**Technique Charts**

**Sword**

Double Slash – One target, add 1/5 SPI to dmg 8 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 14 TP used.

Skull Splitter – One target, add 1/3 SPI to dmg, 25% instant KO 21 TP used.

Quadra Slash – 4 hits max, add 1/3 SPI to dmg 29 TP used.

Combo 2 – 7 hits max, add ½ SPI to dmg 38 TP used.

Ultimate Slash – 10 hits, add SPI to dmg 48 TP used.

**Bow**

Pierce – Ignore DEF, add 1/5 SPI to dmg 12 TP used.

Pelt – 4 arrows, add 1/5 SPI to dmg 21 TP used.

Combo 1 – 3 hits max, add 1/3 SPI to dmg 30 TP used.

Power Shot – 2 hits, 40% instant KO, add ½ SPI to dmg 40 TP used.

Flurry of Arrows – 10 hits, add SPI to dmg 48 TP used.

**Spear**

Jump – Leap in air 1st turn, land 2nd turn, add 1/5 SPI to dmg 8 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 14 TP used.

Impaler – Splash dmg, 25% instant KO, add 1/3 SPI to dmg 21 TP used.

Combo 2 – 7 hits max, add 1/3 SPI to dmg 29 TP used.

Combo 3 – 10 hits max, add ½ SPI to dmg 38 TP used.

Twirler – Hits all targets around user, add SPI to dmg 48 TP used.

**Shield**

Defender – Times DEF by 2, Duration = 5 turns 8 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 14 TP used.

Shield Throw – Ignore Evasion, add 1/3 SPI to dmg 24 TP used.

Combo 2 – 7 hits max, add 1/3 SPI to dmg 29 TP used.

Mirror Shield – Add 50 to all resistances, duration = 5 turns 38 TP used.

Mighty Bash – Splash, 50% instant KO, add SPI to dmg 48 TP used.

**Blood**

Blood Lust – ½ DEF, 2 times ATK, AGI, duration = 5 turns 10 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 14 TP used.

Blood Sword – Splash, absorbs ½ HP from dmg, add 1/3 SPI to dmg 25 TP used.

Combo 2 – 7 hits max, add 1/3 SPI to dmg 30 TP used.

Cleave – All enemies, 1 hit each, add ½ SPI to dmg 42 TP used.

Frenzy – Hits all targets around user, add SPI to dmg 48 TP used.

**Whip**

Wrap – One target, add 1/5 SPI to dmg, paralyze, 1/5 tech dmg for 3 turns 10 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 14 TP used.

Combo 2 – 7 hits max, add 1/3 SPI to dmg 25 TP used.

Whip Hurl – 2 targets, 75% blown away, add ½ SPI to dmg 36 TP used.

Power Combo – 12 hits max, rest for 1 turn, add SPI to dmg 50 TP used.

**Hammer**

Stun – One target, add 1/5 SPI to dmg, paralyze 1 turn 8 TP used.

Hammer Throw – One target, splash dmg, add 1/5 SPI to dmg 15 TP used.

Combo 1 – 4 hits max, add 1/5 SPI to dmg 19 TP used.

Ground Cleave – All, add ¼ SPI to dmg 26 TP used.

Combo 2 – 7 hits max, add 1/3 SPI to dmg 32 TP used.

Hammer Storm – add ½ SPI to dmg, hits=hammers on user 50 TP used.

**Sliver**

Slash – add ¼ SPI to dmg 15 TP used.

Combo 1 – 4 hits max, add 1/3 SPI to dmg 28 TP used.

Dance of Doom – 8 hits max, add ½ SPI to dmg, rest for 1 turn 50 TP used.

**Word**

Preach – adds a 5% bonus to INT, duration= 5 turns, one target 3 TP used.

Enrage – adds a 5% bonus to STR, duration= 5 turns, one target 6 TP used.

Pray – adds a 5% bonus to DEF, duration= 5 turns, one target 9 TP used.

Hope – adds a 5 % bonus to MGDEF, duration= 5 turns, one target 12 TP used.

Combo 1 – 4 hits max, adds ¼ SPI to dmg 23 TP used.

Negotiate – 50% chance to negotiate with a target for anything 32 TP used.

Cutting Words – 50% chance to instantly kill target 40 TP used.

Quick Words – 50% chance to perform another action instantly 50 TP used.

**Fist**

Barrage – 4 hits max, add 1/5 SPI to dmg 10 TP used.

Super Combo – 8 hits max, add ¼ SPI to dmg 20 TP used.

Flurry – 12 hits max, add 1/3 SPI to dmg 30 TP used.

Hyper Combo – 15 hits max, add ½ SPI to dmg 40 TP used.

Fists of Fury – 20 hits max, add SPI to dmg 50 TP used.

**Dragon**

Fire Breath – 25% burn, add 1/5 SPI to dmg 10 TP used.

Dragon Dust – All allies, +10 all stats, duration 5 turns 25 TP used.

Dragon Breath – 25% status of element, add ½ SPI to dmg 40 TP used.

Ancient Combo – 15 hits max, rest for 3 turns, add SPI to dmg 50 TP used.

**Underworld**

Dance of the Devil – Self, adds +20 ATK, DEF, duration 5 turns 15 TP used.

Shadow Combo – 100% hit rate, 8 hits max, add ½ SPI to dmg 27 TP used.

Unholy Bind – 100% hit rate, paralyzes target, duration 9 turns 38 TP used.

Slaughterhouse – 100% hit rate, 17 hits max, add SPI to dmg 50 TP used.

**Crystal**

Holy Light – All allies, heals all HP, MP, and TP 18 TP used.

Crystal Strike – One target, 10 hits max, add ½ SPI to dmg 24 TP used.

Purify – All, heals allies HP full, deals ¾ HP dmg to enemies 40 TP used.

Create Crystal – Creates a crystal to rebirth the Crystalis from 50 TP used.

**TECHNIQUES**

Extra Hit +50% TP

Extra Target +100% TP

Splash +50% TP

All enemies +200% TP

All No change

Statuses Same differences as MP/2 (see above)

Weapon Mixes +200% TP each weapon

Also, with each new tech derived, a name will need to be chosen by the user. Moves and motion of the techniques will need to be described.