PRISMADIANE

Full Title: PRISMADIANE

Platform: Windows | Xbox | PlayStation

Developer: Amith Bhaskara

Initiated: September 7, 2018 – Reinitiated: July 14, 2022

Release Date: Unknown

Version: 0.0.0

Local: 1 Player

Online: 1 – 100 Player (5 Player Party Max)

Genre: Open World | JRPG | Single Player | Multiplayer | Cooperative | Online

Theme: Science Fiction | Fantasy

DLC: “AEGIR” | “BESTLA” | “CARME” | “DEIMOS”

Imprisoned to the confines of Prismadiane by a supreme Overlord dead set on extracting all resources from the forsaken planet, our hero awakens. Burdened by the Mark of Atropos our hero shoulders immense power and a destiny for greatness. As the war for survival continues an alliance between the planets native and non-native species is formed. The Founder Kings Alliance, home to the planets Vanguard welcomes our hero with open arms. Though not all citizens of the planet are in favor of the Alliance, and some may go as far as to support the Overlord instead.

Those who bear the Mark of Atropos can master the 7 elements: Solar, Arc, Frost, Nature, Void, Spirit, and Metal. With that mastery they can control powerful abilities and techniques as well as forge incredible weapons and equipment. The torn and scarred planet houses fierce monsters, heretics, servants of the supreme one and divine beasts. As our hero traverses the different environments, conflict amongst these minions of darkness is inevitable and often requires the help of teammates to overcome. Squads of up to 5 Vanguards can journey together in pursuit of the overlord.

During the adventure Vanguards may find obstacles too challenging to conquer. When this occurs, the use of artifacts, armor, summons, and magic spells are necessary. Vanguards will undoubtedly grow stronger as they vanquish foes, but to truly reach their full potential they will need to develop their arsenals and master their skills on the battlefield.

**SPECIES LIST | EXCLUSIVES**

**Human**: Humans are an immigrant race forced to evacuate their home planet Earth after it was destroyed by famine, pollution, and war. They sought refuge on Prismadiane and soon became the planets most abundant work force. Humans are dedicated and hardworking, they control most of the markets on Prismadiane giving them access to the planets best gear at exceptional prices.

* Prisma cost for **General Vendor** purchases is decreased by **10%**
* Prisma reward from **Bounties** increased by **20%**
* Prisma gained from **Loot Caches** increased by **5%**

**Meka:** The Meka are cybernetic machines created by the Celestials who once ruled over planet Prismadiane. Their sole purpose was to aid the Celestials in battle but after being abandoned by their creators, they began to advance the weaponry in preparation for their masters’ return. The Meka are highly intelligent and are skilled craftsmen, with incredible efficiency they waste no time in the workshop or on the battlefield.

* **Repair** cost decreased by **20%**
* **Forge** success rate increased by **5%** and cost decreased by **10%**
* **Transport** cost decreased by **50%**

**Daemon:** When the Demons of the underworld rose up and cast darkness upon the planet, they began to possess and absorb the civilians. As time passed, generation after generation began to develop resistance against the Demons; eventually these civilians mutated into the Demon hybrid known as Daemons. Daemons are persistent and resilient, never allowing themselves to be broken down. Their strengthened immune systems allow them to run headfirst into battle with overwhelming confidence.

* **MP** gained from defeated enemies increased by **10%**
* **Magic Scrolls** offer **1** additional choice
* **Summons** gain **20% ATK** and **10% DEF** while on the field

**Sylph**: Sylphs are distant descendants of the Celestials, and the true natives of Prismadiane. Natural power rushes through their veins and the purest magic flows in their blood. The Sylphs are known for their close bond to the planet and their flawless control over their summons. Although their power is far weaker than their ancestors’, once awakened the Sylphs can effortlessly vanquish foes with extraordinary prowess.

* **Summons** require **50%** less **Summon Tokens**
* **Summons** gain **20% HP** and **10% DEF** while on the field
* **MP** gained from planetary resources increased by **10%**

**Kaiju:** The Kaiju are primal creatures who have evolved to the degree where they can no longer be considered simply animals. With heightened senses, Kaiju rely heavily on their instincts and are extremely prideful. The Kaiju are the planet’s most resourceful scavengers with an unmatched knowledge of their surroundings.

* **Bounty** slots increased by **2**
* Prisma reward from defeating enemies increased by **5%**
* **High-Value Targets** are always marked on **Mini-Map**

**HUMAN STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 20000 | 48000 | 9600 | 8000 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 2800 | 6000 | 4000 | 2800 |
| **SHR** | **STR** | **AG** | **CAP** |
| 4000 | 4000 | 2800 | 6000 |

**MEKA STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 40000 | 20000 | 14400 | 5600 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 4000 | 7200 | 2800 | 6000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 4800 | 1200 | 1200 | 4800 |

**DAEMON STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 28000 | 72000 | 2400 | 9600 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 7200 | 4000 | 6000 | 2800 |
| **SHR** | **STR** | **AG** | **CAP** |
| 2000 | 1200 | 4800 | 4000 |

**SYLPH STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 60000 | 40000 | 1200 | 2800 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 1200 | 2000 | 4800 | 6000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 6000 | 7200 | 4000 | 2800 |

**KAIJU STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 48000 | 20000 | 8000 | 12000 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 4800 | 1200 | 1200 | 4000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 2800 | 7200 | 7200 | 2800 |

**ELEMENTAL ATTRIBUTES | STRENGTHS AND WEAKNESSES**

The following numbers are when a player is attacking an enemy. The damage numbers for when an enemy attacks a player is different and will be shown in **Player Damage Calculations**. The table below shows the multiplier values for each element.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ELEMENT | SOLAR | NATURE | SPIRIT | VOID | ARC | FROST | METAL | DIVINE |
| SOLAR | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 |
| NATURE | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| SPIRIT | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| VOID | 1.00 | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 |
| ARC | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 |
| FROST | 2.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 |
| METAL | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 2.00 |
| DIVINE | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 2.00 | 0.50 |

True Damage value for equal exchange at **(1000)** and **(10) DMG**.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ELEMENT | SOLAR | NATURE | SPIRIT | VOID | ARC | FROST | METAL | DIVINE |
| SOLAR | 100 | 200 | 100 | 100 | 100 | 50 | 100 | 100 |
| NATURE | 50 | 100 | 200 | 100 | 100 | 100 | 100 | 100 |
| SPIRIT | 100 | 50 | 100 | 200 | 100 | 100 | 100 | 100 |
| VOID | 100 | 100 | 50 | 100 | 200 | 100 | 100 | 100 |
| ARC | 100 | 100 | 100 | 50 | 100 | 200 | 100 | 100 |
| FROST | 200 | 100 | 100 | 100 | 50 | 100 | 100 | 100 |
| METAL | 100 | 100 | 100 | 100 | 100 | 100 | 50 | 200 |
| DIVINE | 100 | 100 | 100 | 100 | 100 | 100 | 200 | 50 |

All Enemy targets other than those ranked **Elite** or higher will always have a single primary Element. This primary Element is used to determine the targets resistances to all other Elements. However, this does not mean that the target cannot attack using other Elements or that attacks that are not infused with an Element do not damage it. Enemies are still usually vulnerable to Physical and Magic Damage and their defensive stat for these calculations are done separately.

For example, an Enemy that is primary Solar will have a resistance value stated for this Element specifically such as **1000**. This same **1000** is used for the value when determining damage done by all other Elements as well. However, this **1000** is separate from its normal defensive value and its magic defensive value which can be completely different numbers altogether. Physical damage will always compare to standard Defense, whilst Magic damage will be compared to Magic Defense. Below is an example of an Enemy stat breakdown, keep in mind that only Enemies weaker than **Elite** use this stat sheet. More information on this can be found in **Enemy Damage Calculations**.

|  |  |  |  |
| --- | --- | --- | --- |
| Magma Skeleton | SLR: 1620 | ATK: 950 | Trait 1 |
| Level: 7 | HP: 12600 | MGA: 1750 | Trait 2 |
| Rank: Minion | MP: 2090 | DEF: 460 | Trait 3 |
| Type: Undead | SHD: 3700 | MGD: 1300 | Trait 4 |

**Elemental Reactions**

When enemies or players use more than one elemental attribute on a target, a reaction can occur. Below is a list of possible reactions caused by elemental collisions. Damage is still calculated based on the Element acting as a catalyst. More information can be found in **Elemental Damage Calculation** and **Status Afflictions**.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ELEMENT 1** | **ELEMENT 2** | **REACTION** | **ELEMENT 1** | **ELEMENT 2** | **REACTION** |
| SOLAR | SOLAR | BURN | ARC | SOLAR | SPARK |
| SOLAR | NATURE | SCORCH | ARC | NATURE | THUNDER |
| SOLAR | SPIRIT | BLAZE | ARC | SPIRIT | RADIATE |
| SOLAR | VOID | COMBUST | ARC | VOID | NULL |
| SOLAR | ARC | SPARK | ARC | ARC | PARALYZE |
| SOLAR | FROST | EXHAUST | ARC | FROST | IONIZE |
| SOLAR | METAL | MELT | ARC | METAL | SILENCE |
| SOLAR | DIVINE | OVERHEAT | ARC | DIVINE | OVERCHARGE |
| NATURE | SOLAR | SCORCH | FROST | SOLAR | EXHAUST |
| NATURE | NATURE | KNOCK | FROST | NATURE | CHILL |
| NATURE | SPIRIT | SIPHON | FROST | SPIRIT | SUPPRESS |
| NATURE | VOID | POISON | FROST | VOID | PETRIFY |
| NATURE | ARC | THUNDER | FROST | ARC | IONIZE |
| NATURE | FROST | CHILL | FROST | FROST | FREEZE |
| NATURE | METAL | CORRODE | FROST | METAL | SHATTER |
| NATURE | DIVINE | OVERGROW | FROST | DIVINE | OVERFLOW |
| SPIRIT | SOLAR | BLAZE | METAL | SOLAR | MELT |
| SPIRIT | NATURE | SIPHON | METAL | NATURE | CORRODE |
| SPIRIT | SPIRIT | BLIND | METAL | SPIRIT | REFLECT |
| SPIRIT | VOID | CURSE | METAL | VOID | DECAY |
| SPIRIT | ARC | RADIATE | METAL | ARC | SILENCE |
| SPIRIT | FROST | SUPPRESS | METAL | FROST | SHATTER |
| SPIRIT | METAL | REFLECT | METAL | METAL | BLEED |
| SPIRIT | DIVINE | OVERLOAD | METAL | DIVINE | OVERPOWER |
| VOID | SOLAR | COMBUST | DIVINE | SOLAR | OVERHEAT |
| VOID | NATURE | POISON | DIVINE | NATURE | OVERGROW |
| VOID | SPIRIT | CURSE | DIVINE | SPIRIT | OVERLOAD |
| VOID | VOID | BLIGHT | DIVINE | VOID | OVERWEIGH |
| VOID | ARC | NULL | DIVINE | ARC | OVERCHARGE |
| VOID | FROST | PETRIFY | DIVINE | FROST | OVERFLOW |
| VOID | METAL | DECAY | DIVINE | METAL | OVERPOWER |
| VOID | DIVINE | OVERWEIGH | DIVINE | DIVINE | OVERWHELM |

As shown in the table above, many of the reactions are repeated as it doesn’t matter the order of catalyst and reactant so long as the two colliding elements are the same. Elements can also collide with themselves such as the case of **Solar** and **Solar** causing **Burn**. Both Melee and Ranged Weapons as well as Magic can cause reactions, though Melee and Ranged weapons depend on stats to determine damage and infliction calculations. A target that is currently afflicted by an ailment cannot then also have a reaction from the same elemental type. For example, a target afflicted by **Exhaust** will not be able to react with either **Solar** or **Frost** elements and is immune to all related reactions until **Exhaust** is removed or dissipated. This target can also not be infused with either **Solar** or **Frost** for the same duration.

**Player Stat List:**

These Stats increase as Stat Points (SP) are used on them. Players earn SP by leveling up or ranking up specialists. Each level grants players 7 SP while each rank grants players 2 SP. 100 Levels + 250 Ranks (Not Master Rank) = 700 + 500 = 1200 SP. Mastering all Specialists and becoming Max level will get you to 100 on all stats giving you {*value*}. The remaining stat value can be gained through **Armor**, **Outfits**, **Soul Stones**, **Rings**, **Species Bonus**,and **Artifacts**. Stats are the primary way to better your Vanguards overall performance.

[*Min Value – Max Value*] [*Min SP – Max SP*] (*Value per SP*) {*Value at Max SP*} {*Remaining Value*}

**Health (HP)**:Maximum number of hit points available before death.

[0 – 500000] [0 – 100] (4000) {400000} {100000}

**Magic (MP)**: Maximum number of magic power points available.

[0 – 500000] [0 – 100] (4000) {400000} {100000}

**Shield (SHD)**: Maximum number of shield points available before taking **(HP)** damage.

[0 – 100000] [0 – 100] (800) {80000} {20000}

**Stamina (STM)**: Maximum amount of stamina points before exhaustion.

[0 – 100000] [0 – 100] (800) {80000} {20000}

**Attack (ATK)**: Attack power, compared to value of weapon **(DMG)** or **(POW).**

[0 – 50000] [0 -100] (400) {40000} {10000}

**Defense (DEF)**: Defense power, compared to value of incoming attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Magic Attack (MGA)**: Magic attack power, compared to magic attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Magic Defense (MGD)**: Magic defense power, compared to magic attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Shield Recovery (SHR)**: Rate at which **(SHD)** recovers.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Stamina Recovery (STR)**: Rate at which **(STM)** recovers.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Agility (AG)**: Movement speed when no weapon is equipped.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Capacity (CAP)**: Maximum amount of carrying capacity for a player.

[0 – 50000] [0 – 100] (400) {40000} {10000}

*Other stats that are displayed on the player but use different value outputs are shown below. Note that they may not be displayed if the (None) value is currently active.*

**Level** (0 – 100): This is the main experience-based system, that is increased by gathering XP.

**Rank** (0 – 250): This is the Subclass system, that increases per Subclass experience.

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Soul Score** (0 – ???): This is a culmination of all feats acquired over time.

**Primary Element** (None, Solar, Nature, Spirit, Void, Arc, Frost, Metal)

**Faction** (None, Lotus, Rose, Orchid)

**Soul Stone** (None, Ruby, Emerald, Topaz, Amethyst, Sapphire, Quartz, Onyx)

**Elemental Attribute Stat List:**

Elemental Attribute Stats work like Player Stats but differentiate in the way they are progressed. Unlike Player Stats which use SP to increase, Elemental Attributes use AP but are gained the same way, through Levels and Ranks. Each level grants the player 3 AP, each rank grants the player 2 AP. The remaining value can be gained from **Soul Stones**, and **Rings**.

**Solar (SLR):** Resistance value against Solar Attacks, Power value using Solar Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Nature (NTR):** Resistance value against Nature Attacks, Power value using Nature Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Spirit (SPR):** Resistance value against Spirit Attacks, Power value using Spirit Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Void (VOD):** Resistance value against Void Attacks, Power value using Void Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Arc (ARC):** Resistance value against Arc Attacks, Power value using Arc Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Frost (FST):** Resistance value against Frost Attacks, Power value using Frost Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Metal (MTL):** Resistance value against Metal Attacks, Power value using Metal Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Divine (DVN):** Resistance value against Divine Attacks, Power value using Divine Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Ranged Weapon Stat List:**

*All stats have a base value for individual weapons. Stats increase or decrease depending on the weapons equipped* **Attachments***. They can also be modified due to* **Magic***,* **Techniques, Passives** *and* **Abilities***.*

**Damage (DMG)**:Amount of HP taken from contacted enemies after compared to **(ATK)**.

**Range (RNG)**: Maximum effective range, before damage falloff, bullet drop or dispersion.

**Mobility (MOB)**: Movement speed when weapon is equipped.

**Handling (HND)**: Movement speed when weapon is ADS.

**Accuracy (AC)**: Amount of recoil at or before **(RNG)**. Accuracy varies beyond that point.

**Reload (RLD)**: Speed at which weapon reloads.

**Fire Rate (FR)**: Rate at which weapon fires. Weapons may have multiple firing modes.

**Magazine (MAG)**:Total amount of ammo within a single magazine.

**Durability (DUR)**: Weapon durability before breaking or needing repair.

**Weight (WCP)**: Deductible value taken from player **(CAP)**.

*Other stats that are displayed on the weapon but do not directly impact performance:*

**Attack Type** (Automatic, Hybrid, Bolt, Rocket)

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Elemental Attribute(s)** (Solar, Frost, Arc, Nature, Void, Spirit, Metal, Divine)

**Melee Weapon Stat List:**

*All stats have a base value for individual weapons. Stats increase or decrease depending on the weapons equipped* **Attachments***. They can also be modified due to* **Magic***,* **Techniques, Passives** *and* **Abilities***.*

**Power (POW)**:Amount of HP taken from contacted enemies after compared to **(ATK)**.

**Reach (RCH)**: Maximum reaching distance of the weapon.

**Mobility (MOB)**: Movement speed when weapon is equipped.

**Handling (HND)**: Movement speed when weapon is charging or blocking.

**Block (BLK)**: Additional damage blocked when in defense mode.

**Charge (CHG)**: Recovery speed after **(STE)** breaks.

**Speed (ASP)**: Speed at which the weapon attacks.

**Stance (STE)**: Ability to continuously attack without breaking combo.

**Durability (DUR)**: Weapon durability before needing repair.

**Weight (WCP)**: Deductible value taken from player **(CAP)**.

*Other stats that are displayed on the weapon but do not directly impact performance:*

**Attack Type** (Blade, Pike, Blunt)

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Elemental Attribute(s)** (Solar, Frost, Arc, Nature, Void, Spirit, Metal, Divine)

**Additional Weapon Stats:**

*These stats are listed on both types, Ranged and Melee. They are not always present as some weapons will not be able to obtain critical hits at all.*

**Critical Rate (CRR)**: Chance of getting a critical hit upon attack

**Critical Damage (CRD)**: Damage dealt upon a critical hit

*These stats are listed when an Elemental Attribute is present on the weapon. They can appear on both Ranged and Melee weapons. When an Elemental Attribute is not present all damage dealt is dealt as Physical Damage only. However, when an Elemental Attribute is present a certain amount of the damage dealt will be converted as Elemental Damage and scale based off the Elemental Stat of the same type. The True Damage dealt to an enemy from weapons infused with an Elemental Attribute is equal to the total sum of damage minus the defensive state of the enemy being hit.*

**Infusion (INF)**: Percent of overall damage that is infused with Elemental Attribute

**Slash (SLS)**: Chance of afflicting elemental status upon hit

**Pierce (PRC)**: Chance of afflicting status ailment upon hit

**Force (FRC)**: Strength of status ailment afflicted upon hit

More information can be found in **Elemental Damage Calculations**.

More information on **Attachments** can be found in **Weapon Modifications**.

**Status Afflictions**

When a reaction occurs, the target may be afflicted with a status ailment. The table below shows every possible status affliction alongside level differences if any.

|  |  |
| --- | --- |
| **AFFLICTION** | **EFFECT DESCRIPTION** |
| BURN | Deal **1%** of user **ATK** as **True Damage** to target every second for **5/6/7/8/9** seconds |
| SCORCH | Deplete **2%** of target **SHD** per second for **5/6/7/8/9** seconds |
| BLAZE | Target cannot receive any type of **Healing** for **10/12/14/16/18** seconds |
| COMBUST | Prevent **SHR** for **10/15/20/25/30** seconds |
| SPARK | Target cannot receive any type of **Buff** for **10/12/14/16/18** seconds |
| EXHAUST | Prevent **STR** for **10/15/20/25/30** seconds |
| MELT | Reduce target **DEF** by **20%** for **20/25/30/35/40** seconds |
| OVERHEAT | Deal **2%** of **SLR** damage per second for **10/12/14/16/18** seconds |
| KNOCK | Cancel any **Buff** currently on target and others within **2/3/4/5/6** meters |
| SIPHON | User regains **2%** of all damage dealt to target as **HP** for **10/12/14/16/18** seconds |
| POISON | Deal **1%** of user **MGA** as **True Damage** to target every second for **5/6/7/8/9** seconds |
| THUNDER | Cancel any **Healing** currently on target and others within **2/3/4/5/6** meters |
| CHILL | Increase target’s **STM** usage by **20%** for **10/12/14/16/18** seconds |
| CORRODE | Increase **Magic Damage** taken by target by **15%** for **30/35/40/45/50** seconds |
| OVERGROW | Deal **2%** of **NTR** damage per second for **10/12/14/16/18** seconds |
| RADIATE | Increase **Weakpoint** damage on target by **10/15/20/25/30 %** for **15** seconds |
| CURSE | Reduce target **ATK** by **20%** for **20/25/30/35/40** seconds |
| BLIND | Block target vision for **5/6/7/8/9** seconds |
| SURPRESS | Reduce target **MGA** by **20%** for the next **20/25/30/35/40** seconds |
| REFLECT | Any **Magic** used by target is reflected back at target for **10/15/20/25/30** seconds |
| OVERLOAD | Deal **2%** of **SPR** damage per second for **10/12/14/16/18** seconds |
| BLIGHT | Next single target **Magic** cast on target is spread to others within **3/4/5/6/7** meters |
| NULL | Cancel any **Magic** currently being conjured by target or others within **2/3/4/5/6** meters |
| PETRIFY | Prevent target from attacking for **2/3/4/5/6** seconds |
| DECAY | Deplete **2%** of target **MP** per second for **5/6/7/8/9** seconds |
| OVERWEIGH | Deal **2%** of **VOD** damage per second for **10/12/14/16/18** seconds |
| IONIZE | User regains **2%** of all damage dealt to target as **MP** for **10/12/14/16/18** seconds |
| PARALYZE | Prevent target from moving or swapping weapons for **2/3/4/5/6** seconds |
| SILENCE | Prevent target from using any **Magic** for **10/12/14/16/18** seconds |
| OVERCHARGE | Deal **2%** of **ARC** damage per second for **10/12/14/16/18** seconds |
| FREEZE | Reduce target **AG** by **20%** for **20/25/30/35/40** seconds |
| SHATTER | Reduce target **MGD** by **20%** for **20/25/30/35/40** seconds |
| OVERFLOW | Deal **2%** of **FST** damage per second for **10/12/14/16/18** seconds |
| BLEED | Increase **Physical Damage** taken by target by **15%** for **30/35/40/45/50** seconds |
| OVERPOWER | Deal **2%** of **MTL** damage per second for **10/12/14/16/18** seconds |
| OVERWHELM | Deal **2%** of **DVN** damage per second for **10/12/14/16/18** seconds |

More information on **Elements** and **Reactions** can be found in **Elemental Attributes**

**Affliction Level**

The strength at which a status affliction was applied. The stronger the level of affliction the stronger the effect or the longer the effects duration. Afflictions can have a max level (V). More than one affliction can affect a player or enemy at once. Afflictions of the same type and level will restart the duration, whereas afflictions of the same type but different level will overlap and take the effect of the strongest level (these will not restart durations). The same criteria will also be applied to **Buffs** and **Healing**.

In order to trigger a reaction multiple criteria must first be met. Firstly, the target must be infused by an element. Infusing a target with an element can be done by hitting them with strong elemental infusion from **Ranged** or **Melee Weapons**, **Magic**, or **Equipment**. Once a target is infused with an element, hitting them with another infused element or even the same one can cause a reaction. Whether or not the reaction occurs is based on the **Pierce (PRC)** stat for weapons; as for **Magic** and **Equipment** there is a 100% chance.

**Buffs**

Buffs are similar to **Status Afflictions** but do not require any sort of damage or reaction. They can be cast upon a player using **Magic**, **Techniques**, and **Equipment** or come naturally through the use of **Armor**, **Outfit**, **Rings**, **Artifacts**, or **Soul Stones** equipped with a bonus effect. Buffs follow the same format as **Afflictions** and can stack up to 5 times offering a stronger effect with each stack.

|  |  |
| --- | --- |
| **BUFF** | **EFFECT DESCRIPTION** |
| BULWARK | Increase **DEF** by **5/10/15/20/25 %** for **30** seconds |
| RAGE | Increase **ATK** by **5/10/15/20/25 %** for **30** seconds |
| IRON LUNG | Decrease **STM** usage by **10/12/14/16/18 %** for **30** seconds |
| MOMENTUM | Increase **AG** by **10/12/14/16/18 %** for **30** seconds |
| ENERGIZED | Increase **MGA** by **5/10/15/20/25 %** for **30** seconds |
| MANAWALL | Increase **MGD** by **5/10/15/20/25 %** for **30** seconds |
| MANAFOCUS | Decrease **MP** usage by **10/12/14/16/18 %** for **30** seconds |
| UNBREAKING | Increase **SHR** by **5/10/15/20/25 %** for **30** seconds |
| CIRCULATION | Increase **STR** by **5/10/15/20/25 %** for **30** seconds |
| LAVABORN | Increase **SLR** by **5/10/15/20/25 %** for **30** seconds |
| EARTHBORN | Increase **NTR** by **5/10/15/20/25 %** for **30** seconds |
| LIGHTBORN | Increase **SPR** by **5/10/15/20/25 %** for **30** seconds |
| DARKBORN | Increase **VOD** by **5/10/15/20/25 %** for **30** seconds |
| FLASHBORN | Increase **ARC** by **5/10/15/20/25 %** for **30** seconds |
| ICEBORN | Increase **FST** by **5/10/15/20/25 %** for **30** seconds |
| STEELBORN | Increase **MTL** by **5/10/15/20/25 %** for **30** seconds |
| SOULBORN | Increase **DVN** by **5/10/15/20/25 %** for **30** seconds |
| RESIST | Prevents all **Status Afflictions** for **20/25/30/35/40** seconds |

Unlike **Status Afflictions**, **Buffs** are not restricted and can all be on a single player at once.

**Champions League**

The Champions League is the premiere Player vs. Player arena where teams of 5 are pitted against each other in a variety of game modes. Players will compete to achieve the Champion Ranking which grants players access to exclusive rewards, including powerful gear and weapons. Each Rank offers greater value rewards at the end of the season but requires increasingly higher skill levels to achieve. Player ranks are based on their accumulated MMR which is acquired through a few different means. In the Champions League, player level and stats are balanced out to provide a fair experience across the board.

**Champions League Game Modes:**

Disturbance:

* 13 Round Limit / 6 Round Switch
* Attack / Defend Crystal
* 3 Minute Round Timer
* Limited Ammo, Magic, and Techniques
* 1 Life per Round

Stronghold:

* 250 Point Limit
* Attack / Defend Stronghold
* 25 Minute Game Timer
* Unlimited Ammo / Limited Magic and Techniques
* 10 Second Respawn Timer / Unlimited Lives

Containment:

* 7 Point Limit
* Capture / Defend Power Orbs
* 25 Minute Game Timer
* Unlimited Ammo / Limited Magic and Techniques
* 10 Second Respawn Timer / Unlimited Lives

Attrition:

* 100 Point Limit
* Confirm Kills on Enemies
* 25 Minute Game Timer
* Limited Ammo, Magic, and Techniques
* Instant Respawn / 25 Lives Per Player

Breach:

* 1 Point Limit
* Destroy Enemy Soul Generators and Power Station
* 25 Minute Game Timer
* Unlimited Ammo, Magic, and Techniques
* 3 Second Respawn Timer / Unlimited Lives / +3 Seconds per Death (60 Sec Max)

**Champions League MMR Breakdown**

MMR Point Structure:

* A player may only gain or lose a maximum of 100 MMR per game
* Total MMR gained / lost is equal to (Total Points / 5) – Rank Baseline

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Completed** | **Game Mode** | **Team** | **Points** |
| Enemy Player Killed | Any | Any | 5 |
| Enemy Player Killed (Magic) | Any | Any | 3 |
| Enemy Player Killed (Technique) | Any | Any | 3 |
| Enemy Player Killed (Ordnance) | Any | Any | 3 |
| Crystal Charged | Disturbance | Imperial | 10 |
| Crystal Discharged | Disturbance | Vanguard | 10 |
| Round Win | Disturbance | Any | 15 |
| Round Loss | Disturbance | Any | -5 |
| Objective Captured | Stronghold | Any | 10 |
| Objective Defended | Stronghold | Any | 10 |
| Objective Lost | Stronghold | Any | -5 |
| Orb Contained | Containment | Any | 25 |
| Orb Retrieved | Containment | Any | 10 |
| Orb Lost | Containment | Any | -5 |
| Kill Confirmed | Attrition | Any | 3 |
| Kill Denied | Attrition | Any | 3 |
| Enemy Minion Killed | Breach | Any | 2 |
| Enemy Minion Killed (Magic) | Breach | Any | 1 |
| Enemy Minion Killed (Technique) | Breach | Any | 1 |
| Enemy Minion Killed (Ordnance) | Breach | Any | 1 |
| Soul Generator Destroyed | Breach | Any | 10 |
| Power Station Destroyed | Breach | Any | 15 |
| Player Death | Any | Any | -3 |
| Player Death (Magic) | Any | Any | -1 |
| Player Death (Technique) | Any | Any | -1 |
| Player Death (Ordnance) | Any | Any | -1 |
| Enemy Kill Assist | Any | Any | 2 |
| Enemy Kill Assist (Magic) | Any | Any | 1 |
| Enemy Kill Assist (Technique) | Any | Any | 1 |
| Enemy Kill Assist (Ordnance) | Any | Any | 1 |
| World Guardian Defeated (Tier 1) | Any | Any | 3 |
| World Guardian Defeated (Tier 2) | Any | Any | 7 |
| World Guardian Defeated (Tier 3) | Any | Any | 12 |
| World Guardian Defeated (Tier 4) | Any | Any | 18 |
| World Guardian Defeated (Tier 5) | Any | Any | 25 |
| Game Won | Any | Any | Rank Based |
| Game Loss | Any | Any | Rank Based |

**Champions League Rank Breakdown**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rank** | **MMR Range** | **Game Won** | **Game Loss** | **Rank Baseline** |
| Iron I | 250 | 100 | -20 | 5 |
| Iron II | 300 | 100 | -20 | 5 |
| Iron III | 360 | 100 | -20 | 5 |
| Iron IV | 430 | 100 | -20 | 5 |
| Iron V | 510 | 100 | -20 | 5 |
| Copper I | 600 | 95 | -20 | 5 |
| Copper II | 700 | 95 | -20 | 5 |
| Copper III | 810 | 95 | -20 | 5 |
| Copper IV | 930 | 95 | -20 | 5 |
| Copper V | 1060 | 95 | -20 | 5 |
| Bronze I | 1200 | 90 | -25 | 10 |
| Bronze II | 1350 | 90 | -25 | 10 |
| Bronze III | 1510 | 90 | -25 | 10 |
| Bronze IV | 1680 | 90 | -25 | 10 |
| Bronze V | 1860 | 90 | -25 | 10 |
| Silver I | 2050 | 85 | -25 | 10 |
| Silver II | 2250 | 85 | -25 | 10 |
| Silver III | 2460 | 85 | -25 | 10 |
| Silver IV | 2680 | 85 | -25 | 10 |
| Silver V | 2910 | 85 | -25 | 10 |
| Gold I | 3150 | 80 | -30 | 15 |
| Gold II | 3400 | 80 | -30 | 15 |
| Gold III | 3660 | 80 | -30 | 15 |
| Gold IV | 3930 | 80 | -30 | 15 |
| Gold V | 4210 | 80 | -30 | 15 |
| Platinum I | 4500 | 75 | -35 | 15 |
| Platinum II | 4800 | 75 | -35 | 15 |
| Platinum III | 5110 | 75 | -35 | 15 |
| Platinum IV | 5430 | 75 | -35 | 15 |
| Platinum V | 5760 | 75 | -35 | 15 |
| Diamond I | 6100 | 70 | -40 | 20 |
| Diamond II | 6450 | 70 | -40 | 20 |
| Diamond III | 6810 | 70 | -40 | 20 |
| Diamond IV | 7180 | 70 | -40 | 20 |
| Diamond V | 7560 | 70 | -40 | 20 |
| Obsidian | 7950 | 65 | -45 | 25 |
| Mithril | 8350 | 60 | -50 | 25 |
| Adamantine | 8800 | 55 | -55 | 25 |

Players must play 10 placement matches to be initially ranked, with the max placement being Diamond I. Player Ranks are reset each season and 5 placement matches must be replayed.

**Player Level 0 Starting Slots**

**ARMOR:** (AG), (CAP), (SHR), (STR) – 4 SLOTS – BODY, CHEST, PADS, BELT

**OUTFIT:** (HP), (MP), (SHD), (STM) – 1 SLOT

**SOUL STONE:** (ATK), (DEF), (MGA), (MGD) + Elemental Attributes – 0 SLOTS (MAX 1)

**RING:** (ATK), (DEF), (MGA), (MGD) + Elemental Attribute – 1 SLOT (MAX 10)

**ARTIFACT:** (HP), (MP), (SHD), (STM) – 0 SLOTS (MAX 3)

**ARMOR MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Armor** | **AG** | **CAP** | **SHR** | **STR** |
| BODY | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| CHEST | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| PADS | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| BELT | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |

*Each piece of Armor has the same potential of Stat values. This value is calculated based on the Tier of Armor as well as the Quality of the piece itself.*

**ARMOR TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **AG** | **CAP** | **SHR** | **STR** |
| Iron | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 1500 | 0 – 1500 | 0 – 1500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 2500 | 0 – 2500 | 0 – 2500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 3500 | 0 – 3500 | 0 – 3500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 4500 | 0 – 4500 | 0 – 4500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |

*Total points are based upon the Tier of the Armor as well as the Quality of the piece itself. Quality ranges from 0 – 100, thus each quality point attributes 5 total points for distribution amongst the 4 stats that Armor may provide. Armor is the ONLY way to obtain the above stat values beyond using skill points gained from Level and Rank. In order to get the maximum number of Stat points, a player must obtain 1 Adamantine piece of each Armor Type, with each having a quality of 100. This same concept is used for Outfit, Rings, Soul Stone, and Artifacts to varying degrees. In some cases, the piece will require Charge. More details can be found in* **Soul Stone Min and Max Values** as well as **Ring Min and Max Values**.

**SOUL STONE MIN AND MAX VALUES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Soul Stone** | **Element** | **ATK** | **DEF** | **MGA** | **MGD** |
| EMPTY | 0 | 0 | 0 | 0 | 0 |
| CHARGED | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 |

*The Element stat that is increased is based upon the way the Soul Stone is charged. Each Soul Stone can increase all element stats but only one Soul Stone can be equipped at a time. To charge a Soul Stone, players must defeat enemies using any Element. Each enemy defeated will award a single Charge up to the maximum of that Tier. The max Charge is also based on the Quality of the Soul Stone. In the chart below you can see that for Iron, 1 Quality is equal to 1 Charge and each Charge is equal to 10 Points. In Adamantine, each Quality is equal to 10 Charge and each Charge is equal to 10 Points. The Standard Stat values are only affected by Quality and do not require Charge like the Element Stat values. Although a player will not start with a Soul Stone slot at the beginning of the game, they can obtain this slot upon reaching a certain level. More details will be found in the* **Player Level Unlock Guide.**

**SOUL STONE TIER POINT DISTRIBUTION / QUALITY RANGE FOR STANDARD STATS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **ATK** | **DEF** | **MGA** | **MGD** |
| Iron | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| Copper | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 |
| Bronze | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 |
| Silver | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 |
| Gold | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| Platinum | 0 – 6000 | 0 – 6000 | 0 – 6000 | 0 – 6000 | 0 – 6000 |
| Diamond | 0 – 7000 | 0 – 7000 | 0 – 7000 | 0 – 7000 | 0 – 7000 |
| Obsidian | 0 – 8000 | 0 – 8000 | 0 – 8000 | 0 – 8000 | 0 – 8000 |
| Mithril | 0 – 9000 | 0 – 9000 | 0 – 9000 | 0 – 9000 | 0 – 9000 |
| Adamantine | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 |

**SOUL STONE TIER POINT DISTRIBUTION AND CHARGE REQUIREMENTS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **QUALITY** | **CHARGE** | **POINTS** | **ELEMENT(S)** | **UPGRADE** |
| Iron | 0 – 100 | 0 – 100 | 0 – 1000 | 0 – 1000 | 0 |
| Copper | 0 – 100 | 0 – 200 | 0 – 2000 | 0 – 2000 | 50 |
| Bronze | 0 – 100 | 0 – 300 | 0 – 3000 | 0 – 3000 | 67 |
| Silver | 0 – 100 | 0 – 400 | 0 – 4000 | 0 – 4000 | 75 |
| Gold | 0 – 100 | 0 – 500 | 0 – 5000 | 0 – 5000 | 80 |
| Platinum | 0 – 100 | 0 – 600 | 0 – 6000 | 0 – 6000 | 84 |
| Diamond | 0 – 100 | 0 – 700 | 0 – 7000 | 0 – 7000 | 86 |
| Obsidian | 0 – 100 | 0 – 800 | 0 – 8000 | 0 – 8000 | 88 |
| Mithril | 0 – 100 | 0 – 900 | 0 – 9000 | 0 – 9000 | 89 |
| Adamantine | 0 – 100 | 0 – 1000 | 0 – 10000 | 0 – 10000 | 90 |

**RING MIN AND MAX VALUES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ring** | **Element** | **ATK** | **DEF** | **MGA** | **MGD** |
| RUBY | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| EMERALD | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| TOPAZ | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| AMETHYST | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| SAPPHIRE | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| QUARTZ | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| ONYX | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| PEARL | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |

*Unlike Soul Stones, Rings’ Element stat is based upon the type of Ring itself. However, a player can equip multiple Rings, including those of the same type, such as 10 Ruby Rings if desired. Like Soul Stones, Rings must also be charged before they reach their Element Stat max. More details will be found in the* **Player Level Unlock Guide**.

**RING TIER POINT DISTRIBUTION / QUALITY RANGE FOR STANDARD STATS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **ATK** | **DEF** | **MGA** | **MGD** |
| Iron | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 |
| Copper | 0 – 200 | 0 – 200 | 0 – 200 | 0 – 200 | 0 – 200 |
| Bronze | 0 – 300 | 0 – 300 | 0 – 300 | 0 – 300 | 0 – 300 |
| Silver | 0 – 400 | 0 – 400 | 0 – 400 | 0 – 400 | 0 – 400 |
| Gold | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 |
| Platinum | 0 – 600 | 0 – 600 | 0 – 600 | 0 – 600 | 0 – 600 |
| Diamond | 0 – 700 | 0 – 700 | 0 – 700 | 0 – 700 | 0 – 700 |
| Obsidian | 0 – 800 | 0 – 800 | 0 – 800 | 0 – 800 | 0 – 800 |
| Mithril | 0 – 900 | 0 – 900 | 0 – 900 | 0 – 900 | 0 – 900 |
| Adamantine | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |

**RING TIER POINT DISTRIBUTION AND CHARGE REQUIREMENTS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **QUALITY** | **CHARGE** | **POINTS** | **ELEMENT** | **UPGRADE** |
| Iron | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 | 0 |
| Copper | 0 – 100 | 0 – 100 | 0 – 200 | 0 – 200 | 50 |
| Bronze | 0 – 100 | 0 – 100 | 0 – 300 | 0 – 300 | 67 |
| Silver | 0 – 100 | 0 – 100 | 0 – 400 | 0 – 400 | 75 |
| Gold | 0 – 100 | 0 – 100 | 0 – 500 | 0 – 500 | 80 |
| Platinum | 0 – 100 | 0 – 100 | 0 – 600 | 0 – 600 | 84 |
| Diamond | 0 – 100 | 0 – 100 | 0 – 700 | 0 – 700 | 86 |
| Obsidian | 0 – 100 | 0 – 100 | 0 – 800 | 0 – 800 | 88 |
| Mithril | 0 – 100 | 0 – 100 | 0 – 900 | 0 – 900 | 89 |
| Adamantine | 0 – 100 | 0 – 100 | 0 – 1000 | 0 – 1000 | 90 |

**OUTFIT MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Outfit** | **HP** | **MP** | **SHD** | **STM** |
| Name | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

*Outfits are a single slot item which distributes its points amongst the stats listed above. This is unlike Armor Sets which are comprised of 4 separate pieces that are interchangeable with other sets. Outfits follow the same Tier and Quality ratings as Armor and differ in their point distribution accordingly. See the point breakdown below.*

**OUTFIT TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **HP** | **MP** | **SHD** | **STM** |
| Iron | 0 – 3000 | 0 – 2500 | 0 – 2500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 6000 | 0 – 5000 | 0 – 5000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 9000 | 0 – 7500 | 0 – 7500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 12000 | 0 – 10000 | 0 – 10000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 15000 | 0 – 12500 | 0 – 12500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 18000 | 0 – 15000 | 0 – 15000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 21000 | 0 – 17500 | 0 – 17500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 24000 | 0 – 20000 | 0 – 20000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 27000 | 0 – 22500 | 0 – 22500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 30000 | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

**ARTIFACT MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Artifact** | **HP** | **MP** | **SHD** | **STM** |
| Name | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

*Artifacts are like Outfits but have a maximum of 3 slots and an additional passive effect.*

**ARTIFACT TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **HP** | **MP** | **SHD** | **STM** |
| Iron | 0 – 3000 | 0 – 2500 | 0 – 2500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 6000 | 0 – 5000 | 0 – 5000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 9000 | 0 – 7500 | 0 – 7500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 12000 | 0 – 10000 | 0 – 10000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 15000 | 0 – 12500 | 0 – 12500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 18000 | 0 – 15000 | 0 – 15000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 21000 | 0 – 17500 | 0 – 17500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 24000 | 0 – 20000 | 0 – 20000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 27000 | 0 – 22500 | 0 – 22500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 30000 | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

**SPECIALIST LIST | WEAPON TYPES | TECHNIQUES**

Specialists are additional subclasses that unlock unique techniques, weapons, armor, outfits, artifacts and more through a Mastery Rank system. Each Specialist starts at Rank 0 and goes up to Master Rank with rewards for each Rank. When using a Specialist your Vanguard will gain specific exclusive passive abilities automatically. Each Specialist comes equipped with certain bonuses, mastering them all is highly recommended.

\*Exclusive Weapon: One-of-a-kind weapons only obtainable through the subclass system. The weapon will be pre-equipped with all attachments unlocked.

\*Supply Crate: Supply Crates are filled with useful supplies ranging from Ammunition, Skull Tokens, Prisma Currency, Potions, Equipment and Crafting Resources.

\*Outfit: Outfits are the visible clothing shown on your Vanguard; they can be covered up by armor, but still provide some additional stat bonuses.

\*Armor: Armor are protective pieces worn on top of Outfits; they can modify both Player and Attribute stats. They are separated into 4 pieces: Chest, Belt, Pads, and Body.

[*Effect Description*] (*Effect Duration Seconds*) {*Effect Recharge Duration Seconds*}

*Note: If Effect Duration is shown as* (SU) *the Technique is of type “Single Use per Recharge”.*

**Specialist Name**: Specialist Description including brief explanation of origin, combat style and general characteristics expected for user playstyle

* Weapon: Weapon Type [Bonus +5% XP for Specialist Weapon]
* Passive 1: Name [Effect Description]
* Passive 2: Name [Effect Description]
* Passive 3: Name [Effect Description] – Artifact Passive

Technique 1: Name [Effect Description] (Effect Duration) {Effect Cooldown}

Technique 2: Name [Effect Description] (Effect Duration) {Effect Cooldown}

Technique 3: Name [Effect Description] (Effect Duration) {Effect Cooldown}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(HP)(MP)(SHD)(STM)** |
| **2** | Specialist Exclusive Weapon | Specialist Exclusive Weapon (Diamond) |
| **3** | Specialist Armor (Belt) | **(AG)(CAP)(STR)(SHR)** |
| **4** | Technique 1 (Unlocked) | Effect Name |
| **5** | Specialist Armor (Pads) | **(AG)(CAP)(STR)(SHR)** |
| **6** | Technique 2(Unlocked) | Effect Name |
| **7** | Specialist Armor (Chest) | **(AG)(CAP)(STR)(SHR)** |
| **8** | Technique 3 (Unlocked) | Effect Name |
| **9** | Specialist Armor (Body) | **(AG)(CAP)(STR)(SHR)** |
| **10** | Specialist Heart Artifact | **(HP)(MP)(SHD)(STM)** |

**SPECIALIST PASSIVE AND TECHNIQUE TYPES**

Specialists each have a total of 3 Passive abilities and 3 Unique Techniques. The Passive abilities are active by default while using the Specialist and their Techniques are available by default while using the Specialist and are then unlocked for usage with other Specialist upon reaching certain Ranks. Specialist Passives are also unique and Passive 3 can be unlocked by reaching the Master Rank of said Specialist and obtaining the Specialist Heart Artifact. All other Passives can be unlocked through other Artifacts obtained through world exploration, activity rewards etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Technique | Usage Durations | Standard Cooldown | Min Cooldowns |
| Technique 1 (Tier 1) | SU, 5, 10 | 10, 20, 30 | 5, 10, 15 |
| Technique 2 (Tier 2) | SU, 10, 15 | 20, 40, 60 | 10, 20, 30 |
| Technique 3 (Tier 3) | SU, 15, 30 | 60, 90, 120 | 30, 45, 60 |

Although Specialists come with 1 of each Tier of Technique, when a player decides to customize their Techniques or equip from different specialist, they can choose to use multiple of the same Tier. For instance, a player may have a Tier 3 Technique for each of their 3 Technique Slots rather than choosing Tier 1, Tier 2, and Tier 3 respectively. Certain level requirements need to be met before swapping out Techniques between specialists.

**SPECIALIST BONUSES AND UNLOCKS**

**Mercenary**: Hired militant officer with training in all forms of modern warfare. Loyalty to the highest bidder and an aptitude for survival.

* Weapon: Assault Rifle [Bonus +5% XP for Specialist Weapon]
* Passive 1: Auto Lock [Immune to Dizzy affliction]
* Passive 2: Fast Hands [+10% **(RLD)** on Ranged Weapons]
* Passive 3: Contract Killer [Assassination Bounties grant +100% rewards]

Technique 1: Hyper Focus [+50% **(AC)** on Ranged Weapons] (10) {30}

Technique 2: Scavenge [Replenish current equipment to max] (SU) {20}

Technique 3: Overgrip [+30% **(AC) (RNG)** on Ranged Weapons] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(10000)(10000)(2000)(2000)** |
| **2** | Specialist Exclusive Weapon | Assault Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(1000)(1000)(1000)(1000)** |
| **4** | Technique 1 (Unlocked) | Hyper Focus |
| **5** | Specialist Armor (Pads) | **(1000)(1000)(1000)(1000)** |
| **6** | Technique 2(Unlocked) | Scavenge |
| **7** | Specialist Armor (Chest) | **(1000)(1000)(1000)(1000)** |
| **8** | Technique 3 (Unlocked) | Overgrip |
| **9** | Specialist Armor (Body) | **(1000)(1000)(1000)(1000)** |
| **10** | Specialist Heart Artifact | **(10000)(10000)(2000)(2000)** + Contract Killer |

**Cavalier**: Quick witted soldier trained to engage in close quarter combat. A flurry of bullets rather than pinpoint accuracy is the name of their game.

* Weapon: Sub Machine Gun [Bonus +5% XP for Specialist Weapon]
* Passive 1: Flameheart [Immune to Freeze affliction]
* Passive 2: Quickfeet [+5% **(MOB)** and **(HND)** on Ranged Weapons]
* Passive 3: Booster Pack [Vehicles are summoned with +20% fuel]

Technique 1: Dash Break [Instantly dash forward **5** meters] (SU) {10}

Technique 2: Resupply [Replenish Ranged Weapon ammo for each enemy slain] (10) {40}

Technique 3: Overdrive [+30% **(MOB) (HND)** on Ranged Weapons] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Sub Machine Gun (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1600)(800)(800)** |
| **4** | Technique 1 (Unlocked) | Dash Break |
| **5** | Specialist Armor (Pads) | **(800)(1600)(800)(800)** |
| **6** | Technique 2(Unlocked) | Resupply |
| **7** | Specialist Armor (Chest) | **(800)(1600)(800)(800)** |
| **8** | Technique 3 (Unlocked) | Overdrive |
| **9** | Specialist Armor (Body) | **(800)(1600)(800)(800)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(3200)(800)** + Booster Pack |

**Spartan**: Battle hardened soldier with a desire to destroy. Execute every order, leave no survivors, rinse and repeat.

* Weapon: Light Machine Gun [Bonus +5% XP for Specialist Weapon]
* Passive 1: Grounded [Immune to Knockback affliction]
* Passive 2: Artillery Striker [+10% **(DMG)** when using a Standard Ranged Weapon]
* Passive 3: Double Pack [Ammo Resupplies can be used twice before depletion]

Technique 1: Adreno Mag [+50% **(FR)** on Ranged Weapons] (10) {30}

Technique 2: Heavy Rounds [+20% **(FRC)** on Ranged Weapons] (10) {40}

Technique 3: Bottomless Mag [Uses reserve ammo without reload] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Light Machine Gun (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(4000)(0)(0)** |
| **4** | Technique 1 (Unlocked) | Adreno Mag |
| **5** | Specialist Armor (Pads) | **(0)(4000)(0)(0)** |
| **6** | Technique 2(Unlocked) | Heavy Rounds |
| **7** | Specialist Armor (Chest) | **(0)(4000)(0)(0)** |
| **8** | Technique 3 (Unlocked) | Bottomless Mag |
| **9** | Specialist Armor (Body) | **(0)(4000)(0)(0)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(3200)(800)** + Double Pack |

**Ranger**: All terrain rover primarily focused on exploration and cartography. Good instincts, fast reflexes and eyes in the back of their head.

* Weapon: Marksman Rifle [Bonus +5% XP for Specialist Weapon]
* Passive 1: Keen Eye [Immune to Blind affliction]
* Passive 2: Clip Cycle [Instantly reloads Ranged Weapon if last bullet defeats enemy]
* Passive 3: Analyst [Enemies show Elemental Weakness when inside ADS view]

Technique 1: Vision Pulse [Mark all enemies within a **20** meter radius] (5) {20}

Technique 2: Sixth Sense [Get a warning when you are about to be hit] (15) {60}

Technique 3: Death Mark [Marks an enemy and reduces their **(DEF)** by 10%] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Marksman Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(400)(1600)(400)** |
| **4** | Technique 1 (Unlocked) | Vision Pulse |
| **5** | Specialist Armor (Pads) | **(1600)(400)(1600)(400)** |
| **6** | Technique 2(Unlocked) | Sixth Sense |
| **7** | Specialist Armor (Chest) | **(1600)(400)(1600)(400)** |
| **8** | Technique 3 (Unlocked) | Death Mark |
| **9** | Specialist Armor (Body) | **(1600)(400)(1600)(400)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(1600)(2400)** + Analyst |

**Scout**: Eagle eyed retainer of the lands, the first line of both offense and defense. None shall escape their gaze.

* Weapon: Sniper Rifle [Bonus +5% XP for Specialist Weapon]
* Passive 1: Disguised [Immune to Marked affliction]
* Passive 2: Satellite Info [Marks high-value targets on map]
* Passive 3: Mission Intel [Highlights important documents or data items on map]

Technique 1: Crit Connect [+50% **(CRT)** for Ranged Weapons] (5) {20}

Technique 2: Breakpoint [Next hit with Ranged Weapon is a guaranteed **Crit** hit] (SU) {20}

Technique 3: Fatal Bullet [+50% **(PRC) (SLS) (FRC)** on next Ranged Weapon shot] (SU) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Sniper Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(1200)(1200)** |
| **4** | Technique 1 (Unlocked) | Crit Connect |
| **5** | Specialist Armor (Pads) | **(800)(1200)(1200)(1200)** |
| **6** | Technique 2(Unlocked) | Breakpoint |
| **7** | Specialist Armor (Chest) | **(800)(1200)(1200)(1200)** |
| **8** | Technique 3 (Unlocked) | Fatal Bullet |
| **9** | Specialist Armor (Body) | **(800)(1200)(1200)(1200)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(800)(3200)** + Mission Intel |

**Pirate**: Looter, thief, pillager, there are many names for a treasure hoarder. A nose that can unburden any chest of its heirlooms.

* Weapon: Shotgun [Bonus +5% XP for Specialist Weapon]
* Passive 1: Soberless [Immune to Stagger affliction]
* Passive 2: Loot Goblin [Each looted item has a 10% chance of increasing its tier]
* Passive 3: Treasure Hunter [Shows number of lootable items on the map]

Technique 1: Buckshot [Next shot from Ranged Weapon +100% **(DMG)**] (SU) {10}

Technique 2: Treasure Mark [Marks all loot within **30** meter range] (15) {60}

Technique 3: Steal [Guarantees item drops on kills] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Shotgun (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(2000)(0)(2000)** |
| **4** | Technique 1 (Unlocked) | Buckshot |
| **5** | Specialist Armor (Pads) | **(0)(2000)(0)(2000)** |
| **6** | Technique 2(Unlocked) | Treasure Mark |
| **7** | Specialist Armor (Chest) | **(0)(2000)(0)(2000)** |
| **8** | Technique 3 (Unlocked) | Steal |
| **9** | Specialist Armor (Body) | **(0)(2000)(0)(2000)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(2400)(1600)** + Treasure Hunter |

**Assassin**: Stealth based hitman who works in the shadows. Beware of the silence in the dark, there is no telling what lurks around the corner.

* Weapon: Handgun [Bonus +5% XP for Specialist Weapon]
* Passive 1: Snakeskin [Immune to Poison affliction]
* Passive 2: Uber Potency [Outgoing affliction levels increased by **1**]
* Passive 3: Silent Killer [Standard Ranged Weapons are silenced]

Technique 1: Silent Step [Your footsteps are silenced] (10) {30}

Technique 2: Cloak [Turn Invisible to standard vision] (10) {40}

Technique 3: Dispersion Protocol [Instantly de-aggro all targeting enemies] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Handgun (Diamond) |
| **3** | Specialist Armor (Belt) | **(2000)(0)(0)(2000)** |
| **4** | Technique 1 (Unlocked) | Silent Step |
| **5** | Specialist Armor (Pads) | **(2000)(0)(0)(2000)** |
| **6** | Technique 2(Unlocked) | Cloak |
| **7** | Specialist Armor (Chest) | **(2000)(0)(0)(2000)** |
| **8** | Technique 3 (Unlocked) | Dispersion Protocol |
| **9** | Specialist Armor (Body) | **(2000)(0)(0)(2000)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(800)(3200)** + Silent Killer |

**Nomad**: Traveler of all lands, with the ambition to explore the unknown. Insatiable hunger to be free, free from the shackles of war.

* Weapon: Machine Pistol [Bonus +5% XP for Specialist Weapon]
* Passive 1: Iron Lung [Immune to Exhaust affliction]
* Passive 2: Quick Recovery [Instant **(STR)** when no weapon is equipped]
* Passive 3: Explorer [Fast Travel is discounted by 50%]

Technique 1: Deep Breathing [-50% **(STM)** use from all actions] (10) {30}

Technique 2: Doused Rounds [+20% **(SLS)** on Ranged Weapons] (10) {40}

Technique 3: Traveler [+50% **(AG)** and no **(STM)** usage for sprinting] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Machine Pistol (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(0)(0)(4000)** |
| **4** | Technique 1 (Unlocked) | Deep Breathing |
| **5** | Specialist Armor (Pads) | **(0)(0)(0)(4000)** |
| **6** | Technique 2(Unlocked) | Doused Rounds |
| **7** | Specialist Armor (Chest) | **(0)(0)(0)(4000)** |
| **8** | Technique 3 (Unlocked) | Traveler |
| **9** | Specialist Armor (Body) | **(0)(0)(0)(4000)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(0)(4000)** + Explorer |

**Engineer**: Builder, crafter, creator. The world is a playhouse filled with materials waiting to be put together.

* Weapon: Launcher [Bonus +5% XP for Specialist Weapon]
* Passive 1: Backup Power [Immune to EMP affliction]
* Passive 2: Hazard Vision [All equipment and traps within **10** meters are highlighted]
* Passive 3: Stocked [Battle Items cost 50% less Prisma]

Technique 1: Hack [Disable an enemy device or weapon] (SU) {10}

Technique 2: Hijack [Take over an enemy device] (SU) {20}

Technique 3: Discharge Pulse [Disables all enemy equipment in a **20** meter radius] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Launcher (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(2000)(2000)(0)** |
| **4** | Technique 1 (Unlocked) | Hack |
| **5** | Specialist Armor (Pads) | **(0)(2000)(2000)(0)** |
| **6** | Technique 2(Unlocked) | Hijack |
| **7** | Specialist Armor (Chest) | **(0)(2000)(2000)(0)** |
| **8** | Technique 3 (Unlocked) | Discharge Pulse |
| **9** | Specialist Armor (Body) | **(0)(2000)(2000)(0)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(4000)(0)** + Stocked |

**Hunter**: Natural born predator with a knack for tracking, stalking, and capturing. There is not a beast alive who could survive unscathed after being marked by a hunter.

* Weapon: Crossbow [Bonus +5% XP for Specialist Weapon]
* Passive 1: Intune [Immune to Mute affliction]
* Passive 2: Bloodlust [Wounded enemies leave behind footstep trails for 10 seconds]
* Passive 3: Natural Selection [Prime Hunt targets are marked on map and drop 2x loot]

Technique 1: Prey Mark [Marks and exposes enemy weaknesses] (SU) {10}

Technique 2: Sharpened Rounds [+20% **(PRC)** on Ranged Weapons] (10) {40}

Technique 3: Chaos Bolt [Next Ranged Weapon shot will apply a random affliction] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Crossbow (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(400)(400)(1600)** |
| **4** | Technique 1 (Unlocked) | Prey Mark |
| **5** | Specialist Armor (Pads) | **(1600)(400)(400)(1600)** |
| **6** | Technique 2(Unlocked) | Sharpened Rounds |
| **7** | Specialist Armor (Chest) | **(1600)(400)(400)(1600)** |
| **8** | Technique 3 (Unlocked) | Chaos Bolt |
| **9** | Specialist Armor (Body) | **(1600)(400)(400)(1600)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(2400)(1600)** + Natural Selection |

**Archer**: Fleet footed arrow master with an eye for kill zones. It only takes one good arrow to put down any target.

* Weapon: Longbow [Bonus +5% XP for Specialist Weapon]
* Passive 1: Silkskin [Immune to Paralyze affliction]
* Passive 2: Doused Tip [+15% **(SLS)** and **(PRC)** on Ranged Weapons]
* Passive 3: Finders Feast [Hunting yields +50% rewards]

Technique 1: Grapple [Latches an enemy or location and pulls you towards it] (SU) {10}

Technique 2: Misguidance [Shoots a beacon which attracts enemies] (SU) {20}

Technique 3: Chain Rounds [Ranged Weapon hits deal 20% **(DMG)** to a **3** meter range] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Longbow (Diamond) |
| **3** | Specialist Armor (Belt) | **(2000)(0)(2000)(0)** |
| **4** | Technique 1 (Unlocked) | Grapple |
| **5** | Specialist Armor (Pads) | **(2000)(0)(2000)(0)** |
| **6** | Technique 2(Unlocked) | Misguidance |
| **7** | Specialist Armor (Chest) | **(2000)(0)(2000)(0)** |
| **8** | Technique 3 (Unlocked) | Chain Rounds |
| **9** | Specialist Armor (Body) | **(2000)(0)(2000)(0)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(1600)(2400)** + Finders Feast |

**Paladin**: Honored knight bound by the laws of loyalty, pride, and chivalry. Strength is the result of an immovable will.

* Weapon: Long Sword [Bonus +5% XP for Specialist Weapon]
* Passive 1: Warrior Spirit [Immune to Intimidate affliction]
* Passive 2: Holy Heart [Incoming healing magic and potions have +50% potency]
* Passive 3: Loyalty [+20% faction gain from all sources]

Technique 1: Quick Counter [Auto counters next enemy melee attack] (SU) {10}

Technique 2: Warrior Call [+10% **(STE) (POW) (ASP)** on Melee Weapons] (15) {60}

Technique 3: Excalibur Essence [All Melee attacks will have 100% **(CHG)** applied] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Long Sword (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(800)(1600)(800)** |
| **4** | Technique 1 (Unlocked) | Quick Counter |
| **5** | Specialist Armor (Pads) | **(800)(800)(1600)(800)** |
| **6** | Technique 2(Unlocked) | Warrior Call |
| **7** | Specialist Armor (Chest) | **(800)(800)(1600)(800)** |
| **8** | Technique 3 (Unlocked) | Excalibur Essence |
| **9** | Specialist Armor (Body) | **(800)(800)(1600)(800)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(3200)(800)** + Loyalty |

**Warden**: Highborn knight with a duty to protect the will of the people. Power may come from the heart, but the heart is powerless against love.

* Weapon: Great Sword [Bonus +5% XP for Specialist Weapon]
* Passive 1: Fearless [Immune to Petrify affliction]
* Passive 2: Summoner Strength [+20% **(ATK)** while creature summon is active]
* Passive 3: Hero Complex [Hidden Quests within **50** meters are revealed on map]

Technique 1: Armor Break [Next hit from Melee Weapon +100% **(FRC)**] (SU) {10}

Technique 2: Defensive Stance [+100% **(BLK)** on Melee Weapons] (10) {40}

Technique 3: Break Force [Your next Melee Attack hit will destroy enemy **(SHD)**] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Great Sword (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(1200)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Armor Break |
| **5** | Specialist Armor (Pads) | **(1200)(1200)(1200)(800)** |
| **6** | Technique 2(Unlocked) | Defensive Stance |
| **7** | Specialist Armor (Chest) | **(1200)(1200)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Break Force |
| **9** | Specialist Armor (Body) | **(1200)(1200)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(0)(4000)** + Hero Complex |

**Ronin**: Skilled blade dancer with impeccable ability. Student of the sword with a desire to master all that it entails.

* Weapon: Katana [Bonus +5% XP for Specialist Weapon]
* Passive 1: Hyper Focus [Immune to Confuse affliction]
* Passive 2: Blademaster [+20% **(STE)** on Melee Weapons]
* Passive 3: Sharpened Steel [Natural recovery of **(DUR)** on Melee Weapons]

Technique 1: Serrated Blade [+100% **(SLS)** on Melee Weapons] (5) {20}

Technique 2: Blink [Teleport to a chosen spot within **10** meters] (SU) {20}

Technique 3: Chain Strike [+2.5% **(POW)** on each hit during unbroken combo] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Katana (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(800)(1200)** |
| **4** | Technique 1 (Unlocked) | Serrated Blade |
| **5** | Specialist Armor (Pads) | **(800)(1200)(800)(1200)** |
| **6** | Technique 2(Unlocked) | Blink |
| **7** | Specialist Armor (Chest) | **(800)(1200)(800)(1200)** |
| **8** | Technique 3 (Unlocked) | Chain Strike |
| **9** | Specialist Armor (Body) | **(800)(1200)(800)(1200)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(4000)(0)** + Sharpened Steel |

**Ninja**: Master of the shadows and trained in all forms of stealth combat. Darkness cometh at night but death be discovered in daylight.

* Weapon: Dagger [Bonus +5% XP for Specialist Weapon]
* Passive 1: Featherweight [Immune to Weighted affliction]
* Passive 2: Soft Presence [50% Longer detection time + 50% shorter enemy aggro time]
* Passive 3: Potion Master [Crafting potions yield +100% and require -50% time]

Technique 1: Quadra Slash [+50% **(ASP)** on Melee Weapons] (10) {30}

Technique 2: Backstab [Next hit with Melee Weapon is a guaranteed **Crit** hit] (SU) {20}

Technique 3: Concealed Presence [Become Invisible to all vision and senses] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Dagger (Diamond) |
| **3** | Specialist Armor (Belt) | **(4000)(0)(0)(0)** |
| **4** | Technique 1 (Unlocked) | Quadra Slash |
| **5** | Specialist Armor (Pads) | **(4000)(0)(0)(0)** |
| **6** | Technique 2(Unlocked) | Backstab |
| **7** | Specialist Armor (Chest) | **(4000)(0)(0)(0)** |
| **8** | Technique 3 (Unlocked) | Concealed Presence |
| **9** | Specialist Armor (Body) | **(4000)(0)(0)(0)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(800)(3200)** + Potion Master |

**Templar**: Keeper of magic tomes, a bookworm with dealings in all sorts of otherworldly powers. Wisdom is a virtue.

* Weapon: Staff [Bonus +5% XP for Specialist Weapon]
* Passive 1: Core Recovery [Immune to Drain affliction]
* Passive 2: Old Faith [Magic charge times are reduced by 20%]
* Passive 3: Guiding Light [Shows the correct path in dungeons and trials]

Technique 1: Magic Disperse [Reduces all afflictions by 1 level] (SU) {10}

Technique 2: Lifestring [Absorb **(HP)** from 1 enemy overtime while in field of view] (10) {40}

Technique 3: Recover Boost [+30% **(SHR) (STR)** with instant start] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Staff (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(1200)(400)(1200)** |
| **4** | Technique 1 (Unlocked) | Magic Disperse |
| **5** | Specialist Armor (Pads) | **(1200)(1200)(400)(1200)** |
| **6** | Technique 2(Unlocked) | Lifestring |
| **7** | Specialist Armor (Chest) | **(1200)(1200)(400)(1200)** |
| **8** | Technique 3 (Unlocked) | Recover Boost |
| **9** | Specialist Armor (Body) | **(1200)(1200)(400)(1200)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(4000)(0)** + Guiding Light |

**Rogue**: Lone warrior, fierce and ferocious, who serves no one but themselves. Born without loyalty, dies free.

* Weapon: Mace [Bonus +5% XP for Specialist Weapon]
* Passive 1: Lone Wolf [Immune to Ghost affliction]
* Passive 2: Solo Boost [+50% **(DEF)** and **(MGD)** when alone on battlefield]
* Passive 3: Whitesmith [Honing weapons has +20% chance of success]

Technique 1: Power Extension [+50% **(RCH)** on Melee Weapons] (5) {20}

Technique 2: Destructive Force [+20% **(FRC)** on Melee Weapons] (15) {60}

Technique 3: Distortion [Scrambles enemy intel and prevents communication] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Mace (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(800)(800)(1200)** |
| **4** | Technique 1 (Unlocked) | Power Extension |
| **5** | Specialist Armor (Pads) | **(1200)(800)(800)(1200)** |
| **6** | Technique 2(Unlocked) | Destructive Force |
| **7** | Specialist Armor (Chest) | **(1200)(800)(800)(1200)** |
| **8** | Technique 3 (Unlocked) | Distortion |
| **9** | Specialist Armor (Body) | **(1200)(800)(800)(1200)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(0)(4000)** + Whitesmith |

**Samurai**: Code driven legendary warriors, bound by honor and pride. A fight is only a fight when it is fought fair.

* Weapon: Halberd [Bonus +5% XP for Specialist Weapon]
* Passive 1: Stoneskin [Immune to Bleed affliction]
* Passive 2: Swift Response [+0.2 seconds for perfect dodge]
* Passive 3: Preservation [Weapons and Armor remain at 0 **(DUR)** rather than breaking]

Technique 1: Discipline [+100% **(STE)** on Melee Weapons] (10) {30}

Technique 2: Bloodsport [Regen 0.3% **(DUR)** on Melee Weapon kills] (10) {40}

Technique 3: Power Exchange [-25% **(DEF)** and +25% (**ATK)**] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Halberd (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(800)(800)(1600)** |
| **4** | Technique 1 (Unlocked) | Discipline |
| **5** | Specialist Armor (Pads) | **(800)(800)(800)(1600)** |
| **6** | Technique 2(Unlocked) | Bloodsport |
| **7** | Specialist Armor (Chest) | **(800)(800)(800)(1600)** |
| **8** | Technique 3 (Unlocked) | Power Exchange |
| **9** | Specialist Armor (Body) | **(800)(800)(800)(1600)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(1600)(2400)** + Preservation |

**Valkyrie**: Heavenly guards brought to bring balance to the world. Blessed be those who wish no harm amongst others.

* Weapon: Warhammer [Bonus +5% XP for Specialist Weapon]
* Passive 1: Heavens Blessing [Immune to Burn affliction]
* Passive 2: Kingsfall [All stats increased by 2.5% upon ally death, resets per battle]
* Passive 3: Armored Ride [Gain a shield on vehicles equal to 25% **(SHD)**]

Technique 1: Overshield [Prevents afflictions while over 80% **(SHD)**] (10) {30}

Technique 2: Split Shield [Creates a front facing 1 way Shield using 20% **(SHD)**] (15) {60}

Technique 3: Matrix Bubble [Creates a **3** meter 1 way bubble shield using all **(SHD)**] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Warhammer (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Overshield |
| **5** | Specialist Armor (Pads) | **(800)(1200)(1200)(800)** |
| **6** | Technique 2(Unlocked) | Split Shield |
| **7** | Specialist Armor (Chest) | **(800)(1200)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Matrix Bubble |
| **9** | Specialist Armor (Body) | **(800)(1200)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(2400)(1600)** + Armored Ride |

**Inquisitor**: Powered by a desire to rule, with an insatiable hunger to conquest. The world will be perfected only when it is all within their grasp.

* Weapon: Battle Axe [Bonus +5% XP for Specialist Weapon]
* Passive 1: Nightowl [Immune to Sleep affliction]
* Passive 2: True Conquest [Increases **(MGA)** by 0.5% per enemy within **30** meters]
* Passive 3: Freedom Fee [+100% Prisma from Rescue Bounties]

Technique 1: Max Strike [Next hit from Melee Weapon +100% **(POW)**] (SU) {10}

Technique 2: Powerlift [+10% **(MOB) (HND) (RCH)** on Melee Weapons] (15) {60}

Technique 3: Double Striker [Every Melee attack deals a second hit at 50% **(POW)**] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Battle Axe (Diamond) |
| **3** | Specialist Armor (Belt) | **(400)(1600)(1600)(400)** |
| **4** | Technique 1 (Unlocked) | Max Strike |
| **5** | Specialist Armor (Pads) | **(400)(1600)(1600)(400)** |
| **6** | Technique 2(Unlocked) | Powerlift |
| **7** | Specialist Armor (Chest) | **(400)(1600)(1600)(400)** |
| **8** | Technique 3 (Unlocked) | Double Striker |
| **9** | Specialist Armor (Body) | **(400)(1600)(1600)(400)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(1600)(2400)** + Freedom Fee |

**Druid**: Spiritually trained wizards with power intertwined with that of the natural world. The fruit of labor is not power but peace.

* Weapon: Polearm [Bonus +5% XP for Specialist Weapon]
* Passive 1: Talisman [Immune to Curse affliction]
* Passive 2: Saint Eyes [Highlights enemies currently targeting self or ally]
* Passive 3: Correction [Good and Bad dialogue options are marked]

Technique 1: Charge Release [+100% **(CHG)** on next Melee Weapon hit] (SU) {10}

Technique 2: Point Strike [+50% **(CRT)** for Melee Weapons] (15) {60}

Technique 3: Vital Marker [Creates and marks additional Crit points on an enemy] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Polearm (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(800)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Charge Release |
| **5** | Specialist Armor (Pads) | **(1200)(800)(1200)(800)** |
| **6** | Technique 2(Unlocked) | Point Strike |
| **7** | Specialist Armor (Chest) | **(1200)(800)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Vital Marker |
| **9** | Specialist Armor (Body) | **(1200)(800)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(0)(4000)** + Correction |

**Necromancer**: Dark wizard who deals with forbidden arts. Cursed with power beyond the mortal realm.

* Weapon: Scythe [Bonus +5% XP for Specialist Weapon]
* Passive 1: Reaper Kiss [Immune to Death affliction]
* Passive 2: Attack Proficiency [Offensive Magic requires 10% less **(MP)**]
* Passive 3: Death Note [Defeated Allies can be absorbed for 1/3 **(MP)** and **(HP)**]

Technique 1: Magic Return [Regen 3% **(MP)** on enemy slain] (5) {20}

Technique 2: Magic Constrain [Stop an enemy from using Magic] (10) {40}

Technique 3: Revival Charge [Next fatal blow will leave you at 5% **(HP)**] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Scythe (Diamond) |
| **3** | Specialist Armor (Belt) | **(400)(1600)(400)(1600)** |
| **4** | Technique 1 (Unlocked) | Magic Return |
| **5** | Specialist Armor (Pads) | **(400)(1600)(400)(1600)** |
| **6** | Technique 2(Unlocked) | Magic Constrain |
| **7** | Specialist Armor (Chest) | **(400)(1600)(400)(1600)** |
| **8** | Technique 3 (Unlocked) | Revival Charge |
| **9** | Specialist Armor (Body) | **(400)(1600)(400)(1600)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(800)(3200)** + Death Note |

**Monk**: Patient warrior who prefers pinpoint strikes using their body and mind. The gods have blessed us with a powerful weapon, I need not use any other.

* Weapon: Gauntlet [Bonus +5% XP for Specialist Weapon]
* Passive 1: Willpower [Immune to Stop affliction]
* Passive 2: Melancholy Motion [-50% **(STM)** use when Melee Weapon is equipped]
* Passive 3: Serenity [Reduces Honing and Repair activity difficulties by 20%]

Technique 1: Meditation [Removes 1 status affliction from self] (SU) {10}

Technique 2: Qi Control [Replenish **(STM)** by 30%] (SU) {20}

Technique 3: Nirvana [Removes and prevents all afflictions, +25% **(DEF)**] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Gauntlet (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(800)(800)(800)** |
| **4** | Technique 1 (Unlocked) | Meditation |
| **5** | Specialist Armor (Pads) | **(1600)(800)(800)(800)** |
| **6** | Technique 2(Unlocked) | Qi Control |
| **7** | Specialist Armor (Chest) | **(1600)(800)(800)(800)** |
| **8** | Technique 3 (Unlocked) | Nirvana |
| **9** | Specialist Armor (Body) | **(1600)(800)(800)(800)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(2400)(1600)** + Serenity |

**Centurion**: Heavily armored battalion soldier with impregnable defensive capabilities. The strongest is that which never yields.

* Weapon: Shield [Bonus +5% XP for Specialist Weapon]
* Passive 1: Unbreakable [Immune to Shatter affliction]
* Passive 2: Dutiful Response [+0.2 seconds for perfect block or parry]
* Passive 3: Carrying Capacity [Increases Weapon, Armor and Artifact inventory slots by 2]

Technique 1: Absolute Defense [+100% **(PRO)** on Melee Weapons] (10) {30}

Technique 2: Chain Guard [Recovers 5% **(SHD)** on successful block or parry] (10) {40}

Technique 3: Final Guard [+50% **(DEF) (MGD)** and applies constant **(SHR)**] (30) {120}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Shield (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(0)(4000)(0)** |
| **4** | Technique 1 (Unlocked) | Absolute Defense |
| **5** | Specialist Armor (Pads) | **(0)(0)(4000)(0)** |
| **6** | Technique 2(Unlocked) | Chain Guard |
| **7** | Specialist Armor (Chest) | **(0)(0)(4000)(0)** |
| **8** | Technique 3 (Unlocked) | Final Guard |
| **9** | Specialist Armor (Body) | **(0)(0)(4000)(0)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(4000)(0)** + Carrying Capacity |

**Sage**: Spiritual wizard who focuses on healing techniques and caring for the weak. None shall suffer defeat for as long as wounds may be mended.

* Weapon: Spear [Bonus +5% XP for Specialist Weapon]
* Passive 1: Sirens Song [Immune to Silence affliction]
* Passive 2: Support Proficiency [Support Magic requires 10% less **(MP)**]
* Passive 3: Life Share [Creature Summons have natural **(HP)** recovery while on field]

Technique 1: Sharpened Edge [+100% **(PRC)** on Melee Weapons] (5) {20}

Technique 2: Magic Revoke [Cancel 1 enemies' magic charge] (SU) {20}

Technique 3: Resonance [Shares **(HP)** with an ally and prevents death while connected] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(2000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Spear (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(400)(1200)(1200)** |
| **4** | Technique 1 (Unlocked) | Sharpened Edge |
| **5** | Specialist Armor (Pads) | **(1200)(400)(1200)(1200)** |
| **6** | Technique 2(Unlocked) | Magic Revoke |
| **7** | Specialist Armor (Chest) | **(1200)(400)(1200)(1200)** |
| **8** | Technique 3 (Unlocked) | Resonance |
| **9** | Specialist Armor (Body) | **(1200)(400)(1200)(1200)** |
| **10** | Specialist Heart Artifact | **(0)(2000)(3200)(800)** + Life Share |

**STANDARD FIELD CONTROLS FOR XBOX SERIES X, PLAYSTATION 5, AND PC**

|  |  |  |  |
| --- | --- | --- | --- |
| ACTION | XBOX | PLAYSTATION | WINDOWS PC |
| Movement | Left Control Stick | Left Control Stick | W-A-S-D |
| Viewing | Right Control Stick | Right Control Stick | Mouse Movement |
| Guide / Map | Select | Touch Pad L/R | Tab / M |
| Attack / Shoot / Cast Magic / Use | Right Trigger | R2 Button | Left Click Mouse |
| Defend / Aim / Guide Magic / Alt | Left Trigger | L2 Button | Right Click Mouse |
| Technique 1 | Right Bumper | R1 Button | Q Key |
| Technique 2 | Left Bumper | L1 Button | E Key |
| Technique 3 | Right + Left Bumpers | R1 + L1 Buttons | G Key |
| Jump / Mantle / Fly | A Button / Hold A Button | X Button / Hold X Button | Spacebar / Hold Spacebar |
| Special / Reload | X Button | Square Button | R Key |
| Charge Melee / Swap Firing Mode | Hold X Button | Hold Square Button | Hold Left Alt Key / Left Alt Key |
| Crouch / Slide / Dodge | B Button | Circle Button | Left Control Key |
| Summon Creature | Hold B Button | Hold Circle Button | B Key |
| Summon Vehicle | Select + Hold Y Button | Touch Pad + Hold Triangle Button | Tab + Hold Spacebar / H Key |
| Text Chat | Select + Hold B Button | Touch Pad + Hold Circle Button | T Key |
| Swap Weapon / Swap Slot | Y Button | Triangle Button | Scroll Wheel Down |
| Unequip Weapon / Reequip Weapon | Hold Y Button | Hold Triangle Button | Scroll Wheel Up |
| Interact | X Button | Square Button | F Key |
| Target Lock | Right Stick Down | R3 Button | Middle Mouse Key |
| Sprint | Left Stick Down | L3 Button | Left Shift Key |
| Offensive Magic | D-Pad Up + Button | D-Pad Up + Button | Z Key + 1/2/3/4 |
| Support Magic | D-Pad Down + Button | D-Pad Down + Button | X Key + 1/2/3/4 |
| Battle Items | D-Pad Right + Button | D-Pad Right + Button | C Key + 1/2/3/4 |
| Support Items | D-Pad Left + Button | D-Pad Left + Button | V Key + 1/2/3/4 |
| Menu / Pause | Start Button | Start Button | Escape Key |
| Inventory Navigation | D-Pad / Left Control Stick | D-Pad / Left Control Stick | Mouse Movement / Arrow Keys |
| Inventory Select | A Button | X Button | Left Click / Enter |
| Cancel / Return | B Button | Circle Button | Backspace |

**Ranged Weapon Statistics Guide and Calculator**