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## Fire (single target)

Skierna Fiernie- Light fire damage

Skiente Infiernie- Medium fire damage

Hell's Gates- Heavy fire damage

Sun fall- Massive fire damage

Return to Ash- Max fire damage

Fallen Angel- Heavy fire damage and medium dark damage

Heavenly Light- Heavy fire damage and medium light damage

Fire (support)

Flame wall- whenever an ally is attacked with physical damage the enemy will take fire damage equal to the target's defense.

Burning Spirit- medium increase magic attack (1.5)

## Fire (aoe)

Blazing Earth-Medium fire damages all enemies.

Eruption- Heavy fire damages all enemies.

Flaming Nova- Massive fire damage to all enemies.

## Fire (special)

Burn- high chance to burn enemy

Blazing Trail- low chance to burn all enemies and increase speed (1.25)

Brand- high chance to Blaze enemy and lowers enemy defenses (0.8)

Fuel-burn items for high stat increases (1.2-2.0 to all offensive stats based on item burned)

## Ice (single target)

Solne Icante- Light ice damage

Soulna Icante- Medium ice damage

Glacier- Heavy ice damage

Everfrost- Massive ice damage

Absolute Zero- Max ice damage

Freeze Soul- Heavy Ice damage and medium dark damage

Shards of light- Heavy ice damage and medium light damage

### Ice (support)

Frozen Shield- increase defense of all allies (1.25)

Icy Heart- lower defensive stats significantly (0.5) to increase offensive stats significantly (1.75)

### Ice (aoe)

Icicle burst- Medium ice damage to all enemies.

Hailstorm- Heavy ice damages all enemies.

Ice age- Massive Ice damage to all enemies.

### Ice (special)

Freeze- high chance to freeze enemy.

Icy Mist - low chance to freeze all enemies and lower speed (0.9)

Frostbite- high chance to frostbite enemy and lower physical attack (0.8)

Stasis- Freeze an ally and they will not be able to act on their turn but will take 20% damage from most attacks (70% if fire)

### Electricity (Single)

Ectiene Zrakan-Light electricity damage

Ecatone Zrakan- Medium electricity damage

Lightning Rod- Heavy electricity damage

Eldritch Blast- Massive electricity damage

Smite- Max electricity damage

Heavenly Strike- Heavy electricity damage medium light damage

Sunder the Heavens- Heavy electricity damage medium dark damage

### Electricity (support)

Charge- Increase the speed of all ally's medium (1.5)

Overclock- Massively increase speed and damage (2.25) of one ally for 2 turns but they massively lose defense and health (0.4), and you lose a slight amount of attack (0.90) for 1 turn.

## Electricity (aoe)

Lightning chain- medium electricity damage to all enemies

Thunderstorm- Heavy electricity damage to all enemies

From Beyond- Massive electricity damage to all enemies

Electricity (special)

Zap- High chance to shock one enemy

Lightning Rush- low chance to shock enemies and lower their attack (0.9)

Slow- lower all enemies speed medium (0.75)

Eldritch Summon- summon Eldritch class enemy to replace caster (based on caster's level)

## Light (single)

Holy Light- Light light damage

Judgement- Medium light damage

Heavens Above- Heavy light damage

Almighty- Max light damage

## Light (support)

Heal- heals low health

Restore- heals medium health

Cure- heals physical ailments

Remedy- heals special ailments

Angel's Blessing heal all party medium

Almighty Blessings- full heal all party and cure all ailments

Guardian Angel- Increase all ally's defense medium (1.5)

Bless- Increase ally's resistance to specified element (except dark)

Aegis- Increase all ally's defense heavy (1.7)

## Light (aoe)

Scales of Death- Medium light damage to all enemies

Angel's Pantheon- Heavy light damage to all enemies

Ultimate Judge- Massive light damage to all enemies

## Light (special)

Blind- High chance to blind all enemies

Blinding Light- low chance to blind enemies and lowers accuracy (0.8)

Scales of Fate- all allies hp is averaged (if above max hp for allies their max hp is temporarily increased)

Holy- increase 3 of an ally's stats at random by a medium amount (1.5)

## Krys (Skill tree)

Blade storm- Deals damage for every blade the enemy is marked with increasing with each blade pulled up to a cap of 9999. If this kills the enemy its mana cost is refunded.

Flick- Whenever Krys is hit with a physical attack he will mark the enemy with a blade. Additionally, whenever he attacks an enemy with a blade, they will get 2 marks and if boost is used on an attack an extra mark will be added for each.

Vampirism- When you use this spell you will reset your turn and your next attack or spell will deal 75% damage and heal for 75% of its damage.

Demonic Insurgence- Sacrifice 30% of your max hp to deal 50% more damage on your next spell and your next spell can now crit for 70% more damage.

All-Seeing Eyes- While in Eldritch form you will see the enemy's next action and have increased accuracy and crit chance.

Bane of Life- Whenever Krys loses health in combat he gains a stack of Bane. His next attack or spell will consume all stacks of Bane dealing 5% more damage per stack and 15% more damage per stack on targeting a weakness.

## Krys (Level Skills)

Hands of the Void- Krys can use 2 items on his turn or use one item and still take his action.

Blood of 2 Pacts- Krys does increased magic damage in mage form and increase eldritch damage in eldritch form and takes reduced damage from eldritch in mage form and reduced damage from demonic spells in eldritch form.

Truth- Krys can now see 2 of all enemy's weaknesses whenever he enters eldritch form and gains a 20% damage bonus when he hits a weakness he revealed.

End of Blood- Whenever Krys hits a weakness or critically strikes an enemy they will gain a stack of blood which does small amounts of damage that increases per stack.

Siphon- Krys can remove all stacks of blood from the enemy and heal a percentage of his hp per stack removed.

Rip and Tear- If Krys hits an enemy afflicted with a status ailment, he will deal 10% more damage. If the status ailment is bleed his next attack with his knives in martial form will hit for each stack of bleed.

## Johanna (Skill Tree)

Oath sworn Commander- Whenever Johanna receives a buff, she will give the lowest tier attack and defense buff to her entire party.

Dance of Steel- Whenever Johanna strikes an enemy with physical damage that she is faster than, she will follow up with a basic attack.

Guardian's Blessing- The first time Johanna would fall in combat she will always survive with 1 hp.

Angel of War- When Johanna strikes an enemy with a basic attack, she will heal herself and her allies for a small portion of her max hp.

Spear of the Almighty One- While Johanna is in Flying Spear all her strikes will hit all enemies and all her healing and buffs will be cast on all allies.

Lone Dance- Whenever Johanna uses a single target skill it will be 70% stronger unless it is a buff in which case it will last for 2 additional turns. Additionally, if Johanna is the only person on the field (excluding downed allies) she will gain a major attack, speed, crit, and holy boost.

## Johanna (Level Skills)

Sword and Spear- You can now replace Johanna's shield slot with a spear/sword and whenever she does a basic attack she will strike with a spear and a sword.

Call of Battle- When Johanna's allies take damage, she has a 30% chance to strike the enemy with a half-damage basic attack.

Wings of Requiem- For each ally/ enemy that has fallen in combat Johanna gets a 5% increase to all holy damage and a 5% increase to her speed.

Battle sworn Hero- When Johanna falls below half hp she will get an increase to her healing based on her missing hp below half.

Sacrament of Sacrifice- When Johanna is below half hp she can sacrifice herself to heal all allies for her missing health and cure all status ailments.

Mercy for the Weak-Whenever Johanna enters combat with basic enemies 20 or more levels below her, they instantly die.

## Alexandria (Skill Tree)

Overwhelming Blight- Whenever Alexandria uses a damaging dark spell, she can cast a debuff or status ailment at no extra cost but no karma gain.

Arcana of Death- Alexandria now has access to a special tier of dark spells and instant death spells and all debuffs and status ailments she casts last an extra turn.

Everlasting Light- Whenever Alexandria uses a damaging light spell, the enemy will be burned for 3 turns and additionally all buffs she casts last an extra turn.

Blessing of the Archangel- Alexandria gains access to a special tier of light spells and healing spells and all healing spells have a 10% chance to be double cast for no extra cost and no extra karma gain.

Maiden of Life and Death- Alexandria takes 20% reduced damage from all light and dark spells and is immune to instant death.

Herald of True Death- Alexandria will resurrect herself to 50% hp the first times she falls in combat and all her damaging spells now mark the enemy with the Curse mark of Death which makes them take 20% more damage from all sources for the next 4 turns.

## Alexandria (Level Skills)

Karmic Imbalance- Target an ally and whenever that ally casts a spell they get an elemental amp for that type and an elemental resistance buff.

Cyclic Karma- Whenever Alexandria uses a defensive spell, she gains a stack of good karma increasing her healing by 10% per stack, but whenever she uses an offensive spell, she loses all stacks of good karma and begins to gain stacks of bad karma increasing the damage of spells by 10% per stack up to a cap of 5 stacks.

The Grey- Whenever Alexandria swaps between her stacks of karma the spell or attack that is used to swap will cost 50% less mana or hp to use.

Purity of Mind- Maximum stacks for karma is now 3 instead of 5 and each stack gives a 20% bonus.

Expel- When Alexandria is at her maximum stacks of karma, she can expel it for a large aoe heal and buff with good karma or a large amount of light and dark damage if it is bad karma.

Karmic Debt- Whenever an enemy or ally is downed Alexandria gains maximum stacks of a karma of choice.

## Ander (Skill Tree)

Whirlwind of Flames- Ander can now buff his or his allies' physical attacks with bonus fire damage and all fire spells Ander casts can burn enemies for extra damage.

Flames from the Abyss- Ander now has access to special demonic magic and has the option to enter the Demonic Ascension state in any form which increases damage and defense for the cost of 30% of his hp.

Blade of Unbound Strength- Ander now deals 50% more damage when 2 handing a weapon or wielding 2 of the same weapons and all physical attacks can break the 9999 caps without crits or weak points.

Brutality- All weak point hits are guaranteed crits and whenever Ander crits he does a basic attack up to 3 times in a row.

Iron Will- When Ander has a shield equipped the defense bonus gained from it is increased by 25% and he has a 20% chance to counter a physical attack when he is targeted.

Wall of Steel- When Ander has a heavy shield equipped or 2 shields equipped, he blocks 70% physical damage and 50% magic damage and when he blocks for an ally that ally gains a defense buff equal to half of Anders defense for 2 turns.

## Ander (Level Skills)

Demonic Bodyguard- When Ander uses his defend, he will take the damage for the lowest health ally with 10% reduced damage.

Flames of the Forge- When Ander is attacked while defending, he deals light fire damage to his attacker. Reduced damage on block is increased to 20%

Sharpen- When Ander blocks for an ally, he and the ally will both get a medium attack boost.

Ascension- When Ander attacks, he gains a medium defense buff and when Ander defends, he gains a medium crit boost.

All In- Ander can now equip 2 swords together and 2 shields together and swap between them and can use offensive skills with only shields equipped with the damage scaling 50% less on his defense.

Eternal Suffering- When Ander defends a physical attack, he reduces the damage by 50% and reflects 25% of the damage before the mitigation.

## Vihin(Skill Tree)

Double Tap- When Vihin crits with a weapon she hits again for 50% damage.

Weapons of War- When Vihin crits or hits a weak point she does a basic swing at 75% damage with another weapon until she misses, or she cycles through all her weapons.

Deep Cuts- When Vihin basic attacks an enemy with a light bladed weapon she has a chance to inflict a Cut. Each cut increases Vihin's damage against the target by 5% up to a maximum of 40% increase.

Rain of Blades- Vihin's attacks that inflict Cut now inflict 2 stacks at a time and when an enemy reaches max stacks of Cuts Vihin gains 20% crit chance and gains access to Blade Storm. When Blade Storm is cast Vihin hits with all her light weapons at 200% damage and it breaks the 9999 cap.

God of War- Vihin takes 20% less damage from physical attacks and deals 20% more damage on all physical attacks.

True Bloodied Blade- Vihin now has access to the bloodied blade special attacks and gains 30% armor penetration on all physical attacks.

## Vihin(Level Skills)

Blood-Stained Veteran- Vihin takes 25% less damage from aoe attacks and 30% less damage from multi-hit attacks each hit.

Violent Nature- When Vihin kills an enemy she gains an extra turn and gains a 10% damage increase for the rest of combat.

Rampage- Vihin has a random chance each turn to enter a rampage making her next attack deal 45% more damage and healing her for the bonus damage dealt.

Crush- Vihin gains extra attack based on the defense of the target she is attacking up to a bonus of 50% of her base attack.



God-Slayer- Vihin deals 1% max health bonus damage with every physical attack increased to 3% on crits. This bonus damage ignores all defense and shields.

Death Incarnate- Vihin deals 5% more damage for every status ailment an enemy has, and all physical attacks inflict random normal status ailments for 2 turns.

## Edward (Skill Tree)

Merchants Will- When Edward uses money in combat, he gains a damage buff for the rest of combat based on how much he used. \$5000 = 2% bonus \$10,000 =5% bonus \$100,000= 10% bonus 250,000= 25% bonus.

Good in Gold- All of Edwards money-based skills now pen through all defenses. Edwards gold gain at the end of combat increased to 75%.

Demon of Wrath- Edward can choose to sacrifice allies' current health to enhance his skills. He gains more bonus damage based on how much health is sacrificed and when the health sacrificed is 25% which is the maximum, some of his skills gain special effects.

Blood-sworn Guard- When Edward dies in combat, and he has an ally with 75% hp or more he will drain some of their hp to revive himself up to 3 times.

Eternal Carnage- When Edward uses a skill that costs him or allies hp he will heal himself for 25% of the damage dealt and if he drains from allies 100% of the hp drained for the attack.

Drain them dry- When Edward kills an enemy, he heals for 25% of their maximum health and gains 5% of their attack and defense for the rest of combat.

## Edward (Level Skills)

Wealth for the Poor- While Edward is in the party you get 50% more gold at the end of combat.

The rich get richer- When Edward kills an enemy with a money skill the money is refunded, and he gets 10% of his missing mana back.

Sharing is Caring- When Edward is healed all excess healing goes to the lowest health ally.

Paid Defense- Edward's demon form gains defense scaling with how much money Edward uses to summon him.

No Pain No Gain- When Edward's demon takes damage, he gains 10% more maximum hp up to a maximum of 100% increase.

Destroyer of Worlds- Edward's demon gains access to the End skills which are unique skills that cost him all his hp down to 1 and deal heavily increased damage based on how much health he lost to cast them. All of Edwards skills and his demon's skills can now break the 9999 cap.

## Qwyn (Skill Tree)

Focused Strike- Qwyn makes his next 3 spell casts single target with 50% more damage and resets his turn.

Supreme Focus- Qwyn' single target spells now can crit for 115% damage and deal 30% more weak point damage.

Mind Shatter- When Qwyn hits a weak point he lowers the enemy's elemental resistance by 30%.

Mind Absorb- When Qwyn hits an enemy that has its resistances lowered gains a 40% damage bonus.

Overflow- When Qwyn defeats an enemy all the excess damage he deals to them will be dealt to all the remaining enemies.

Supreme Majesty- Qwyn gains access to the strongest form of all the base elements skills and whenever he hits a weak point on an enemy with an aoe spell he deals the enhances weak point damage to all enemies hit.

## Qwyn (Level Skills)

Heresy Beyond Will- When Qwyn is in Divine Heresy all spells hit twice.

Scholar of Divine- Qwyn now can cast spells in 3 states. Weak, Medium, Strong. And each changes the mana cost and damage of spells.

Live to Learn- Qwyn can now learn spells from enemies that are cast on him (This excludes eldritch spells or enemy specific spells)

Master of Magic- Whenever Qwyn has a damage buff the effect is increased by 50% for all elemental skills.

Elemental Monstrosity- When Qwyn casts a spell or is hit by a spell he gains a stack of heresy. When he changes into Divine Heresy, he loses all stacks of heresy and gains a 5% bonus to his elemental damage and resistance per stack he lost up to a cap of 30%.

False Godhood- When Qwyn is in Divine Heresy all spells hit 3 times and when spells are cast in Strong they do not cost any additional mana.

## MC (Skill Tree)

Blades of Flesh and Bone- While in Blades Unbound or in Eldritch Weapon your weapon gains an extra bonus scaling with your level.

Experiment 301- When you attack your OTHER has a chance to attack as well and when the OTHER attacks you have the same chance to attack. This follows up attack has 30% more crit chance and deals 50% more base damage.

Bonded Blade- OTHER reveals a random physical weakness of an enemy and marks that enemy. Marked enemies take bonus damage from physical attacks and you are more likely to crit against them.

Death Marked- When you attack an enemy that is marked you ignore all defense and have guaranteed crits against the target with 30% bonus crit damage. If an enemy is marked and is below 10% hp they get executed (5% for bosses).

Eldritch Truth- When you enter Blades Unbound you combine your damage and the OTHER's base damage for all skills.

Symbiotic Void- When you enter combat you combine yourself with the OTHER gaining bonus damage and getting 2 turns every time it is your turn and access to special combined skills.

## MC (Level Skills)

Wanderer- You gain bonus speed and attack whenever you level up.

Visions of Destruction- While MC is on the party you can see what the enemy is going to do on their next turn.

God-Slaying Experiment- When the OTHER attacks you gain 5% attack bonus and when you attack the OTHER gains a 5% attack bonus up to a maximum of 30%.

Combo- When you attack and then the OTHER attacks the OTHER gets a 20% crit increase and if the OTHER attacks and then you attack you get a 20% attack increase.