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| --- | --- |
| menu | |
| ATK | DEF |
| Skill/Mag | Special skil |
| item | run |

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| --- | --- | --- | --- | --- |
| persona |  | HP |  |  |
|  | MP | usa mag coste mp |  |
| equip | STR | aumenta dmg | lvl up->1 pto-> hp+str+golpe |
|  | DEF | disminuye dmg | in def, will be got less dmg.(80%) |
|  | INT | agi&mp | lvl up->1 pto-> mp+agi+evitacion |
|  | HIT | golpe&ct |  |
|  | AGI | velocidad&evitacion |  |

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| Special Skill | | |
|  | lvl 1 | lvl 20 |
| investigar | sabe moster hp | sabe monster hp&debilidad |
| inspirar | +1AP | +3AP |
| compartir | usa pocion, tus compañeros tambien pueden obterner el 40% effecto. | usa pocion, tus compañeros tambien pueden obterner el 80% effecto. |

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| Jobs |  | condicion | talent |
| mage | dps maker | INT> | ct+10% |
| Cleric | buff & healing |  | if full hp, 30% wont die directly,will keep 1 hp. |
| Fighter | tanky | STR> | if equipped with shield,even not in the defend states, still get less damage.(90%) |
| Shooter | dps maker | STR>  AGI> | ct+10% |



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|  |  |  |  | Obtain |
| fire | +1 | +30 dmg | 5 MP |  |
| +2 | +DOT state,5dmg/trun,3 turns | 10 MP |  |
| water | +1 | +30 dmg | 5 MP |  |
| +2 | +Water state,speed down | 10 MP |  |
| ice | +1 | +30 dmg | 5 MP |  |
| +2 | +40% Frozen state | 10 MP |  |
| thunder | +1 | +30 dmg | 5 MP |  |
| +2 | +40% Paralysis state | 10 MP |  |
| light | final skill | +100 dmg | 50MP |  |

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| --- | --- | --- | --- | --- |
| heal | +1 | cure 30% HP | 5 MP |  |
|  | +2 | cure 50% HP | 10 MP |  |
| revive | +1 | revive with 50% HP | 5 MP |  |
|  | +2 | revive with 100% HP | 10 MP |  |