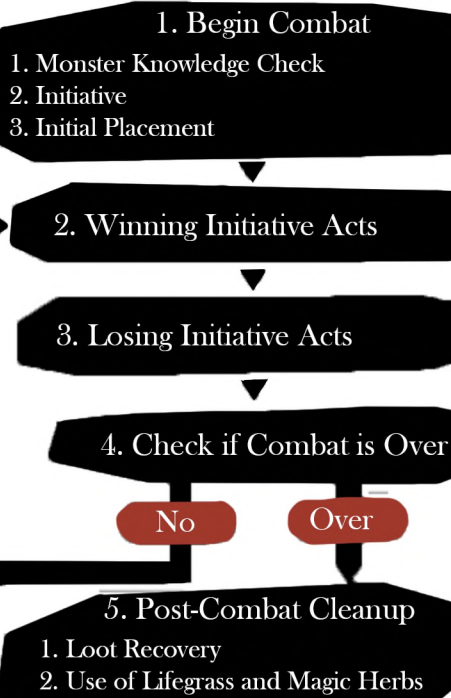
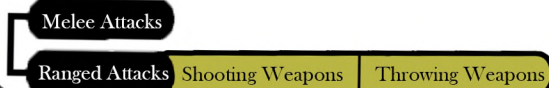


COMBAT RELATED

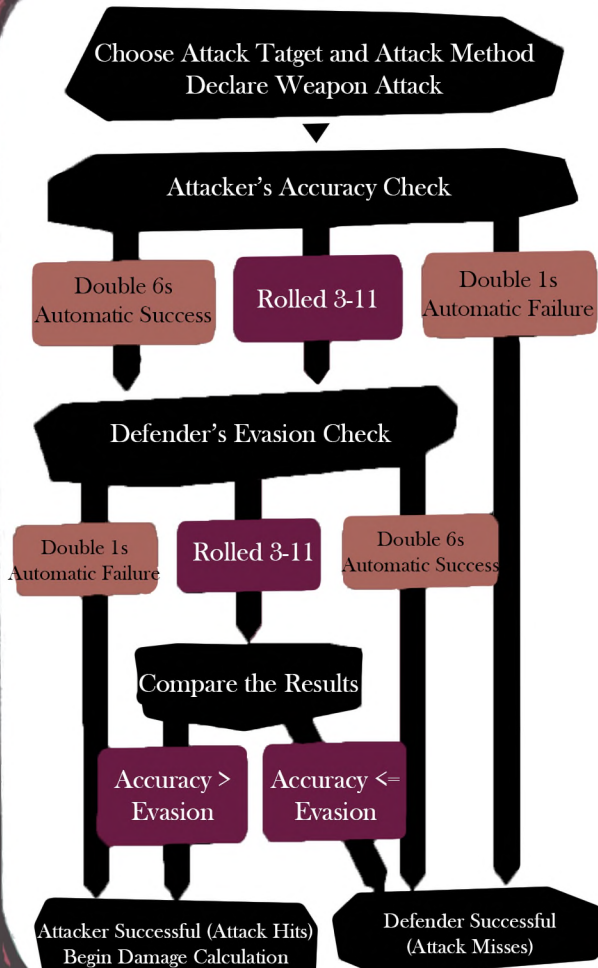
COMBAT PROCEDURE CHART



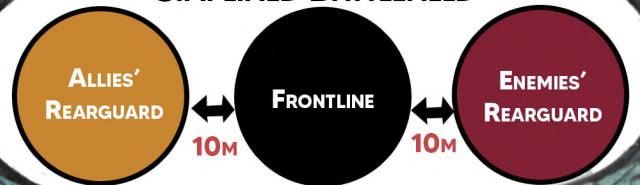
CLASSIFICATION OF WEAPON ATTACKS



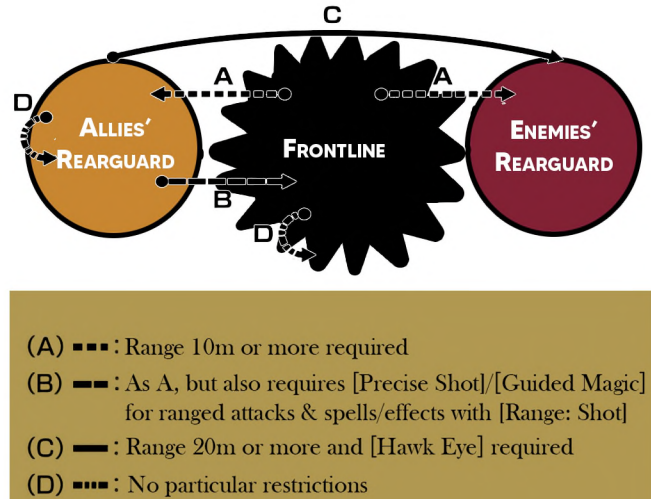
WEAPON ATTACK CHART



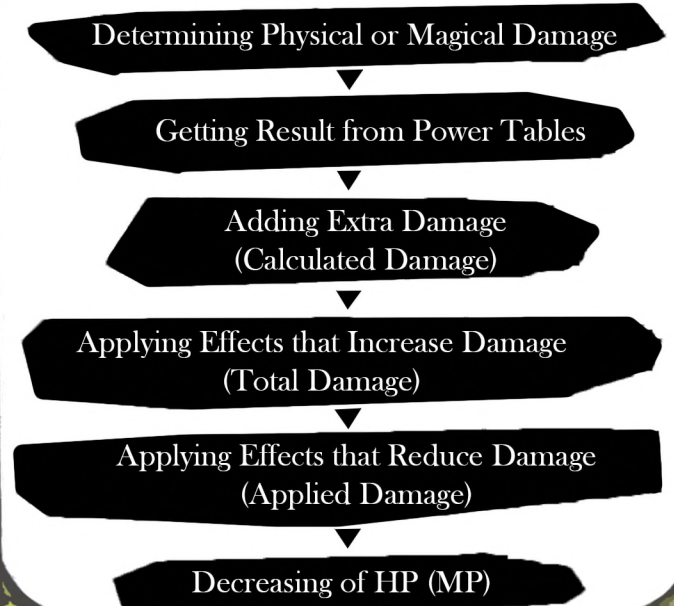
SIMPLIFIED BATTLEFIELD



SUMMARY OF RANGES



DAMAGE DETERMINATION CHART



DAMAGE CLASSIFICATION

Physical Damage	Reduced by Defense
Magical Damage	Ignores Defense

EXTRA DAMAGE CHART

Magic	Magic Power (Wizard-type class level + Int Bonus)
Medicinal Herbs	Ranger level + Dexterity Bonus
Potions	Ranger level + Intelligence Bonus

SKILLS RELATED

List of Skills

Stat	Skill Name	Classes	Use Time
Dexterity	Stealth	Scout, Ranger	10 minutes (60 r)
	First Aid	Ranger	10 minutes (60 r)
	Open Lock	Scout, Ranger	1 minute (6 r)
	Pickpocket	Scout	10 seconds (1 r)
	Disguise	Scout	10 minutes (60 r)
	Accuracy	Fighter, Grappler, Fencer, Marksman	Instant
	Set Trap	Scout, Ranger	10 minutes (60 r)
Agility	Tumble	Scout, Ranger	Instant
	Hide	Scout, Ranger	10 minutes (60 r)
	Evasion	Fighter, Grappler, Fencer	Instant
	Acrobatics	Scout, Ranger	1 minute (6 r)
	Initiative	Scout	Initiative
	Follow	Scout, Ranger	10 minutes (60 r)
	Swim	Adventurer Level	1 minute (6 r)
	Long Jump, High Jump	Adventurer Level	10 seconds (1 r)
Intelligence	Track	Scout, Ranger	1 minute (6 r)
	Listen	Scout, Ranger	10 seconds (1 r)
	Danger Sense	Scout, Ranger	Instant
	Insight	Sage	10 seconds (1 r)
	Spellcasting	Sorcerer, Conjurer, Priest, Fairy Tamer, Artificer	10 seconds (1 r)
	Engineering	Sage	10 minutes (60 r)
	Search	Scout, Ranger	10 minutes (60 r)
	Cartography	Scout, Ranger, Sage	10 minutes (60 r)
	Meteorology	Scout, Ranger	1 minute (6 r)
	Pathology	Ranger, Sage	10 minutes (60 r)
	Literature	Sage	10 minutes (60 r)
	Appraise	Scout, Sage	10 minutes (60 r)
	Monster Knowledge	Sage	Instant
	Herbology	Ranger, Sage	1 minute (6 r)
	Detect	Adventurer Level	10 seconds (1 r)
	Find Trap	Scout, Ranger	Instant
Vitality	Death Check	Adventurer Level	Instant
	Fortitude	Adventurer Level	Instant
Spirit	Willpower	Adventurer Level	Instant
Strength	Climb	Adventurer Level	10 minutes (60 r)

Skills by Class Name

Fighter		Scout			Ranger			Sage		Adventurer
Accuracy	Evasion	Stealth	Acrobatics	Cartography	Stealth	Follow	Pathology	Insight	Herbology	Death Check
Marksman		Open Lock	Initiative	Meteorology	First Aid	Track	Herbology	Engineering		Fortitude
Evasion		Pickpocket	Follow	Appraise	Open Lock	Listen	Find Trap	Cartography		Willpower
Wizard-Type		Disguise	Track	Find Trap	Set Trap	Danger Sense		Pathology		Swim
Spellcasting		Set Trap	Listen		Tumble	Search		Literature		Climb
Priest		Tumble	Danger Sense		Hide	Cartography		Appraise		Long Jump, High Jump
Spellcasting		Hide	Search		Acrobatics	Meteorology		Monster Knowledge		Detect

Deciding the Target Number

Situation	Target Number
Even someone without the class almost always succeed	5
Even an amateur without a class can succeed in few minutes	7
With class person should make it. Without the class it's tough.	9
With class only, a 50-50 shot	11
You're lucky to succeed with only the class knowledge	13
You must have some familiarity with the class to be successful	15
In addition to high class level, you'll also need to have trained the ability	17
You're a master of the class and have trained hard	19
You need abilities, an applicable class, and even a bit of luck to succeed	21

Bonuses and Penalties Guidelines

Situation	Target Number
Slight advantage / disadvantage	+1 / -1
Apparent advantage / disadvantage	+2 / -2
Severe advantage / disadvantage	+3 / -3
Overwhelming advantage / disadvantage	+4 / -4

Bonus Modifier Examples

Situation	Target Number
Using appropriate tools	+1 ~ +4
Having applicable knowledge	+1 ~ +4
Spend more than twice required time	+1
Focusing solely on the check	+2

Penalty Modifiers for Poor Mobility

Situation	Target Number
Having fallen down, or standing up immediately after※1	-2
Poor footing, such as mud or ice	-2
One arm/leg cannot be used	-2
Both arms/legs cannot be used	-4
Caught in mud, vines, a net, etc.	-2
Wading in waist-deep water※2	-2
Completely underwater※2	-4

※1: Immediately after standing up, receive a penalty until the end of their turn.

※2: Elf characters, as well as those who have a magic item to allow free movement underwater, do not receive a penalty.

Penalty Modifiers for Poor Visibility

Situation	Target Number
Outside at night without a light source※	-2
Indoors or underground without a light source※	-4
Severe sandstorms or dense fog	-2
One eye cannot be used	-2
Both eyes cannot be used	-4

※: If you have [Darkvision] as a racial ability, or receive it from a magic item, there is no penalty.

List of Monster Features

Undead	Construct
Have multiple Soulscars	Immune to Poison
Immune to Poison	Immune to Disease
Immune to Disease	Immune to Spiritual
[Cure Wounds] will deal damage	Can be sensed with [Sense Magic]

Power Table

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15
60	*	5	9	10	11	12	13	14	15	16	18
70	*	5	9	10	12	14	16	17	18	19	19
80	*	6	9	10	13	16	18	20	21	22	23
90	*	7	10	12	15	18	19	21	23	25	26
100	*	8	12	15	18	19	20	22	24	27	30

Experience Points Table

Level	Major Class (Cumulative XP)	Minor Class (Cumulative XP)
1	1000	500
2	1000 (2000)	1000 (1500)
3	1500 (3500)	1000 (2500)
4	1500 (5000)	1500 (4000)
5	2000 (7000)	1500 (5500)
6	2500 (9500)	2000 (7500)
7	3000 (12500)	2500 (10000)
8	4000 (16500)	3000 (13000)
9	5000 (21500)	4000 (17000)
10	6000 (27500)	5000 (22000)
11	7500 (35000)	6000 (28000)
12	9000 (44000)	7500 (35500)
13	10500 (54500)	9000 (44500)
14	12000 (66500)	10500 (55000)
15	13500 (80000)	12000 (67000)

※: The number in () is total experience points required to level up a class to that level without any levels in that class.

Recovery After Rest

Time	HP Recovery	MP Recovery
3 Hours	10% of maximum HP (rounded up)	half of maximum MP (rounded up)
6 Hours	20% of maximum HP (rounded up)	all of MP

※: You can sleep 6 consecutive hours. Day begins at 6:00 am. You can, spend multiple days resting to recover more HP and MP.