

### **Ancel**

- Hard Slash (2 SP): Deals a moderate amount of damage
- Wave Slash (3 SP): Deals damage to all enemies
- Chain (6 SP): Prevents enemies from advancing for one turn

### **Lorane**

- Thunder (2 SP): Deal lightning damage to an enemy
- Fire (2 SP): Deal fire damage to an enemy
- Blizzard (2 SP): Deal ice damage to an enemy
- Comet (5 SP): Deals moderate non-elemental damage to an enemy
- Holy (6 SP): Deals significant light damage to all enemies

### **Raflahn**

- Dark (2 SP): Deal dark damage to an enemy
- Soul Drain (4 SP): Damage an enemy and restore a small amount of SP
- Meteor (6 SP): Deals significant non-elemental damage to all enemies

### **Younn**

- Spinning Edge (3 SP): Deals damage to all enemies
- Raiton (3 SP): Deals moderate lightning damage
- Shuriken (2 SP): Deals moderate damage