

Jobs

If a character's class represents the aspect of themselves from outside of combat that they bring into combat, then their job is a straightforward expression of their combat role. There are six jobs: Strikers, which specialize in physical attacks; Casters, which specialize in magical attacks; Healers, which specialize in healing; Defenders, which specialize in guarding their allies; Supports, which specialize in buffing their allies and applying Shells; and Saboteurs, which specialize in debuffing their enemies and applying status effects. At tier 1, each character starts with a single job that they cannot switch out of at any point. As they advance in tier, they will learn new jobs that they may switch between during the Paradigm Phase in combat and at any time out of combat.

When you occupy a job, you may use any of the abilities that you have unlocked while advancing your character. All characters that have a job unlocked may use that job's rank 1 ability without having to further unlock it. In addition, while they occupy a job, they gain extra bonuses to a set of three statistics. Each of these bonuses is equal to their Body, Mind, or Spirit, and is specified in the job description. This bonus contributes to the base value of that statistic while the character occupies the corresponding job.

Striker

The Striker is an expert in making physical attacks. They are at their best when there are enemies on the field that have been Shellbroken.

Statistic Bonuses:

While a character is a Striker, they get a bonus to their Physical Attack equal to their Body.

While a character is a Striker, they get a bonus to their Evasion equal to their Mind.

While a character is a Striker, they get a bonus to their Physical Defense equal to their Spirit.

Abilities by Rank:

Rank 1- Strike. Melee. You gain an ability that costs 3 MP that makes a physical attack against a single target. The damage of this attack is multiplied by 1.5x in addition to any other modifiers.

Rank 2- Elemental Attack. Melee. You gain an ability that costs 3 MP and makes a physical attack against a single target that has an elemental type equal to your base elemental type.

Rank 3- Power Attack. Melee. You gain an ability that costs 5 MP and makes a physical attack against a single target whose damage is multiplied by two in addition to other multipliers.

Rank 4- Cleave. Multi. You gain an ability that costs 7 MP and makes a physical attack against every enemy in the front row. You may only use this ability from the front row.

Rank 5- Leaping Strike. Ranged. You gain an ability that costs 5 MP and makes a physical attack that can hit enemies in the front row while you are in the back row, and can hit enemies in either row when you are in the front row.

Rank 6- Elemental Cleave. Multi. You gain an ability that costs 10 MP and makes a physical attack of your elemental type against every enemy in the front row.

Rank 7- Whirlwind. Multi. You gain an ability that costs 12 MP and makes a physical attack against all enemies on the battlefield regardless of where you are located.

Rank 8- Elemental Leap. Ranged. You gain an ability that costs 8 MP and makes a physical attack that can hit enemies in the front row while you are in the back row, and can hit enemies in either row when you are in the front row. This attack has an elemental type equal to your base elemental type.

Rank 9- Elemental Whirlwind. Multi. You gain an ability that costs 15 MP and makes a physical attack against all enemies on the battlefield regardless of where you are located. This attack has an elemental type equal to your base elemental type.

Rank 10- (Eidolon Ability) Dragonslayer. Melee. Your Eidolon gains an ability that costs 1 Anima point and 2 AP that makes a physical attack against an enemy that deals quadruple base damage in addition to other modifiers if their Shell is 0 but their HP is still at maximum. If their HP is not at maximum, this ability deals double base damage in addition to other modifiers instead.

Caster

Casters are experts in making magical attacks. They also have the unique ability to deal colorless magical damage, making them ideal for breaking Shells.

Statistic Bonuses:

While a character is a Caster, they get a bonus to their Resistance equal to their Body.

While a character is a Caster, they get a bonus to their Magical Attack equal to their Mind.

While a character is a Caster, they get a bonus to their Magical Defense equal to their Spirit.

Abilities by Rank:

Rank 1- Magic Missile. Ranged. You gain an ability that costs 3 MP and makes a colorless magical attack against a single target.

Rank 2- Elemental Bolt. Ranged. You gain an ability that costs 5 MP and makes a magical attack against a single target that has an elemental type that is the same as your base elemental type.

Rank 3- Trained Spellcaster. Passive. While you occupy the Caster job, any flex powers you have that make magical attacks cost 5 MP rather than 10 MP.

Rank 4- Magic Chain. Special. You gain an attack that costs 8 MP and makes a colorless magical attack against a single target. If this attack breaks the target's Shell, you may target another character with the same attack roll as the previous one. Each subsequent attack that breaks a target's Shell also gives you another free attack.

Rank 5- Magic Burst. Ranged. You gain an attack that costs 7 MP and makes a colorless magical attack against a single target. The base damage of this attack is multiplied by two in addition to any other multipliers.

Rank 6- Elemental Burst. Ranged. You gain an attack that costs 9 MP and makes a magical attack whose elemental type is the same as your base elemental type against a single target. The base damage of this attack is multiplied by two in addition to any other multipliers.

Rank 7- Elemental Chain. Special. You gain an attack that costs 10 MP and makes a magical attack whose elemental type is the same as your base elemental type against a single target. If this attack breaks the target's Shell, you may target another character with the same attack roll as the previous one. Each subsequent attack that breaks a target's Shell also gives you another free attack.

Rank 8- Magic Storm. Multi. You gain an ability that costs 13 MP and makes a colorless magical attack against all enemies on the battlefield.

Rank 9- Elemental Storm. Multi. You gain an ability that costs 15 MP and makes a magical attack whose elemental type is the same as your base elemental type against all enemies on the battlefield.

Rank 10- (Eidolon Ability) Apocalypse. Multi. Your Eidolon gains an ability that costs 2 AP and 1 Anima that makes a magical attack against all enemies on the battlefield whose elemental type is the same as your base elemental type. In addition to other modifiers, this ability's base damage is also multiplied by three.

Healer

Healers specialize in using abilities that heal other characters, as well as get rid of status effects and revive them after being downed.

Statistic Bonuses:

While a character is a Healer, they get a bonus to their Evasion equal to their Body.

While a character is a Healer, they get a bonus to their Physical Attack equal to their Mind.

While a character is a Healer, they get a bonus to their Magical Attack equal to their Spirit.

Abilities by Rank:

Rank 1- Heal. Ally. You gain an ability that costs 5 MP and restores an amount of HP to a single target equal to your Magical Attack.

Rank 2- Cleanse. Ally. You gain an ability that costs 8 MP and removes all buffs and debuffs that have been applied to a single target, meaning that the Bonus Tracker for each of their statistics that have not been buffed is reset to +0.

Rank 3- Revive. Ally. You gain an ability that costs 10 MP and revives a single downed ally back to 1 HP.

Rank 4- Life Aura. Multi. You gain an ability that costs 2 AP and does not have an MP cost that heals every ally on the battlefield for a fixed 5 HP.

Rank 5- Mend. Ally. You gain an ability that costs 11 MP and heals a single target by an amount of HP equal to twice your Magical Attack.

Rank 6- Cure. Ally. You gain an ability that costs 12 MP and removes all status effects from a single target. Status effects from class abilities such as Focused and Hidden are also removed.

Rank 7- Raise Dead. Ally. You gain an ability that costs 15 MP and revives a single downed target to an amount of HP equal to half its maximum HP rounded down. This counts penalties from injuries. Raised characters will always revive with at least 1 HP.

Rank 8- Multiheal. Multi. You gain an ability that costs 15 MP and heals yourself and all of your allies for an amount of HP equal to your Magical Attack.

Rank 9- Treatment. Ally. You gain an ability that costs 18 MP and removes all status effects and debuffs from yourself and all allies on the battlefield, including status effects such as Focused or Hidden.

Rank 10- (Eidolon Ability) Second Chance. Multi. You gain an ability that costs 2 AP and 1 Anima that heals you and all of your allies back to full HP regardless of if they are downed and removes all status effects and debuffs from all of you. This also heals your Eidolon if they have taken damage.

Defender

Defenders are specialists in taking damage for allies and drawing the attacks of enemies. Later on, they also gain abilities that negate damage from different types of attacks. While they don't have any attacks, all of their abilities count as being ranged.

Statistic Bonuses:

While a character is a Defender, they get a bonus to their Physical Defense equal to their Body.

While a character is a Defender, they get a bonus to their Resistance equal to their Mind.

While a character is a Defender, they get a bonus to their Magical Defense equal to their Spirit.

Rank 1- Taunt. Ranged. You gain an ability that has no MP cost and inflicts the Taunted status effect on an enemy. Taunted ensures that the target can only target you with physical attacks, magical attacks, or status effects until the beginning of your next turn and cannot target any other characters or use any other abilities. If you are out of range of their attacks and they cannot move within range, then they choose their abilities as though they had not been Taunted. Enemies cannot be Taunted by multiple Defenders at once, but if you Taunt an enemy that is Taunted by another character, they will target you instead. Enemies with powers that attack multiple enemies can still use them as long as you are one of their targets.

Rank 2- Guard. Ally. You gain an ability that costs 5 MP and inflicts the Guarded status on one of your allies. Until the beginning of your next turn, every time that ally is targeted by a magical attack, physical attack, or status effect, you become the target instead. Abilities such as Cure or Treatment can remove this effect early. If the attack would target you as well as them, it is simply negated against the Guarded ally, and you are targeted as normal.

Rank 3- Shield. Self. You gain an ability that costs 7 MP and inflicts the Shielded status effect on you. The next time an enemy hits you with a physical attack, the damage they deal is automatically reduced to zero and you lose the

Shielded status.

Rank 4- Counter. Self. You gain an ability that costs 7 MP and inflicts the Countering status on you until the beginning of your next turn. When you have the Countering status and an enemy targets you with a physical attack, they become the target of that same physical attack as though they had targeted both you and themselves. If the attacker is using an ability that has multiple targets, they is the only additional target of their own ability.

Rank 5- Multitaunt. Multi. You gain an ability that costs 9 MP and inflicts Taunted on every single enemy on the battlefield until the beginning of your next turn.

Rank 6- Multiguard. Multi. You gain an ability that costs 10 MP and inflicts the Guarded status on every single ally on the battlefield until the beginning of your next turn.

Rank 8- Reflect. Self. You gain an ability that costs 12 MP and inflicts the Reflected status on you until the beginning of your next turn. If an enemy targets you with a magical attack, they become the target of that same magical attack as though they had targeted both you and themselves. If the attacker is using an ability that has multiple targets, they is the only additional target of their own ability.

Rank 9- Deathless. Passive. Any attack that would lead to you being downed while you occupy this job will instead bring you down to 1 HP. If you are already at 1 HP, you are still downed.

Rank 10- (Eidolon Ability) Mirror Shield. Self. Your Eidolon gains an ability that costs 2 AP and 1 Anima that inflicts the Mirrored status onto yourself. Mirrored both negates *and* reflects all attacks and status inflicting abilities back onto the user until the beginning of your next turn

Support

Support characters are capable of buffing their allies, as well as applying Shells to allies that do not have them as well as healing Shells that they already have. They can also use Haste, an ability that increases the amount of AP that allies have available to use during battle, making them indispensable in almost any situation.

Statistic Bonuses:

While a character is a Support, they get a bonus to their Physical Defense equal to their Body.

While a character is a Support, they get a bonus to their Magical Defense equal to their Mind.

While a character is a Support, they get a bonus to their Magical Attack equal to their Spirit.

Abilities by Rank:

Rank 1- Buff. Ally. You gain an ability that costs 5 MP and moves you or an ally one level up on the Bonus Tracker for the statistic associated with your class.

Rank 2- Shell. Ally. You gain an ability that costs 7 MP and increases the Shell of yourself or an ally by an amount equal to your Magic Attack. The Shell's elemental type is your base elemental type. The maximum Shell that any one ally can have is equal to their Health (*not* their current max HP), and they cannot have a Shell of more than one elemental type applied to them at the same time. If they have a Shell of another elemental type, that Shell simply goes away and is replaced with the new Shell. Note that the rules for Shellbreaking apply to Shells placed on allies as much as Shells placed on enemies.

Rank 3- Protect. Ally. You gain an ability that costs 9 MP and confers the Protected status on yourself or an ally. A Protected ally that is hit by an attack that deals damage of your basic elemental type will not receive that damage, and the Protected status will go away. Characters can be protected from all elements at once except for colorless damage, but this effect does not stack more than once.

Rank 4- Multibuff. Multi. You gain an ability that costs 10 MP and moves you and all of your allies one level up on the Bonus Tracker for the statistic associated with your class.

Rank 5- Haste. Ally. You gain an ability that costs 12 MP and gives your or a single ally +1 AP for the next three rounds after the round during which you use this ability. Haste cannot stack, but any additional uses of Haste on an Ally that is already Hasted will extend the duration of the effect by three additional rounds.

Rank 6- Multishell. Multi. You gain an ability that costs 14 MP and increases the Shell of you and all of your allies by an amount equal to your Magic Attack. Each Shell's elemental type is your base elemental type. The maximum Shell that any one ally can have is equal to their Health (*not* their current max HP), and they cannot have a Shell of more than one elemental type applied to them at the same time. If they have a Shell of another elemental type, that Shell simply goes away and is replaced with the new Shell. Note that the rules for Shellbreaking apply to Shells placed on allies as much as Shells placed on enemies.

Rank 7- Power Buff. Ally. You gain an ability that costs 16 MP and moves you or an ally three levels up on the Bonus Tracker for the statistic associated with your class.

Rank 8- Multiprotect. Multi. You gain an ability that costs 40 MP and confers the Protected status on yourself and all of your allies. A Protected ally that is hit by an attack that deals damage of your basic elemental type will not receive that damage, and the Protected status will go away. Characters can be protected from all elements at once except for colorless damage, but this effect does not stack more than once.

Rank 9- Multihaste. Multi. You gain an ability that costs 25 MP and gives you and all your allies +1 AP for the next three rounds after the round during which you use this ability. Haste cannot stack, but any additional uses of Haste on an Ally that is already Hasted will extend the duration of the effect by three additional rounds.

Rank 10- (Eidolon Ability) Comeback. Your Eidolon gains an ability that costs 1 Anima and 2 AP and moves both yourself and all of your allies to +7 on the Bonus Tracker for the statistic that your class buffs regardless of what buffs or debuffs are currently applied to that statistic.

Saboteur

Saboteurs are specialists in precisely the opposite of what Supports do; that is, they inflict debuffs, status effects, and negate the elemental resistances of their enemies. They are almost always useful in battle, but especially so on the first few turns.

Statistic Bonuses:

While a character is a Saboteur, they get a bonus to their Resistance equal to their Body.
While a character is a Saboteur, they get a bonus to their Physical Attack equal to their Mind.
While a character is a Saboteur, they get a bonus to their Evasion equal to their Spirit.

Abilities by Rank:

Rank 1- Debuff. Ranged. You gain an ability that costs 3 MP and moves an enemy one level down on the Bonus Tracker for the statistic that your class debuffs.

Rank 2- Debilitate. Ranged. You gain an ability that costs 7 MP and makes a status-inflicting ability roll against a single enemy. If this roll succeeds, you inflict the status on that enemy associated with your basic elemental type.

Rank 3- Slow. Ranged. You gain an ability that costs 12 MP and gives the target the Slowed effect, which reduces their AP by 1 for the next three rounds after the round during which you use this ability. Slow cannot stack, but any additional uses of Slow on an enemy that is already Slowed will extend the duration of the effect by three additional rounds.

Rank 4- Multidebuff. Multi. You gain an ability that costs 12 MP and moves all enemies on the battlefield one level down on the Bonus Tracker for the statistic that your class debuffs.

Rank 5- Vulnerability. Ranged. You gain an ability that costs 8 MP and inflicts the Vulnerable status on an enemy without a roll. The next ability that hits that enemy that does damage of your base elemental type will deal damage as though the target had a 2x elemental weakness to it. Once the enemy has taken this damage, they stop being Vulnerable. Vulnerability cannot stack, but enemies can be rendered Vulnerable to multiple elemental types at once. However, they can never be rendered vulnerable to colorless damage.

Rank 6- Power Debuff. Ranged. You gain an ability that costs 10 MP and moves an enemy three levels down on the Bonus Tracker for the statistic that your class debuffs.

Rank 7- Multidebilitate. Multi. You gain an ability that costs 18 MP and makes a status-inflicting roll against all enemies on the battlefield. You inflict the status associated with your basic elemental type on every enemy this roll succeeds on.

Rank 8- Multislow. You gain an ability that costs 28 MP and gives every enemy on the battlefield the Slowed effect, which reduces their AP by 1 for the next three rounds after the round during which you use this ability. Slow cannot stack, but any additional uses of Slow on an enemy that is already Slowed will extend the duration of the effect by three additional rounds.

Rank 9- Multivulnerability. Multi. You gain an ability that costs 19 MP and inflicts the Vulnerable status on all enemies on the battlefield without a roll. The next ability that hits that enemy that does damage of your base elemental type will deal damage as though the target had a 2x elemental weakness to it. Once the enemy has taken this damage, they stop being Vulnerable. Vulnerability cannot stack, but enemies can be rendered Vulnerable to multiple elemental types at once. However, they can never be rendered vulnerable to colorless damage.

Rank 10- (Eidolon Ability) Vortex. Multi. Your Eidolon gains an ability that costs 1 Anima and 2 AP that inflicts one level of your class debuff on every enemy on the battlefield, as well as inflicting your basic elemental type's status effect and Slow on all of them without needing a status-inflicting ability roll.