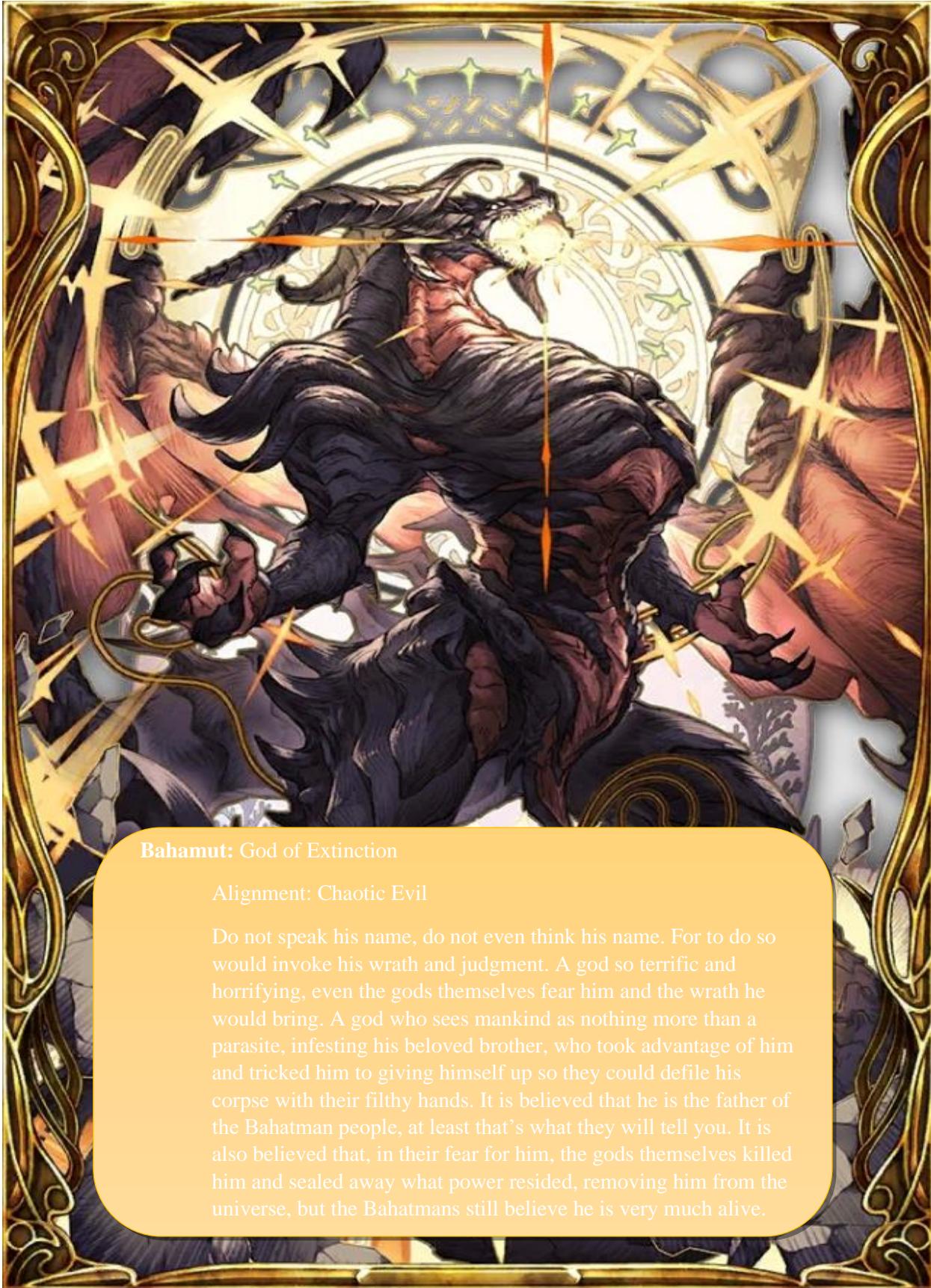
Before all we have now, the universe was in chaos. A swirling vortex of entropy, there was no rhyme or reason. Creation, annihilation, destruction into creation, an endless cycle of devastation, happening over and over again to the very ends of time. But something changed, something happened that created the universe as we see it now, something that has put a terrible taste in Pandemonium's mouth, she wishes for nothing more than to return to those times, no matter the cost.



**Barthandelus: God of Manipulation**

Alignment: True Evil

Barthandelus, a god of no conviction, of no love or hate, of no sentimentality or empathy. There are those who believe him to be burdened and misunderstanding of the conventions of mankind. He sees our existence as an unnecessary one, viewing us as nothing more than playthings. One who would use us in the most degrading and horrifying ways for his own enjoyment, something to entertain him.



**Bahamut: God of Extinction**

Alignment: Chaotic Evil

Do not speak his name, do not even think his name. For to do so would invoke his wrath and judgment. A god so terrific and horrifying, even the gods themselves fear him and the wrath he would bring. A god who sees mankind as nothing more than a parasite, infesting his beloved brother, who took advantage of him and tricked him to giving himself up so they could defile his corpse with their filthy hands. It is believed that he is the father of the Bahatman people, at least that's what they will tell you. It is also believed that, in their fear for him, the gods themselves killed him and sealed away what power resided, removing him from the universe, but the Bahatmans still believe he is very much alive.

## The Divines

There are some who believe the divines to be demigods themselves, people of great power who have lead mankind in the past to greatness. Natural born leaders with incredible power who could stand against all odds and come out atop, unscathed. Divines are praised and revered in this time even, many great warriors who fought valiantly with their own unique talents to shape the world to what it has become now, leaving a legacy that has lived on for generations.

**Ultima:** A great mage who founded the lands of Ramuh over a millennium ago. A great and powerful Magus with unimaginable power, who drove the fell beasts of the East from the lands of Phendei and protected his people. Some believe he was a descendent of Ramuh himself, but that was just an old wives' tale. One day he ventured out into the mountains of Striking, seeking enlightenment, but he never returned. Some believe he went to join the gods in their realms, as nobody ever found sign of him, but that was all nothing more than wishful thinking.

**Alexander:** Once the greatest inventor the world had ever seen, Alexander was a common household name, taught in schools across the land. A great and brilliant man with a brain the size of Phendei itself. Most Magitek you see these days exist thanks to his brilliance. A man who saw the hardships and struggles of everyday life and orchestrated incredible inventions, vast machines of great power, but with that level of power and his level of curiosity, his inventing lead him to more devastating, horrific machines. He invented destructive, violent, deadly machines that laid waste to many across the lands, whether 'twas his intention or not. Though the days of Magitek warfare are long gone, there are still those who fear the potential for another. His death is still shrouded in mystery, but there are beliefs that he tried to become one with his machines and never truly succeeded.

**Syldra:** Syldra was the greatest pirate who ever lived, sailing all known seas, and travelling every known corner of the world. In the beginning she was nothing more than a cutthroat and a brigand, she had her fair share of raids and killing, but it was not why she went into the world of pirating. Since she was little, she wanted to see the world, all of it, she would rule her own fleet one day and sail to every corner of the globe, and she did just that. From humble beginnings to nothing short of a grand admiral, Captain Syldra ruled the seas. Any last sign of her was in southern Levias, from the town Syldra, named after her. Apparently, she was going to sail south to meet Leviathan himself, but she never returned, many believe she took on too much and ended up in a watery grave.

# Personalities, Interactions, Appearances & Backgrounds

Final Fantasy Tabletop is a game of fantastic and heroic extremes, filled with legendary heroes, horrific monsters, powerful gods and obdurate villains. The character that you create and play needs only a few personality traits that you can use as a roleplay key or guide to help immerse yourself in your role. Complex and unique backgrounds that give life and meaning to who you truly are, deep down. These aren't required as a jumping off point as it is also common to flesh out who you truly are as your adventure unfolds.

A typical tabletop adventure offers more than dozens of different opportunities and events that can help mold who you are, they can shape you into who or what you truly are. Events like this can rear their heads typically in 1 of 3 ways: social interactions, decision points and dire straits. This chapter will direct you through these 3 points of development by posing you with several common examples you may come to face. If you have your personality in mind then you do not need to read this section, but it is still recommended to give you some insight. This section is here solely to inspire thought of creativity.

## Social Interactions

When you communicate with non-players outside of combat or dire situations, you may be trying to convince or influence the individual you are interacting with. That is a social interaction. Maybe you are persuading someone to sell you something for a lower price or maybe you are trying to convince a band of thieves to allow you passage without unnecessary bloodshed. Your DM will play any and all Non-Player Characters, discussing with you on their parts while you and the players decide a course of action, even speaking in character.

*How are you perceived in social interactions?*

Cheerful?      Talkative?      Reserved?

Charming?      Witty?      Relaxed?

*How optimistic are you?*

Enthusiastic?      Hopeful?      Despondent?

Pessimistic?      Self-assured?      Brooding?

*How trusting are you?*

Gullible?	Open-minded?	Skeptical?
Suspicious?	Naïve?	Trusting?

Taking these key points into consideration can help you truly flesh out how you act in any kind of situation. If you are struggling to create a personality for yourself, circle 2-3 of these from each line and use those as focal points for who you are, deep down. They can help provide you with a basis.

## Decision Points

Adventurers come face to face with difficult or complicated choices all the time, it's part of who you are, they can build or break character in any way, shape or form. Your personality can usually aid you in coming up with a necessary decision depending on the situation at hand. Do you threaten the shop keep instead of bartering? Do you bash the bandit's heads in for even looking at you? Do you parley with the king or smash down the front gate and wage war on the kingdom itself? When the party is struggling to decide a course of action, how do you respond?

*How assertive are you?*

Humble?	Adaptable?	Commanding?
Timid?	Easygoing?	Impatient?

*How conscientious are you about following the rules?*

Fastidious?	Pragmatic?	Dutiful?
Honest?	Flexible?	Wild?

*How empathetic are you?*

Kind?	Stern?	Thoughtful?
Protective?	Hard-hearted?	Oblivious?

## Dire Straits

Sometimes, the most memorable or impactful events that truly test the alignment of a character, the strongest forms of character building are the ones that present themselves in the direst of situations. How you retort to an evil Black Mage

threatening you and your friends, how you act when saving a total stranger while putting yourself in harm's way, are you someone who fights back at first chance, or do you turn and run? Do you stay calm and calculated or do you respond with petty insults or even a catch phrase? Every battle, hazard or any other dire situation offers opportunities for deep roleplaying, especially if the event tends to go south. When you are put into this situation, how are you going to respond? Are you following a code? Your heart? Do you walk to the beat of your own drum?

Knowing how you act and how you respond in any kind of situation are the key most important points to hashing out who you are, as both a character and a player. They shape you into who you think you are or who you want to become. Nothing builds true character like the world shaping you with its cruel, dark secrets.

## Apearance

How would you describe your character, at least how they appear in your mind? Are you tall, short, or average height? Solid and muscular or lean and wiry? Male or Female? Older or younger? These decisions will not typically have a major impact on gameplay, but they may affect how you, the player, or even your party members think about and interact with you.

On pages 4-5 you are given a brief description of the different races that reside in Phendei. It is common to create a character that is above or below average in size and weights. You should also decide on how your skin tone, hair and eyes appear; this will help draw a more detailed picture to your party members. Most races typically follow the typical spectrum of human skin tones, but some races will follow less traditional colour palettes, such as a stony gray skin or even multicoloured eyes. You should also consider some different features that help distinguish your character from the rest. Maybe you have an inborn defect or an odd birth mark or maybe you received a scar in an earlier time in your life. Jewelry, clothing, tattoos, hairstyles, how you carry yourself – one unusual feature from the list provided could help your character truly stand out in the other players' minds.

## Background

Your character's background often stays just there – in the background. What's most important about your character and their upbringing isn't something from the past, it's where you go and what you do in the course of your adventures. Even so, thinking about your birthplace, family and upbringing can help you decide how to play your character.

Here is a list of potentials to look into when writing your background:

- What made you become an adventurer?
- How did you become the class you are? Maybe if you are a Thaumaturge you came from a wealthy scholarly family that wanted you to carry on the family name? Maybe you were just interested and wanted to further your understanding of magics?
- What was the most memorable thing in your past that happened to you? Was it a wonderful memory involving your family or a friend? Maybe it was something traumatic that haunts your character to this day?
- Do you have a family and if so, do you still stay in contact? What does your family think of you or what you have become? Are you doing this for them?

Take all of this into consideration to truly hash out a character that is not only unique to you, but someone you will have the most fun playing. In the end, that is all that matters most, if you're having fun with it.

# Languages and Racial Interactions

## Language

There are many different races and people who inhabit Phendei, people who come from all different corners of the world who speak their own unique forms of dialect. Every race has a language that is specific to them, but you will find most people in the world speak 1 key language they all understand: Common.

**Common:** The language is just that, it is the most universally spoken language on Phendei. It is simple to both learn and understand, deriving from basic English, it is what the parties will come most in contact with.

**Au'raean:** A very unique and almost beautiful language, Au'ra are able to converse with one another in a unique way using light hisses and air-based sounds to communicate, very similarly to how a snake would hiss.

**Qu:** Qu speak in a very odd way with one another, to the untrained ear they may hear Qu making the oddest of squeaking noises to each other, but it is a very special dialect that only they can hear. It takes a very long time to understand Qu, but once you get the hang of it, it is almost musical.

**Ronson:** Ronso have a very aggressive and almost violent language. It consists of grunts, roars, burps, and yawps in their speech. Most cannot usually tell if a Ronso is conversing with them or just struggling after a bad lunch.

**Hypelaean:** Non-Hypello have never been able to speak or understand Hypelaean before in the past, it is said that they can only be understood underwater and that they communicate by sending sound through current, but most still speak common.

**Bahamutian:** Bahatman's speak in a very magical way, bending the aether around them to making tones and cries, each word filled with an ancient kind of magic. It is both beautiful as well as terrifying and none have ever heard it themselves and then passed on the word.

Each language is unique in its own way, playing the race of your choice will allow you to speak both common as well as your native tongue. It is common to be polylingual in Phendei, it's usually encouraged.

## Racial Interactions

Most of the people of Phendei have been able to come to a certain common ground when speaking with each other. People understand that there are far more complicated forces to deal with and far bigger problems in the world than race alone. However, like always, there are some that do not follow the status quo of fir equality. Following this are a list of common interactions any adventurer may come across and it is important to prepare themselves for the signs:

**Au'ra and Bahatman:** Most of the world no longer see the Bahatman as allies of man, they hardly see them as equal friends or even acquaintances anymore. But there are some that hate them far more than most. Au'ra have never been able to see eye-to-eye with the Bahatman, seeing them as almost a usurping race of reptiles. They almost see them as flawed, but this is a two-way street. The Bahatman who see themselves closer to the god of Extinction, Bahamut, king of Dragons, see the Au'ra as nothing more than lesser, almost "wanna-be" lizard folk, a failed race made in man's image, lacking that which made them truly divine. It is a feud as old as time, and when the war broke out, the Au'ra were the first to retaliate.

**Qu and Lalafell:** This is a more entertaining feud that these races have with each other. It is believed that long ago the Qu and Lalafell were the best of friends, the closest allies of any of the races, they would share their homes and villages, living together in graceful harmony. Even the kings and queens were able to find jovial enjoyment out of each other. All was right as rain, but something changed one day. No one can say for sure what caused it, but all of a sudden, they were no longer on speaking terms, in fact they started barring each other from major points in their homes.

**Ronso and Hypello:** These 2 get on like a great big house on fire, they practically treat each other as extended family. Hypello love fishing and hunting in the deep waters but due to their physique, they do not thrive in the wicked cold of the north and are not able to enjoy the cuisines the cold has to offer. Ronso are masters of the cold but due to their sizes and furs, struggle to do any form of water-based hunting, which is difficult when they love fish as much as they do, so both races leaders came to agreements for trade and they've been the best of friends since.

## Conclusion

Congratulations! If you have reached this page that means you have completed all the steps to creating your character for your playthrough of *The World of Phendei*. Let us go through a recap to remind ourselves of what we have covered!

- You chose your race
- You chose your class
- You assigned all of your primary stats
- You looked through the class path and figured out where you were headed
- You familiarized yourself with the gods and divines of the world
- You learned about social interactions
- You were able to come up with an appearance for yourself
- You wrote a detailed backstory, making you, the player, a unique character
- You learned about decision points, how to carry yourself and how you would like your character to fit in and interact with the world around them
- You learned about the different languages of the world and how people are able to converse with one another
- You learned about a brief history that some of the races have with each other, knowing what to expect from certain parts of the world

Now that you have all of this set and ready, you are ready to move on to the next most important step of all: learning to play the game!

## Chapter 2: Gameplay

Before we go any further, it's important to understand the use of the core mechanic and how it applies to every aspect of the game.

Every spell, skill, ability and feat in the game is keyed to one of your 5 primary stats (ATK, MAG, DEX, SPR, DEF.) You resolve any and all actions by making different kinds of **rolls and checks**, all of which use the same core mechanic: roll a d20, add the modifier and announce the final value. The DM will then compare the results of your roll against a set value or a target, the **Challenge (CL)** of the test, task or action that you are attempting. All CL values will be set by the DM; for example, a Mind flayer typically has a SPR rating of 100 and climbing a sheer cliff face may have a DEX rating of 90. Rolling to surpass these values will allow you to overcome the task at hand.

### Action Rolls

This format will consist of 3 different forms of CL rolls and checks: combat rolls, action rolls and job rolls.

If you are trying to engage a Barbarian with an axe, you are making an ATK roll against the barbarians DEF rating; if you are casting Fira at a Flan, you're making a MAG roll against the Flan's SPR rating; if you are sidling along the edge of a building, you are competing your DEX with the DEX rating of the feat itself. The best way to always remember what it is you are doing is to read the ability or spell type that is listed on the ability or spell list. Physical will be DEF rolls, Ranged will be DEX rolls, Magical will be SPR rolls.

### Modifiers

A modifier is any number that adds or subtracts from your die roll. The most commonly used modifiers are based on your stats specifically. A **bonus** refers to a positive value. If a feat you have gained grants additional potency to a fire spell, you add that to your roll. A **penalty** is the opposite: it will always grant a negative to the roll.

Part of creating your character is figuring out where and what your checks apply to and what modifiers they receive, the following are some examples:

- Your bonus from your weapon proficiency if you are instigating an attack
- Your bonus from your job skill
- Special bonuses from your feats or the equipment you are wearing
- Bonuses that apply to the circumstances of the roll itself (Environment, the enemy you are fighting, advantage, etc.)
- Penalties that apply to the circumstances of the roll itself (Your target is covered, you are attacking while prone, environment, etc.)

Your modifiers reflect everything about you that is relevant to the task at hand: your training, competence and native strengths and weaknesses. Your d20 represents luck, fate, fortune and even unpredictable opportunities or sudden distractions. Anything can happen in the heat of battle; many events people cannot foresee; your die represents these outcomes.

## Passives

Over time you will start to learn and pickup new skills, innate talents that become second nature to you. With new experiences and challenges that you face, you start to become more skilled at dealing with them, almost becoming jaded to certain situations and knowing how to cope or handle them better than you used to and even most other people. These skills are called passives, static or innate abilities that will trigger or take effect for every passing minute, not something you would have to willingly activate like an ability or a spell. Think of it almost as a permanent aura surrounding you, invisible to those around you, but a part of you, nonetheless.

## Spells and Abilities

As an adventurer, it is important to be able to not only handle yourself but be able to defend yourself whenever things go south. Maybe you were impeding on a monster's territory or a group of bandits decided to try their luck with you; when these scenarios rear their ugly heads, it is paramount that you make them regret ever trying to pull one over on you. Most inhabitants of Phendei have learned to defend themselves in most situations, it's a dangerous world out there, and for all you know, your next day could be your last. Over time, as you become more experienced with these battles and these situations, you will begin to hone your skills as a fighter, learning more and more strategies and abilities to defend yourself, ways to guarantee yourself a winning edge. The following are the spells and abilities that specific base classes will learn as time goes on:

# Final Fantasy Spells and Abilities

## Black Magic

### Level 1

#### **Fire \* Fire**

Potency: 50 | Cooldown: 0 | Target: 1

*“Deal Fire damage to 1 enemy”*

#### **Thunder \* Thunder**

Potency: 50 | Cooldown: 0 | Target: 1

*“Deal Thunder damage to 1 enemy”*

#### **Blizzard \* Ice**

Potency: 50 | Cooldown: 0 | Target: 1

*“Deal Ice damage to 1 enemy”*

#### **Aero \* Wind**

Potency: 50 | Cooldown: 0 | Target: 1

*“Deal Wind damage to 1 enemy”*

### Level 4

#### **Fira \* Fire**

Potency: 70 | Cooldown: 2 | Target: AoE

*“Scorch the enemy party”*

#### **Thundara \* Thunder**

Potency: 70 | Cooldown: 2 | Target: AoE

*“Electrocute the enemy party”*

### Level 7

#### **Blizzara \* Ice**

Potency: 70 | Cooldown: 2 | Target: AoE

*“Freeze the enemy team”*

#### **Aerora \* Wind**

Potency: 70 | Cooldown: 2 | Target: AoE

*“Blow away the enemy team”*

### Level 8

#### **Firaga \* Fire**

Potency: 100 | Cooldown: 5 | Target: AoE

*“Incinerate the enemy team”*

#### **Thundaga \* Thunder**

Potency: 100 | Cooldown: 5 | Target: AoE

*“Overload the enemy team”*

### Level 9

#### **Blizzaga \* Ice**

Potency: 100 | Cooldown: 5 | Target: AoE

*“Glass over the enemy team”*

#### **Aeroga \* Wind**

Potency: 100 | Cooldown: 5 | Target: AoE

*“Send sky high the enemy team”*

## Level 10

### **Water \* Water**

Potency: 90 | Cooldown: 1 | Target: 1

*"Deal Water damage to 1 enemy."*

### **Stone \* Stone**

Potency: 90 | Cooldown: 1 | Target: 1

*"Deal Stone damage to 1 enemy."*

## Level 12

### **Firaja \* Fire**

Potency: 70+50 | Cooldown: 0/5 | Target: AoE

*"Scorch with ever-growing flames"*

## Level 14

### **Osmose \* Non-elemental**

Potency: 25 | Cooldown: 2 | Target: 1

*"Drain life from 1 enemy"*

### **Bio \* Dark**

Potency: 40(20%) | Cooldown: 0 | Target: 1

*"Poison your foe with dark toxins"*

## Level 17

### **Comet \* Non-elemental**

Potency: 200 | Cooldown: 6 | Target: AoE

*"Unleash cosmic judgment on your foes"*

## Level 19

### **Watera \* Water**

Potency: 110 | Cooldown: 3 | Target: AoE

*"Overwhelm your foes with water"*

## Level 20

### **Stona \* Stone**

Potency: 110 | Cooldown: 3 | Target: AoE

*"Crush your foes with a landslide"*

### **Thundaja \* Thunder**

Potency: 70+50 | Cooldown: 0/5 | Target: AoE

*"Obliterate foes with devastating shocks"*

## Level 23

### **Blizzaja \* Ice**

Potency: 70+50 | Cooldown: 0/5 | Target: AoE

*"Freeze with an ever-growing blizzard"*

## Level 25

### **Aeroja \* Wind**

Potency: 70+50 | Cooldown: 0/5 | Target: AoE

*"Buffet with a relentless monsoon"*

### **Death \* Dark**

Potency: 10% | Cooldown: 4 | Target: 1

*"Condemn your opponents to damnation"*

## Level 27

### **Waterga \* Water**

Potency: 130 | Cooldown: 5 | Target: AoE

*"Drown your foes in a crushing torrent"*

## Level 29

### **Stonega \* Stone**

Potency: 130 | Cooldown: 5 | Target: AoE

*"Splatter your foes with Earthen might"*

### Level 30 – Black Mage

**Flare \* Fire (Reduce Fire 30%)**

Potency: 350 | Cooldown: 8 | Target: AoE

*“Parch your foes with the Sun’s fury”*

### Level 33 – Black Mage

**Dark \* Dark**

Potency: 110 | Cooldown: 3 | Target: 1

*“Choke your opponents in darkness”*

**Bioga \* Dark**

Potency: 80(30%) | Cooldown: 2 | Target: AoE

*“Disease your foe with rot”*

### Level 37 – Black Mage

**Quake \* Earth**

Potency: 350 | Cooldown: 8 | Target: AoE

*“Invoke the wrath of the Earth”*

**Tornado \* Wind**

Potency: 350 | Cooldown: 8 | Target: AoE

*“Eradicate your foe with a hurricane”*

### Level 40 – Black Mage

**Ultima \* Non-Elemental (25% Ignore)**

Potency: 400 | Cooldown: X | Target: AoE

*“Unleash God-like Magical Force”*

### Level 45 – Black Mage

**Impact \* Dark**

Potency: 200 | Cooldown: X | Target: AoE

*“Weaken your foes with dark forces”*

### Level 50 – Black Mage

**Doomsday \* Dark (25% Ignore)**

Potency: 500 | Cooldown: X | Target: ALL

*“Erase all that is and was”*

### Level 60 – Black Mage

**Flare II \* Fire (Reduce Fire 50%)**

Potency: 450 | Cooldown: X | Target: AoE

*“Disintegrate your foes with a blazing star”*

**Meteor \* Non-elemental**

Potency: 500 | Cooldown: X | Target: 1

*“Bring down the sky on your enemies”*

### Class Mastery – Black Mage

**Apocalypse \* Non-elemental**

Potency: 1000 | Cooldown: X | Target: AoE

*“Return your enemies to dust”*

**Ecliptic Meteor \* Non-elemental**

Potency: 1500 | Cooldown: ☠ | Target: ALL

*“All must come to an end”*

# Illusionist Magic

## Level 30 – Illusionist

### Mirror Image \* Magic

Potency: - | Cooldown: - | Target: Self

*"Create an illusionary version of yourself with 10% of your stat levels that cannot attack"*

## Level 33 – Illusionist

### Haunt \* Magic

Potency: 30 | Cooldown: - | Target: 1

*"Haunt a foes mind with baleful spirits, damaging them for 30 potency every turn until the end of combat or cleansed"*

### Torture \* Sabotage

Potency: - | Cooldown: 3 | Target: 1

*"Place the image of pain and suffering in your foes mind, doubling their chance to receive ailments until the end of combat"*

## Level 37 – Illusionist

### Possession \* Magic

Potency: - | Cooldown: X | Target: 1

*"Temporarily raise an ally from incapacitation, reducing their stats by 50% but making them untargetable for 3 turns, can be full-healed"*

### Truncation \* Sabotage

Potency: 50% | Cooldown: 6 | Target: 1

*"Inflict an opponent with Doom, killing them in 4 turns unless cleansed"*

## Level 41 – Illusionist

### Soul-Split \* Synergy

Potency: - | Cooldown: 5 | Target: 1

*"Force a pact between yourself and your foe, conjoining your souls, sharing all damage dealt to each other."*

## Level 46 – Illusionist

### Necromantic Surge \* Magic

Potency: 300 | Cooldown: 2 | Target: 1

*"Only useable in a multi-target fight, raise a slain foe to unleash their fury from the grave on your enemy."*

## Level 52 – Illusionist

### Eidolon Apparition \* Magic

Potency: 400 | Cooldown: 3 | Target: 1

*"Summon a spirit of a recently departed monster to unleash their fury from the grave on your enemy."*

## Level 55 – Illusionist

### Tether \* Sabotage

Potency: 100% | Cooldown: 7 | Target: 1

*"Summon the earthly tethers of the damned to hold your foe in place, inflicting them with stop for 1 turn."*

## **Level 58 – Illusionist**

### **Heavenly Spear \* Magic**

Potency: 400 | Cooldown: 6 | Target: 1

*“Call upon spiritual grace to summon an umbral spear from the heavens to shatter your foes soul.”*

### **Class Mastery – Illusionist**

#### **Hell’s Trident \* Magic**

Potency: 500 | Cooldown: - | Target: 1

*“Tear open a rift to the underworld, summoning a demonic spear from the hells, follow-up to Heavenly Spear.”*

### **Putrid Aura \* Synergy**

Potency: 90% | Cooldown: X | Target: Self

*“Encase yourself in the rotting disease of the dead, reducing your chances of being target until the end of combat”*

### **Vile Offering \* Magic**

Potency: - | Cooldown: X | Target: 1

*“Convince your ally to make the ultimate sacrifice, taking their life and striking your foe for TRUE damage equal to the HP your ally paid”*

# White Magic

## Level 1

### **Libra \* None**

Potency: - | Cooldown: 0 | Target: 1

*"Thoroughly size up your enemy"*

### **Cure \* Heal**

Potency: 50 | Cooldown: 0 | Target: 1

*"Heal your allies with light"*

### **Blindna \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies Blindness"*

## Level 2

### **Vox \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies of Silence"*

### **Poisona \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies of Poison"*

## Level 4

### **Banish \* Light**

Potency: 120 | Cooldown: 2 | Target: 1

*"Scorch your demons with holy light"*

### **Paralyna \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies of Paralysis"*

## Level 5

### **Stona \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies of Petrification"*

## Level 7

### **Raise \* Heal**

Potency: - | Cooldown: 2 | Target: 1

*"Revive an ally to 30% HP RD"*

## Level 8

### **Refresh \* Heal**

Potency: 1 | Cooldown: 0 | Target: 1

*"Reduce an allies' cooldown"*

### **Regen \* Heal**

Potency: 30 | Cooldown: 2 | Target: 1

*"Heal an ally each turn"*

## Level 12

### **Cura \* Heal**

Potency: 120 | Cooldown: 1 | Target: 1

*"Soothe your allies wounds with light"*

## Level 30 – White Mage

### **Banishga \* Light**

Potency: 140 | Cooldown: 3 | Target: AoE

*"Incinerate your foes with holy light"*

### **Cleanse \* Heal**

Potency: - | Cooldown: 0 | Target: 1

*"Cure your allies of Disease"*

### Level 35 – White Mage

#### **Esuna \* Heal**

Potency: - | Cooldown: 2 | Target: 1

*“Cure your allies of most status ailments”*

#### **Curaga \* Heal**

Potency : 250 | Cooldown: 2 | Target: 1

*“Mend your allies deepest wounds”*

### Level 40 – White Mage

#### **Provoka \* Heal**

Potency: - | Cooldown: 4 | Target: 1

*“Make your ally the center of attention”*

#### **Shroud \* Heal**

Potency: 100 | Cooldown: 5 | Target: AoE

*“Raise allies’ evasion for 2 turns”*

### Level 45 – White Mage

#### **Holy \* Light**

Potency: 300 | Cooldown: 5 | Target: 1

*“Unleash Divine Wrath upon your enemy”*

#### **Full Life \* Heal**

Potency: 100% | Cooldown: 5 | Target: 1

*“Revive an ally to 100%”*

#### **Curaja \* Heal**

Potency: 170 | Cooldown: 3 | Target AoE

*“Ameliorate your entire party’s wounds”*

### Level 50 – White Mage

#### **Reraise \* Heal**

Potency: 60% | Cooldown: 8 | Target: 1

*“Prepare an ally for resurrection”*

#### **Esunaga \* Heal**

Potency: - | Cooldown: 5 | Target: AoE

*“Cure your party of most status ailments”*

### Level 60 – White Mage

#### **Mega-Holy \* Light**

Potency: 500 | Cooldown: X | Target: AoE

*“Unmake the enemy party at the final cost”*

#### **Unmake \* Heal**

Potency: 30% | Cooldown: 3 | Target: 1

*“Chance to instantly erase undead”*

### Class Mastery – White Mage

#### **Mega-Life \* Heal**

Potency: 200% | Cooldown: X | Target: AoE

*“Bring new life and power to the deceased”*

#### **Astral Flow \* Heal**

Potency: - | Cooldown: X | Target: Self

*“Remove cooldowns for 3 turns”*

# Green Magic

## Level 3

### Sleep \* Sabotage

Potency: 30% | Cooldown: 0 | Target: 1

*"Lull your foes to a deep slumber"*

### Blind \* Sabotage

Potency: 30% | Cooldown: 0 | Target: 1

*"Rend your foes eyes obsolete"*

## Level 5

### Barfire \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies fire resistance"*

### Barblizzard \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies ice resistance"*

## Level 7

### Barthunder \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies lightning resistance"*

### Protect \* Synergy

Potency: 20% | Cooldown: 0 | Target: 1

*"Increase an allies DEF by 20% for 3 turns"*

## Level 9

### Silence \* Sabotage

Potency: 30% | Cooldown: 0 | Target: 1

*"Seal an enemies magic"*

## Level 10

### Barwater \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies water resistance"*

### Barstone \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies earth resistance"*

### Baraeora \* Synergy

Potency: 25% | Cooldown: 1 | Target: 1

*"Increase an allies wind resistance"*

## Level 12

### Shell \* Synergy

Potency: 20% | Cooldown: 0 | Target: 1

*"Increase an allies SPR for 3 turns"*

## Level 15

### Deprotect \* Sabotage

Potency: 20% | Cooldown: 0 | Target: 1

*"Reduce an enemies DEF for 3 turns"*

### Deshell \* Sabotage

Potency: 20% | Cooldown: 0 | Target: 1

*"Reduce an enemies SPR for 3 turns"*

### Shuck \* Synergy

Potency: 50% | Cooldown: 0 | Target: 1

*"50% chance when being targeted to have a target ally be attacked instead"*

## Level 30 – Green Mage

### Imperil \* Sabotage

Potency: 20% | Cooldown: 0 | Target: 1  
“Reduce an enemies’ elements for 3 turns”

### **Bravery \* Synergy**

Potency: 20% | Cooldown: 0 | Target: 1  
“Increase an allies ATK for 3 turns”

### **Faith \* Synergy**

Potency: 20% | Cooldown: 0 | Target: 1  
“Increase an allies MAG for 3 turns”

### **Level 34 – Green Mage**

#### **Barfira \* Synergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies fire resistance”

#### **Barblizzara \* Synergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies ice resistance”

#### **Barthundara \* Psynergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies lightning resistance”

### **Level 37 – Green Mage**

#### **Reflect \* Synergy**

Potency: - | Cooldown: 5 | Target: 1  
“Reflect spells back at enemies”

#### **Slow \* Sabotage**

Potency: 30% | Cooldown: 5 | Target: 1  
“Move an enemy 1 down the turn order”

### **Level 40 – Green Mage**

#### **Haste \* Synergy**

Potency: 30% | Cooldown: 5 | Target: 1  
“Move an ally 1 up the turn order”

### **Barwatera \* Synergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies water resistance”

#### **Barstonra \* Synergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies earth resistance”

#### **Baraerora \* Synergy**

Potency: 50% | Cooldown: 0 | Target: AoE  
“Increase all allies wind resistance”

### **Level 45 – Green Mage**

#### **Protectga \* Synergy**

Potency: 40% | Cooldown: 3 | Target: AoE  
“Increase all allies DEF for 3 turns”

#### **Shellga \* Synergy**

Potency: 40% | Cooldown: 3 | Target: AoE  
“Increase all allies SPR for 3 turns”

#### **Doom \* Sabotage**

Potency: 30% | Cooldown: 1 | Target: 1  
“Target enemy dies in 3 turns”

### **Level 45 – Green Mage**

#### **Dedarkra \* Sabotage**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Decrease all enemies dark for 3 turns”*

### **Delightra \* Sabotage**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Decrease all enemies light for 3 turns”*

### **Level 50 – Green Mage**

#### **Veil \* Synergy**

Potency: 100% | Cooldown: 7 | Target: AoE

*“Raise all allies status resist for 3 turns”*

#### **Stop \* Sabotage**

Potency: 100% | Cooldown: 5 | Target: 1

*“Stop an enemy for 2 turns”*

### **Level 55 – Green Mage**

#### **Double \* Synergy**

Potency: 100% | Cooldown: 6 | Target: 1

*“Allow an ally to act twice next turn”*

#### **Gravity \* Sabotage**

Potency: ¼ | Cooldown: 0 | Target: AoE

*“Deal ¼ HP damage to enemy party”*

#### **Teleport \* Synergy**

Potency: - | Cooldown: - | Target: Party

*“Return party to a recently visited point”*

Potency: - | Cooldown: 10 | Target: AoE

*“Remove all stat debuffs from party”*

#### **Imbue \* Synergy**

Potency: - | Cooldown: 3 | Target: 1

*“Imbue an allies attack with an element”*

### **Class Mastery – Green Mage**

#### **Rainbow Guard \* Synergy**

Potency: 200% | Cooldown: X | Target: AoE

*“Raise all allies elemental resist for 3 turns”*

#### **Absolution \* Synergy**

Potency: - | Cooldown: X | Target: AoE

*“Party immune to damage for 1 turn”*

### **Level 60 – Green Mage**

#### **Origin \* Synergy**

# Red Magic

## Level 1

### **Hack \* Physical**

Potency: 100 | Cooldown: - | Target: 1

*"Take a swift swing with your blade"*

### **Vercure \* Heal**

Potency: 50 | Cooldown: - | Target: 1

## Level 2

### **Jolt \* Magic**

Potency: 70 | Cooldown: 0 | Target: 1

*"Shock your enemy with minor bolts"*

### **Verscan \* Synergy**

Potency: - | Cooldown: - | Target: 1

*"Size up your foe, learning their info"*

## Level 4

### **Verthunder \* Lightning**

Potency: 100 | Cooldown: 0 | Target: 1

*"Shock your enemy with moderate bolts"*

## Level 6

### **Slice \* Physical**

Potency: 180 | Cooldown: 0 | Target: 1

*"Follow up to Hack"*

## Level 8

### **Veraise \* Heal**

Potency: - | Cooldown: 2 | Target: 1

*"Revive an ally to 30% HP RD"*

## Level 10

### **Veraero \* Wind**

Potency: 100 | Cooldown: 0 | Target: 1

*"Blow your enemy away with a strong gust"*

## Level 13

### **Scatter \* Hybrid**

Potency: 150 | Cooldown: 3 | Target: AoE

*"Unleash a wave of Crimson Soul gems"*

## Level 16

### **Corps-a-Corps \* Hybrid**

Potency: 120 | Cooldown: 4 | Target: 1

*"Remove stun from yourself and drive your foe through"*

## Level 20

### **Verfire \* Fire**

Potency: 130 | Cooldown: 2 | Target: 1

*"Scorch your enemy with a burning flame"*

### **Dice \* Physical**

Potency: 250 | Cooldown: - | Target: 1

*"Follow up to Slice"*

## Level 22

### **Verstone \* Earth**

Potency: 130 | Cooldown: 2 | Target: 1

*"Crush your enemy with raging lands"*

## Level 25

### **Blend \* Physical**

Potency: 360 | Cooldown: - | Target: 1

*"Follow up to Dice"*

## Level 28

### **Displacement \* Hybrid**

Potency: 200 | Cooldown: 3 | Target: 1

*"Fire off a small barrage of electric bolts, remove yourself from combat til your next turn"*

## Level 30

### **Verflare \* Magic**

Potency: 200 | Cooldown: 3 | Target: AoE

*"Dry out your foes with unaspected flames"*

### **Guillotine \* Physical**

Potency: 510 | Cooldown: - | Target: 1

*"Follow up to Blend"*

## Level 33 – Red Mage

### **Fleche \* Hybrid**

Potency: 400 | Cooldown: 3 | Target: 1

*"Manifest a flurry of spectral blades"*

## Level 35 – Red Mage

### **Addle \* Sabotage**

Potency: 30% | Cooldown: 5 | Target: 1

*"Reduce enemy SPR and MAG for 3 turns"*

## **Swiftcast \* Synergy**

Potency: - | Cooldown: 5 | Target: Self

*"Reset one of your spells, this does not use a turn"*

## Level 38 – Red Mage

### **Jolta \* Magic**

Potency: 290 | Cooldown: 2 | Target: 1

*"Shock your foe with heavy bolts"*

## Level 43 – Red Mage

### **Verholy \* Light**

Potency: 220 | Cooldown: 6 | Target: AoE

*"Sear the enemy party with holy light"*

### **Shatter \* Physical**

Potency: 210 | Cooldown: 3 | Target: 1

*"Reduce a foes DEF by 20% for 1 turn"*

## Level 46 – Red Mage

### **Engagement \* Physical**

Potency: 150 | Cooldown: - | Target: 1

*"Gouge your foes chest with a heavy thrust"*

## Level 50 – Red Mage

### **Zwerchhau \* Magic or Physical**

Potency: 400 | Cooldown: X | Target: 1

*"Triple slash a foe, generating 3 White or Black souls at random"*

## Level 52 – Red Mage

### **Embolden \* Synergy**

Potency: 20% | Cooldown: 8 | Target: AoE

*"Increase allies damage by 20% for 1 turn"*

### **Maim and Mend \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Increase all your spell potencies by 100 for 3 turns”*

### **Level 55 – Red Mage**

#### **Scorch \* Magic**

Potency: 300 | Cooldown: 4 | Target: 1

*“Dust your foes with unaspected sunfire”*

### **Level 60 – Red Mage**

#### **Nova \* Magic**

Potency: 500 | Cooldown: X | Target: AoE

*“Unmake your foes”*

### **Class Mastery – Red Mage**

#### **Quadcast \* Synergy**

Potency: - | Cooldown: 10 | Target: Self

*“Cast 4 spells in succession”*

#### **Crimson Blitz \* Hybrid**

Potency: 500 | Cooldown:  | Target: ALL

*“Release the inhibitors from your Crimson Soul and unleash a wave of White and Black magic, hurting your enemies and healing your allies”*

# Carmine Blade

## Level 30 – Carmine Blade

### Sanguine Strike \* Physical Magical

Potency: 300 | Cooldown: - | Target: 1

*"Unleash a torrent of bleeding strikes, flaying your foe and draining the blood from their body, heal for 10% of damage dealt"*

## Level 34 – Carmine Blade

### Zwerchhau \* Physical Magical

Potency: 100+10n | Cooldown: X | Target: 1

*"Release a flurry of violent, rending slashes into your foe, increasing the potency by 10 for every physical attack performed by an ally since the beginning of combat."*

## Level 40 – Carmine Blade

### Moulinet \* Physical Magical

Potency: 100+n | Cooldown: 5 | Target: AoE

*"Fire out a massive slash of layers of magic, another layer for each black soul in your Phylactery. Generate 1 White Soul."*

## Level 46 – Carmine Blade

### Contre Sixte \* Physical Magical

Potency: 250 | Cooldown: 0 | Target: AoE

*"Rain down a cluster of ethereal rapier's from above your foes, striking down into their souls"*

## Level 51 – Carmine Blade

### Manafication \* Synergy

Potency: - | Cooldown: X | Target: Self

*"Convert all White Souls in your phylactery to Black Souls +1"*

## Level 55 – Carmine Blade

### Geschrenckt Ort \* Physical Magical

Potency: 300+20 | Cooldown: X | Target: 1

*"Release a flurry of violent, rending slashes into your foe, increasing the potency by 20 for every physical attack performed by an ally since the beginning of combat. Activate only when your phylactery has 3+ Black Souls stored."*

## Level 60 – Carmine Blade

### Schielhau Krumphau \* Physical Magical

Potency: 500 | Cooldown: X | Target: AoE

*"In an instant, leave 1000 cuts in the air around your foes, creating vacuums in reality and tearing open any wounds they have ever received."*

## Class Mastery – Carmine Blade

### Ultimus Decerpendo

Potency: 800+10n | Cooldown: X | Target: 1

*"Show your foes their final moments, leaving permanent gashes, increase potency by 10 for every attack made by an ally this combat."*

# Vermilion Hood

## Level 30 – Vermilion Hood

### **Joltga \* Magical**

Potency: 430 | Cooldown: 4 | Target: AoE

*“Fulminate your foes with a storm of bolts.”*

## Level 34 – Vermilion Hood

### **Impact \* Magical**

Potency: 500 | Cooldown: 5 | Target: AoE

*“Unleash a wave of red and black magic upon your foes, wreathing the enemy party in an aetheric cloud.”*

## Level 40 – Vermilion Hood

### **Verquake \* Earth**

Potency: 500 | Cooldown: X | Target: AoE

*“Strike the ground with the force of Titan, tearing through bedrock itself and stunning your foes for 1 turn.”*

## Level 46 – Vermilion Hood

### **Verflood \* Water**

Potency: 500 | Cooldown: X | Target: AoE

*“Unleash a violent torrent rivaling the power of Leviathan, reducing your foes fire resistance by 100% for 2 turns.”*

## Level 51 – Vermilion Hood

### **Vernado \* Wind**

Potency: 500 | Cooldown: X | Target: AoE

*“Let loose a raging gale that would even ruffle Garuda’s feathers, 20% chance to remove lesser enemies from combat.”*

## Level 55 – Vermilion Hood

### **Verfreeze \* Ice**

Potency: 500 | Cooldown: X | Target: AoE

*“Reduce the temperature of the air around your foes to absolute 0, sending a chill down even Shiva’s spine, 50% chance to stop all foes for 1 turn.”*

## Level 60 – Vermilion Hood

### **Full Refresh \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Force the aether in your body to raise your blood pressure and force its ways through your veins, refreshing your aether points and resetting all of your Cooldown X spells.”*

## Vermilion Hood – Class Mastery

### **Crimson Veil \* Synergy**

Potency: - | Cooldown: X | Target: Party

*“Unleash all of your phylactery’s aether, wreathing your entire party in a forcefield of antimagic, increasing the parties elemental resistances by 200% for 2 turns.”*

# Archer & Ranger Skills

## Level 1

### **Heavy Shot \* Ranged**

Potency: 100 | Cooldown: 0 | Target: 1

*"Take aim and snipe your foe"*

## Level 2

### **Straight Shot \* Ranged**

Potency: 190 | Cooldown: - | Target: 1

*"Follow up to Heavy Shot"*

## Level 4

### **Venomous Bite \* Ranged**

Potency: 40% | Cooldown: - | Target: 1

*"Snipe your foe with a poison shot"*

## Level 5

### **Leg Graze \* Sabotage**

Potency: 40% | Cooldown: 3 | Target: 1

*"Lower an enemy down the turn order"*

## Level 8

### **Second Wind \* Heal**

Potency: 100 | Cooldown: 5 | Target: Self

*"Recover a moderate amount of HP by DEX"*

### **Barrage \* Ranged**

Potency: 80 | Cooldown: 3 | Target: Random

*"Take 4 random shots at enemies"*

## Level 12

### **Bloodletter \* Ranged**

Potency: 150 | Cooldown: 3 | Target: 1

*"Take a charged shot at an enemy"*

## Level 15

### **Repelling Shot \* Synergy**

Potency: 30% | Cooldown: 5 | Target: Self

*"Reduce damage taken for 1 turn"*

## Level 18

### **Quick Nock \* Ranged**

Potency: 120 | Cooldown: 3 | Target: AoE

*"Spray your enemies with a flurry of shots"*

## Level 20

### **Tactician \* Synergy**

Potency: 15% | Cooldown: 5 | Target: AoE

*"Reduce party damage for 2 turns"*

### **Double Shot \* Technical**

Potency: - | Cooldown: 5 | Target: Self

*"Use 2 ranged attacks in succession"*

## Level 22

### **Bola Shot \* Sabotage**

Potency: 40 | Cooldown: 4 | Target: 1

*"Take a shot and slow an enemy 1 space"*

### Level 25

#### **Snipers Intuition \* Synergy**

Potency: 40% | Cooldown: X | Target: Self

*"Empower ranged attacks for 4 turns"*

#### **Silent Shot \* Ranged**

Potency: 100 | Cooldown: - | Target: 1

*"Chance of silencing a target"*

### Level 28

#### **Spike Rounds \* Ranged**

Potency: 30 | Cooldown: 5 | Target: 1

*"Release a frag round, damage for 3 turns"*

### Level 30

#### **Fast Shot \* Ranged**

Potency: 110/30% | Cooldown: 3 | Target: 1

*"Chance of following up with a second shot"*

### Level 32 – Ranger

#### **Gleaming Arrow \* Light**

Potency: 150+50 | Cooldown: 0/5 | Target: 1

*"Light damage with consecutive increase"*

### Level 35 – Ranger

#### **Gale Arrow \* Wind**

Potency: 150+50 | Cooldown: 0/5 | Target: 1

*"Wind damage with consecutive increase"*

#### **Elven Round \* Sabotage**

Potency: 30% | Cooldown: 5 | Target: 1

*"Reduce enemy range def for 3 turns"*

### Level 38 – Ranger

#### **Ice Arrow \* Ice**

Potency: 200/30% | Cooldown: 5 | Target: 1

*"Ice damage with chance of stop"*

### Level 41 – Ranger

#### **Nature \* Synergy**

Potency: 30% | Cooldown: 3 | Target: Self

*"Raise SPR for 2 turns"*

#### **Black Arrow \* Dark**

Potency: - | Cooldown: 6 | Target: 1

*"Deal true damage equal to DEX"*

#### **Poison Arrow \* Sabotage**

Potency: 150/30% | Cooldown: 2 | Target: 1

*"Coat an arrow with poison and release"*

### Level 45 – Ranger

#### **Aureole Ray \* Wind Light**

Potency: 300 | Cooldown: 7 | Target: AoE

*"Unleash a storm of arrows on your foes"*

#### **Spear Head \* Ranged**

Potency: 200/40% | Cooldown: 5 | Target: 1

*"Reduce targets DEF by 40%"*

### Level 48 – Ranger

#### **Critical Point \* Ranged**

Potency: 100/50% | Cooldown: 4 | Target: 1

*"Chance of afflicting death on target"*

### Level 50 – Ranger

#### **Escape \* Heal**

Potency: - | Cooldown: 5 | Target: Self

*“Cleanse yourself of DoT effects”*

### Level 52 – Ranger

#### **Conflagrate Shaft \* Fire**

Potency: 100 | Cooldown: 8 | Target: AoE

*“Douse your arrow in napalm salve”*

#### **Empyreal Arrow \* Ranged**

Potency: 320 | Cooldown: 5 | Target: 1

*“Fire a concentrated power show”*

### Level 56 – Ranger

#### **Cloudsplitter \* Ranged**

Potency: 320/25% | Cooldown: 5 | Target: 1

*“Fire a harpoon with guaranteed def-25%”*

### Level 60 – Ranger

#### **Arrow Hurricane \* Ranged**

Potency: 300 | Cooldown: 8 | Target: AoE

*“Let fly a hurricane of arrows”*

### Class Mastery – Ranger

#### **Wyrmslayer \* Ranged**

Potency: 1200 | Cooldown: X | Target: 1

*“Unleash an earthsplitting harpoon”*

#### **Icarus Shot \* Light**

Potency: 600 | Cooldown: 9 | Target: 1

*“Release the heavens on your foe”*

# Machinist Skills

## Level 30 – Machinist

### **Hot Shot \* Ranged**

Potency: 300 | Cooldown: 4 | Target: 1

*“Fire a gas filled round”*

## Level 33 – Machinist

### **Vaporiser \* Fire**

Potency: 250/10% | Cooldown: 4 | Target: 1

*“Fire an anti-magic heat round”*

### **Quick Round \* Ranged**

Potency: 300 | Cooldown: - | Target: 1

*“Follow up to Straight Shot”*

## Level 38 – Machinist

### **Heat Blast \* Fire**

Potency: 210 | Cooldown:- | Target: 1

*“Follow up to Heavy Shot”*

## Level 40 – Machinist

### **Hyperdrive \* Synergy**

Potency: 20% | Cooldown: 8 | Target: Self

*“Single target increase potency 5 turns”*

### **Sentry Drone \* Summon**

Potency: 130 | Cooldown: 10 | Target: AoE

*“Summons a self-acting turret for 5 turns”*

## Level 43 – Machinist

### **Sentry Overload \* Thunder**

Potency: 400 | Cooldown: - | Target: 1

*“Only on turn 5 of Sentry Drone summon”*

## Level 46 – Machinist

### **Wildfire \* Sabotage**

Potency: 200 | Cooldown: 6 | Target: 1

*“If marked enemy hit with fire, explode”*

### **Ricochet \* Ranged**

Potency: 200 | Cooldown: - | Target: AoE

*“Activate only during Hyperdrive”*

## Level 50 – Machinist

### **Tactician \* Synergy**

Potency: 10% | Cooldown: 10 | Target: AoE

*“Reduce party damage by 10% 3 turns”*

### **Barrel Stabilizer \* Synergy**

Potency:- | Cooldown: 10 | Target: Self

*“Reduce ranged cooldowns by 2 turns”*

## Level 53 – Machinist

### **Flamethrower \* Fire**

Potency: 100/20 | Cooldown: - | Target: AoE

*“Increase potency 20 each consecutive turn”*

### **Bioblastor \* Dark**

Potency: 80/70% | Cooldown: 10 | Target: AoE

*“Spray a cloud of poison on your enemies”*

### **Level 57 – Machinist**

#### **Air Anchor \* Ranged**

Potency: 600 | Cooldown: X | Target: 1

*“Unleash a flurry of harpoons”*

#### **Heated Clean Shot \* Ranged**

Potency: 380 | Cooldown: - | Target: 1

*“Follow up to Hot Shot”*

### **Level 60 – Machinist**

#### **Machina Queen \* Summon**

Potency: 230 | Cooldown: 10 | Target: AoE

*“Takes place of Sentry Drone”*

#### **Queen Overdrive \* Thunder**

Potency: 500 | Cooldown: - | Target: 1

*“Takes place of Sentry Overload”*

### **Class Mastery – Machinist**

#### **EMP Burst \* Sabotage**

Potency: - | Cooldown: X | Target: 1

*“Disable target Magitek”*

#### **Satellite Beam \* Thunder**

Potency: 700 | Cooldown: X | Target: 1

*“Unleash a focused aether laser”*

# Gunner Skills

## Level 30 – Gunner

### **Fireshot \* Fire**

Potency: 190 | Cooldown: 2 | Target: 1

*“Fire a flaming round”*

## Level 33 – Gunner

### **Boltshot \* Thunder**

Potency: 210 | Cooldown: 2 | Target: 1

*“Fire a statically charged round”*

### **Blazingshot \* Fire**

Potency: 280 | Cooldown: - | Target: 1

*“Follow up to Fireshot”*

## Level 38 – Gunner

### **Iceshot \* Ice**

Potency: 120/10% | Cooldown: 3 | Target: 1

*“Fire a frozen round, chance to Stop 1 turn”*

## Level 40 – Gunner

### **Grapple Kick \* Physical**

Potency: 240 | Cooldown: 2 | Target: 1

*“Grapple into your enemy and kick”*

### **Clawshot \* Ranged**

Potency: 250 | Cooldown: 3 | Target: 1

*“Throw one small enemy into another”*

## Level 43 – Gunner

### **Concentrate \* Synergy**

Potency: - | Cooldown: 7 | Target: Self

*“Next Range or Physical deals True”*

## Level 46 – Gunner

### **Strikingshot \* Thunder**

Potency: 300 | Cooldown: - | Target: 1

*“Follow up to Boltshot”*

### **Diamondshot \* Ice**

Potency: 190/20% | Cooldown: - | Target: 1

*“Follow up to Iceshot”*

## Level 50 – Gunner

### **Morbolshot \* Dark**

Potency: 310 | Cooldown: 4 | Target: 1

*“Inflict enemy with 2 random ailments”*

### **Flashbang \* Sabotage**

Potency: 80% | Potency: 7 | Target: AoE

*“Inflict Blind for 1 turn to all enemies”*

## Level 53 – Gunner

### **One-Two Combo \* Physical/Ranged**

Potency: 300 | Cooldown: 2 | Target: 1

*“Combine a kick with a gunshot”*

### **Skeetshot \* Ranged**

Potency: 180 | Cooldown: 3 | Target: 1

*“Does double damage if target is flying”*

## Level 57 – Gunner

### **Gutshot \* Ranged**

Potency: 210 | Cooldown: 3 | Target: 1

*“Does double damage if following physical”*

### **Level 60 – Gunner**

#### **Buckshot \* Close-Ranged**

Potency: 400 | Cooldown: 5 | Target: 1

*“Fire a short-range slug”*

#### **Spray and Pray \* Ranged**

Potency: 350/30% | Cooldown: 7 | Target: AoE

*“Fire a spray with a 30% chance of missing”*

### **Class Mastery – Gunner**

#### **Fanning \* Ranged**

Potency: 500 | Cooldown: X | Target: 1-3

*“Fire off three precision rounds”*

#### **Pieing \* Ranged**

Potency: 300 | Cooldown: - | Target: 1

*“Can only be used if enemy is debilitated”*

#### **Killshot \* Ranged**

Potency: - | Cooldown: 10 | Target: 1

*“Inflict Death on Sleeping/Stunned Target”*

# Marauder & Warrior Skills

## Level 1

### **Plunge \* Physical**

Potency: 100 | Cooldown: 0 | Target: 1

*"Plunge your blade into your foe"*

## Level 2

### **Shield Bash \* Physical**

Potency: 60/20% | Cooldown: 2 | Target: 1

*"Chance of stunning target, +20% shield"*

## Level 4

### **Riot Blade \* Physical**

Potency: 200 | Cooldown: - | Target: 1

*"Follow up to Plunge"*

## Level 6

### **Rampart \* Synergy**

Potency: 20% | Cooldown: 5 | Target: Self

*"Reduce damage taken for 2 turns"*

## Level 8

### **Berserk \* Synergy**

Potency: 30% | Cooldown: 6 | Target: Self

*"Increase crit rate for 3 turns"*

## Level 10

### **Dominance \* Synergy**

Potency: 50% | Cooldown: - | Target: Self

*"Increase hatred by 50%"*

## Level 13

### **Long Tackle \* Ranged**

Potency: 120 | Cooldown: 2 | Target: 1

*"Throw yourself into your foes"*

## Level 16

### **Point Break \* Sabotage**

Potency: 30% | Cooldown: 5 | Target: 1

*"Reduce target DEF for 2 turns"*

## Level 19

### **Guard \* Defensive**

Potency: - | Cooldown: 5 | Target: 1

*"Guard an ally for 1 physical attack"*

### **Crash \* Physical**

Potency: 270 | Cooldown: - | Target: 1

*"Follow up to Riot Blade"*

## Level 21

### **Strong Stance \* Synergy**

Potency: 50% | Cooldown: 6 | Target: Self

*"Reduce physical damage taken for 2 turns"*

## Level 24

### **Swivel Strike \* Physical**

Potency: 160/30% | Cooldown: 4 | Target: AoE

*"Spin strike with chance to Charm enemies"*

### Level 27

#### **Supremacy \* Synergy**

Potency: 80% | Cooldown: 5 | Target: AoE

*"Charm enemy party for 3 turns"*

### Level 30

#### **Provoke \* Sabotage**

Potency: 100% | Cooldown: 6 | Target: 1

*"Attract an enemy for 3 turns"*

### Level 32 – Warrior

#### **Inner Beast \* Physical**

Potency: 250 | Cooldown: 4 | Target: 1

*"Cleave your opponent in twain"*

#### **Meat Shield \* Defensive**

Potency: 30% | Cooldown: 5 | Target: Self

*"Reduce damage dealt and reduce damage taken for 3 turns"*

### Level 36 – Warrior

#### **War cry \* Synergy**

Potency: 15% | Cooldown: 5 | Target: AoE

*"Raise party ATK for 2 turns"*

### Level 38 – Warrior

#### **Axe Heave \* Ranged**

Potency: 200 | Cooldown: 3 | Target: 1

*"Heave a massive tomahawk"*

#### **Shoulder Charge \* True**

Potency: TRUE | Cooldown: 6 | Target: 1

*"Throw your full weight into your enemy"*

### Level 41 – Warrior

#### **Holmgang \* Defensive**

Potency: - | Cooldown: X | Target: Self

*"Prevent most attacks from setting your health below 1 for 2 turns"*

### Level 44 – Warrior

#### **Infuriate \* Synergy**

Potency: - | Cooldown: 8 | Target: 1

*"Guarantee your next 2 physical attacks to be critical hits"*

### Level 47 – Warrior

#### **Fellcleave \* True**

Potency: TRUE | Cooldown: 8 | Target: 1

*"Rupture your enemies very being, 40% chance of casting again to a max of 5 casts."*

### Level 50 – Warrior

#### **Power Stomp \* Physical**

Potency: 300 | Cooldown: 5 | Target: AoE

*"Smash through the very landscape"*

### Level 52 – Warrior

#### **Splatter \* Earth**

Potency: - | Cooldown: X | Target: 1

*"Execute an enemy with half your DEF or lower"*

### Level 55 – Warrior

#### **Earth Cutter \* Earth**

Potency: 340 | Cooldown: 3 | Target: 1

*"Eradicate your foes with earthen fury"*

### Level 57 – Warrior

#### **Titan's Wrath \* Synergy**

Potency: 500 | Cooldown: X | Target: 1

*"Unleash infinite rage on your foe"*

### Level 60 – Warrior

#### **Chaos Vortex \* Dark**

Potency: 450 | Cooldown: 7 | Target: AoE

*"Spin your blade at ungodly speeds"*

### Class Mastery – Warrior

#### **Absolute Unit \* Synergy**

Potency: - | Cooldown: X | Target: Self

*"For 2 turns, triple your DEF stat"*

#### **Dead Man Walking \* Dark**

Potency: - | Cooldown: 💀 | Target: AoE

*"Unleash a relentless torrent of slashes equal to your current HP"*

#### **Best Defense \* Heal**

Potency: - | Cooldown: X | Target: Self

*"Heal yourself for X where X is the total hp of your entire party combined"*

# Samurai Skill

## Level 30 – Samurai

### **Bosen \* Defensive**

Potency: 140 | Cooldown: - | Target: 1

*“Take a retaliatory stance for 3 turns”*

### **Bugei \* Physical**

Potency: 200 | Cooldown: - | Target: 1

*“A quick slash”*

## Level 33 – Samurai

### **Bushido \* Sabotage**

Potency: 80 | Cooldown: - | Target: 1

*“Remove 1 buff from target enemy”*

## Level 35 – Samurai

### **Hakaze \* Defensive**

Potency: 260 | Cooldown: - | Target: 1

*“Follow up during Bosen stance”*

## Level 37 – Samurai

### **Third Eye \* Synergy**

Potency: 20% | Cooldown: 5 | Target: Self

*“Reduce damage taken for 2 turns”*

## Level 38 – Samurai

### **Tensa \* Physical**

Potency: 280 | Cooldown: - | Target: 1

*“Follow up to Bugei”*

### **Mercy \* Physical**

Potency: 60% | Cooldown: 4 | Target: 1

*“Stun Target for 1 turn”*

## Level 41 – Samurai

### **Tenka Goken \* Physical**

Potency: 240 | Cooldown: 5 | Target: AoE

*“Send forth rock splitting slashes”*

## Level 45 – Samurai

### **Inner Release \* Synergy**

Potency: | Cooldown: 7 | Target: Self

*“Use 1 of any of your abilities”*

## Level 49 – Samurai

### **Kaeshi \* Physical**

Potency: 300 | Cooldown: 6 | Target: 1

*“Unleash a 3-point strike”*

## Level 51 – Samurai

### **Higanbana \* Physical**

Potency: 400 | Cooldown: - | Target: 1

*“Follow up to Kaeshi”*

### **Armour Break \* Sabotage**

Potency: 100 | Cooldown: 8 | Target: 1

*“Set Targets DEF to 0 for 1 turn”*

## Level 53 – Samurai

### **Power Stance \* Defensive**

Potency: - | Cooldown: - | Target: Self

*“Take on hits to unleash in retaliation for 3 turns, returning their damage x1.5”*

### Level 54 – Samurai

#### **Tensai Tenka Goken \* Physical**

Potency: 280 | Cooldown: - | Target: AoE

*“Follow up to Kaeshi”*

### Level 56 – Samurai

#### **Magic Break \* Sabotage**

Potency: 100 | Cooldown: 8 | Target: 1

*“Set Targets SPR to 0 for 1 turn”*

### Level 58 – Samurai

#### **Bushido Freedom \* Sabotage**

Potency: 200 | Cooldown: 5 | Target: 1

*“Remove all buffs and debuffs from target”*

### Level 60 – Samurai

#### **Midare Setsugekka \* Physical**

Potency: 600 | Cooldown: X | Target: 1

*“Only usable in Power Stance after Higanbana and Tenka Goken have been used this battle”*

### Class Mastery – Samurai

#### **Senbonzakura \* Physical**

Potency: 300 | Cooldown: X | Target: AoE

*“Unleash a storm of razor petals dealing 300 potency every turn for 3 turns”*

#### **Battousai \* Light**

Potency: 600 | Cooldown: X | Target: 1

*“Sever your foes soul with divine light, double damage if the target is human or undead”*

#### **Ippaibureiku \* Sabotage**

Potency: 200 | Cooldown: X | Target: 1

*“Set your Targets MAG and ATK to 0 for 1 turn”*

# Paladin Skills

## Level 31 – Paladin

### **Clash \* Physical**

Potency: 230 | Cooldown: - | Target: 1

*“Unleash a sword burst”*

## Level 33 – Paladin

### **Cover \* Defensive**

Potency: - | Cooldown: - | Target: 1

*“Cover an ally for 3 turns, taking their physical damage”*

## Level 36 – Paladin

### **Sentinel \* Defensive**

Potency: 30% | Cooldown: 5 | Target: Self

*“Reduce damage taken for 3 turns”*

### **Light of Judgement \* Light**

Potency: 100 | Cooldown: - | Target: AoE

*“Unleash a wave of light on your enemies”*

## Level 40 – Paladin

### **Lay on Hands \* Heal**

Potency: 110 | Cooldown: 3 | Target: 1

*“Heal your ally with warm light”*

### **Smite \* Light**

Potency: 300 | Cooldown: 4 | Target: 1

*“Burn your enemy with divine light”*

## Level 43 – Paladin

### **Prominence \* Light**

Potency: 110 | Cooldown: 6 | Target: 1

*“Burn an enemy and reduce 1 skills cooldown by 1 turn”*

## Level 45 – Paladin

### **Guardian \* Defensive**

Potency: - | Cooldown: - | Target: 1

*“Soak all an allies damage for 2 turns”*

### **Angelic Pride \* Light**

Potency: 200 | Cooldown: 7 | Target: AoE

*“Heal your allies and burn your enemies with divine light”*

## Level 49 – Paladin

### **Force \* Physical**

Potency: 310 | Cooldown: - | Target: 1

*“Follow up to Clash”*

## Level 50 – Paladin

### **Intervention \* Synergy**

Potency: 10% | Cooldown: 6 | Target: AoE

*“Reduce party damage for 3 turns”*

## Level 53 – Paladin

### **Justice \* Defensive**

Potency: - | Cooldown: 8 | Target: Self

*“Take all damage for the party for 1 turn”*

### Level 55 – Paladin

#### **Congregate \* Heal**

Potency: 200 | Cooldown: 10 | Target: AoE

*“Heal all allies for 200 potency X times where X is the number of enemies”*

### Level 58 – Paladin

#### **Godly Chorus \* Light**

Potency: 300 | Cooldown: X | Target: 1

*“If this ability kills an enemy, gain life equal to the damage dealt”*

### Level 60 – Paladin

#### **Pax Caelestis \* Light**

Potency: 300 | Cooldown: 5 | Target: AoE

*“Unleash divine blessings and cure allies of Zombie and Darkness whilst burning your foes”*

### Class Mastery – Paladin

#### **Angiris Praesidio \* Defensive**

Potency: 90% | Cooldown: X | Target: AoE

*“Reduce Party damage by 90% for 1 turn”*

#### **Custode Numine \* Defensive**

Potency: - | Cooldown: X | Target: Self

*“For 3 turns, your HP cannot go below 1”*

#### **Ultima Verbi \* Heal**

Potency: | Cooldown: ☠ | Target: 1

*“Offer up your life to raise an ally”*

# Dark Knight Skills

## Level 30 – Dark Knight

### **Blood Weapon \* Defensive**

Potency: - | Cooldown: 5 | Target: Self

*"3 Turn stance. While using Blood Weapon, heal for  $\frac{1}{4}$  the damage you deal rounded up."*

## Level 32 – Dark Knight

### **Darkness \* Dark**

Potency: 150 | Cooldown: - | Target: AoE

*"Unleash a wave of darkness, spending 30% of HP"*

## Level 35 – Dark Knight

### **Drain Blade \* Dark**

Potency: 180 | Cooldown: - | Target: 1

*"Syphon your opponents' life, 30% of damage convert to HP"*

### **Shikkoku \* Synergy**

Potency: 20/50% | Cooldown: 5 | Target: Self

*"Raise own ATK by 20% and Dark Resistance by 50% for 2 turns"*

## Level 38 – Dark Knight

### **Gravity Clutch \* Dark**

Potency: 75% | Cooldown: 5 | Target: 1

*"Deal damage equal to 75% of your HP, spending 10% of HP."*

## Level 40 – Dark Knight

### **Syphon Strike \* Physical**

Potency: 240 | Cooldown: - | Target: 1

*"Syphon the soul from your enemy"*

## Level 43 – Dark Knight

### **Black Veil \* Defensive**

Potency: - | Cooldown: 5 | Target: Self

*"Absorb all Magic damage dealt to you for 3 turns, taking double damage from physical. At the end of 3 turns, unleash all absorbed damage on 1 enemy."*

## Level 45 – Dark Knight

### **Singularity \* Dark**

Potency: 200 | Cooldown: - | Target: AoE

*"Follow up to Syphon Strike"*

## Level 48 – Dark Knight

### **Dark Flame \* Dark Fire**

Potency: 250 | Cooldown: 7 | Target: AoE

*"Unleash a blackened flame of darkness on your enemies, burning them for 50 potency per turn for 3 turns"*

## Level 50 – Dark Knight

### **Soul Eater \* Dark**

Potency: 460 | Cooldown: 4 | Target: 1

*"Unleash a blast of dark energy, burning 49% of your HP and regaining 50% of what was dealt as HP."*

### Level 53 – Dark Knight

#### **Herald of Death \* Synergy**

Potency: 100% | Cooldown: X | Target: Self

*“Increase the damage of your Dark Abilities by 100% for 2 turns”*

#### **Soul Bind \* Defensive**

Potency: - | Cooldown: 8 | Target: Self

*“Take all damage for 1 ally for 2 turns, reducing the damage you take by 20%”*

### Level 57 – Dark Knight

#### **Ominous Aura \* Dark Heal**

Potency: 50% | Cooldown: X | Target: 1

*“Give an ally 50% of your HP and reduce the damage they take by 50% for 1 turn”*

### Level 60 – Dark Knight

#### **Dark Cannon \* Dark**

Potency: 400 | Cooldown: 7 | Target: AoE

*“Unleash a torrent of dark blasts on your enemies, spending 75% of your HP”*

### Class Mastery – Dark Knight

#### **Shadowbringer \* Dark**

Potency: 1100 | Cooldown: ☽ | Target: AoE

*“Sacrifice all your life to unleash a lightless hellscape”*

#### **Living Dead \* Defensive**

Potency: - | Cooldown: X | Target: Self

*“For 3 turns your HP cannot go below 1”*

### **Calamity Rite \* Dark**

Potency: TRUE | Cooldown: X | Target: 1

*“Send an unmitigable blast of pure, dark energy at your foe, spending 99% of your HP and dealing the spent amount”*

# Lancer and Dragoon Skills

## Level 1

### **True Thrust \* Physical**

Potency: 100 | Cooldown: 0 | Target: 1

*"A measured thrust"*

## Level 2

### **Vorpal Thrust \* Physical**

Potency: 210 | Cooldown: - | Target: 1

*"Follow up to True Thrust"*

## Level 4

### **Life Surge \* Synergy**

Potency: 100% | Cooldown: 3 | Target: Self

*"Your next attack deals double damage, heal for 10% (This stacks with rolling a crit)"*

## Level 7

### **Pierce \* Sabotage**

Potency: 20% | Cooldown: 4 | Target: 1

*"Reduce targets def"*

## Level 10

### **Piercing Talon \* Ranged**

Potency: 110 | Cooldown: 0 | Target: 1

*"Hurl your lance at your foe"*

## Level 13

### **Disembowel \* Physical**

Potency: 300 | Cooldown: 4 | Target: 1

*"Cut your foe deep, increasing the damage they take by 20% for 2 turns"*

## Level 17

### **Sharpen \* Synergy**

Potency: 25% | Cooldown: 5 | Target: Self

*"Raise your ATK for 3 turns"*

## Level 20

### **Strafe \* Synergy**

Potency: - | Cooldown: 5 | Target: Self

*"Dodge the next physical attack targeting you"*

### **Full Thrust \* Physical**

Potency: 350 | Cooldown: - | Target: 1

*"Follow up to Vorpal Thrust"*

## Level 23

### **Let \* Sabotage**

Potency: 90 | Cooldown: 4 | Target: 1

*"Prevent an enemy from healing for 2 turns"*

## Level 27

### **Impale \* Sabotage**

Potency: 20% | Cooldown: 5 | Target: 1

*"Chance of disabling a foe for 1 turn"*

## Level 30

### **Lance Charge \* Synergy**

Potency: 170/50 | Cooldown: - | Target: 1

*"Quick stab with DoT 3 turns"*

### Level 30 – Dragoon

#### **Jump \* Physical**

Potency: 450 | Cooldown: 3 | Target: 1

*“Remove yourself from combat for 1 turn then strike”*

### Level 32 – Dragoon

#### **Elusive Jump \* Synergy**

Potency: - | Cooldown: 6 | Target: Self

*“Remove yourself from combat for 2 turns”*

### Level 35 – Dragoon

#### **Doom Spike \* Physical**

Potency: 210 | Cooldown: - | Target: AoE

*“Pierce your target and all enemies around them”*

#### **Helmsplitter \* Physical**

Potency: 200/30% | Cooldown: 4 | Target: 1

*“Stab your foe with a chance of paralyzing them”*

### Level 38 – Dragoon

#### **Salamander Roar \* Fire**

Potency: 200 | Cooldown: - | Target: AoE

*“Roar dragons flames in a cone”*

### Level 40 – Dragoon

#### **Wind Drive \* Wind**

Potency: 200 | Cooldown: 3 | Target: 1

*“Spiral into your foe with a powerful whirlwind”*

### Level 43 – Dragoon

#### **Spineshatter Dive \* Physical**

Potency: 400 | Cooldown: 5 | Target: 1

*“Remove yourself from combat for 1 turn then strike”*

### Level 45 – Dragoon

#### **Chaos Thrust \* Physical**

Potency: 420/100 | Cooldown: - | Target: 1

*“Follow up to Disembowel, DoT 3 turns”*

### Level 48 – Dragoon

#### **Dragonfire Dive \* Fire**

Potency: 350 | Cooldown: 7 | Target: AoE

*“Remove yourself from combat for 1 turn then explode wyrm fire on your foes”*

### Level 50 – Dragoon

#### **Soul-Bound \* Sabotage**

Potency: 50% | Cooldown: X | Target: 1

*“Target non-boss enemy takes 150% damage until death or end of combat”*

### Level 52 – Dragoon

#### **Blood of the Dragon \* Synergy**

Potency: - | Cooldown: - | Target: Self

*“Unleash your dragon blood, granting access to your blood abilities for 3 turns”*

#### **Fang and Claw \* Blood**

Potency: 320 | Cooldown: 5 | Target: 1

*“Unleash a barrage of slashes and stabs”*

### Level 55 – Dragoon

#### **Wheeling Thrust \* Blood**

Potency: 450 | Cooldown: - | Target: 1

*“Follow up to Fang and Claw”*

### Level 58 – Dragoon

#### **Geirskogul \* Blood**

Potency: 270 | Cooldown: 5 | Target: AoE

*“Unleash a giant thrust on your foe and all enemies behind them”*

#### **Sonic Thrust \* Physical**

Potency: 210 | Cooldown: - | Target: AoE

*“Follow up to Doom Spike”*

#### **Mighty Leap \* Physical**

Potency: 570 | Cooldown: 8 | Target: 1

*“Remove yourself from combat for 1 turn then strike”*

### Level 60 – Dragoon

#### **Nastrond \* Blood**

Potency: 540 | Cooldown: - | Target: AoE

*“Follow up to Geirskogul”*

### Class Mastery – Dragoon

#### **Stardiver \* Blood Dragon**

Potency: 1000 | Cooldown: X | Target: 1

*“Release all your fury upon your foe, double damage to dragons”*

#### **Aerial Supremacy \* Synergy**

Potency: 100% | Cooldown: X | Target: 1

*“Double all jump damage next jump”*

### **Elderwyrms Final Sermon \* Blood Dragon**

Potency: 2000 | Cooldown: ☺ | Target: 1

*“Become one with the wyrms of old, ignite your soul and unleash the fury of a thousand fallen brethren upon your foe”*

# Chocobo Knight Skills

## Level 30 – Chocobo Knight

### **Choco Cure \* Heal**

Potency: 60B | Cooldown: 2 | Target: 1

*“Heal your ally”*

## Level 32 – Chocobo Knight

### **Choco Red \* Form**

Potency: 15% | Cooldown: - | Target: Self

*“Convert your Chocobo to a red Chocobo, increasing its ATK/DEX by 15% while active”*

## Level 35 – Chocobo Knight

### **Dual-Leap \* Physical**

Potency: 200&B | Cooldown: 2 | Target: 1

*“Remove yourself and your Chocobo from combat for 1 turn then strike”*

### **Choco Kick \* Physical**

Potency: 210B | Cooldown: - | Target: 1

*“Your Chocobo delivers a killer kick”*

## Level 38 – Chocobo Knight

### **Choco Beak \* Physical**

Potency: 140B | Cooldown: 2 | Target: 1

*“Deliver a blow with a 20% chance of stunning the target”*

## Level 40 – Chocobo Knight

### **Choco Blue \* Form**

Potency: 15% | Cooldown: - | Target: Self

*“Convert your Chocobo to a blue Chocobo, increasing its DEF by 15% while active”*

## Level 43 – Chocobo Knight

### **Choco Meteor \* Non-elemental**

Potency: 350B | Cooldown: 5 | Target: 1

*“Summon a small meteor down on your foe”*

## Level 45 – Chocobo Knight

### **Choco Recharge \* Synergy**

Potency: - | Cooldown: 7 | Target: Self

*“Reduce 2 abilities cooldowns by 1 turn”*

## Level 48 – Chocobo Knight

### **Fat Chocobo \* Physical**

Potency: 250B | Cooldown: 5 | Target: 1

*“Your Chocobo puffs out it’s chest and drops on your enemy with all its weight”*

## Level 50 – Chocobo Knight

### **Choco Green \* Form**

Potency: 15% | Cooldown: - | Target: Self

*“Convert your Chocobo to a Green Chocobo, increasing its SPR/MAG by 15% each while active”*

## Level 52 – Chocobo Knight

### **Choco Guard \* Defensive**

Potency: - | Cooldown: 5 | Target: Self

*“Reduce damage taken by 15% for 2 turns and increase target chance by 10%”*

### **Choco Esuna \* Heal**

Potency: - | Cooldown: 3 | Target: 1

*“Cure your allies of most ailments”*

### Level 55 – Chocobo Knight

#### **Choco Surge \* Synergy**

Potency: 30% | Cooldown: X | Target: Self

*“Increase your healing potency by 30 for 5 turns, only useable in Choco Green form”*

### Level 58 – Chocobo Knight

#### **Choco Blast \* Fire**

Potency: 240B | Cooldown: 3 | Target: AoE

*“Your Chocobo spits out a cone of fire on your foes”*

#### **Choco Strike \* Thunder**

Potency: 180B | Cooldown: 2 | Target: AoE

*“Your Chocobo fans out electricity in a cone on your foes, only useable in base form”*

### Level 60 – Chocobo Knight

#### **Choco Phalanx \* Defensive**

Potency: - | Cooldown: X | Target: Self

*“Your Chocobo steels its wings in a shield formation in front of it to reduce the chance of being targeted for 3 turns by 50%, only useable in Choco Blue form”*

#### **Choco Rush \* Physical**

Potency: 280B | Cooldown: 3 | Target: 1

*“Your Chocobo gets a running start and sprints right into your enemy at full force, only useable in Choco Red form”*

### Class Mastery – Chocobo Knight

#### **Choco Trinity \* Fire, Thunder, Wind**

Potency: 450B | Cooldown: 6 | Target: 1

*“Your Chocobo unleashes all three violent elements in a focused blast”*

#### **Choco Trifecta \* Ice, Water, Earth**

Potency: 450B | Cooldown: 6 | Target: 1

*“Your Chocobo unleashes all three foundation elements in a focused blast”*

#### **Blitzkrieg Bird \* Physical**

Potency: 850B | Cooldown: X | Target: AoE

*“Your Chocobo calls on all the might of his brethren and stampede rushes your foe”*

# Thief and Rogue Skills

## Level 1

### **Spinning Edge \* Physical**

Potency: 170 | Cooldown: - | Target: 1

*“Deliver a spinning slice to your foe”*

## Level 2

### **Gust Slash \* Physical**

Potency: 280 | Cooldown: - | Target: 1

*“Follow up to Spinning Edge”*

## Level 4

### **Shade Shift \* Synergy**

Potency: 20% | Cooldown: 2 | Target: 1

*“Create mirage shadows, chance of confusing your enemies”*

## Level 8

### **Hide \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Remove yourself from combat for 3 turns, if you act, Hide runs out early”*

## Level 11

### **Throwing Dagger \* Ranged**

Potency: 160 | Cooldown: - | Target: 1

*“Throw a dagger at a flying or distant foe”*

### **Mug \* Physical**

Potency: 140 | Cooldown: 2 | Target: 1

*“Deliver a weak punch and nick some gil while you’re at it”*

## Level 15

### **Trick Attack \* Physical**

Potency: 350 | Cooldown: 5 | Target: 1

*“Strike an unsuspecting foe, increase potency to 500 while under the effects of Hide”*

## Level 19

### **Leg Jab \* Sabotage**

Potency: 40% | Cooldown: 3 | Target: 1

*“Lower an enemy down the turn order”*

## Level 22

### **True North \* Heal**

Potency: - | Cooldown: 5 | Target: Self

*“Remove Stun or Confusion from yourself”*

## Level 25

### **Aeolian Edge \* Physical**

Potency: 370 | Cooldown: - | Target: 1

*“Follow up to Gust Slash”*

## Level 30

### **Spare Change \* Physical**

Potency: \$\$ | Cooldown: 5 | Target: 1

*“Throw gil at your enemies to deal damage, damage is the amount divided by 10”*

### **Escape \* Synergy**

Potency: - | Cooldown: - | Target: Party

*“Can flee most battles without consequence”*

### Level 30 – Rogue

#### **Plant \* Sabotage**

Potency: - | Cooldown: - | Target: 1

*"Able to plant objects on enemies"*

### Level 33 – Rogue

#### **Suppression Throw \* Ranged**

Potency: 200 | Cooldown: 3 | Target: 1

*"Deal non-lethal damage to a target"*

#### **Pilfer HP \* Physical**

Potency: 180 | Cooldown: 5 | Target: 1

*"Heal for 20% of damage dealt"*

### Level 36 – Rogue

#### **Rough Up \* Physical**

Potency: 500 | Cooldown: - | Target: 1

*"Follow up to Aeolian Edge"*

### Level 39 – Rogue

#### **Interrogate \* Synergy**

Potency: 300 | Cooldown: 5 | Target: 1

*"Get a read on your foe while striking, 50% chance of scanning"*

#### **Bribe \* Sabotage**

Potency: - | Cooldown: - | Target: 1

*"Bribe your foes to make them leave or even join your side"*

### Level 41 – Rogue

#### **Blackmail \* Sabotage**

Potency: - | Cooldown: 5 | Target: 1

*"Imbue your next attack with your foes biggest weakness"*

### Level 45 – Rogue

#### **Clever Mix \* Synergy/Sabotage**

Potency: ? | Cooldown: 9 | Target: ?

*"Combine 3 random items in your inventory and use your random concoction"*

### Level 50 – Rogue

#### **Double Action \* Synergy**

Potency: - | Cooldown: 6 | Target: Self

*"Use any 2 physical abilities this turn"*

### Level 52 – Rogue

#### **Soul Hunt \* Sabotage**

Potency: 5% | Cooldown: 5 | Target: 1

*"Peer into your foes soul and take it for yourself, 5% chance of death"*

### Level 55 – Rogue

#### **Inhibition Throw \* Ranged**

Potency: 300 | Cooldown: - | Target: 1

*"Non-lethal follow up to Suppression Throw"*

#### **Obstruction Throw \* Ranged**

Potency: 240 | Cooldown: 5 | Target: 1

*"Throw whatever junk you can find at all your foes, aiming for their weak spots"*

### **Level 58 – Rogue**

#### **Para-dagger \* Sabotage**

Potency: 190 | Cooldown: 3 | Target: 1

*"Stab your foe with a dagger imbued with a paralyzing agent"*

### **Level 60 – Rogue**

#### **Wet Works \* Synergy**

Potency: 20% | Cooldown: - | Target: Self

*"After every attack, gain a chance of entering Hide until end of turn"*

### **Class Mastery – Rogue**

#### **Dismantle \* Sabotage**

Potency: - | Cooldown: - | Target: 1

*"When facing small machinery, you can instantly dismantle them, even gain some pieces for the taking"*

#### **Armour Hunt \* Sabotage**

Potency: 50% | Cooldown: 4 | Target: AoE

*"Reveal your foes physical weaknesses, reducing their DEF by 50% for 2 turns"*

#### **Quaternity Strike \* Synergy**

Potency: - | Cooldown: 8 | Target: -

*"Use 4 Physical or Ranged abilities in a row, increasing their potency by 100 each"*

# Ninja Skills

## Level 30 – Ninja

### **Shadow Fang \* Physical Dark**

Potency: 200/80 | Cooldown: 5 | Target: 1

*“Wreathe your blade in shadows,  
tormenting your foes for 3 turns DoT”*

## Level 33 – Ninja

### **Alhaya \* Jutsu**

Potency: - | Cooldown: - | Target: -

*“Jutsu for Life”*

### **Almawt \* Jutsu**

Potency: - | Cooldown: - | Target: 1

*“Jutsu for Death”*

### **Alnasayan \* Jutsu**

Potency: - | Cooldown: - | Target: 1

*“Jutsu for Limbo”*

### **Tadmir \* Mudra**

Potency: 850 | Cooldown: 2 | Target: 1

*“Destruction Ninjutsu, must use Alhaya,  
Almawt and Alnasayan in that order, add 1  
charge of Nenki”*

## Level 37 – Ninja

### **Death Blossom \* Physical Dark**

Potency: 200 | Cooldown: 3 | Target: AoE

*“Splay a fan of shadow kunai at your foes”*

## Level 40 – Ninja

### **Kassatsu \* Synergy**

Potency: - | Cooldown: 5 | Target: 1

*“Use 2 Jutsu’s in 1 turn”*

## Level 42 – Ninja

### **Raiton \* Mudra**

Potency: 700 | Cooldown: - | Target: AoE

*“Chain Lightning Ninjutsu, must use Alhaya,  
Alnasayan and Almawt in that order, stun  
all enemies 1 turn, add 1 charge of Nenki”*

## Level 46 – Ninja

### **Doton \* Mudra**

Potency: 400/100 | Cooldown: - | Target: AoE

*“Set the floor to molten sand, burning your  
foes for 5 turns of DoT, must use Almawt,  
Alnasayan, Alhaya in that order, add 1  
charge of Nenki”*

## Level 50 – Ninja

### **Nesh Mujamad \* Physical Ice**

Potency: 600 | Cooldown: X | Target: AoE

*“Frozen Coffin Ninjutsu, encase your foes in  
permafrost, stopping them for 2 turns, must  
use Alnasayan, Alhaya and Almawt in that  
order, add 1 charge of Nenki”*

## Level 53 – Ninja

### **Bloodbath \* Synergy**

Potency: 50% | Cooldown: 5 | Target: Self

*“For 2 turns, heal for 50% of physical  
damage you deal”*

### Level 56 – Ninja

#### **Fleet Footwork \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Move yourself one up the turn order, this action does not use a turn”*

#### **Eijlat Alqadr \* Physical**

Potency: 480 | Cooldown: - | Target: 1

*“Follow up to Aeolian Edge”*

### Level 60 – Ninja

#### **Lisan Allahab \* Physical Fire**

Potency: 900 | Cooldown: - | Target: 1

*“Useable only when exhausting 3 Nenki charges”*

### Class Mastery – Ninja

#### **Sanguine Hunt \* Physical**

Potency: 50% | Cooldown: X | Target: AoE

*“Release a cloud of acidic blood on your foes, eating away at their flesh, highly lethal”*

#### **Bunshin \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Unleash the 9 Qigong Gates, releasing your full potential as a ninja, grant yourself 9 Nenki”*

### **Qatal fi Aldukhkhan \* Physical Dark**

Potency: 1800 | Cooldown: ☠ | Target: 1

*“It comes in the night,  
When you least expect it to,  
Death waits for no man”*

# Dancer Skills

## Level 30 – Dancer

### **Cascade \* Ranged**

Potency: 200 | Cooldown: - | Target: 1

*“Splay and string your ribbons at a foe”*

## Level 31 – Dancer

### **Fountain \* Ranged**

Potency: 270 | Cooldown: - | Target: 1

*“Follow up to Cascade”*

### **Raqas Flamenco \* Synergy**

Potency: 50 | Cooldown: 2 | Target: AoE

*“Perform a vivid flamenco, reinvigorating your allies and recovering their health”*

## Level 36 – Dancer

### **Raqas Shamadan \* Sabotage**

Potency: 20% | Cooldown: 3 | Target: AoE

*“Calm your foes, lulling them into a trance, chance of inducing Charm”*

## Level 38 – Dancer

### **Raqsat Almuzala\* Synergy**

Potency: 25% | Cooldown: 3 | Target: AoE

*“An ancient eastern dance, used to celebrate warriors for their struggles, bolstering your allies ATK for 3 turns”*

## Level 41 – Dancer

### **Esuna Step \* Synergy**

Potency: - | Cooldown: 6 | Target: AoE

*“Cure your allies of status ailments”*

## Level 43 – Dancer

### **Soulmate \* Synergy**

Potency: - | Cooldown: - | Target: 1

*“Bind yourself to an ally, whenever you use a ranged attack, that ally also uses it at 50% of potency off their own DEX stat”*

## Level 45 – Dancer

### **Baladi Shuffle \* Sabotage**

Potency: 50% | Cooldown: 5 | Target: AoE

*“An ancient dance once used to lull a raging god to a deep slumber, chance of putting enemies to sleep”*

## Level 48 – Dancer

### **Arqus Ghawazee \* Synergy**

Potency: 25% | Cooldown: 3 | Target: 1

*“A complicated dance that requires a tremendous amount of focus, bolster an allies DEX for 3 turns”*

## Level 50 – Dancer

### **Dance of Sending \* Light**

Potency: 300 | Cooldown: 5 | Target: AoE

*“A dance older than time, used to send wandering souls to the afterlife, to eternal peace among the gods”*

## Level 53 – Dancer

### **Raqas Samba \* Synergy**

Potency: 30% | Cooldown: 7 | Target: AoE

*“A slow, expressive dance that bolsters your allies DEF for 3 turns”*

### Level 56 – Dancer

#### **A Savoir Danse \* Range**

Potency: 600 | Cooldown: 5 | Target: AoE

*“Spin and unleash a flurry of edged fans, hitting your primary target, all surrounding enemies take 50%”*

### Level 60 – Dancer

#### **Alairtijal \* Synergy**

Potency: 20% | Cooldown: 6 | Target: AoE

*“Encourage your allies with a quick tap dance, enhancing your allies healing spells potency by 20”*

### Class Mastery – Dancer

#### **Endless Turn \* Synergy**

Potency: - | Cooldown: 10 | Target: AoE

*“You cannot act for 3 turns, in this time, you perform a waltz unlike any the world has ever seen, you and all allies are immune to all disabling ailments during this dance”*

#### **Dance of Glory \* Sabotage**

Potency: 100% | Cooldown: X | Target: AoE

*“Perform a loud, aggressive dance, putting all eyes on you, cast attract on all enemies for 2 turns”*

#### **One Last Dance \* Synergy**

Potency: 30% | Cooldown:  | Target: AoE

*“Put everything you are into your dancing, carrying yourself with the utmost of grace and beauty until your body can no longer*

*move, increase all allies’ primary stats by 30% for 3 turns”*

# Fighter and Warrior of Light Skills

## Level 1

### **Carve \* Physical**

Potency: 130 | Cooldown: 0 | Target: 1

*"A downward, dragging slice"*

## Level 2

### **Chop \* Physical**

Potency: 200 | Cooldown: - | Target: 1

*"A follow up to Carve"*

## Level 4

### **Quick Hit \* Physical**

Potency: 140 | Cooldown: 0 | Target: 1

*"Sprint at your foe and slash, 10% chance of hitting twice"*

## Level 8

### **Dark Buster \* Physical Sabotage**

Potency: 100 | Cooldown: 0 | Target: 1

*"Wreath your blade in smoke and cut your foes, 20% chance of inflicting blind for 3 turns"*

## Level 11

### **Devotion \* Synergy**

Potency: - | Cooldown: 6 | Target: Self

*"Raise your ATK by 20% and critical hit rate by 20% for 3 turns(2x damage on 16 – 20)"*

## Level 14

### **Quick Recover \* Defensive Heal**

Potency: 50 | Cooldown: 4 | Target: Self

*"Recover a small amount of HP, DEF scale"*

## Level 17

### **Cut Through \* Physical**

Potency: 250 | Cooldown: 4 | Target: 1

*"Slice through your foe, ignoring 25% of their DEF"*

## Level 20

### **Rupture \* Physical**

Potency: 350 | Cooldown: - | Target: 1

*"Follow up to Chop"*

## Level 22

### **Perfect Vision \* Synergy**

Potency: 30% | Cooldown: 5 | Target: Self

*"30% chance of dodging physical attacks for 3 turns"*

## Level 25

### **Taunting Blade \* Physical Sabotage**

Potency: 200 | Cooldown: 3 | Target: 1

*"Strike at your foe, increasing your chance of being targeted by 50% for 3 turns"*

### Level 30

#### **Mail Breaker \* Physical Sabotage**

Potency: 180 | Cooldown: 5 | Target: 1

*"Shatter your foes defenses, increasing the damage they take by 30% for 2 turns"*

### Level 30 – Warrior of Light

#### **Deterrent Blade \* Physical Sabotage**

Potency: 300 | Cooldown: 5 | Target: 1

*"Slice your foes with a light blade, reducing their ATK and MAG by 30% for 3 turns"*

### Level 33 – Warrior of Light

#### **Stop Strike \* Physical Sabotage**

Potency: 300 | Cooldown: 5 | Target: 1

*"Drive your light blade through your foe, 30% chance of inflicting stop"*

### Level 37 – Warrior of Light

#### **Full Force \* Physical**

Potency: 400 | Cooldown: 5 | Target: 1

*"Smash into your foe with your full force, reducing your DEF and SPR by 20% for 2 turns"*

### Level 40 – Warrior of Light

#### **Shining Blade \* Physical Heal**

Potency: 200 | Cooldown: 6 | Target: 1

*"Cleave your foe with a blade of light, bestowing yourself with Regen for 3 turns (ATK scaling)"*

### Level 43 – Warrior of Light

#### **Sacred Wave \* Physical Light**

Potency: 360 | Cooldown: 6 | Target: AoE

*"Unleash a wave of light on your foes, reducing their Light resistance by 100% for 3 turns"*

### Level 48 – Warrior of Light

#### **Saint's Ward \* Synergy**

Potency: - | Cooldown: 7 | Target: AoE

*"Raise your blade, invoking divine aid, grant all allies a 1000HP barrier (not stackable)"*

### Level 50 – Warrior of Light

#### **Radiant Hero \* Sabotage**

Potency: 90% | Cooldown: 7 | Target: AoE

*"Bathe your foes in radiant light, 90% chance of inflicting blind for 3 turns"*

### Level 52 – Warrior of Light

#### **Bio Blade \* Physical Sabotage**

Potency: 300 | Cooldown: 5 | Target: 1

*"Wreath your blade in poison and strike at your foes heart, inflict poison"*

### Level 55 – Warrior of Light

#### **Holy Stance \* Defensive**

Potency: - | Cooldown: - | Target: Self

*"Shrug off blows from Dark aspected abilities and retaliate with holy Fury, returning 70% of damage"*

### **Level 58 – Warrior of Light**

#### **Breath of Light \* Heal**

Potency: 150 | Cooldown: 3 | Target: Self

*“Embrace radiant warmth and recover a moderate amount of HP (ATK scaling)”*

### **Level 60 – Warrior of Light**

#### **Holy Bravery \* Physical Light**

Potency: 500 | Cooldown: 5 | Target: 1

*“Unleash a holy blast on your foe, double damage against undead or dark aspected enemies”*

### **Class Mastery – Warrior of Light**

#### **Crystal Braver \* Physical Synergy**

Potency: 800 | Cooldown: X | Target: AoE

*“Unleash a hail of divine blades, decimating your foes and consecrating the ground you stand on, grant all allies Protect and Shell for 3 turns”*

#### **Invincible Aegis \* Synergy**

Potency: - | Cooldown: X | Target: 1

*“Bestow an invincible barrier to another ally for 1 turn, granting them immunity to damage and ailments”*

# Onion Knight Skills

## Level 30 – Onion Knight

### **Onion Chop \* Physical**

Potency: 400 | Cooldown: - | Target: 1

*“Follow up to Chop”*

## Level 33 – Onion Knight

### **Onion Cutter \* Physical**

Potency: 450 | Cooldown: - | Target: 1

*“Follow up to Onion Chop”*

## Level 37 – Onion Knight

### **Five Lights \* Sabotage Synergy**

Potency: - | Cooldown: 6 | Target: AoE

*“Reduce enemies’ accuracy by 10% for 3 turns, cure all allies of Blind and Stop”*

## Level 40 – Onion Knight

### **Onion Blender \* Physical**

Potency: 300 | Cooldown: 4 | Target: 1

*“Unleash a flurry of spinning slashes, ignoring 50% of your targets DEF”*

### **Blessed Wind \* Wind Synergy Sabotage**

Potency: 60% | Cooldown: X | Target: 1

*“Decrease target enemy’s Wind resistance by 60% for 5 turns, imbue your weapon with Wind Aspect for 5 turns”*

## Level 42 – Onion Knight

### **Light of Affection \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Cure yourself of all Status Ailments, reduce your DEF & SPR by 20% for 3 turns”*

## Level 45 – Onion Knight

### **Onion Blade Blitz \* Physical**

Potency: 300 | Cooldown: 3 | Target: AoE

*“Create a vast whirlwind of slashes, shredding the enemy team”*

## Level 50 – Onion Knight

### **Onion’s Fighting Spirit \* Synergy**

Potency: - | Cooldown: 6 | Target: 1

*“Place a powerful lure on one of your allies, making them the only targetable ally for 2 turns”*

## Level 52 – Onion Knight

### **Onion Sword Dance \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Raise your ATK by 200%, then take the value it was raised by and reduce your DEF & SPR by that much, for 2 turns”*

## Level 55 – Onion Knight

### **Triple Onion Arts \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Unleash your Onion powers; use 3 Onion abilities in a row”*

### **Level 58 – Onion Knight**

#### **Onion Shredder \* Physical**

Potency: 380 | Cooldown: X | Target: AoE

*“Swing your blade at light speed, unleashing a flurry of blows on your foes, 30% chance of hitting a second time for 75% damage”*

### **Level 60 – Onion Knight**

#### **Onion Meteor \* Physical**

Potency: 300 | Cooldown: X | Target: AoE

*“Call down a flurry of razor-sharp meteors, shredding through your enemy’s defenses, ignore 50% DEF”*

### **Class Mastery – Onion Knight**

#### **True Onion Chop \* Physical**

Potency: 550 | Cooldown: - | Target: AoE

*“Final follow up to Onion Cutter”*

#### **Onion Finesse \* Synergy**

Potency: - | Cooldown: ☠ | Target: AoE

*“Take your life, passing on your Onion wisdom to all allies, increasing all Allies stats by 50% for 3 turns (This is stackable)”*

# Assassin Skill

## Level 30 – Assassin

### **Shadowbind \* Sabotage**

Potency: - | Cooldown: 3 | Target: 1

*“Stop a target enemy for 2 turns, pinning their shadow”*

## Level 35 – Assassin

### **Last Breath \* Physical Dark**

Potency: 300 | Cooldown: 0 | Target: 1

*“Deal a swift shock, 50% chance to stun an enemy for 2 turns”*

## Level 39 – Assassin

### **Aphonia \* Physical Dark**

Potency: 300 | Cooldown: 0 | Target: 1

*“Strike at the throat, 50% chance to silence an enemy for 2 turns”*

## Level 44 – Assassin

### **Nightmare \* Physical Dark**

Potency: 300 | Cooldown: 0 | Target: 1

*“Put your enemy to sleep, 50% chance of inflicting Doom”*

## Level 47 – Assassin

### **Ague \* Physical Ice**

Potency: 200 | Cooldown: 0 | Target: 1

*“Inflict your foe with feverish chills, slowing them, 25% chance of inflicting Poison”*

## Level 51 – Assassin

### **Oblivion \* Physical Dark**

Potency: 400 | Cooldown: 0 | Target: 1

*“Strike your foe at the head, 50% chance to confuse the target”*

## Level 53 – Assassin

### **Shadow Strike \* Synergy**

Potency: 50% | Cooldown: 5 | Target: Self

*“Increase potency of your Dark attacks by 50% for 3 turns, this ability doesn’t use the turn”*

## Level 57 – Assassin

### **Rockseal \* Physical Stone**

Potency: 300/30% | Cooldown: 0 | Target: 1

*“Seal your target in stone, petrifying them on the spot, 30% chance of inflicting Petrify”*

## Level 60 – Assassin

### **Killer Stare \* Sabotage**

Potency: 50% | Cooldown: 3 | Target: 1

*“Inflict your foe with Berserk, convincing them their allies are their foes”*

## Level 67 – Assassin

### **Daigoro \* Physical Bestial**

Potency: 500 | Cooldown: 3 | Target: 1

*“Summon a minor-dog God to maul your foe, 30% increase crit chance”*

### Level 74 – Assassin

#### **Death Match \* Sabotage**

Potency: - | Cooldown: X | Target: 1

*“Mark your target, condemning both them and you to a showdown, until one has fallen, no other player or enemy may interact with the user or the target”*

### Level 80 – Assassin

#### **Shirogane \* Synergy**

Potency: - | Cooldown: X | Target: Self

*“Once per combat, wreath yourself in a platinum aura, preventing loss of life and ailments”*

### Level 83 – Assassin

#### **Fateweaver \* Sabotage**

Potency: - | Cooldown: X | Target: 1

*“Fate seal yourself and an enemy, if either of you die, the other will follow suit, this effect is irremovable once applied (Fate sealing is not guaranteed)”*

### Level 87 – Assassin

#### **Shadow Redirection \* Synergy**

Potency: - | Cooldown: 8 | Target: 1

*“The next attack that would hit target ally, will be reflected back at the attacker”*

### Level 90 – Assassin

#### **Death Lotus \* Dark Physical**

Potency: 1000 | Cooldown: 6 | Target: AoE

*“Become a manifestation of death, encasing the enemy party in darkness, 30% chance of inflicting Death”*

# Alchemist Skills

## Level 1 – Alchemist

### **Mix \* Alchemy**

Potency: ? | Cooldown: - | Target: ?

*“Able to combine 2 different ingredients to make an item, could be a salve, explosive, ointment, etc.”*

## Level 20 – Alchemist

### **Astra \* Alchemy**

Potency: 100% | Cooldown: 0 | Target: 1

*“For 1 turn, target ally is immune to debuffs and ailments”*

### **Mixed Death \* Dark Alchemy**

Potency: 60% | Cooldown: 4 | Target: 1

*“Condemn your opponents to damnation”*

## Level 30 – Alchemist

### **Rasp \* Sabotage**

Potency: - | Cooldown: 5 | Target: AoE

*“Enemy team cannot use abilities for 2 turns”*

## Level 36 – Alchemist

### **Cocktail Flare \* Fire Alchemy**

Potency: 350 | Cooldown: 8 | Target: AoE

*“Parch your foes with the Sun’s fury”*

## Level 40 – Alchemist

### **Poison Apple \* Dark Alchemy**

Potency: 40% | Cooldown: 0 | Target: 1

*“Lob a toxic apple, poisoning your foe”*

## Level 45 – Alchemist

### **Cocktail Meteor \* Alchemy**

Potency: 500 | Cooldown: X | Target: 1

*“Bring down the sky on your enemies”*

## Level 53 – Alchemist

### **Mixology \* Alchemy**

Potency: ? | Cooldown: - | Target: ?

*“Able to combine 3 different ingredients to make an item, could be a salve, explosive, ointment, etc.”*

## Level 60 – Alchemist

### **Residue \* Synergy**

Potency: - | Cooldown: 2 | Target: -

*“Copy the last spell you cast without worrying about cooldowns”*

## Level 70 – Alchemist

### **Cicerone \* Synergy**

Potency: 300 | Cooldown: 4 | Target: AoE

*“Create a deliciously refreshing cocktail that rejuvenates the entire party and heals them”*

## Level 81 – Alchemist

### **Acid Bath \* Sabotage**

Potency: 100% | Cooldown: 7 | Target: AoE

*“Set enemy parties DEF to 0 for 2 turns”*

**Level 90 – Alchemist**

**Master Mixologist \* Alchemy**

Potency: ? | Cooldown: - | Target: ?

*“Able to combine 4 different ingredients to make an item, could be a salve, explosive, ointment, etc.”*

# Gambler Skills

## Level 30 – Gambler

### **Baffle Card \* Sabotage Ranged Gamble**

Potency: 200 | Cooldown: - | Target: AoE

*"Throw a fan of smoke covered cards, 20% chance to blind enemies 70/30"*

## Level 33 – Gambler

### **Sword Card \* Sabotage Ranged Gamble**

Potency: 200 | Cooldown: - | Target: 1

*"Throw a bladed card, reduce an enemies ATK by 25% for 3 turns, this can be stacked twice 70/30"*

## Level 37 – Gambler

### **Flame Card \* Fire Ranged Gamble**

Potency: 200 | Cooldown: - | Target: AoE

*"Throw a flaming card, igniting your foes 70/30"*

## Level 40 – Gambler

### **Sleep Card \* Sabotage**

Potency: 100% | Cooldown: 5 | Target: 1

*"Throw a card lined with a sleeping agent, put a foe to sleep 80/20"*

## Level 44 – Gambler

### **Thunder Card \* Thunder Ranged Gamble**

Potency: 250 | Cooldown: - | Target: AoE

*"Throw a statically charged card, shocking your foes 70/30"*

## Level 47 – Gambler

### **Death Card \* Sabotage Gamble**

Potency: 30% | Cooldown: - | Target: 1

*"Throw a card imbued with death, 30% chance of slaying your foe 30/70"*

## Level 50 – Gambler

### **Bramble Card \* Earth Ranged Gamble**

Potency: 250 | Cooldown: - | Target: AoE

*"Throw a card encased in stone, ravaging your foes with jagged rocks 70/30"*

## Level 55 – Gambler

### **Frost Card \* Ice Ranged Gamble**

Potency: 250 | Cooldown: - | Target: AoE

*"Throw a chilled card, freezing your foes with permafrost 70/30"*

## Level 60 – Gambler

### **Tarot Card \* Summon Gamble**

Potency: - | Cooldown:  | Target: -

*"Call upon godlike powers, summoning a random gods special ability 80/20"*

## Level 65 – Gambler

### **Life & Death \* Sabotage Gamble**

Potency: 100% | Cooldown: 3S | Target: AoE

*"Inflict Megadeath on the entire enemy party or your entire party, 50/50"*

### Level 70 – Gambler

#### **Loaded Dice \* Synergy Gamble**

Potency: - | Cooldown: X | Target: Self

*“Roll 2 dice instead of 1 for the rest of combat, choosing the higher number, 80/20”*

### Level 77 – Gambler

#### **Element Reels \* Omni Ranged Gamble**

Potency: 500 | Cooldown: 10 | Target: AoE

*“Spin the elemental slots, dealing a combination of 3 random elements 99/1”*

### Level 80 – Gambler

#### **Attack Reels \* Omni Gamble**

Potency: 500 | Cooldown: 10 | Target: AoE

*“Spin the attack slots, dealing a combination of 3 damage types 99/1”*

### Level 83 – Gambler

#### **Status Reels \* Omni Sabotage Gamble**

Potency: 100% | Cooldown: 10 | Target: AoE

*“Spin the status slots, inflicting 3 random status ailments to the enemy party 99/1”*

### Level 87 – Gambler

#### **Gigantuar Reels \* Ranged Gamble**

Potency: 1000 | Cooldown: ☠ | Target: AoE

*“Spin the Golden slots, inciting the wrath of Gigantuar on the enemy party 99/1”*

### Level 90 – Gambler

#### **Counting Cards \* Synergy**

Potency: - | Cooldown: 3 | Target: Self

*“Read your deck and guarantee your next roll will succeed, this doesn’t use a turn”*

# Saint Skills

## Level 30 – Saint

### Judgment Blade \* Physical

Potency: 210 | Cooldown: - | Target: 1

*“Strike with a blade of time, 30% chance to stop the enemy for 2 turns”*

## Level 35 – Saint

### Shadowblade \* Dark Physical

Potency: 210 | Cooldown: - | Target: 1

*“Strike your foe with an umbral blade, healing for 10% of damage dealt”*

## Level 40 – Saint

### Crush Weapon \* Sabotage Physical

Potency: 190 | Cooldown: - | Target: 1

*“Temporarily shatter your foes weapon, reducing their ATK/MAG by 40% for 3 turns”*

## Level 48 – Saint

### Northswain’s Strike \* Sabotage Physical

Potency: 160T | Cooldown: 5 | Target: 1

*“Unleash a flurry of strikes, striking through your foes defenses”*

## Level 53 – Saint

### Duskblade \* Physical Synergy

Potency: 140 | Cooldown: 5 | Target: 1

*“Strike at your foes heart, stealing their vitality, reduce the cooldown of 1 of your abilities by 1”*

## Level 57 – Saint

### Clouded Strike \* Physical Sabotage

Potency: 300 | Cooldown: - | Target: 1

*“Strike your foes with a blade of delusion, 30% chance to inflict confusion”*

## Level 63 – Saint

### Hallowed Bolt \* Physical Thunder

Potency: 330 | Cooldown: - | Target: 1

*“Slash your foe with lightning fast precision, 30% chance to inflict silence”*

## Level 69 – Saint

### Divine Ruination \* Physical Light

Potency: 250T | Cooldown: 3 | Target: 1

*“Unleash a wave of light blasts on your foe, decrease enemy Light resistance by 50% for 3 turns”*

## Level 74 – Saint

### Blade of Creation \* Physical Light

Potency: 420 | Cooldown: 5 | Target: AoE

*“Erect a spectral blade from beneath your foes feet, striking them through their core, reduce all your cooldowns by 1”*

### Crush Helm \* Physical Sabotage

Potency: 190 | Cooldown: - | Target: 1

*“Temporarily shatter your foes armour, reducing their DEF/SPR by 40% for 3 turns”*

### Level 79 – Saint

#### **Black Lion's Crest \* Synergy**

Potency: 200 | Cooldown: 4 | Target: AoE

*"Call upon the aid of the Black Lion, healing the party and granting them 100% resistance to Blind, Sleep and Paralyze for 3 turns"*

### Level 82 – Saint

#### **Thunder God's Blessing \* Synergy Thunder**

Potency: 50% | Cooldown: X | Target: AoE

*"Raise the parties ATK and DEX by 50% for 5 turns and imbue their physical and ranged attacks with Thunder element"*

### Level 87 – Saint

#### **Perfect Ultima Sword \* Physical Light**

Potency: 750 | Cooldown: 6 | Target: 1

*Call upon the power of Ultima, forging an ancient sword of Light and strike your foes down, reducing their DEF by 50% for 3 turns"*

### Level 90 – Saint

#### **Raiden \* Physical Thunder**

Potency: 1200 | Cooldown: X | Target: AoE

*"Unleash the might of the ancient Saints council, 40% chance of stopping the enemy party for 2 turns, reduce enemy party DEF by 75% for 3 turns, set the casters HP to 1"*

# Monk Skills

## Level 30 – Monk

### Raging Fist \* Physical Defensive

Potency: 200 | Cooldown: 4 | Target: 1

*“Unleash a devastating punch to your foe, 100% guaranteed crit, DEF scaling”*

## Level 34 – Monk

### Aura Cannon \* Physical Defensive Light

Potency: 250 | Cooldown: 3 | Target: 1

*“Imbue your fists with holy light and strike your foe down, double damage to Undead until the end of combat, SPR scaling”*

## Level 38 – Monk

### Chakra \* Synergy Heal

Potency: 400 | Cooldown: 7 | Target: AoE

*“Heal all allies with white light, curing them of poison, blind and silence, reduce all your cooldowns by 1”*

## Level 43 – Monk

### Evasive Stance \* Defensive

Potency: 210 | Cooldown: - | Target: Self

*“Raise your evasion to 50% for 3 turns, being able to dodge physical and ranged attacks, retaliate on a successful dodge, DEX scaling”*

## Level 48 – Monk

### Meteor Strike \* Physical

Potency: 275 | Cooldown: - | Target: 1

*“Attack with an exploding palm, reducing your foes DEF by 50% for 3 turns”*

## Level 52 – Monk

### Swift Step \* Synergy

Potency: - | Cooldown: 5 | Target: Self

*“Move more swiftly, evading the next 3 physical and ranged attacks that would otherwise deal damage”*

## Level 57 – Monk

### Razor Gale \* Wind Physical Sabotage

Potency: 300 | Cooldown: - | Target: AoE

*“Engulf your enemies in a wild windstorm, decreasing their wind resistance by 100% for 2 turns”*

## Level 60 – Monk

### Rising Phoenix \* Fire Physical Sabotage

Potency: 300 | Cooldown: - | Target: AoE

*“Engulf your enemies in a violent firestorm, decreasing their fire resistance by 100% for 2 turns”*

## Level 65 – Monk

### Phantom Rush \* Physical

Potency: 900 | Cooldown: X | Target: 1

*“Unleash a flurry of crane strikes against your foe, catching them off guard and reducing their DEF by 75% for 2 turns”*

## Level 69 – Monk

### Double Blitz \* Synergy

Potency: - | Cooldown: 6 | Target: Self

*“Double cast any physical attack off-cooldown except Fang Leiden Combo”*

### Level 73 – Monk

#### **Soul Spiral \* Synergy Light**

Potency: - | Cooldown: X | Target: AoE

*"Cure all allies of status ailments except caster, recover 10,000 HP to all allies except caster, set caster HP to 1"*

### Level 78 – Monk

#### **Breathing Stance \* Synergy Defensive**

Potency: - | Cooldown: - | Target: Self

*"Heal 2500 HP to caster each turn while in breathing stance, cure caster of ATK/DEF/MAG/DEX/SPR breaks when entering stance"*

### Level 80 – Monk

#### **Tiger Break \* Physical**

Potency: 1000 | Cooldown: 5 | Target: 1

*"Slash into your foe with tiger-like claws, reducing their DEF by 50% for 3 turns, DEF scaling"*

### Level 84 – Monk

#### **Mountain Stance \* Physical Defensive**

Potency: - | Cooldown: - | Target: Self

*"Enter a stance that rivals the dominance of a mountain, guarding all allies against physical and ranged attacks and reducing the casters physical and ranged damage taken by 90%"*

#### **Can't Do Me In \* Physical Defensive**

Potency: 200 | Cooldown: - | Target: -

*"When being attacked by a magical spell, 35% chance to auto-retaliate, DEF scaling"*

### Level 88 – Monk

#### **Keepers Stance \* Light Defensive**

Potency: - | Cooldown: - | Target: Self

*"Enter the meditative stance of a Keeper, guarding all allies against magical attacks and reducing the casters magical damage taken by 90%"*

### Level 90 – Monk

#### **Fang Leiden Combo \* Physical**

Potency: 3500 | Cooldown:  | Target: 1

*"Take on the spirit form of Master Fang, unleashing all your inner powers and putting your entire being into your attack, until breath no longer fills your lungs"*

# Trigger Skills

## Level 30 – Trigger

### **Keen Edge \* Physical Ranged**

Potency: 200 | Cooldown: - | Target: 1

*“Strike your foes with the blade end”*

## Level 31 – Trigger

### **Brutal Edge \* Physical Ranged**

Potency: 350 | Cooldown: - | Target: 1

*“Follow-up to Keen Edge”*

## Level 33 – Trigger

### **Solid Barrel \* Physical Ranged**

Potency: 500 | Cooldown: - | Target: 1

*“Follow-up to Brutal Edge”*

## Level 37 – Trigger

### **Blast Zone \* Physical Ranged**

Potency: 210 | Cooldown: - | Target: AoE

*“Fire off an explosive canister round, blasting your enemies to bits”*

## Level 40 – Trigger

### **Auror Casings \* Synergy**

Potency: - | Cooldown: - | Target: Self

*“Replace your round casings with Auror casings, turning your damage spells into heals”*

## Level 42 – Trigger

### **Burst Strike \* Ranged Fire**

Potency: 800 | Cooldown: 2 | Target: 1

*“Slice your foe and fire off an explosive round on impact”*

## Level 46 – Trigger

### **Solar Guard \* Defensive**

Potency: - | Cooldown: 8 | Target: Self

*“Set your HP to 1 and become immune to damage for 3 turns, 10% chance of guarding allies”*

## Level 50 – Trigger

### **Draw \* Synergy**

Potency: - | Cooldown: - | Target: 1

*“Steal MAG break from an ally except caster, Increase ATK 120% for 2 turns”*

## Level 53 – Trigger

### **Flame Barret \* Fire Physical**

Potency: 250 | Cooldown: - | Target: 1

*“Ignite your blade, melting through your enemy, reducing their fire resistance by 60% for 3 turns”*

## Level 56 – Trigger

### **Wind Barret \* Wind Physical**

Potency: 250 | Cooldown: - | Target: 1

*“Wreath your blade in wind, tearing through your enemy, reducing their wind resistance by 60% for 3 turns”*

### Level 59 – Trigger

#### **Thunder Barret \* Thunder Physical**

Potency: 250 | Cooldown: - | Target: 1

*"Coat your blade with lightning, shocking your enemy, reducing their electric resistance by 60% for 3 turns"*

### Level 62 – Trigger

#### **Light Barret \* Light Physical**

Potency: 250 | Cooldown: - | Target: 1

*"Illuminate your blade with light, banishing your enemy, reducing their light resistance by 60% for 3 turns"*

### Level 67 – Trigger

#### **Lion's Roar \* Synergy**

Potency: - | Cooldown: X | Target: Self

*"Remove all debuffs from the caster, recover all HP and refresh 1 ability"*

### Level 73 – Trigger

#### **Spitfire \* Magical Fire**

Potency: 300 | Cooldown: - | Target: 1

*"Activate the Amber mana drive and spit fire across your foe"*

### Level 77 – Trigger

#### **Taser Rounds \* Magical Thunder**

Potency: 300 | Cooldown: - | Target: 1

*"Activate the Péridot mana drive and spit lightning across your foe"*

### Level 80 – Trigger

#### **Fated Circle \* Physical**

Potency: 400 | Cooldown: 2 | Target: AoE

*"Unleash a spin attack on your foes, tearing through their guards, ignore guard effects"*

### Level 83 – Trigger

#### **Inherited Charisma \* Synergy**

Potency: - | Cooldown: 7 | Target: Self

*"Raise caster SPR by 40% and blind, poison, paralyze and petrify resistance by 100% for 3 turns"*

### Level 86 – Trigger

#### **Wicked Talon \* Physical Ranged**

Potency: 700 | Cooldown: 4 | Target: 1

*"Aetherically imbue your blade with jagged edges, tearing and maiming your foe to shreds"*

### Level 90 – Trigger

#### **Lionheart Cry \* Physical Ranged**

Potency: 1500 | Cooldown: 6 | Target: 1

*"Raise your blade to the heavens, absorbing all aetheric light into the mana drive and releasing an earthshattering wave of devastation"*

# Beastmaster Skills

## Level 30 – Beastmaster

### **Call Familiar \* Primal**

Potency: - | Cooldown: - | Target: -

*“Call upon one of your beasts, this ability is used at the start of combat without using turns”*

### **Fight \* Primal**

Potency: 200 | Cooldown: - | Target: -

*“Command your beast to use their basic attack”*

### **Heel \* Primal**

Potency: - | Cooldown: - | Target: -

*“Command your beast to heel and return to your side”*

## Level 32 – Beastmaster

### **Calm Lesser \* Primal Sabotage**

Potency: - | Cooldown: - | Target: 1

*“Speak to a lesser beast’s soul, calming them and easing their aggression”*

## Level 38 – Beastmaster

### **Stay \* Primal**

Potency: - | Cooldown: - | Target: -

*“Command your pet to stay in one spot keep a lookout”*

## Level 43 – Beastmaster

### **Sic \* Primal**

Potency: 500 | Cooldown: 5 | Target: -

*“Command your beast to use their base form special attack”*

## Level 50 – Beastmaster

### **Snarl \* Primal**

Potency: - | Cooldown: 3 | Target: Self

*“Command your pet to attract 100% of enemy attention until it’s next action”*

## Level 53 – Beastmaster

### **Calm Moderate \* Primal**

Potency: - | Cooldown: - | Target: 1

*“Speak to a moderate beast’s soul, calming them and easing their aggression”*

## Level 55 – Beastmaster

### **Promote Moderate \* Primal**

Potency: - | Cooldown: 3 | Target: Beast

*“Promote your beast to their moderate form, this ability is not available until turn 4 of combat”*

## Level 60 – Beastmaster

### **Assail \* Primal**

Potency: 700 | Cooldown: 5 | Target: -

*“Command your beast to use their moderate form special attack”*

### Level 65 – Beastmaster

#### **Run Wild \* Primal**

Potency: 25% | Cooldown: X | Target: Beast

*“Boost your familiars base stats by 25% for 3 turns, must be resummoned at the end of those turns”*

### Level 68 – Beastmaster

#### **Beast Fusion \* Primal Fusion**

Potency: - | Cooldown: X | Target: Self Beast

*“Fuse with your beast, taking on their traits for 3 turns and increasing your base stats by 50% of their base stats”*

### Level 75 – Beastmaster

#### **Promote Primeval \* Primal**

Potency: - | Cooldown: 12 | Target: Beast

*“Promote your beast to their Primeval form, this ability is not available until the beast has been in Moderate form for 10 turns”*

### Level 80 – Beastmaster

#### **Apex Predator \* Primal Primeval**

Potency: 500T | Cooldown: 3 | Target: 1

*“Your beast deals true damage to an enemy imbued with their greatest weakness”*

### Level 83 – Beastmaster

#### **Lashing \* Primal Primeval**

Potency: 500 | Cooldown: 3 | Target: -

*“Command your primal to use their base attack with enhanced Potency”*

### Level 87 – Beastmaster

#### **Rampage \* Primal Primeval**

Potency: - | Cooldown: 7 | Target: -

*“Allow your beast to run rampant, dealing more and more damage each turn however becoming harder and harder to control as time passes”*

### Level 90 – Beastmaster

#### **Calm Giant \* Primal Primeval**

Potency: - | Cooldown: - | Target: 1

*“Speak to a giant beast’s soul, calming them and easing their aggression”*

#### **Voice of the Wilds \* Primal Primeval**

Potency: 1300 | Cooldown: X | Target: AoE

*“Unleash your primal beasts full potential, displaying their unbridled rage and letting it loose on your foes, this expelling of energy will exhaust the creature, leading to its demise”*

# Mediator Skills

## Level 30 – Mediator

### **Invitation \* Sabotage**

Potency: 70% | Cooldown: 3 | Target: 1

*"Convince an enemy into being your ally for 3 turns"*

## Level 36 – Mediator

### **Persuade \* Synergy**

Potency: - | Cooldown: 6 | Target: 1

*"Reduce an ally's abilities cooldown to 1"*

## Level 39 – Mediator

### **Praise \* Synergy**

Potency: 20% | Cooldown: - | Target: 1

*"Raise an allies ATK by 20% for 2 turns"*

## Level 43 – Mediator

### **Threaten \* Sabotage**

Potency: 70% | Cooldown: 2 | Target: 1

*"Reduce an enemies ATK by 70% for 2 turns"*

## Level 45 – Mediator

### **Promotion Commando \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*"Promote an ally to the Commando Paradigm, swapping their ATK & MAG stats and raising their base ATK by 200 afterwards until the end of combat, this effect is overwritten with another Paradigm"*

## **Promotion Ravager \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*"Promote an ally to the Ravager Paradigm, swapping their ATK & MAG stats and raising their base MAG by 200 afterwards until the end of combat, this effect is overwritten with another Paradigm"*

## Level 50 – Mediator

### **Preach \* Synergy**

Potency: 20% | Cooldown: - | Target: 1

*"Raise an allies SPR by 20% for 2 turns"*

## Level 53 – Mediator

### **Solution \* Sabotage**

Potency: 70% | Cooldown: 2 | Target: 1

*"Reduce an enemies SPR by 70% for 2 turns"*

## Level 55 – Mediator

### **Promotion Sentinel \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*"Promote an ally to the Sentinel Paradigm, swapping their DEF & SPR stats and raising their base DEF by 200 afterwards until the end of combat, this effect is overwritten with another Paradigm"*

### **Promotion Medic \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*"Promote an ally to the Medic Paradigm, swapping their DEF & SPR stats and raising their base SPR by 200 afterwards until the end of combat, this effect is overwritten with another Paradigm"*

## Level 60 – Mediator

### **Lecture \* Sabotage**

Potency: 100% | Cooldown: 5 | Target: AoE

*“Start rambling on about diplomatic nonsense, putting the enemy party asleep for 2 turns”*

## Level 66 – Mediator

### **Negotiate \* Sabotage**

Potency: - | Cooldown: 4 | Target: 1

*“Demand gil from an enemy as tribute and convince them to leave”*

## Level 70 – Mediator

### **Death Sentence \* Sabotage**

Potency: 75% | Cooldown: 4 | Target: 1

*“Sentence your foes to death, 75% chance of inflicting Doom”*

## Level 75 – Mediator

### **Promotion Saboteur \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*“Promote an ally to the Saboteur Paradigm, raising the potency of all their Sabotage spells by 10%, this effect is overwritten with another Paradigm”*

### **Promotion Synergist \* Paradigm Shift**

Potency: - | Cooldown: - | Target: 1

*“Promote an ally to the Synergist Paradigm, raising the potency of all their Synergy spells by 10%, this effect is overwritten with another Paradigm”*

## Level 80 – Mediator

### **Promotion Crown \* Paradigm Shift**

Potency: - | Cooldown: X | Target: Self

*“Promote yourself to the Lord Paradigm, raising all your base stats and elemental resistances by 10%, raise your resistance to poison, death, silence, petrify and paralyze by 50%, this effect is overwritten with another Paradigm”*

## Level 90 – Mediator

### **Diplomatic Immunity \* Synergy**

Potency: 100% | Cooldown: X | Target: Self

*“Grant yourself diplomatic immunity from your foes, making yourself un-targetable by single target spells of your enemies”*

# Vouchsafe Skills

## Level 30 – Vouchsafe Aura

### **Verba Ignis \* Light Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only fire”*

## Level 30 – Vouchsafe Umbra

### **Verba Glaciei \* Dark Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only ice”*

## Level 35 – Vouchsafe Aura

### **Potentilla \* Light Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies fire damage by 50% for 3 turns”*

## Level 35 – Vouchsafe Umbra

### **Et Imago Glacies \* Dark Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies ice damage by 50% for 3 turns”*

## Level 40 – Vouchsafe Aura

### **Verba ex Aqua \* Light Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only water”*

## Level 40 – Vouchsafe Umbra

### **Verba de Caelo \* Dark Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only electricity”*

## Level 45 – Vouchsafe Aura

### **Virtus Aqua \* Light Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies water damage by 50% for 3 turns”*

## Level 45 – Vouchsafe Umbra

### **Fulgur Virtutem \* Dark Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies electric damage by 50% for 3 turns”*

## Level 50 – Vouchsafe Aura

### **Ventus Verba Dei \* Light Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only wind”*

## Level 50 – Vouchsafe Umbra

### **Verba de Terra \* Dark Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only earth”*

## Level 55 – Vouchsafe Aura

### **Ventus Potentia \* Light Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies wind damage by 50% for 3 turns”*

### Level 55 – Vouchsafe Umbra

#### **Vox Terrae \* Dark Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies earth damage by 50% for 3 turns”*

### Level 60 – Vouchsafe Aura

#### **Verba Autem Lux \* Light Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only light”*

### Level 60 – Vouchsafe Umbra

#### **Verba Tenebrosi \* Dark Synergy**

Potency: - | Cooldown: - | Target: 1

*“Imbue an ally’s weapon with only dark”*

### Level 65 – Vouchsafe Aura

#### **Lux Virtutis Dei \* Light Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies light damage by 50% for 3 turns”*

### Level 65 – Vouchsafe Umbra

#### **Tenebrosi Virtute \* Dark Synergy**

Potency: 50% | Cooldown: 5 | Target: AoE

*“Increase all allies dark damage by 50% for 3 turns”*

### Level 70 – Vouchsafe

#### **Libra Ruptor \* Passive**

Potency: - | Cooldown: - | Target: Self

*“Gain access to both forms of Magicite, mastering Umbra and Aura”*

### Level 75 – Vouchsafe

#### **Potentia Maximo \* Synergy**

Potency: - | Cooldown: X | Target: AoE

*“Imbue all allies with target enemy’s weakness”*

### Level 80 – Vouchsafe

#### **Imbicellum \* Synergy**

Potency: 50% | Cooldown: X | Target: AoE

*“Increase all allies elemental damage by 50% for 3 turns”*

### Level 85 – Vouchsafe

#### **Hoc Iippi Virtutis Dei \* Synergy**

Potency: - | Cooldown: X | Target: AoE

*“Imbue all allies weapons with ‘Bad Breath’ for 3 turns”*

### Level 90 – Vouchsafe

#### **Mors Perfectus \* Synergy**

Potency: - | Cooldown: X | Target: AoE

*“Imbue all allies weapons with all ‘killers’ for 3 turns”*

# Stygian Skills

## Level 30 – Stygian

### **Decrepifyng Blade \* Dark Physical**

Potency: 210 | Cooldown: - | Target: 1

*“Strike with a blade of disease and rot, 30% chance to inflict death the enemy for 2 turns”*

## Level 35 – Stygian

### **Umbral Fissure \* Dark Physical**

Potency: 210 | Cooldown: - | Target: 1

*“Strike your foe with an shadow blade, healing for 50% of damage dealt”*

## Level 40 – Stygian

### **Shadowy Punisher \* Sabotage Physical**

Potency: 190 | Cooldown: 3 | Target: 1

*“Obliterate your foes resolve, causing them to take 1.5x damage for 1 turn”*

## Level 48 – Stygian

### **Obliterate \* Dark Physical**

Potency: 300T | Cooldown: 5 | Target: 1

*“Unleash a flurry of strikes, striking through your foes defenses”*

## Level 53 – Stygian

### **Darkening Aspirations \* Physical Synergy**

Potency: - | Cooldown: 5 | Target: 1

*“Encase yourself in a veil of darkness, granting yourself immunity to Light and Darkness for 2 turns”*

## Level 57 – Stygian

### **Cackling Shade \* Physical Sabotage**

Potency: 300 | Cooldown: - | Target: 1

*“Confuse your foes with living shadows, turning them against each other and inflicting confusion for 2 turns”*

## Level 63 – Stygian

### **Salted Soil \* Physical Fire**

Potency: 330 | Cooldown: - | Target: AoE

*“Engulf the very soil in flaming salts, burning your foes for 3 turns”*

## Level 69 – Stygian

### **Divine Ruination \* Physical Light**

Potency: 250T | Cooldown: 3 | Target: 1

*“Unleash a wave of light blasts on your foe, decrease enemy Light resistance by 50% for 3 turns”*

## Level 74 – Stygian

### **Blade of Damnation \* Physical Dark**

Potency: 420 | Cooldown: 5 | Target: AoE

*“Erect a spectral blade from beneath your foes feet, striking them through their core, reduce all your cooldowns by 1”*

### **Crush Helm \* Physical Sabotage**

Potency: 190 | Cooldown: - | Target: 1

*“Temporarily shatter your foes armour, reducing their DEF/SPR by 40% for 3 turns”*

### Level 79 – Stygian

#### **Red Scorpion's Crest \* Synergy**

Potency: 200 | Cooldown: 4 | Target: AoE

*"Call upon the aid of the Crimson Scorpion, healing the party and granting them 100% resistance to Poison, Stop and Confusion for 3 turns"*

### Level 82 – Stygian

#### **Dark Lord's Blessing \* Synergy Dark**

Potency: 50% | Cooldown: X | Target: AoE

*"Raise the parties MAG and SPR by 50% for 5 turns and imbue their black and white spells with Dark element"*

### Level 87 – Stygian

#### **Encroaching Darkness \* Physical Light**

Potency: 750 | Cooldown: 6 | Target: 1

*"Call upon the power of shadows, forging a rotting blade of Darkness and strike your foes down, reducing their SPR by 50% for 3 turns"*

### Level 90 – Stygian

#### **Dark Cannon \* Physical Dark**

Potency: TRUE | Cooldown: X | Target: AoE

*"Drown the battlefield in darkness, siphoning 10% of all your foes life and dealing it back in the form of true damage "*

# Geomancer Skills

## Level 30 – Geomancer

### Raining Stones \* Physical Earth

Potency: 200 | Cooldown: - | Target: AoE

*“Unleash a torrent of sharded stones to rain down on your foes.”*

## Level 35 – Geomancer

### Missile Shelter \* Physical Synergy

Potency: 50% | Cooldown: 3 | Target: AoE

*“Raise a thin stone barrier above your party, shielding them from projectiles for 1 turn”*

## Level 40 – Geomancer

### Enstonra \* Physical Synergy

Potency: - | Cooldown: - | Target: AoE

*“Encase your allies arms in a stony mail, granting them earth imburement for 3 turns.”*

## Level 45 – Geomancer

### Stone Justice \* Physical Earth

Potency: 400 | Cooldown: 2 | Target: 1

*“Shatter a stone into a million pieces, firing a torrent of shards at your foes”*

## Level 51 – Geomancer

### Ancient Unleash \* Synergy

Potency: - | Cooldown: 5 | Target: Self

*“Remove your earthen limiters, doubling your stone output for 2 turns (doublecast)”*

## Level 58 – Geomancer

### Quakega \* Physical Earth

Potency: 550 | Cooldown: 5 | Target: AoE

*“Invoke the ancient hells of the planet”*

## Level 65 – Geomancer

### Stalagmite \* Physical Earth

Potency: 400 | Cooldown: 0 | Target: AoE

*“Unleash a barrage of stone spires from beneath your foes feet”*

## Level 74 – Geomancer

### Gaia \* Earth

Potency: 400 | Cooldown: 0 | Target: 1

*“Unleash a mighty earthen blast”*

## Level 79 – Geomancer

### Mother Gaia \* Earth

Potency: 600 | Cooldown: - | Target: 1

*“Unleash a furious earthen explosion, follow-up to Gaia”*

## Level 84 – Geomancer

### Grand Gaia \* Earth

Potency: 850 | Cooldown: - | Target: AoE

*“Unleash a demonic earthen eruption, follow-up to Mother Gaia”*

### **Level 89 – Geomancer**

#### **Encase \* Sabotage**

Potency: - | Cooldown: 6 | Target: AoE

*"Encase your foes in a stony shell,  
preventing action for 1 turn"*

### **Level 90 – Geomancer**

#### **Iron Maiden \* Synergy Sabotage**

Potency: - | Cooldown:  | Target: 1 + Self

*"At the beginning of combat, mark your target, encasing you and them inside a prison of steel, only one falls, only one leaves."*

# Feats & Passives

## Level 1 Free Form Starters

### **Weapon Novice**

Ex: Raise your implements ATK stat by 50

*Prerequisites: N/A*

### **Armour Novice**

Ex: Increase your DEF & SPR for each piece of armour you're wearing ( $X^2$ )

*Prerequisites: Tank Class*

### **Healing Novice**

Ex: Raise your healing cast potency by 60

*Prerequisites: Healing Class*

### **Calloused Hands**

Ex: Raise the job of your choice by 2 levels

*Prerequisites: N/A*

## Level 10 Free Form

### **Potent Medic**

Ex: The lowest the healing potency of your spells can be is 50

*Prerequisites: N/A*

### **Unflinching**

Ex: 10% chance to be immune to debilitating debuffs (paralyze, petrify, sleep, stun)

*Prerequisites: Tank Class*

### **Heavy Hitter**

Ex: Increase your physical potencies by 20

*Prerequisites: Physical Damager*

### **Power Tap**

Ex: Once per combat, raise the potency of one of your spells by 30

*Prerequisites: Magical Damager*

### **Iron Sights**

Ex: Increase your chance of landing critical hits by 5%

*Prerequisites: Ranged Damager*

## Level 20 Free Form

### **Battalion**

Ex: For each other damager class in your party, raise your physical and ranged potencies by 20

*Prerequisites: Physical || Ranged Damager*

### **Golem's Soul**

Ex: Raise your base DEF by 25% when equipped with a shield

*Prerequisites: Tank Class*

### **Elemental Aura**

Ex: When casting an elemental spell, you gain a 30% increase to the matching element until you cast a different spell

*Prerequisites: Magical Damager*

### **Healing Fortitude**

Ex: When using a healing spell on an ally, regain health equal to 10% of the HP you gave your ally

*Prerequisites: Healing Class*

### **Weapon Training**

Ex: Pick up training in a specific type of weapon that matches your class, increasing the stats provided by the weapon by 50%

*Prerequisites:* N/A

### **Aggressive Nature**

Ex: Make yourself naturally intimidating with other NPC's, making them fearful or frightened when speaking with or approaching you.

*Prerequisites:* N/A

### **Friendly Face**

Ex: Increase your charisma when speaking with other NPC's, making them more comfortable and open when speaking with or approaching you

*Prerequisites:* N/A

### **Disciple of the Land**

Ex: Raise 1 gathering job skill by 10 levels

*Prerequisites:* N/A

### **Disciple of the Hand**

Ex: Raise 1 crafting job skill by 10 levels

*Prerequisites:* N/A

### **Level 30 – Mixed Form**

#### **Symphonic Flair**

Ex: Increase base ATK & MAG 40% when equipped with an instrument

*Prerequisites:* Healing Class // Magical Damager

### **Vanguard**

Ex: Increase equipment ATK 100% when 2 handing a weapon

*Prerequisites:* Tank Class // One-handed Sword Users

### **Feather-footed**

Ex: 20% chance to evade physical attacks that target you

*Prerequisites:* Thief

### **Magnificent Attraction**

Ex: Increase innate chance of being targeted by 30%

*Prerequisites:* Tank Class // Saint

### **Ace Adventurer**

Ex: Enable dual wielding of one-handed weapons (daggers, short swords, whips, throwing weapons and handgonne's)

*Prerequisites:* Ranged Damager // Saint

### **Auto-Med**

Ex: Auto-cure status ailments with the appropriate items

*Prerequisites:* Healing Class

### **Dark Bond**

Ex: Increase MAG 30% when equipped with a wand and 20% when wearing a robe

*Prerequisites:* Magical Damager

### **Double Catharsis**

Ex: Increase Light and Dark resistance 50%

*Prerequisites:* N/A

### **Katana Mastery**

Ex: Increase your base ATK by 50% when equipped with a katana

*Prerequisites: Samurai || Ninja || Saint*

### **Letters & Arms**

Ex: Increase your base MAG by 50% when equipped with a sword

*Prerequisites: Magical Damager*

### **Path of the Black Mage**

Ex: Increase base MAG 30%, increase resistance to Sleep & Paralysis 50%

*Prerequisites: Black Mage*

### **Staff Mastery**

Ex: Increase base SPR 50% when equipped with a staff

*Prerequisites: Healer Class*

### **Bounty Hunters Intuition**

Ex: Able to increase gil reward of bounties by 10%; 15% chance to gain double fetch materials on kill

*Prerequisites: Hunter Level 20*

### **Destructive Masochist**

Ex: Increase base ATK 110%, increase damage taken by 20%

*Prerequisites: Lancer || Fighter*

### **Equip Heavy Armour**

Ex: Gain the ability to wear heavy armour

*Prerequisites: Non-Tank Class*

### **Legendary Seal**

Ex: Acquire a Legends Seal, its purpose is unknown at this time.

*Prerequisites: N/A*

### **Fat of the Land**

Ex: 15% chance of doubling a roll when gathering

*Prerequisites: Level 20 in a Gatherer Job*

### **Skilled Tradesman**

Ex: 15% chance of doubling a roll when crafting

*Prerequisites: Level 20 in a Crafter Job*

### **Keen Eye**

Ex: Innate +5 to all perception rolls

*Prerequisites: N/A*

### **Skilled Operative**

Ex: Roll an investigate to ascertain if someone is lying to you

*Prerequisites: N/A*

### **Level 40 – Mixed Form**

#### **Jump Mastery**

Ex: Increase your jump skill potencies by 50%

*Prerequisites: Dragoon*

#### **Last Stand**

Ex: When your HP falls below 30%, raise your base DEF & SPR by 20% for 5 turns (This effect does not stack)

*Prerequisites: Tank Class*

### **Melody of Life**

Ex: Raise all your elemental resistances by 10%

*Prerequisites: N/A*

### **Pharmacology**

Ex: Double the potency of all healing items you use

*Prerequisites: Healer Class // Alchemist*

### **Sticky Fingers**

Ex: Increase chance of pilfering gold or items by 20%

*Prerequisites: Thief // Dancer*

### **Flesh-render**

Ex: Increase potency of skills by 50% when attacking living creatures

*Prerequisites: Damager Class*

### **Necropolis**

Ex: Increase potency of skills by 50% when attacking undead creatures

*Prerequisites: Damager Class*

### **Dreams of Peace**

Ex: 10% chance of evade physical attacks innately

*Prerequisites: Healer Class*

### **Rapid Recovery**

Ex: Reduce all ailments you suffer from by 1 turn

*Prerequisites: Tank Class*

### **Improved Raise**

Ex: The base recovery amount of Raise is increased to 50%

*Prerequisites: Healer Class*

### **Edelschild**

Ex: Increase SPR by 50% when equipped with a light shield; increase DEF by 50% when equipped with a heavy shield

*Prerequisites: Tank Class*

### **Unyielding Resolution**

Ex: Increase your HP by 30%, raise blind and confuse resistance by 100%

*Prerequisites: N/A*

### **Twin Master**

Ex: Increase base ATK by 50% when Dual Wielding one-handed weapons

*Prerequisites: Damager Class*

### **Chaotic Ferocity**

Ex: Increase base ATK by 30% when equipped with fist weapons; increase base ATK by 30% when wearing cloth armour

*Prerequisites: Damager Class // Tank Class*

### **Sword Finesse**

Ex: Increase base ATK & MAG by 20% when equipped with a sword

*Prerequisites: Physical & Magical Damager*

## Level 50 – Static Form

### **Concentration**

Ex: Increase critical strike rate by 15%

*Prerequisites: Archer Class*

### **Gas Rounds**

Ex: Your single target attacks become AoE's that deal 10% damage to surrounding enemies

*Prerequisites: Archer Class*

### **Impregnable**

Ex: Increase your resistance to DEF & SPR reductions to 100%

*Prerequisites: Marauder Class*

### **Overbearing Preparedness**

Ex: 30% chance of guarding an ally from damage

*Prerequisites: Marauder Class*

### **Enhanced Reach**

Ex: Your ranged attacks use ATK instead of DEX when calculating damage

*Prerequisites: Lancer Class*

### **Tonbogiri's Edge**

Ex: Ignore 15% of an enemy's defense when you attack

*Prerequisites: Lancer Class*

### **Hoodlum's Persuasiveness**

Ex: Increase the value of stolen goods by 100%

*Prerequisites: Thief Class*

### **Quick Pockets**

Ex: Able to use 1 item per turn without exhausting your turn

*Prerequisites: Thief Class*

### **Black Aura**

Ex: Increase base SPR by 100% when wearing robes

*Prerequisites: Thaumaturge Class*

### **Residual Magics**

Ex: 15% chance of your damaging spells leaving a DoT effect for 3 turns with a potency of 50

*Prerequisites: Thaumaturge Class*

### **Imbued Strikes**

Ex: When attacking with a physical attack, imbue it with the element of your choice

*Prerequisites: Red Mage*

### **Oversoul Overdrive**

Ex: Double the damage of a maxed Oversoul

*Prerequisites: Red Mage*

### **Spiritual Relation**

Ex: When targeting yourself with a spell, increase the potency by 50.

*Prerequisites: Mender Class*

### **Holistic Spirit**

Ex: When attacking with a light-based attack, heal for 10% of the damage dealt

*Prerequisites: Mender Class*

### **Unfettered Devotion**

Ex: Increase summon evocation damage by 20%

*Prerequisites: Summoner Class*

### **Infallible Communion**

Ex: Able to call upon the gods of old for guidance

*Prerequisites: Summoner Class*

### **True Doublehand**

Ex: Increase base ATK by 100% when wielding a one-handed weapon with the other hand empty

### **True Dual-wield**

Ex: Increase base ATK by 40% for each one-handed weapon you wield.

### **Level 60 – Static Form**

#### **Avian Slayer**

Ex: Deal 100% bonus damage to bird-type enemies

*Prerequisites: Archer Class*

#### **Opening Shot**

Ex: Able to initiate combat with an attack then still roll for initiative

*Prerequisites: Archer Class*

#### **Blood Well**

Ex: Reduce all allies damage by 10% and take 10% of their damage for yourself, TRUE

*Prerequisites: Marauder Class*

### **Lay Down My Life**

Ex: Once each battle, the next time an ally would die, your life is taken instead

*Prerequisites: Marauder Class*

### **Master of Spears**

Ex: Enable dual wielding of two-handed spears, reducing their base ATK by 35% each

*Prerequisites: Lancer Class*

### **Flash Step**

Ex: Gain an innate 25% chance of evading physical attacks in combat.

*Prerequisites: Lancer Class*

### **Beguiling Charm**

Ex: At the start of combat, instantly charm one intelligent enemy for 3 turns, this ability cannot be prevented.

*Prerequisites: Thief Class*

### **Evasive Prowess**

Ex: When being struck by a physical or ranged attack, 50% chance of disappearing in smoke, being untargetable for 1 turn.

*Prerequisites: Thief Class*

### **Advantageous Scholar**

Ex: At the start of combat name an element, anytime you would cast a spell of the chosen element, raise its potency by 100.

*Prerequisites: Thaumaturge Class*

## **Mystical Causality**

Ex: Whenever you cast an elemental spell, for 1 turn, gain the eater of that element, healing for 50% of the damage dealt to you.

*Prerequisites: Thaumaturge Class*

## **Swords to Staves**

Ex: Able to dual wield both a rapier and a one-handed stave.

*Prerequisites: Red Mage*

## **Elemental Duplicity**

Ex: Whenever you cast an elemental spell, reduce the enemy's resistance to that element by 25% until you change elements. This effect does not stack.

*Prerequisites: Red Mage*

## **Intensive Care**

Ex: When rolling a critical on a heal, set the target ally's health to 100% and grant them an over-shield equal to 1% of the heal.

*Prerequisites: Mender Class*

## **Arcane Resonation**

Ex: Whenever you cast a synergy spell, cast it on yourself as well at half potency.

*Prerequisites: Mender Class*

## **Unleashed Evocation**

Ex: At the start of combat, name a god you have formed a pact with, increase your base stats by 2% of the god's stats.

*Prerequisites: Summoner Class*

## **Divine Encore**

Ex: Once per combat, you may recast a summon you have already summoned but their ability is reduced by 80% potency.

*Prerequisites: Summoner Class*

## **Thrill of Battle**

Ex: At the start of combat, double your damage for 1 turn and use your first ability twice

*Prerequisites: Fighter Class*

## **Pragmatic Leader**

Ex: At the start of combat, auto cast Shell and Protect on your party for 3 turns, increase your chance of being targeted by 20% for 3 turns

*Prerequisites: Fighter Class*

## **Level 80 – Pseudo Form**

### **Math is Fun!!**

Ex: Once per combat, double a roll value.

*Prerequisites: Arithmetician Pseudo*

### **Math Sucks!!**

Ex: Once per combat, grant one re-roll.

*Prerequisites: Arithmetician Pseudo*

### **Who Wore It Better?!**

Ex: Once per combat, when using an ally's ability, double the potency.

*Prerequisites: Mime Pseudo*

## **Stop Copying Me!!**

Ex: Once per combat, double cast a copied spell, reducing the copy's potency by 25%.

*Prerequisites: Mime Pseudo*

## **Requiescat**

Ex: When dealing the killing blow to an enemy, gain 10% of the enemies ATK and add it to your next combat roll.

*Prerequisites: Assassin Pseudo*

## **Nothing Like a Fresh Kill**

Ex: When dealing the killing blow to an enemy, regain 10% of their max HP back as healing over-time, 3 turns.

*Prerequisites: Assassin Pseudo*

## **Skimming Ingredients**

Ex: When using a mix ability, there is a 30% chance that you will use one less of an ingredient of your choice.

*Prerequisites: Alchemist Pseudo*

## **Breaking Bad**

Ex: Your mixtures no longer heal allies but heal you for an additional 50%.

*Prerequisites: Alchemist Pseudo*

## **Quick Change**

Ex: Changing costumes no longer consumes a turn.

*Prerequisites: Mascot Pseudo*

## **Master of Many Faces**

Ex: When fighting a monster of the same kind of costume you are wearing; they will not be hostile unless you initiate combat.

*Prerequisites: Mascot Pseudo*

## **Cut Your Losses**

Ex: Once per combat, you can split a roll into a 50/50, if you win the flip, critical, if you fail, take a critical.

*Prerequisites: Gambler Pseudo*

## **Progressive Jackpot**

Ex: The more turns you go in combat without rolling a critical, the higher the jackpot gets, for every turn that passes, raise the critical by 1.5x until you get one.

*Prerequisites: Gambler Pseudo*

## **Clerical Work**

Ex: When fighting undead, your weapon is automatically imbued with Light element, increase damage to undead by 50%.

*Prerequisites: Saint Pseudo*

## **Unwavering Devotion**

Ex: Become immune to all break abilities and stat reducers.

*Prerequisites: Saint Pseudo*

## **Azure Starvation**

Ex: When using feast on an enemy, 10% chance to inflict death while enemy is below 60% HP (Does not work on epic monsters).

*Prerequisites: Blue Mage Pseudo*

### **Double Dipping**

Ex: When fighting a monster you have already devoured and mastered the ability of, Feast will inflict death.

*Prerequisites: Blue Mage Pseudo*

### **Tameshiwari**

Ex: When fighting a heavily armoured enemy, increase bare-handed damage by 100%.

*Prerequisites: Monk Pseudo*

### **Evasive Kata**

Ex: When in a stance, gain a 10% chance of evading physical attacks.

*Prerequisites: Monk Pseudo*

### **No Mercy**

Ex: After each attack you inflict, there is a 10% chance to follow it up with another attack on the same enemy.

*Prerequisites: Trigger Pseudo*

### **Serrated Edge**

Ex: When hitting an enemy with a physical Gunblade attack, the next time you would hit them, raise the potency of that attack by 75, this stacks 3 times.

*Prerequisites: Trigger Pseudo*

### **Mutual Bond**

Ex: Whenever you call upon a familiar or promote them, add 10% of your stats to their stats.

*Prerequisites: Beastmaster Pseudo*

### **We're Not So Different**

Ex: Animals that you come in contact with that share a family with a familiar you have can understand you and communicate intelligently with you.

*Prerequisites: Beastmaster Pseudo*

### **Alms Collector**

Ex: Raise the gil drops of enemy humanoids by 25%.

*Prerequisites: Mediator Pseudo*

### **Swing Vote**

Ex: Once per session, for one of your rolls, everyone at the table instead rolls a die, the highest value is what you take.

*Prerequisites: Mediator Pseudo*

### **Favoured Offering**

Ex: Once per combat, you are able to cast 2 Imbue spells at the same time, you may choose different targets

*Prerequisites: Vouchsafe Pseudo*

### **In-Citeful Discovery**

Ex: Read the aether surrounding your foe and automatically know their elemental weaknesses.

*Prerequisites: Vouchsafe Pseudo*

### **Residual Darkness**

Ex: For each attack you deal to an enemy, their dark resistance drops by 5%, stacking up to 50%.

*Prerequisites: Stygian Pseudo*

**Dark Heart**

Ex: Upon taking dark aspected damage, able to heal for 50% of the damage dealt.

*Prerequisites: Stygian Pseudo*

**Titan's Aspect**

Ex: Double your Passive Soak.

*Prerequisites: Geomancer Pseudo*

**Titan's Fury**

Ex: Whenever you cast an Earth Aspected ability, increase your passive soak until the end of combat by 100.

*Prerequisites: Geomancer Pseudo*

# Shaper and Collector Skills & Passives

## Level 1 – Collector

### **Call of the Land \* Skill**

Ex: Able to detect common, hidden Collector materials in a 50m radius.

## Level 1 – Shaper

### **Basic Synth \* Skill**

Ex: Able to make progress on minimal level creations

## Level 3 – Collector

### **Field Mastery \* Passive**

Ex: Increase all your Collecting rolls by 5% of your level, rounded up.

## Level 3 – Shaper

### **Keen Hands \* Passive**

Ex: Increase all your Shaping rolls by 5% of your level, rounded up.

## Level 5 – Collector

### **Strip \* Skill**

Ex: Increase chance of doubling the yield of a collecting spot by 30%, 70% chance of getting nothing.

## Level 5 – Shaper

### **Quick Save \* Passive**

Ex: 10% chance of saving a bad roll.

## Level 10 – Collector

### **Midas Touch \* Skill**

Ex: 20% chance of attaining a High-Quality material, 80% chance of finding nothing.

## Level 10 – Shaper

### **Clever Hands \* Skill**

Ex: 20% chance of not consuming 1 material chosen at random, reduces craft roll by 2.

## Level 20 – Collector & Shaper

### **Silver-Tongued Devil \* Passive**

Ex: Increase commerce rolls by 3 when selling a Shaped or Collected product.

## Level 30 – Collector

### **Silver Eye \* Skill**

Ex: Reduce Collection roll by 5, 30% chance of finding a rare material when collecting.

## Level 30 – Shaper

### **Quick Fix \* Skill**

Ex: Able to guarantee a repair on something made from simple materials, no exp gained.

## Level 40 – Collector

### **Blessed Findings \* Passive**

Ex: 10% chance to find Aurellite whenever Collecting from any location.

## Level 40 – Shaper

### **Blessed Builder \* Passive**

Ex: 10% chance of generating an Aura whenever Shaping any product.

## Level 50 – Collector & Shaper

### **Minor Melder \* Skill**

Ex: Able to create a minor Materia from an Aurellite and Aura.

### **Level 60 – Collector**

#### **Double Down \* Skill**

Ex: When attempting to collect from a location, 50% chance of retrieving double resources, 50% chance of retrieving half.

### **Level 60 – Shaper**

#### **Thrifty Crafter \* Passive**

Ex: When using only materials, you've collected yourself, add +15 to your roll when crafting.

### **Level 75 – Collector**

#### **Logbook Warrior \* Passive**

Ex: For every 20 unique materials you have discovered, add a +1 roll to your collector roll.

### **Level 75 – Shaper**

#### **Made to Order \* Passive**

Ex: When doing your next shaping roll, may choose to roll for 1 additional effect that can be bound to the shape.

### **Level 100 – Collector**

#### **Master Collector \* Skill**

Ex: Once every 3 sessions, when collecting, may immediately roll a perfect roll with max stats applied (30).

### **Level 100 – Shaper**

#### **Master Shaper \* Skill**

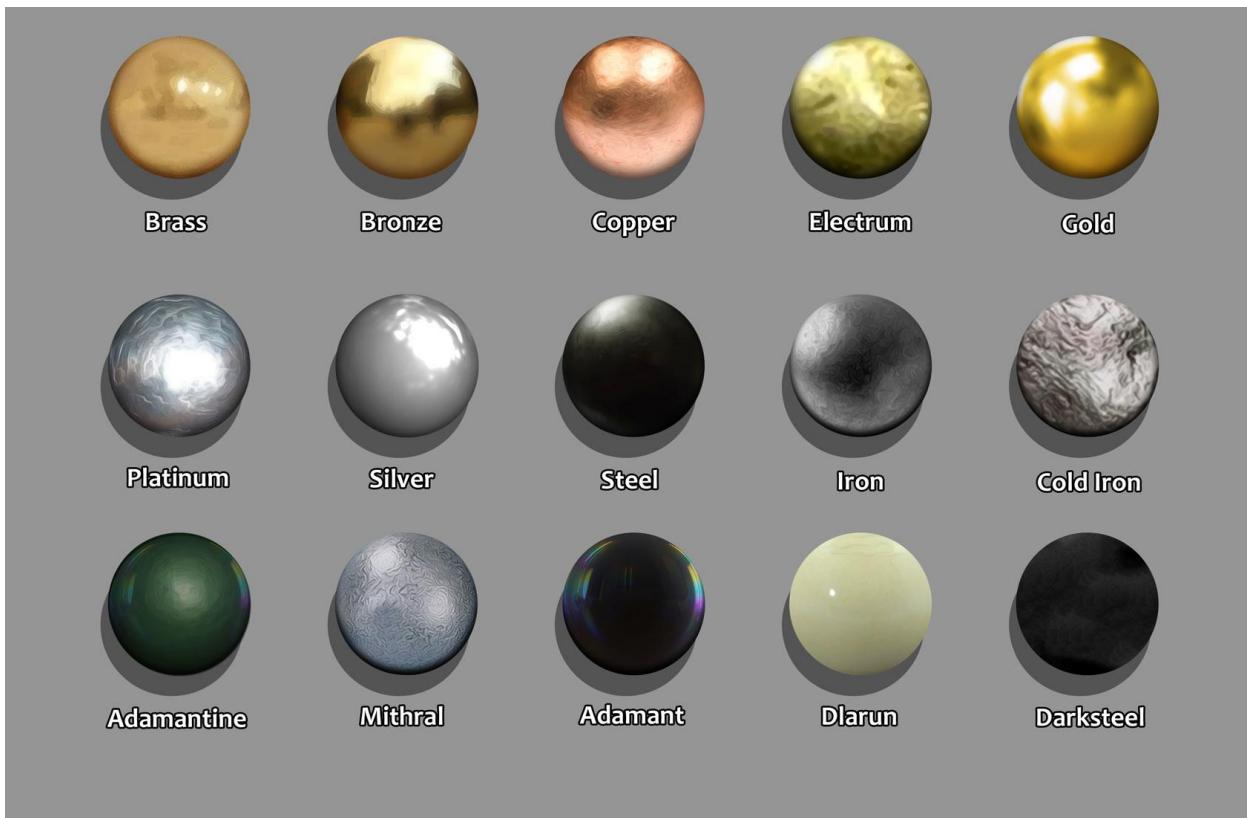
Ex: Once every 3 sessions, when shaping, may immediately roll a perfect roll with max stats applied (30).

## Metals and Rare Materials

In the world of Phendi, there are a long list of metals and materials that any adventurer could stumble upon or hunt for on a daily basis. Some of these materials can be simply found on the surface, maybe when going for a stroll or rummaging through some bushes or even your neighbors' trash. Other materials will take a bit more time and effort to track down, potentially residing in the depths of an infested mine, in the ruins of some lost society or even buried far below the crust in an ancient tomb. It's important for any well-traveled explorer to know what it is they are coming in contact with, what it's worth and how to handle it.



# Metals



## Brass:

Rarity: N/A

Acquisition: Smelting: Large amounts of Copper & Small amounts of Tin

## Bronze:

Rarity: N/A

Acquisition: Smelting: Equal parts of Copper and Tin

## Copper:

Rarity: Common

Acquisition: Mining

## Electrum:

Rarity: Uncommon

Acquisition: Mining freshly galvanized Gold

## Gold:

Rarity: Uncommon

Acquisition: Mining deep underground

## Platinum:

Rarity: Super Rare

Acquisition: Mining

**Silver:**

Rarity: Uncommon

Acquisition: Mining deep underground

**Steel:**

Rarity: N/A

Acquisition: Smelting 25% Iron and 75% Carbon

**Iron:**

Rarity: Common

Acquisition: Mining

**Cold Iron:**

Rarity: N/A

Acquisition: Smelting Equal parts of Iron and Carbon

**Adamantine:**

Rarity: Super Rare

Acquisition: Mining deep below molten active surfaces

**Mithral:**

Rarity: Ultra Rare

Acquisition: Mining deep below molten active surfaces

**Adamant**

Rarity: N/A

Acquisition: Smelting Equal parts of Adamantine and Carbon

**Dlarun:**

Rarity: N/A

Acquisition: ??????????????????????

**Darksteel:**

Rarity: N/A

Acquisition: ??????????????????????

## Overdrive

Upon reaching level 30 and going through the requirements to reach class ascension, players will unlock another ability known as “*Overdrive*”. *Overdrive* refers to a powerful ability that allows the user to briefly surpass their own limitations for an instant, so quickly used that it doesn’t use the turn order at all, it can be activated at any time by any player. The party has access to 1 *Overdrive* use per session and the effect is dependent on the user’s role:

Tanks – Insurmountable Bastion: Reduce all incoming damage to 1 for 1 turn rotation. This ability doesn’t affect X cost or skull cost abilities.

Healers – Seraphs Veil: Choose 3 party members: those members life totals are set to 100% and are cured of all basic ailments.

Damagers – Ruinous Nova: For every full rotation that has been completed in the turn order this combat, deal 5000 Un-aspected True Damage to a single target. This damage is unaffected by Damage Limits.