

A character can have one of 5 main types: Physical Attack, Magical Attack, Balanced (A hybrid of Physical and Magical attack), Defensive or Healer. Balanced types will vary, but will have both high magic and high strength and use both types of skills. (Think spell sword). Defensive types may have more physical or magical attack and a high endurance. Healers will have a high magic and a low endurance.

A character starts with base stats (Strength, Magic, Endurance, Dexterity, Agility) ranging from 0 → 10 based on their types.

A character will have one of six elements: Light, Dark, Fire, Water, Thunder, and Earth. Light is effective against Dark, and Dark is effective against Light. Thunder is effective against water. Water is effective against Fire and Earth. Fire is effective against Earth and Dark. Earth is effective against Thunder and Fire.

A character can have ranks 1 → 10.

A character can be one of two types: Supporter or Adventurer. Supporters will not be visible during battle.

A character can rank up by landing the killing blow on a boss monster that is at least one rank above their self whilst their abilities are of rank A or higher.

A character will unlock a Status Board that contains slots that can be unlocked with falna gathered in the dungeon. The amount that these slots provide that characters and their amount varies based on the type of the character.

A character has a “hidden” stat score from 0.0 → 100.00 for every rank that increases by 0.15 → 0.25 every time the skill is used.

Before ranking up, if a character has the entire Status Board unlocked, as well as all stat scores at 100, they meet the conditions for a rank break. If they defeat at least 5 enemies one rank above them in one hit at once, they get a “Rank Break” and have a 100% chance to increase the limit of an ability by one Rank. (ex S max to SS max)

If a character is Rank 10, and they defeat at least 7 rank 10 enemies in 3 hits or less, by themselves, they have a 50% chance to increase the limit of an ability by 1.

If they defeat a boss one rank above them alone, they get a “Rank Break”, which increases all base stats by 10% and have a 75% chance to increase the limit of an ability by one Rank. (ex S max to SS max)

Upon ranking up, a character has a choice between one of 2-3 abilities that they can acquire that is based on what their character has been through. The ability will start at a rank of I and can increase to S over time. This ability will also have a hidden meter from 0.0 → 100.0 and will increase by 0 → 0.125 every time that it is used. When it is at 85.0 or higher, it has a chance to increase to the next rank when used. This percentage will increase at an exponential rate from 0 → 100% after the base score is 85. This means that at a score of 85, you have a 0% chance to rank up the ability, and at a score of 100, you have a 100% chance.

A character can also unlock three skills and a “special” skill. The first skill is available upon Rank 2. The second skill is available upon Rank 3. The third skill is available upon Rank 4. The “special” skill is available upon Rank 6. Skills also have a rank from I to S. Skills are specific to each character. Skills will rank up every 500 uses. Skills will all have a cooldown based on level as well as a mana cost based on level. A skill’s limit can be increased by using it to land the killing blow on a boss that is 2 ranks above you, or by buffing or healing another character of the same rank the turn before that character lands a killing blow on the boss.

A higher attack type increases the penetration chance of an attack.

A higher endurance increases your guard chance.

A higher dexterity increases your critical and counter chances.

A higher agility increases your action speed as well as your guard chance.

If a character is a supporter, their stats will be added to the adventurer that they are assigned. Their abilities are only available every other rank (2, 4, 6, 8, 10). Their skills will be support based and activate during battle. Adventurer’s skills will be fighting based.

During battle, each character will fill up a small gauge. When the gauge is full, they can activate their “special skill”. If a special skill is activated during another special skills or within one second after another finishes, it will gain a bonus in effectiveness. (2 → 1.25x, 3 → 1.5x, 4 → 1.75x, 5 → 2x, 6 → 2.5x, 7 → 3x, 8 → 5x). If the character whose skill was just activated has the same combo skill as another character who’s skill was used in the combo list, then they activate the bonus skill, which is similar to a bonus skill. Combo attack deal attack from both characters

A character can have up to two combos and varies based on specific character. The first combo skill is unlocked upon reaching Rank 8, the second (if exists) upon reaching Rank 9.

Status Effects:

Infliction is based on skill and modified by abilities.

Successive effects during a current effect have their chance reduced by half.

Poison

Level 1 – Reduce 10% health every 10 seconds. Has a 50% chance to dissipate every 2 seconds after 2 affects.

Level 2 – Reduce 15% health every 10 seconds. Has a 40% chance to dissipate every 2 seconds after 3 affects.

Level 3 – Reduce 10% health every 5 seconds. Has a 30% chance to dissipate every 3 seconds after 2 affects.

Level 4 – Reduce 20% health every 4 seconds. Has a 20% chance to dissipate every 3 seconds after 4 affects.

Stun

Level 1 – Unable to use character for 5 seconds. Character takes 10% more damage while stunned. Character has a 15% reduction in counter and guard chances.

Level 2 – Unable to use character for 10 seconds. Character takes 15% more damage while stunned. Character has a 15% reduction in counter and guard chances.

Level 3 – Unable to use character for 10 seconds. Character takes 20% more damage while stunned. Character has a 15% reduction in counter and guard chances.

Level 4 – Unable to use character for 20 seconds. Character takes 30% more damage while stunned. Character has a 20% reduction in counter and guard chances.

Sleep

Level 1 – Unable to use character for 10 seconds. Character takes 25% more damage while asleep. Character is unable to guard or counter. Character has a 45% chance to be woken upon hit.

Level 2 – Unable to use character for 15 seconds. Character takes 35% more damage while asleep. Character is unable to guard or counter. Character has a 35% chance to be woken upon hit.

Level 3 – Unable to use character for 20 seconds. Character takes 45% more damage while asleep. Character is unable to guard or counter. Character has a 25% chance to be woken upon hit.

Level 4 – Unable to use character for 30 seconds. Character takes 60% more damage while asleep. Character is unable to guard or counter. Character has a 15% chance to be woken upon hit.

Slow

Level 1 – Character's agility and dexterity are reduced by 10%. Character's action time increased by 25%. Character has a 10% reduction in guard and counter chances.

Level 2 – Character's agility and dexterity are reduced by 15%. Character's action time increased by 35%. Character has a 15% reduction in guard and counter chances.

Level 3 – Character's agility and dexterity are reduced by 20%. Character's action time increased by 45%. Character has a 20% reduction in guard and counter chances.

Level 4 – Character's agility and dexterity are reduced by 30%. Character's action time increased by 55%. Character has a 30% reduction in guard and counter chances.

Taunt

Level 1 – Character is unable to attack anyone except the targeted for 15 seconds. Character is unable to use special attack for 20 seconds. Character has a 20% chance to incur a level 1 stun after 15 seconds.

Level 2 – Character is unable to attack anyone except the targeted for 20 seconds. Character is unable to use special attack for 20 seconds. Character has a 25% chance to incur a level 1 stun after 20 seconds.

Level 3 – Character is unable to attack anyone except the targeted for 20 seconds. Character is unable to use special attack for 25 seconds. Character has a 20% chance to incur a level 2 stun after 20 seconds.

Level 4 – Character is unable to attack anyone except the targeted for 25 seconds. Character is unable to use special attack for 30 seconds. Character has a 25% chance to incur a level 3 stun after 25 seconds.

Seal

Level 1 – Character is unable to use skills for 10 seconds.

Level 2 – Character is unable to use skills for 15 seconds. Character is unable to be healed or use any potions for 5 seconds.

Level 3 – Character is unable to use skills for 20 seconds. Character is unable to be healed or use any potions for 10 seconds.

Level 3 – Character is unable to use skills for 25 seconds. Character is unable to be healed or use any potions for 20 seconds. Character's abilities are nulled for 15 seconds.

Charm

Level 1 – Character is unable to attack for 10 seconds.

Level 2 – Character is unable to attack for 15 seconds. Character is only able to attack targeted until defeat or targeted is defeated.

Level 3 – Character is unable to attack for 20 seconds. Character is only able to attack targeted until defeat or targeted is defeated.

Level 4 – Character is unable to attack for 30 seconds. For the next 30 seconds, the character will attack allies for 50% of normal strength. Character is only able to attack targeted until defeat or targeted is defeated.

Abilities:

Luck

Requirement for unlock: Solo defeat at least 15 monsters rarity S or higher.

Description: Become luckier!

I – Increase drop chance of items by 5% of their base chance.	H – Increase drop chance of items by 10% of their base chance. Increase drop amount by 5%.	G – Increase drop chance of items by 15% of their base chance. Increase drop amount by 10%. Increase spawn chance of rare monsters by 5% their base rate.	F – Increase drop chance of items by 20% of their base chance. Increase drop amount by 10%. Increase spawn chance of rare monsters by 10% their base rate.
E – Increase drop chance of items by 25% of their base chance. Increase drop amount by 15%. Increase spawn chance of rare monsters by 15% their base rate.	D – Increase drop chance of items by 35% of their base chance. Increase drop amount by 15%. Increase spawn chance of rare monsters by 20% their base rate.	C – Increase drop chance of items by 45% of their base chance. Increase drop amount by 20%. Increase spawn chance of rare monsters by 20% their base rate.	B – Increase drop chance of items by 55% of their base chance. Increase drop amount by 20%. Increase spawn chance of rare monsters by 25% their base rate.
A – Increase drop chance of items by 65% of their base chance. Increase drop amount by 25%. Increase spawn chance of rare monsters by 30% their base rate.	S – Increase drop chance of items by 75% of their base chance. Increase drop amount by 25%. Increase spawn chance of rare monsters by 35% their base rate.	SS – Increase drop chance of items by 85% if their base chance. Increase drop amount by 37.5%. Increase spawn chance of rare monsters by 42.75% their base rate.	SSS – Increase drop chance of items by 100% if their base chance. Increase drop amount by 50%. Increase spawn chance of rare monsters by 50% their base rate.

Hunter

Requirement for unlock: Solo defeat at least 2000 monsters and Rank less than 6

Description: Get better at hunting monster's you've already fought.

I – Increase attack by 5% when facing enemies that have been encountered at least 150 times.	H – Increase attack by 5% when facing enemies that have been encountered at least 150 times. Increase attack by 10% when facing enemies that have been encountered at least 500 times.	G – Increase attack by 10% when facing enemies that have been encountered at least 150 times. Increase attack by 15% when facing enemies that have been encountered at least 500 times.	F – Increase attack by 10% when facing enemies that have been encountered at least 150 times. Increase attack by 15% when facing enemies that have been encountered at least 500 times. Increase attack by 20% when facing enemies that have been defeated at least 750 times.
E – Increase attack by 15% when facing enemies that have been encountered at least 150 times. Increase attack by 20% when facing enemies that have been encountered at least 500 times. Increase attack by 25% when facing enemies that have been defeated at least 750 times.	D – Increase attack by 20% when facing enemies that have been encountered at least 150 times. Increase attack by 25% when facing enemies that have been encountered at least 500 times. Increase attack by 30% when facing enemies that have been defeated at least 750 times.	C – Increase attack by 20% when facing enemies that have been encountered at least 150 times. Increase attack by 25% when facing enemies that have been encountered at least 500 times. Increase attack by 30% when facing enemies that have been defeated at least 750 times. Increase attack by 35% when facing enemies that have been defeated at least 1000 times.	B – Increase attack by 25% when facing enemies that have been encountered at least 150 times. Increase attack by 30% when facing enemies that have been encountered at least 500 times. Increase attack by 35% when facing enemies that have been defeated at least 750 times. Increase attack by 40% when facing enemies that have been defeated at least 1000 times.
A – Increase attack by 30% when facing enemies that have been encountered at least 150 times. Increase attack by 35% when facing enemies that have been encountered at least 500 times. Increase attack by 40% when facing enemies that have been defeated at least 750 times. Increase attack by 45% when facing enemies that have been defeated at least 1000 times.	S – Increase attack by 35% when facing enemies that have been encountered at least 150 times. Increase attack by 40% when facing enemies that have been encountered at least 500 times. Increase attack by 45% when facing enemies that have been defeated at least 750 times. Increase attack by 50% when facing enemies that have been defeated at least 1000 times.	SS – Increase attack by 40% when facing enemies that have been encountered at least 150 times. Increase attack by 45% when facing enemies that have been encountered at least 500 times. Increase attack by 50% when facing enemies that have been defeated at least 750 times. Increase attack by 55% when facing enemies that have been defeated at least 1000 times.	SSS – Increase attack by 50% when facing enemies that have been encountered at least 100 times. Increase attack by 60% when facing enemies that have been encountered at least 250 times. Increase attack by 70% when facing enemies that have been defeated at least 500 times. Increase attack by 80% when facing enemies that have been defeated at least 750 times.

Immunity:

Requirement for unlock: Suffer at least 75 level 1 poison, 50 level 2 poisons, and 25 level 3 or 4 poisons.

Description: Gain immunity from poison.

I – 25% chance to avoid level 1 poison.	H – 40% chance to avoid level 1 poison.	G – 55% chance to avoid level 1 poison. 25% chance to avoid level 2 poison.	F – 70% chance to avoid level 1 poison. 40% chance to avoid level 2 poison.
E – 70% chance to avoid level 1 poison. 40% chance to avoid level 2 poison. 25% chance to avoid level 3 poison.	D – 85% chance to avoid level 1 poison. 55% chance to avoid level 2 poison. 40% chance to avoid level 3 poison.	C – 100% chance to avoid level 1 poison. 70% chance to avoid level 2 poison. 55% chance to avoid level 3 poison.	B – 100% chance to avoid level 1 poison. 85% chance to avoid level 2 poison. 70% chance to avoid level 3 poison.
A – 100% chance to avoid level 1 poison. 100% chance to avoid level 2 poison. 85% chance to avoid level 3 poison. 40% chance to avoid level 4 poison.	S – 100% chance to avoid level 1 poison. 100% chance to avoid level 2 poison. 100% chance to avoid level 3 poison. 55% chance to avoid level 4 poison.	SS – 100% chance to avoid level 1 poison. 100% chance to avoid level 2 poison. 100% chance to avoid level 3 poison. 75% chance to avoid level 4 poison.	SSS – 100% chance to avoid level 1 poison. 100% chance to avoid level 2 poison. 100% chance to avoid level 3 poison. 100% chance to avoid level 4 poison.

I –	H –	G –	F –
E –	D –	C –	B –
A –	S –	SS –	SSS –

Low – 50% Mid – 75% High – 100% Ultra – 125% Super – 150%

Adventurers

Ais – Physical Type – Adventurer – Water Type

Base Stats:

Str – 10

Mag – 2

End – 5

Dex – 7

Agi - 8

Agitation: - counter skill

[Foe] 25% Level 1 Taunt	[Foe] 35% Level 1 Taunt	[Foe] 45% Level 1 Taunt	[Foe] 55% Level 1 Taunt
[Foe] 25% Level 2 Taunt	[Foe] 35% Level 2 Taunt	[Foe] 45% Level 2 Taunt	[Foe] 55% Level 2 Taunt
[Foe] 25% Level 3 Taunt	[Foe] 35% Level 3 Taunt	[Foe] 45% Level 3 Taunt	[Foe] 55% Level 4 Taunt

Alluring Swipe

Mana Cost: 30

Element Type: Water

Strength: Mid

Effect:

[Allies] Str +15% / 2 turns [Self] Str +30% / 2 turns	[Allies] Str +15% / 3 turns [Self] Str +30% / 3 turns	[Allies] Str +15% / 3 turns [Self] Str +30% / 3 turns	[Allies] Str +15% / 3 turns [Self] Str +35% / 3 turns
[Allies] Str +20% / 3 turns [Self] Str +35% / 3 turns	[Allies] Str +20% / 4 turns [Self] Str +35% / 4 turns	[Allies] Str +20% / 4 turns [Self] Str +40% / 4 turns	[Allies] Str +20% / 4 turns [Self] Str +40% / 4 turns
[Allies] Str +25% / 5 turns [Self] Str +45% / 5 turns	[Allies] Str +25% / 5 turns [Self] Str +50% / 5 turns	[Allies] Str +35% / 5 turns [Self] Str +60% / 5 turns	[Allies] Str +45% / 6 turns [Self] Str +70% / 6 turns

Kaleidoscopic Dance

Mana Cost: 35

Element Type: Water

Strength: Low

Effect:

[Foes] 20% Level 1 Sleep	[Foes] 30% Level 1 Sleep	[Foes] 40% Level 1 Sleep	[Foes] 20% Level 2 Sleep
[Foes] 30% Level 2 Sleep	[Foes] 40% Level 2 Sleep	[Foes] 20% Level 3 Sleep	[Foes] 30% Level 3 Sleep
[Foes] 40% Level 3 Sleep	[Foes] 20% Level 3 Sleep	[Foes] 30% Level 3 Sleep	[Foes] 40% Level 4 Sleep

Ravage Dance

Mana Cost: 45

Element Type: Water

Strength: Ultra

Effect:

[Self] Penetration +15% [Self] Mag.Atk +15%	[Self] Penetration +20% [Self] Mag.Atk +15%	[Self] Penetration +20% [Self] Mag.Atk +20%	[Self] Penetration +25% [Self] Mag.Atk +20%
[Self] Penetration +25% [Self] Mag.Atk +25%	[Self] Penetration +30% [Self] Mag.Atk +25%	[Self] Penetration +30% [Self] Mag.Atk +30%	[Self] Penetration +35% [Self] Mag.Atk +35%
[Self] Penetration +45% [Self] Mag.Atk +45%	[Self] Penetration +50% [Self] Mag.Atk +50%	[Self] Penetration +60% [Self] Mag.Atk +60%	[Self] Penetration +75% [Self] Mag.Atk +75%

Dancing Lil Rafaga - special

Mana Cost: N / A

Element Type: Water

Strength: Super

Effect:

[Allies] Str +25% / 2 turns [Foes] 40% Level 1 Sleep	[Allies] Str +35% / 2 turns [Foes] 50% Level 1 Sleep	[Allies] Str +45% / 2 turns [Foes] 60% Level 1 Sleep	[Allies] Str +55% / 2 turns [Foes] 50% Level 2 Sleep
[Allies] Str +65% / 2 turns [Foes] 60% Level 2 Sleep	[Allies] Str +75% / 2 turns [Foes] 70% Level 2 Sleep	[Allies] Str +85% / 2 turns [Foes] 60% Level 3 Sleep	[Allies] Str +95% / 2 turns [Foes] 70% Level 3 Sleep
[Allies] Str +105% / 2 turns [Foes] 80% Level 3 Sleep	[Allies] Str +115% / 2 turns [Foes] 90% Level 4 Sleep	[Allies] Str +125% / 2 turns [Foes] 100% Level 4 Sleep	[Allies] Str +135% / 2 turns [Foes] 100% Level 4 Sleep

Combos – Magic Spell & Top Rank

Combo Skills

Magic Spell - combo

Mana Cost: N / A

Element Type: None

Strength: Super

Effect: N / A

Top Rank - combo

Mana Cost: N / A

Element Type: None

Strength: Super

Effect:

[Allies] Mag +15% / 2 turns	[Allies] Mag +20% / 2 turns	[Allies] Mag +25% / 2 turns	[Allies] Mag +20% / 3 turns
[Allies] Mag +25% / 3 turns	[Allies] Mag +30% / 3 turns	[Allies] Mag +25% / 4 turns	[Allies] Mag +30% / 4 turns
[Allies] Mag +40% / 4 turns	[Allies] Mag +50% / 5 turns	[Allies] Mag +60% / 6 turns	[Allies] Mag +75% / 6 turns

Ais – Physical Attack

Mikoto – Defensive Focus on party wide defense

Riveria – Magic Attack

Lefyia – Magic support

Chloe – Spell Sword

Amid - Healer

Daphne – Party Physiscal support

Cassandra – part physical support