

Classes

During character creation, every player character is assigned a class. A character's class is an expression of their profession and their role in combat. Your interpretation of what this means is somewhat dependent on the setting of your campaign. In a campaign with a medieval setting, a Knight might be a literal knight, while in a campaign with a more modern or futuristic setting a Knight might be a soldier, a revolutionary, or a demigod sworn to defend the timestream. In any case, once chosen, a character's class is not meant to be changed. There is also no such thing as multiclassing.

A character's class determines their armor and weapon proficiencies, which are the type of armor and the type of weapon that character can equip. It also determines the statistic that their Buff abilities in the Support job increase, as well as the statistic that their Debuff abilities in the Saboteur job decrease, and gives a bonus to a character's Health, Mana, and Initiative. As you increase your character's tier, your class will also provide abilities that can be used regardless of what job you currently occupy in combat. During the later tiers, your class will also provide job specialization talents to choose from, which modify their existing abilities while they occupy the associated job. At tier 10, instead of unlocking a normal combat ability, you unlock a capstone ability that your Eidolon can use when summoned.

In the final game, each class will also have a special expertise bonus, which they can add to force results related to their expertise. In addition, they will have a special ability that only they can use when camping.

Ranger

The Ranger is a scout, tracker, or member of a similar profession that has expertise in surviving in the wilderness. In combat, Rangers wear light armor and use bows to do damage to enemies. They specialize in improving their Accuracy with their Mark Target ability, and in dealing physical damage to enemies. As a result, they work best in either the Striker or Saboteur jobs. Their proficiencies are as follows:

Armor: Rangers are proficient in light armor.

Weapon: Rangers are proficient in wielding bows.

Buff: The Buff abilities that Rangers gain when they take the Support class affect the target's Physical Accuracy.

Debuff: The Debuff abilities that Rangers gain when they take the Saboteur class affect the target's Evasion.

Stat Bonuses: During character creation, Rangers get an extra +10 to their Health, +10 to their Mana, and +4 to their Initiative.

Abilities by Rank:

Rank 1- Mark Target. Ranged. You gain an ability that has no MP cost and costs 1 AP that inflicts the Hunted status effect on a target. When you use a magical attack, physical attack, or status-inflicting ability on the target, you may roll the 1d10 to hit twice and choose which result you prefer. This does not apply to attacks that target multiple enemies. Only one enemy can be Hunted at a time. However, if you are the one to kill a Hunted enemy, you may immediately use Hunter's Mark on another enemy at no AP cost. If the enemy dies to damage from any source other than your attacks, you cannot use Hunter's Mark again except as a consequence of Lay Trap.

Rank 2- Forest Walk. Passive. The movement of a Ranger on the battlefield cannot be hindered for any reason. They are also immune to any hostile effects that trigger when they move or that move them involuntarily. Friendly effects, such as the Commander's Order, do not apply.

Rank 3- Instead of an ability, the Ranger gains a permanent +1 to their Physical Accuracy.

Rank 4- Instead of an ability, the Ranger gains an additional permanent +1 to their Physical Accuracy.

Rank 5- Instead of an ability, the Ranger gains an additional permanent +1 to their Physical Accuracy.

Rank 6- Lay Trap. Special. You gain an ability that costs 5 MP and 1 AP that readies a trap on either the enemy's front line or their back line. You can make a free basic attack on the next enemy to move to that row as though they were Hunted regardless of whether they are in melee range of you or not. If there are no enemies on the battlefield who currently are Hunted, you may choose to use Mark Target on them instead. The basic attacks you make due to this ability can target enemies in the back row. Enemies that move to the front row due to either side Advancing can also be affected by this ability, in which case you may choose which enemy to target at will.

Rank 7- Cripple. Passive. All allies that attack a Hunted enemy gain the advantage of Hunted. However, you must still kill the target yourself to be able to use Hunter's Mark again, with the exception of if an enemy is affected by Lay Trap.

Rank 8- Instead of an ability, the Ranger gains an additional permanent +1 to their Physical Accuracy.

Rank 9- Instead of an ability, the Ranger gains an additional permanent +1 to their Physical Accuracy.

Rank 10- (Eidolon Ability) Wild Hunt. Multi. Your Eidolon gains an ability that costs 1 Anima and 2 AP that applies Hunted to every enemy on the battlefield and then attacks each of them with a basic attack without removing it.

Job Specialization Talents:

Striker: True Strike. Passive. When you use a physical attack on a Hunted enemy, you may choose to remove the Hunted condition in order to ensure that the attack hits your target. You may then reapply Mark Target during the following round.

Caster: Detonate. Passive. When an enemy is affected by Lay Trap, you may choose to immediately cast your Elemental Bolt spell on the enemy instead of using your basic attack. When you make the magical attack roll for this attack, roll the 1d10 twice and choose which result you prefer.

Healer: Autodoc. Passive. While you occupy this job, you may use your Mark Target ability to apply the Watched condition to an ally. When they drop to 0 HP, the mark is removed, and they are restored to an amount of HP equal to your Magical Attack *as a Healer*. You may only use Mark Target on one ally and one enemy at a time, regardless of what condition was applied.

Defender: Forcefield. Passive. While you occupy this job, you may use your Mark Target ability to apply the Defended condition to an ally. The next time they would otherwise be hit with a status effect, magical attack, or physical attack,

this status is removed and the hit is negated. You may only use Mark Target on one ally and one enemy at a time, regardless of what condition was applied.

Support: Herbal Medicine. Passive. While you occupy this job, you may use your Mark Target Ability to apply the Treated condition to an ally. While this status effect is active, all of the debuffs that are applied to them are ignored. You may only use Mark Target on one ally at a time, regardless of what condition was applied.

Saboteur: Poison Arrow. Reaction. When an enemy is affected by Lay Trap, you may choose to apply a status effect to them instead of attacking them. When you make the corresponding status-inflicting ability roll, roll the 1d10 twice and take the lower result.

Thief

Thieves are specialists in infiltration, stealth, larceny, and other forms of subterfuge. In combat, thieves dress in light armor and wield daggers. They specialize in dealing damage, buffing their Physical Attack and debuffing the enemy's Physical Defense, making them ideal for taking on enemies with a high amount of Health. They can also use their Steal ability to gain extra loot from enemies during battle, making them useful traveling companions.

Armor: Thieves are proficient in light armor.

Weapon: Thieves are proficient in wielding daggers.

Buff: The Buff abilities that Thieves gain when they take the Support class affect the target's Physical Attack.

Debuff: The Debuff abilities that Thieves gain when they take the Saboteur class affect the target's Physical Defense.

Stat Bonuses: During character creation, Thieves get an extra +10 to their Health, +5 to their Mana, and +6 to their Initiative.

Abilities by Rank:

Rank 1- Steal. Special. You gain an ability that does not cost any MP and costs 1 AP that allows you to roll on an enemy's item table during combat and gain whatever item the die lands on. If the die lands on a 4, you do not gain an item. You may only pick up one item per enemy during battle this way, but may use this ability as many times as you like on each enemy. When you do, you may immediately use the item for free if you wish, or choose to store it in the party inventory. You may target any enemy with this ability whether they are in the front or the back row, but you must be in the front row to use it.

Rank 2- Pickpocket. Reaction. When an enemy attacks you with a magical attack, physical attack, or status-inflicting ability and fails to hit, you may immediately use your Steal ability on them as a free action.

Rank 3- Instead of an ability, the Thief gains a permanent +1 to their Physical Attack.

Rank 4- Instead of an ability, the Thief gains an additional permanent +1 to their Physical Attack.

Rank 5- Instead of an ability, the Thief gains an additional permanent +1 to their Physical Attack.

Rank 6- Hide. Self. You may spend 1 AP to apply the Hidden status effect to yourself. While you are Hidden, you are prevented from being the target of enemy attacks with the exception of effects that remove status effects until the beginning of your next turn, at which point you will stop being Hidden. If you act again before this, you will immediately stop being Hidden. You cannot be Hidden if you are the only character left on the battlefield.

Rank 7- Sneak Attack. Passive. If you use a magical attack, physical attack, or status-inflicting ability during a held turn while you are currently Hidden, you may roll the 1d10 to hit twice and take whichever result you prefer. This held turn must be taken after the character you are targeting has had a chance to act during the round.

Rank 8- Instead of an ability, the Thief gains an additional permanent +1 to their Physical Attack.

Rank 9- Instead of an ability, the Thief gains an additional permanent +1 to their Physical Attack.

Rank 10- (Eidolon Ability) Assassinate. Melee. Your Eidolon gains an ability that costs 1 Anima and 2 AP that targets a single enemy. When you do so, roll a 1d10. The amount of damage this attack does is a percentage of their total Health equal to ten times the result of the roll. If you roll a 10, they instantly die. The rules for Shellbreaking do not apply to the damage this ability deals.

Job Specialization Talents:

Striker: Lifesteal. Passive. Rolling a 4 on the item table when you Steal from an enemy allows you to drain an amount of HP from them equal to your current Physical Attack and heal yourself for the same amount. This effect will trigger whether or not you have already taken an item from them.

Caster: Manasteal. Passive. Rolling a 4 on the item table when you Steal from an enemy allows you to drain an amount of MP from their total MP equal to your current Magical Attack and heal yourself for the same amount. This effect will trigger whether or not you have already taken an item from them.

Healer: Night Shift. Passive. When you are Hidden and occupy this job, you may use healing abilities while still remaining Hidden.

Defender: Ninja Bodyguard. Passive. You may use your Guard abilities while remaining Hidden. If you take damage for one of your allies while you are still Hidden, however, you will stop being Hidden.

Support: Steal Shell. Passive. Rolling a 4 on the item table when you Steal from an enemy allows you to drain an amount of Shell from their total Shell equal to your current Magical Attack and give it to any other character that does not already have a Shell of a different elemental type. If you and all of your allies have Shells of a different elemental type, this effect does not trigger. This effect will trigger whether or not you have already taken an item from them.

Saboteur: Infection. Passive. Rolling a 4 on the item table when you Steal from an enemy allows you immediately inflict the status effect associated with your base elemental type on them. This effect will trigger whether or not you have already taken an item from them. If they are immune to the effect in question, this power does nothing.

Artificer

Artificers are characters who use their understanding of technology to gain an advantage in battle and to make the world a better place. In combat, they wear heavy armor and wield guns, and specialize in being accurate with their magical attacks, buffing their Magical Accuracy and Debuffing the enemy's Resistance. They can also innately use the Scan item ability and are experts in item usage. All of this makes them experts in the Caster and Healer jobs.

Armor: Artificers are proficient in heavy armor.

Weapon: Artificers are proficient in wielding guns.

Buff: The Buff abilities that Artificers gain when they take the Support class affect the target's Magical Accuracy.

Debuff: The Debuff abilities that Artificers gain when they take the Saboteur class affect the target's Resistance.

Stat Bonuses: During character creation, Artificers get an extra +10 to their Health, +10 to their Mana, and +4 to their Initiative.

Abilities by Rank:

Rank 1- Scan. Ranged. You gain an ability that costs 2 MP and 1 AP and tells you the name, the elemental type, and the current HP, MP, and Shell of a single enemy. Subsequent uses of this ability on the same enemy during the same turn let you glean one of the following pieces of information of your choice about this enemy per use:

The value of one of its statistics.

Its entire Item Table.

One of its abilities.

Rank 2- Item Specialist. Passive. When you use an ability that costs MP, you may substitute the MP cost with an item that has the same type as the ability. The types of abilities must be one of the following: physical attacks, magical attacks, status effects, buffs, debuffs, Shells, healing, or miscellaneous class abilities.

Rank 3- Instead of an ability, the Artificer gains a permanent +1 to their Magical Accuracy.

Rank 4- Instead of an ability, the Artificer gains an additional permanent +1 to their Magical Accuracy.

Rank 5- Instead of an ability, the Artificer gains an additional permanent +1 to their Magical Accuracy.

Rank 6- Multiscan. Multi. You gain an ability that costs 10 MP and 1 AP and uses Scan on every enemy on the battlefield. Subsequent uses work the same as the Scan ability.

Rank 7- Reveal Weakness. Passive. When you scan an enemy, the next magical attack, status effect, or physical attack dealt to them ignores any of their resistances or immunities to damage or status effects, but not their weaknesses.

Rank 8- Instead of an ability, the Artificer gains an additional permanent +1 to their Magical Accuracy.

Rank 9- Instead of an ability, the Artificer gains an additional permanent +1 to their Magical Accuracy.

Rank 10- (Eidolon Ability) Target Acquired. Multi. Your Eidolon gains an ability that costs 1 Anima and 2 AP and permanently Scans every enemy on the battlefield, revealing all possible information about them.

Job Specialization Talents:

Striker: Sniper. Passive. When the Artificer uses an item that does physical damage to an enemy, they may add their Physical Attack to the base damage that the item does.

Caster: Magic Ammo. Passive. When the Artificer uses an item that does magical damage to an enemy, they may add their Magical Attack to the base damage that the item does.

Healer: First Aid. Passive. When the Artificer uses an item that heals an enemy, they may add their Magical Attack to the base healing that the item does.

Defender: Optimize Defenses. Passive. When you Scan an ally, the next attack against them ignores any vulnerabilities they have to types of damage, but does not ignore any resistances.

Support: Targeting Systems. Passive. When you Scan an ally, you can give them a temporary +5 bonus to all of their Accuracy statistics until the beginning of your next turn.

Saboteur: Monkeywrench. Passive. When the Artificer uses an item that inflicts a status effect on an enemy, they may add their Status Accuracy to the roll to determine if the effect is applied.

Sage

The Sage is a class for characters who use their knowledge of the philosophical and the metaphysical to use their Caster abilities and normal abilities for free, greatly extending their potential to act. In combat, they wield staves and wear cloth armor, and can buff and debuff characters' Magical Attack and Magical Defense, respectively. Later on, they may also negate other characters' abilities.

Armor: Sages are proficient in cloth armor.

Weapon: Sages are proficient in wielding staves.

Buff: The Buff abilities that Sages gain when they take the Support class affect the target's Magical Attack.

Debuff: The Debuff abilities that Sages gain when they take the Saboteur class affect the target's Magical Defense.

Stat Bonuses: During character creation, Sages get an extra +5 to their Health, +15 to their Mana, and +4 to their Initiative.

Abilities by Rank:

Rank 1- Grimoire. Passive. You have a number of Spell Slots per battle equal to your current tier. When you use a magical attack or any flex power, you can instead expend a number of Spell Slots equal to the Rank of the ability if it's a power from your job or the tier at which you acquired the ability if it's a flex power.

Rank 2- Counterspell. Reaction. When an enemy makes a magical attack, you may expend double the Mana cost of the ability to prevent the enemy from using it. They will still spend the Mana and AP cost as though they had just use it. If you cannot pay the MP cost, you cannot Counterspell an attack.

Rank 3- Instead of an ability, the Sage gains a permanent +1 to their Magical Attack.

Rank 4- Instead of an ability, the Sage gains an additional permanent +1 to their Magical Attack.

Rank 5- Instead of an ability, the Sage gains an additional permanent +1 to their Magical Attack.

Rank 6- Cantrip. Passive. No matter what job you currently occupy, you can use the Magic Missile Caster ability without spending any MP.

Rank 7- Wizard Duel. Passive. When you use your Counterspell ability, you can spend Spell Slots to reduce the Mana cost of doing so, which is reduced by 5 MP per expended Spell Slot.

Rank 8- Instead of an ability, the Sage gains an additional permanent +1 to their Magical Attack.

Rank 9- Instead of an ability, the Sage gains an additional permanent +1 to their Magical Attack.

Rank 10- (Eidolon Ability) Ascension. Self. Your Eidolon gains an ability that costs 2 AP and 1 Anima that inflicts the Ascended status on you. Ascended refills your Mana and Spell Slots and makes it so that all of your magical attacks for the rest of the battle only cost 5 MP or one Spell Slot.

Job Specialization Talents:

Striker: Martial Artist. Passive. While you occupy this job, you may also use your Spell Slots to use physical attacks.

Caster: Empowered Staff. Passive. While you occupy this job, you may cast your Elemental Bolt ability without spending any MP.

Healer: Alchemy. Passive. While you occupy this job, you may also expend Spell Slots to use abilities that directly heal targets.

Defender: Arcane Shield. Passive. You may Counterspell physical attack abilities as well as magical attacks while you occupy this job. If the enemy is using a basic attack, it costs you 5 MP or one Spell Slot to counter it.

Support: Ward. Passive. While you occupy this job, you may Counterspell debuffs and status effects in addition to magical attacks.

Saboteur: Curse. Passive. While you occupy this job, you may Counterspell healing spells and buffs in addition to magical attacks.

Dancer

Dancers are a class that are adept at using performance and art to get what they want. They are often famous and/or talented, although this is not necessarily the case. In battle, they use magical fans and wear cloth armor for protection. They make up for their lack of armor by buffing their Evasion in the Support job and debuffing their opponents' Magical Accuracy in the Saboteur job. They can also use abilities that other characters have already used, and adopt elemental types from both enemies and allies.

Armor: Dancers are proficient in cloth armor.

Weapon: Dancers are proficient in wielding fans.

Buff: The Buff abilities that Dancers gain when they take the Support class affect the target's Evasion.

Debuff: The Debuff abilities that Dancers gain when they take the Saboteur class affect the target's Magical Accuracy.

Stat Bonuses: During character creation, Dancers get an extra +10 to their Health, +10 to their Mana, and +4 to their Initiative.

Abilities by Rank:

Rank 1- Copycat. Special. You gain an ability that costs 1 AP and 10 MP that immediately uses any of the abilities that your allies have used in the period between the end of your last turn and your current turn. Held turns count as turns when determining this.

Rank 2- Dancer's Mask. Self. Whenever you use an ability that has an elemental type, you may choose to take on that elemental type for the purposes of calculating the damage you receive. While you have taken on an elemental type in this manner, you may make yourself count as colorless again by spending 1 AP.

Rank 3- Instead of an ability, the Dancer gains a permanent +1 to their Evasion.

Rank 4- Instead of an ability, the Dancer gains an additional permanent +1 to their Evasion.

Rank 5- Instead of an ability, the Dancer gains an additional permanent +1 to their Evasion.

Rank 6- Mimic. Special. You gain an ability that costs 1 AP and 20 MP that immediately uses any of the abilities that your enemies have used in the period between the end of your last turn and your current turn. Held turns count as turns when determining this.

Rank 7- Costume Change. Self. You can spend 2 AP to change your elemental type as though you had just used an ability of that elemental type and then activated Dancer's Mask. All of the other rules apply.

Rank 8- Instead of an ability, the Dancer gains an additional permanent +1 to their Evasion.

Rank 9- Instead of an ability, the Dancer gains an additional permanent +1 to their Evasion.

Rank 10- (Eidolon Ability) Tango. Multi. Your Eidolon gains an ability that costs 2 AP and 1 Anima that immediately uses every single ability that your enemies have used since your last turn. Each ability can target any enemies or allies you choose.

Job Specialization Talents:

Striker: Athletic Outfit. Passive. While you occupy this job, using your Dancer's Mask ability also changes all of the elemental physical attack abilities you gain from this job into the element that you have converted your type to while you are of that elemental type.

Caster: School Uniform. Passive. While you occupy this job, using your Dancer's Mask ability also changes all of the elemental magical attack abilities you gain from this job into the element that you have converted your type to while you are of that elemental type.

Healer: Regal Clothing. Passive. When you use a healing ability with Mimic or Copycat, you may use it twice during the action instead of once.

Defender: Outdoor Wear. Passive. When you have Dancer's Mask activated and you occupy this job, you are totally immune to damage and status effects from your current elemental type.

Support: Casual Dress. Passive. In addition to changing your elemental type, while you occupy this job your Dancer's Mask ability will change the elemental type of your job's Shell abilities. This does not apply to Shells you have already applied to yourself or your allies.

Saboteur: Covert Jumpsuit. Passive. In addition to changing your elemental type, while you occupy this job your Dancer's Mask ability will also change the elemental type of this job's status-inflicting abilities. This does not apply to status effects you have already put on characters.

Priest

Priests are characters that use their innate compassion and sometimes their connection to the divine or the spiritual to ease the burdens of others. They wield scepters that double as maces in combat, and also wear cloth armor. They can also restore their allies' MP at the cost of their own, and will cause their allies' attributes to be restored passively while they are on the battlefield. All of these things, plus the fact that they buff their allies' Magical Defense and debuff their enemies' Magical Attack make them expert Healers and Supports.

Armor: Priests are proficient in cloth armor.

Weapon: Priests are proficient in wielding scepters.

Buff: The Buff abilities that Priests gain when they take the Support class affect the target's Magical Defense.

Debuff: The Debuff abilities that Priests gain when they take the Saboteur class affect the target's Magical Attack.

Stat Bonuses: During character creation, Priests get an extra +10 to their Health, +15 to their Mana, and +2 to their Initiative.

Abilities by Rank:

Rank 1- Restore Mana. Ally. You gain an ability that costs 1 AP and 5 MP and restores an amount of MP to a single character other than yourself equal to your current Magical Attack.

Rank 2- Prayer. Passive. During the Effect Phase of every round when you are a participant in a battle, both you and your allies will regain 1 MP. If you are downed during this phase, this effect does not trigger.

Rank 3- Instead of an ability, the Priest gains a permanent +1 to their Magical Defense.

Rank 4- Instead of an ability, the Priest gains an additional permanent +1 to their Magical Defense.

Rank 5- Instead of an ability, the Priest gains an additional permanent +1 to their Magical Defense.

Rank 6- Multirestore. Multi. You gain an ability that costs 1 AP and 15 MP and restores an amount MP to all of your allies except for you equal to your current Magical Attack.

Rank 7- Blessing. Passive. Instead of regaining 3 MP per round due to Prayer, you and your allies regain 3 MP per round. All other rules apply as normal.

Rank 8- Instead of an ability, the Priest gains an additional permanent +1 to their Magical Defense.

Rank 9- Instead of an ability, the Priest gains an additional permanent +1 to their Magical Defense.

Rank 10- (Eidolon Ability) Divine Intervention. Multi. Your Eidolon gains an ability that costs 2 AP and 1 Anima and restores your and your allies' MP back to full and reduces the MP of your enemies by half of its maximum value.

Job Specialization Talents:

Striker: Bludgeon. Passive. While you occupy this job, you may choose to use your basic attack to deal damage to an enemy's MP rather than their HP. This only works if their Shell has already been reduced to 0. This damage is calculated as though you are damaging their HP instead.

Caster: Divine Wrath. Passive. Your Prayer ability also does 1 HP or Shell damage to every enemy during the Effect Phase while you are not downed. This damage is fixed, meaning it is unaffected by any elemental or other modifiers and is therefore always equal to 1.

Healer: Faith Healing. Passive. Your Prayer ability also heals you and your allies for 2 HP during the Effect Phase while you are not downed. This cannot revive characters.

Defender: Divine Protection. Passive. When you take damage to your HP or Shell, you can choose to take damage to your MP instead. To do this, you must have an amount of MP equal to or greater than the damage you are taking. All elemental or other modifiers to this damage still apply.

Support: Faith Cure. Passive. Your Prayer ability heals any Shells you and your allies already have activated by 2 points during the Effect phase as long as you are not downed.

Saboteur: Drain Mana. Passive. You can use your Restore Mana and Multirestore abilities on your enemies to deal damage to their MP by the same amount that you would heal it if you used this ability on yourself or your allies.

Conservation of Mana: Restore Mana has the potential to be abused by players. If there are two Priests in the party with Magical Attacks of above 5, they can cast Restore Mana on each other to generate an effectively infinite pool of Mana. Needless to say, this damages game balance. If there are more than two characters on the same side who both have the Restore Mana ability and you or your players are unsatisfied simply agreeing to not abuse the infinite Mana loop, you may implement the Conservation of Mana rule, which restricts the amount of Mana that characters with the Restore Mana ability can have restored to them by Restore Mana or Multirestore to 5 per cast.

Knight

Knights are characters who have sworn an oath to use their physical prowess to protect others and uphold the virtues of the order they represent, whether that order is a literal faction or something more abstract, like a cosmological process or deity. In battle, Knights have high Physical Defense, and can buff their allies' Physical Defense while debuffing their enemies' Physical Attack. In combination with heavy armor and lances, this makes them ideal Defenders. They also have Focus, which ups the damage that their attacks do, making them ideal Strikers against more powerful enemies.

Armor: Knights are proficient in heavy armor.

Weapon: Knights are proficient in wielding lances.

Buff: The Buff abilities that Knights gain when they take the Support class affect the target's Physical Defense.

Debuff: The Debuff abilities that Knights gain when they take the Saboteur class affect the target's Physical Attack.

Stat Bonuses: During character creation, Knights get an extra +15 to their Health, +10 to their Mana, and +2 to their Initiative.

Abilities by Rank:

Rank 1- Focus. Self. Knights gain an ability that costs 1 AP and has no MP cost that grants them the Focused status. While a Knight is Focused, they can only use their basic attack. They gain a flat damage bonus of +2 to their basic attack, and every time they hit an enemy with their basic attack this damage bonus increases by 1. When they miss an attack, they stop being Focused, and their base damage bonus goes away.

Rank 2- Cavalry. Passive. Knights may use one free Move action per round.

Rank 3- Instead of an ability, the Knight gains a permanent +1 to their Physical Defense.

Rank 4- Instead of an ability, the Knight gains an additional permanent +1 to their Physical Defense.

Rank 5- Instead of an ability, the Knight gains an additional permanent +1 to their Physical Defense.

Rank 6- Disciplined Focus. Passive. While the Knight is Focused, they may spend 2 AP to leave Focus mode manually.

Rank 7- Skirmish. Passive. While you are Focused, you may use the free movement granted to you from the Cavalry ability. When you do so, you can also make a free basic attack against any enemy within range as though you are in the front row.

Rank 8- Instead of an ability, the Knight gains an additional permanent +1 to their Physical Defense.

Rank 9- Instead of an ability, the Knight gains an additional permanent +1 to their Physical Defense.
Rank 10- (Eidolon Ability) Rout. Self. Your Eidolon gains an ability that costs 1 Anima and 2 AP and instantly applies Focused to your character. You can then keep using basic attacks until the first time you miss, at which point the ability ends.

Job Specialization Talents:

Striker: Melee. Passive. While you occupy this job, you are able to use any of your physical attack abilities in addition to your basic attack while you are Focused, and the damage bonus to your basic attack also applies to these attacks.. If you hit with a physical attack, your damage also increases, while if you miss you stop being Focused and the damage bonus goes away.

Caster: Artillery. Passive. While you occupy this job, you are able to use any of your magical attack abilities in addition to your basic attack while you are Focused, and the damage bonus to your basic attack also applies to these attacks. If you hit with a magical attack, your damage also increases, while if you miss you stop being Focused and the damage bonus goes away.

Healer: Medic. Passive. You are also able to use healing abilities while Focused without ending the state. The damage bonus you have accumulated applies to the healing you do, but healing characters does not increase it.

Defender: Berserker. Passive. When you occupy this job and you are Focused, you are able to use the Guard and Taunt abilities, and your damage bonus also reduces the base damage that enemies deal to you. However, using Guard and Taunt does not increase your damage bonus.

Support: Relentless. Passive. When you occupy this job and you have a Shell up while you are Focused, you may expend the entirety of your Shell to stay Focused when you miss a basic attack. If you no longer have a Shell, you are unable to stop from losing the effect.

Saboteur: Spy. Passive. When you occupy this job and you are Focused, you are also able to inflict status effects on enemies. Your damage bonus is added to your Status Accuracy when you do this, but hitting with a status effect does not increase it. If you miss with a status effect ability, you also stop being Focused.

Commander

Commanders are charismatic leaders who are pillars of strength for their followers, whether they are a general at the head of an army or merely the captain of a sports team. Their Orders give their parties lots of flexibility, and their heavy armor and swords ensure that they are skilled at defending against physical damage. They have high Resistance, and can buff that same statistic as well as debuff their enemies' Status Accuracy, making them very useful to have along when traveling.

Armor: Commanders are proficient in heavy armor.

Weapon: Commanders are proficient in wielding swords.

Buff: The Buff abilities that Commanders gain when they take the Support class affect the target's Resistance.

Debuff: The Debuff abilities that Commanders gain when they take the Saboteur class affect the target's Status Accuracy.

Stat Bonuses: During character creation, Commanders get an extra +15 to their Health, +5 to their Mana, and +4 to their Initiative.

Abilities by Rank:

Rank 1- Orders. Ally. You gain an ability that costs 1 AP and no MP and gives 1 free AP to an ally of your choice that they can use to do anything during your turn. You may only do this once per turn.

Rank 2- Standard Bearer. Passive. Allies of yours that act after you in the Initiative order gain a +1 bonus to their Status, Magical, and Physical Accuracies when they make physical or magical attacks or try to inflict status effects. This effect cannot apply to you, and does not apply if you are downed. This bonus does not stack with other Standard Bearer bonuses, but it does stack with any buffs.

Rank 3- Instead of an ability, the Commander gains a permanent +1 to their Resistance.

Rank 4- Instead of an ability, the Commander gains an additional permanent +1 to their Resistance.

Rank 5- Instead of an ability, the Commander gains an additional permanent +1 to their Resistance.

Rank 6- Courier Network. Passive. You can give Orders twice per turn instead of just once.

Rank 7- Chain of Command. Passive. If you are downed in combat, the ally that acts next in the Initiative order becomes the new Standard Bearer, and this passive ability affects your party as though they were a Commander if they aren't already.

Rank 8- Instead of an ability, the Commander gains an additional permanent +1 to their Resistance.

Rank 9- Instead of an ability, the Commander gains an additional permanent +1 to their Resistance.

Rank 10- (Eidolon Ability) Charge! Special. You gain an ability that costs 2 AP and 1 Anima and grants all of your allies an immediate full turn that they can take in any order they want. During this turn, they can substitute your statistics for theirs.

Job Specialization Talents:

Striker: Frontline Fighter. Passive. When an ally makes a physical attack with the AP you gave them with Orders, they can add your Physical Accuracy to the attack roll instead of theirs if they wish.

Caster: Siege Engineer. Passive. When an ally makes a magical attack with the AP you gave them with Orders, they can add your Magical Accuracy to the attack roll instead of theirs if they wish.

Healer: Hospital Administration. Passive. When an ally uses a healing ability with the AP you gave them with Orders, they can add your Magical Attack to the healing they do instead of theirs if they wish.

Defender: Vanguard. Passive. When you use the Taunt ability on an enemy, you can designate an ally besides yourself to count as though they had used the Taunt ability instead.

Support: Effective Logistics. Passive. You apply your Standard Bearer bonus to all allies regardless of their place in the Initiative Order while you occupy this job.

Saboteur: Spymaster. Passive. When an ally inflicts a status effect with the AP you gave them with Orders, they can add your Status Accuracy to the status-inflicting roll instead of theirs if they wish.

Harlequin

Harlequins are tricksters, rebels, and gamblers who play with the forces of chance to gain the upper hand in battle. They wield claws and wear light armor, and can buff their allies' Status Accuracy while debuffing their enemies' Physical Accuracy, making them great at dealing with boss monsters and filling the Saboteur role. They also exploit risk and reward during combat, putting themselves at risk of damage in exchange for dealing much greater damage. Armor: Harlequins are proficient in light armor.

Weapon: Harlequins are proficient in wielding claws.

Buff: The Buff abilities that Harlequins gain when they take the Support class affect the target's Status Accuracy.

Debuff: The Debuff abilities that Harlequins gain when they take the Saboteur class affect the target's Physical Accuracy.

Stat Bonuses: During character creation, Harlequins get an extra +5 to their Health, +10 to their Mana, and +6 to their Initiative.

Abilities by Rank:

Rank 1- Gamble. Ranged. You gain an ability that costs 1 AP and lets you wager a total amount of HP and MP equal to your tier multiplied by 5 against an enemy. Neither of you can wager more HP or MP than you currently have, meaning that if you wager more than an enemy has they have to wager everything they have left. Then, both the player and the target roll a 1d10. If the player's roll is higher than the enemy's, the enemy loses the HP and MP they wagered, while if the player's roll is lower than the enemy's, they lose the same amount. If the roll is tied, nothing happens. If either character has a Shell, they can wager their Shell in addition to HP and MP.

Rank 2- Jubilee. Special. You can spend 2 AP on your turn to cause the Initiative order to be rerolled as though the battle were just commencing during the Effect Phase at the end of the round. The Paradigm Phase plays out as normal before the first round starts, and First Strike does not apply.

Rank 3- Instead of an ability, the Harlequin gains a permanent +1 to their Status Accuracy.

Rank 4- Instead of an ability, the Harlequin gains an additional permanent +1 to their Status Accuracy.

Rank 5- Instead of an ability, the Harlequin gains an additional permanent +1 to their Status Accuracy.

Rank 6- Double or Nothing. Passive. When you lose a roll when using the Gamble ability, you may choose to reroll in exchange for doubling your wager, assuming you have enough HP, MP, and Shell remaining to do so. If the enemy cannot match your wager, they simply wager all of their remaining HP, MP, and Shell. You must accept the results of this reroll.

Rank 7- Roulette Wheel. Passive. Whenever you call Initiative as a result of Jubilee, you may choose to call even or odd instead of a number. If you are right, your Initiative is treated as 1.5x its value, rounded down, and you always win ties. If you are wrong, your Initiative is treated as 0.75x its value, rounded down, and you always lose ties.

Rank 8- Instead of an ability, the Harlequin gains an additional permanent +1 to their Status Accuracy.

Rank 9- Instead of an ability, the Harlequin gains an additional permanent +1 to their Status Accuracy.

Rank 10- (Eidolon Ability) Spin the Revolver. Ranged. Your Eidolon gains an ability that costs 2 AP and 1 Anima that targets a single enemy. First, roll a 1d6. If the number is a 6, the enemy takes quadruple your Magical Attack base colorless magical damage. Otherwise, roll again. If the number is a 6 this time, you take damage instead of the enemy. Go back and forth until either you or the target take damage.

Job Specialization Talents:

Striker: Random Strike. Passive. When you use a physical attack, you may choose to roll a 1d10 and consult the Random Element Table at the end of this section to determine the elemental type of the attack.

Caster: Rainbow Attack. Passive. When you use a magical attack, you may choose to roll a 1d10 and consult the Random Element Table at the end of this section to determine the elemental type of the attack.

Healer: Bet Your Life. Passive. When you heal yourself or an ally, you may choose to roll a 1d10. If you roll above a 5, the healing you do is doubled. Otherwise, you heal 0 HP.

Defender: Call Bluff. Passive. When you Taunt an enemy, you may choose to roll a 1d10 against theirs. If you lose, you take double damage from them in addition to any other modifiers while they are Taunted by you. If you win, you take half damage from them in addition to any other modifiers while they are Taunted by you. If you both tie, you take damage as normal.

Support: Random Buff. Passive. When you occupy this job and you use an ability that buffs an ally's statistics, you can roll a 1d10 and consult the Random Statistic Table to see what statistic you buff. If you roll a 10, something embarrassing but benign happens instead. The GM should describe what that is.

Saboteur: Random Debuff. Passive. When you occupy this job and you use an ability that debuffs an enemy's statistics, you can roll a 1d10 and consult the Random Statistic Table to see what statistic you buff. If you roll a 10, something embarrassing but benign happens instead. The GM should describe what that is.

Random Element Table

- 1- Colorless
- 2- Fire
- 3- Water
- 4- Earth
- 5- Light
- 6- Ice
- 7- Shadow
- 8- Thunder
- 9- Wind
- 10- Wood

Random Statistic Table

- 1- Physical attack
- 2- Magical attack
- 3- Physical defense

- 4- Magical defense
- 5- Evasion
- 6- Resistance
- 7- Physical accuracy
- 8- Magic accuracy
- 9- Status accuracy