

FIRE EMBLEM

The Further Journeys



Player's Handbook

Beta 2.3 Abridged

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Being in combat where the player or allied character can't fight back: 1 EXP

Being in combat where the player or allied character doesn't deal damage: 1 EXP

Being in combat where the above conditions don't apply: 2 EXP

Defeating an enemy clearly weaker than you: 2 EXP

Defeating an enemy roughly equal to your level: 3 EXP

Defeating an enemy clearly stronger than you: 5 EXP

Defeating an enemy boss: 30 EXP

Using the Perform skill: 2 EXP

Using a staff: 80/QL EXP

Successfully stealing an item from an enemy: 5 EXP

| | | |
|-------------------|-------------|------------------|
| Anima Trainee | Mage | Mage Knight |
| | | Sage |
| | Scholar | Virtuoso |
| | | Baron |
| | Tactician | Commander |
| Archer Trainee | Archer | Battle Mage |
| | | Sniper |
| | Nomad | Nomad Healer |
| | | Nomad Ranger |
| | Outlaw | Assassin |
| Dark Trainee | Scholar | Vigilante |
| | | Baron |
| | Shaman | Virtuoso |
| | | Druid |
| | Necromancer | Summoner |
| Fighter Trainee | Fighter | Dark Rider |
| | | Dread Fighter |
| | Bandit | Warrior |
| | | Mountain Warrior |
| | Pirate | Berserker |
| Light Trainee | Ascetic | Swashbuckler |
| | | Crusader |
| | Monk | Inquisitor |
| | | Bishop |
| | Hunter | Battle Mage |
| Performer Trainee | Bard | Holy Guard |
| | | Lore Master |
| | Trickster | Enchanter |
| | | Illusionist |
| | Dancer | Dancing Blade |
| | | Trouper |

| | | |
|-------------------|---------------|---------------|
| Priest Trainee | Butler | Bodyguard |
| | | Steward |
| | Priest | Bishop |
| | | Saint |
| | Troubadour | Holy Guard |
| Rider Trainee | | Valkyrie |
| | Pegasus Rider | Falcon Knight |
| | | Wyvern Hunter |
| | Wyvern Rider | Wyvern Knight |
| | | Duke Knight |
| Soldier Trainee | Cavalier | Paladin |
| | | General |
| | Knight | Great Knight |
| | | Sentinel |
| | Soldier | Templar |
| Swordsman Trainee | Fencer | Shadow Sword |
| | | Swashbuckler |
| | Mercenary | Commander |
| | | Hero |
| | Myrmidon | Samurai |
| | Swordmaster | |
| Thief Trainee | Scavenger | Wanderer |
| | | Bounty Hunter |
| | Thief | Rogue |
| | | Assassin |
| | Outlaw | Vigilante |

$$Hit = [Weapon\ Hit\ Rate + (SKL * 2) + (LCK/2)]$$

$$AS = [SPD - (Weapon\ Weight - (CON + Proficiency\ Bonus))].$$

$$E = 0, \quad D = 1, \quad C = 2, \quad B = 3, \quad A = 5, \quad S = 8$$

$$Eva = (AS * 2 + LCK)$$

$$Crit = (SKL/2 + Weapon\ Critical\ Rate)$$

$$Staff\% = Staff\ Hit + [(MAG - enemy's\ RES) * 5] + SKL - (Distance\ between\ units * 2)$$

$$Dance\% = Dance\ Hit + [(SKL - enemy's\ LCK) * 5] + STR$$

Terrain

Indoors/Outdoors: Maps and parts of them can be designated as outdoors or indoors. Flying units indoors can't fly over walls or difficult terrain, so they behave like Horseback units in those conditions, but they don't lose their vulnerability to bows or certain magic types.

Plains/Floor: There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Snag: They're obstacles with 20 to 40 HP, and can be attacked. They usually have 0 Defense and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. Reducing this to 0 HP forms a bridge that can be crossed with no movement penalty.

Wall: Only fliers can cross it, unless the map is considered Indoors, in which case there's a ceiling blocking the way.

Wall (weak): They're obstacles with 20 to 50 HP, and can be attacked. They have 5-10 Defense and any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon. Reducing this to 0 HP opens a larger hole in the wall, allowing units to pass through with no movement penalty.

Door: Blocks off any movement through that space. Someone with a Door Key or a Lockpick, or a Rogue using their special ability, can unlock the door and open it, allowing units to pass through. Alternately, it can be broken down. All doors have 30-50 HP, 5-15 Defense and 0-10 Resistance, and follow the same rules as other obstacles.

River: Rivers generally can't be traversed unless a ford is present. Flying units can cross Rivers without problems, and can end their turn on it. Units with Levitation can step onto a River for 2 MOV, but cannot end their turn on a River. Units with Water Walk can step onto a River for 2 MOV, and can end their turn on a River space.

Forest: It costs 2 MOV to step onto a Forest space, and it costs 4 MOV for units with Horseback. As long as a unit is on Forest terrain, they gain a +1 Damage Reduction, and a +15 bonus to Evasion. Flying Units ignore the bonuses and the movement cost. Some Forests may be Deep Forests, increasing the cost to 3 MOV and making it impossible for Horseback units to enter, but the evasion bonus is increased to +30. Pillars indoors work similarly to Forests, but there is no Deep equivalent.

Sand: There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Desert/Snow: Foot units lose 1 MOV and Units with Horseback lose their +2 MOV when they start their turn on Desert Terrain. Flying Units and units with Levitation ignore this effect.

Hill: It costs 3 MOV to step onto a Hill terrain. Units with Horseback cannot attempt to enter this terrain. Grants a +2 Damage Reduction, and +20 to Evasion.

Mountain: Impassable except to units with Mountain Walk or Flying Units. Mountain Walk allows traversing at 4 MOV cost. If a unit is on this terrain, they gain a +2 Damage Reduction, and +30 to Evasion. Certain parts of the terrain can be designated Peaks; only Flying units can pass through these highest points.

Fort: Units on Forts gain a +10 bonus to Evasion. Also, at the start of their turn, the unit on this space makes use of the medical stockpile to recover 10% of their maximum HP. Certain terrain

fixtures, like Thrones, Gates, or special Magic Circles, can share the same defensive and restorative properties as Forts.

Water: Water can't be crossed by units without Flying or Water Walk. Water Walk allows swimming at 2 MOV cost. However, being in Water grants a +5 bonus to Evasion.

Ailments

Certain attacks and skills can inflict ailments on units. An ailment afflicting a unit has a "timer", which ticks down by 1 each time the unit's phase ends. When the timer reaches 0, the unit is cured of the ailment, ending the effect. A unit can be afflicted by multiple unique ailments at once; in this case, each has its own timer. If an ailment is inflicted on a unit who already has it, it is extended to match the new duration, if longer.

Poison: At the start of the Phase of the unit afflicted with Poison, they suffer 1d5+1 damage. Poison can reduce a unit to 0 HP.

Sleep: A unit afflicted with this status ailment is immobile and unable to take action. Any attacks against them will automatically hit. If they are hit by an attack, the Sleeping character wakes up.

Silence: Units who are Silenced are unable to use Tomes, Staves, Performances or Activated Class or Character Skills.

Addle: Units under the effect of Addle lose the strength to wield physical weaponry, but can still use items.

Paralyze: The unit afflicted with Paralysis is unable to move or take action, and attacks against them automatically hit. However, units who are Paralyzed cannot be knocked out of their Paralysis by enemy attacks, and must be cured, or wait for the duration to wear off.

Berserk: Characters who are Berserk become controlled by the GM, and must move towards the single closest target, friend or foe. In the case of a tie, the friend is prioritized. Characters that are Berserk attack to inflict the most damage to their target. Units incapable of attacking are instead inflicted with Fear.

Fear: A character afflicted with Fear cannot take a proper action during their next turn; instead, they must use their Move to get as far away from the thing that inflicted Fear on them. On top of that, their MOV is cut in half.

Turncoat: Controlled either by the inflicting enemy or the GM, a turned unit will not be able to attack their enemies, supporting and healing them instead, and will attack their allies instead.

Affinity and Supports

| | |
|----|---------|
| 1 | Fire |
| 2 | Wind |
| 3 | Anima |
| 4 | Light |
| 5 | Dark |
| 6 | Thunder |
| 7 | Ice |
| 8 | Water |
| 9 | Heaven |
| 10 | Earth |

| Element | DMG | DR | Hit | Eva | Crit | Dodge |
|---------|------|------|------|------|------|-------|
| Fire | +0.5 | +0.0 | +2.5 | +0.0 | +5.0 | +0.0 |
| Wind | +0.0 | +0.0 | +2.5 | +2.5 | +5.0 | +0.0 |
| Anima | +1.0 | +0.0 | +0.0 | +0.0 | +5.0 | +0.0 |
| Light | +0.0 | +0.5 | +2.5 | +0.0 | +5.0 | +0.0 |
| Dark | +0.5 | +0.0 | +0.0 | +2.5 | +5.0 | +0.0 |
| Thunder | +0.0 | +0.5 | +0.0 | +2.5 | +0.0 | +5.0 |
| Ice | +0.0 | +1.0 | +0.0 | +0.0 | +0.0 | +5.0 |
| Water | +0.5 | +0.5 | +0.0 | +0.0 | +0.0 | +5.0 |
| Heaven | +0.0 | +0.0 | +5.0 | +0.0 | +0.0 | +5.0 |
| Earth | +0.0 | +0.0 | +0.0 | +5.0 | +0.0 | +5.0 |

Support Ranks

| | | | | |
|---|---|---|---|---|
| First Class Level 1 | C | C | - | - |
| First Class Level 4 | B | C | - | - |
| First Class Level 8 | B | C | C | - |
| First Class Level 12 | B | B | C | C |
| First Class Level 16 | A | B | C | C |
| First Class Level 20/Promoted Class Level 1 | A | B | B | C |
| Promoted Class Level 5 | A | A | B | C |
| Promoted Class Level 10 | S | A | B | C |

Skills

Some skills are labeled as "Free" which means it can be selected without cost. Likewise, there are some skills labeled at "Cost" which means that, to be selected, your character's Progression Rate is reduced from 330 to 300.

Adept

Free, Chance Effect

After you hit an attack, there is a Skill % chance you will get an immediate additional attack in. This skill does not activate on an attack activated by this skill.

Adept+

Cost, Chance Effect

After you hit an attack, there is a (Skill + Luck) % chance you will get an immediate additional attack in. This skill does not activate on an attack activated by this skill.

Awareness

Free, Passive Effect

Negates enemy Character Skills, Class Skills, and Personal Skills (but not Faults).

Blossom

Free, Passive Effect

You can choose a third Preferred Stat, and gain a minimum of 3 stats per level. The cap of the first Preferred Stat is raised by 2.

Cancel

Free, Chance Effect

When you attack an enemy, there is a (Speed + Luck) % chance you'll force them to skip one counter attack. When counterattacking this can also skip an enemy's follow up attack against you.

Cancel+

Cost, Chance Effect

When you attack an enemy, their total number of attacks is reduced by one. When counterattacking, there is a (Speed + Luck) % chance you'll force the enemy to skip one follow up attack against you.

Celerity

Free, Passive Effect

You gain +1 MOV.

Celerity+

Cost, Passive Effect

You gain +2 MOV.

Center

Free, Passive Effect

At the start of your turn, your character recovers HP equal to their Strength stat. Characters that are able to use Physical weapons can't have this skill. If a character with this skill obtains proficiency in Physical weapons they can pick another Free skill.

Charisma

Free, Passive Effect

Allied units within 3 spaces of your character gain +10 bonus to Hit and Evasion. The owner of this skill does not gain the bonus. Multiple sources of Charisma do not stack.

Charisma+

Cost, Passive/Activated Effect

Allied units within 3 spaces of your character gain +10 bonus to Hit and Evasion. The owner of this skill does not gain the bonus, but you can use your action to have your character gain the bonus and boost it for your allies to +15 Hit and Evasion. Multiple sources of Charisma do not stack.

Counter

Free, Chance Effect

When you take damage from a melee attack, there is a (Skill + Luck) % chance of the enemy also suffering the damage you took. This does not count as your regular counter attack, allowing you to still make it.

Counter+

Cost, Chance Effect

When you take damage from an attack at 1-2 range, there is a (Skill + Luck) % chance of the enemy also suffering the damage you took. This does not count as your regular counter attack, allowing you to still make it.

Daunt

Free, Passive Effect

Enemy units within 3 spaces of your character suffer a -5 penalty to Hit, Evasion and Critical. Multiple sources of Daunt do not stack.

Daunt+

Cost, Passive Effect

Enemy units within 3 spaces of your character suffer a -5 penalty to Hit, Evasion and Critical. Multiple sources of Daunt do not stack. If you kill an enemy in your phase, the penalty is doubled for 1 full turn.

Deep Pockets

Free, Passive Effect

You have 2 additional inventory slots.

Discipline

Free, Passive Effect

Every tenth level in your Total Level lets you choose 1 Weapon Subcategory you can use to increase by 1 Rank (ex: C → B). When using a weapon you gain a bonus depending on your rank in its subcategory: C → +2.5 Hit; B → +5 Hit; A → +7.5 Hit +2.5 Crit; S → +10 Hit, +5 Crit.

Fortune

Free, Passive Effect

Enemies cannot roll for Critical Hits on this character.

Gamble

Free, Activated Effect

When you make an attack, you can increase your Critical Rate by 15, but your final Hit Rate is reduced by 20 for the duration of that combat.

Gamble+

Cost, Activated Effect

When you make an attack, you can increase your Critical Rate by sacrificing Hit Rate at a 1:1 ratio, starting at +10 Critical Rate and -15 Hit rate, for the duration of that combat.

Guard

Free, Activated Effect

If you're adjacent to an allied character and they are targeted by an attack, you can declare yourself the target. This doesn't take an action, but you can only cover for one ally per turn.

Guard+

Cost, Activated Effect

If you're adjacent to an allied character and they are targeted by an attack, you can declare yourself the target. This doesn't take an action, and you can cover any number of allies per turn.

Ignis

Free, Chance Effect

When you hit an attack, there is a (Skill + Luck) % chance that you gain half your Magic or Strength as bonus damage, depending if your attack is Physical or Magical respectively.

Imbue

Free, Passive Effect

At the start of your turn, your character recovers HP equal to their Magic stat. Characters that are able to use Magical weapons can't have this skill. If a character with this skill obtains proficiency in Magical weapons they can pick another Free skill.

Luna

Free, Chance Effect

When you hit an attack, there is a Skill % chance that you ignore half of the enemy's defensive stat.

Luna+

Cost, Chance Effect

When you hit an attack, there is a (Skill + Luck) % chance that you ignore half of the enemy's defensive stat.

Maturity

Free, Passive Effect

You get +5 Progression points to all your stats.

Miracle

Free, Chance Effect

If an attack against you would reduce you to 0 HP, there is a (Luck*2) % chance that you will survive with 1 HP. This skill will not activate if you are at 1 HP already.

Miracle+

Cost, Chance Effect

If an attack against you would reduce you to 0 HP, there is a (Luck*2) % chance that it will halve your HP instead. This skill will not activate if you are at 1 HP.

Nullify

Free, Passive Effect

Negates enemy weapon's effective bonus from one category (Ex: if you pick Nullify as a Wyvern Rider, either Thunder or Bows won't deal effective damage).

Nullify+

Cost, Passive Effect

Negates enemy weapon's effective bonus (Ex: if you pick Nullify as a Wyvern Rider, Thunder and Bows won't deal effective damage).

Parity

Free, Activated Effect

When activated, you and your opponent gain no bonuses from Terrain, Supports, or Carried Items, and Class, Character, and Personal skills (and faults) are negated, excluding Parity, making this battle based on Stats alone.

Pass

Free, Passive Effect

You can move through enemy units during your turn. You cannot end your turn on an enemy unit.

Provoke

Free, Passive Effect

If an enemy that can attack you tries to attack an ally, there's a 50% chance that the enemy will be forced to attack you.

Renewal

Free, Passive Effect

At the start of each Player turn, you regain HP equal to 1/5 of your Maximum HP, rounded down.

Resolve

Cost, Passive Effect

While your HP is at 30% Maximum or Less, your Skill and Speed stats receive a 50% bonus, rounded down.

Savior

Free, Passive Effect

Rescuing and Dropping no longer use up your Action. You can rescue a unit and drop them in the same turn.

Stillness

Free, Passive Effect

If an enemy that can attack an ally tries to attack you, there's a 50% chance that the enemy will be forced to attack someone else.

Sol

Free, Chance Effect

When you hit an attack, there is a (Skill + Luck) % chance that you recover the damage the enemy takes as HP. You can't regain more HP than the enemy has remaining.

Taunt

Free, Activated Effect

At the end of your turn, you can taunt an enemy within 3 spaces to force them to attack you on their turn. If the enemy can't attack you this will have no effect.

Vantage

Free, Passive Effect

If your HP is at 30% Maximum or Less, you get to counterattack first if an enemy attacks you.

Vantage+

Cost, Passive Effect

If your HP is at 40% Maximum or Less, you get to counterattack first if an enemy attacks you, and any follow ups you make happen immediately after your first attack or counterattack.

Weapon Saver

Free, Chance Effect

When you make an attack, there is a (Luck*2) % chance your equipped weapon will not degrade in quality.

Wrath

Free, Passive Effect

While your HP is at 30% Maximum or Less, you gain a +30 bonus to Critical.

Wrath+

Cost, Passive Effect

While your HP is at 40% Maximum or Less, you gain a +40 bonus to Critical.

Common Class Skills

Some classes share certain skills. Any class that doesn't have this listed on their page doesn't have it.

Horseback

While mounted, this unit gains +2 MOV, and a +14 bonus to their Aid stat.

Pegasus

While mounted, this unit gains +2 MOV, and a +12 bonus to their Aid stat. In addition they can fly: on outdoor maps they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles.

Wyvern

While mounted, this unit gains +1 MOV, and a +16 bonus to their Aid stat. In addition they can fly: on outdoor maps they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles.

Dismount

This unit can choose to dismount. They lose all the bonuses they had while mounted, but are able to traverse rough terrain without further penalty, and are no longer vulnerable to their mount's weaknesses. After Dismounting, this unit can later Mount. Mounting and Dismounting both take up an action.

Canto

After their action, this unit can use their remaining MOV.

Armored

This unit has an extra 2+10% DEF/RES (depending on the damage type that attacks them) as DR.

Levitation

This unit can move unhindered across muddy terrain in rain, snowy terrain, and sand. However, Forests and Mountains still pose a problem, and this unit can't end their turn on any terrain with Water (although they can traverse Water tiles one panel across, like rivers).

Walking on Air

When this unit dismounts they gain Levitation. When this unit remounts they lose Levitation.

Lockpick

This unit can use their action to unlock doors, chests and gates.

Vision

This unit can see up to 8 tiles away in Fog of War instead of 4. They can also see traps in that range. When this unit steps next to a locked door they can see what's on the other side.

Raid

If this unit attacks a Supply Line or Obstacle, they automatically get two hits against it.

Sack

This unit can instantly destroy any Obstacle or Supply Line with a single attack. This replaces Raid.

Critical Eye

This unit gains a permanent +5 bonus to their Critical Rate. Their Critical Rate cannot go below 5.

Trainee Classes

All Trainee Classes have the following stat caps:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 9 |

Anima Trainee/Mage Pupil

Weapon Skill: Anima (E)
Starting Weapon: Fire or Wind
Preferred Stats: Skill, Magic

Promotes To: Mage, Scholar, Tactician

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 17 | 0 | 4 | 5 | 2 | 0 | 3 | 4 | 4 | 3 | 4 |

Archer Trainee/Scout

Weapon Skill: Bow (E)
Starting Weapon: Training Bow
Preferred Stats: Skill, Defense

Promotes To: Archer, Nomad, Spy

Base Stats:

| HP | STR | MAG | SKL | LCK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 4 | 1 | 5 | 2 | 3 | 1 | 4 | 4 | 3 | 4 |

Dark Trainee/Shaman Pupil

Weapon Skill: Dark (E)
Starting Weapon: Flux or Worm
Preferred Stats: Magic, Skill

Promotes To: Scholar, Shaman, Necromancer

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 0 | 5 | 5 | 0 | 0 | 3 | 3 | 5 | 4 | 4 |

Fighter Trainee/Journeyman

Weapon Skill: Axe (E)
Starting Weapon: Hatchet
Preferred Stats: Strength, Health

Promotes To: Bandit, Fighter, Pirate

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 6 | 0 | 2 | 1 | 3 | 0 | 2 | 6 | 5 | 4 |

Light Trainee/Monk Pupil

Weapon Skill: Light (E)
Starting Weapon: Lightning or Flash
Preferred Stats: Magic, Luck

Promotes To: Ascetic, Hunter, Monk/Nun

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 0 | 4 | 3 | 3 | 1 | 4 | 4 | 4 | 3 | 4 |

Performer Trainee/Performer

Weapon Skill: Performance (E)
Starting Weapon: Any E rank Performance
Preferred Stats: Luck, Speed

Special:

Perform

Through Song or Dance, the Performer can use their action to grant 1 adjacent ally an additional turn this round.

Promotes To: Bard, Dancer, Trickster

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 17 | 2 | 2 | 2 | 5 | 1 | 3 | 5 | 3 | 2 | 4 |

Priest Trainee/Acolyte

Weapon Skill: Staff (E)
Starting Weapon: Heal
Preferred Stats: Resistance, Luck

Promotes To: Butler/Maid, Priest/Sister, Troubadour/Trobairitz

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 2 | 3 | 1 | 4 | 1 | 6 | 5 | 3 | 2 | 4 |

Rider Trainee/Rider

Weapon Skill: Lance (E)
Starting Weapon: Slim Lance
Preferred Stats: Skill, Speed

Special: **Dismount, Canto**

Baby's First Mount

On character creation, the Rider can choose which of the three Mounts they'd like to use: Horse, Pegasus, or Wyvern. This will lock them to the chosen mount and its promotion.

Promotes To: Cavalier, Pegasus Rider, Wyvern Rider

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 4 | 0 | 4 | 2 | 3 | 1 | 3 | 5 | 4 | 4 |

Soldier Trainee/Recruit

Weapon Skill: Lance (E)
Starting Weapon: Slim Lance
Preferred Stats: Defense, Health

Promotes To: Cavalier, Soldier, Knight

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 4 | 0 | 3 | 1 | 5 | 0 | 2 | 5 | 4 | 4 |

Swordsman Trainee/Initiate

Weapon Skill: Sword (E)
Starting Weapon: Slim Sword or Wooden Sword
Preferred Stats: Skill, Speed

Promotes To: Fencer, Mercenary, Myrmidon

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 4 | 1 | 5 | 2 | 2 | 0 | 4 | 4 | 3 | 4 |

Thief Trainee/Drifter

Weapon Skill: Hidden (E)
Starting Weapon: Iron Dagger or Iron Knife
Preferred stats: Speed, Luck

Special: **Lockpick**

Promotes To: Scavenger, Spy, Thief

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 4 | 1 | 4 | 3 | 1 | 1 | 4 | 4 | 3 | 5 |

First Classes

All First Classes have the following stat caps:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 40 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 15 | 14 |

Archer

Weapon Skill: 1 Bow Subcategory (C), Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Defense

Special:

Ballistician

The Archer can operate Ballistae of a rank equal to their highest Bow Rank.

Overwatch

Instead of attacking, the Archer can choose to take an overwatch stance, automatically attacking the first enemy to get in their range the next enemy phase. Works with Ballistae. Combat resolves normally.

Promotes From: Archer Trainee
Promotes To: Battle Mage, Sniper
Item Required: Orion's Bolt (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 5 | 1 | 6 | 2 | 3 | 1 | 5 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +2 | +0 | +2 | +0 | +0 | +3 | +3 | 5 |

Ascetic

Weapon Skill: 1 Light Subcategory (C), Light (D)
Starting Weapon: Blessed Iron
Preferred Stats: Resistance, Defense

Special: **Levitation**

Shield of Faith

When the Ascetic deals damage, they gain +1 DEF/RES, up to a maximum of 5. This bonus resets to 0 at the beginning of the unit's phase.

Promotes From: Light Trainee
Promotes To: Crusader, Inquisitor
Item Required: Faith Icon (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 0 | 4 | 3 | 4 | 4 | 5 | 4 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +1 | +1 | +0 | +3 | +1 | +0 | +2 | +2 | 5 |

Bandit

Weapon Skill: 1 Axe Subcategory (C), Axe (D)
Starting Weapon: Iron Axe
Preferred Stats: Strength, Health

Special: **Raid**

Mountain Walk

The Bandit can traverse Mountains, where other units can't. In addition, the Bandit only needs 2 MOV to move onto Hills.

Reckless Strike

On their turn the Bandit can choose to gain up to +5 DMG, but in every combat they take part of, the enemy will also gain the same bonus. This lasts until the Bandit's next phase.

Promotes From: Fighter Trainee
Promotes To: Berserker, Mountain Warrior
Item Required: Ocean Seal (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 24 | 7 | 0 | 2 | 0 | 3 | 0 | 3 | 11 | 10 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +0 | +0 | +0 | +0 | +1 | +5 | +5 | 5 |

Bard

Weapon Skill: 1 Performance Subcategory (C), Performance (D)
 Starting Weapon: Any E rank Performance
 Preferred Stats: Luck, Speed

Special:

Play

The Bard is able to play a song for any 2 adjacent allies who have already used their action. The characters can act again. At the same time, the Bard can also choose to use a performance item to apply its effect to performance targets. Alternatively, the Bard may choose to use a performance item on up to two targets without refreshing the targets turn. This skill overwrites Perform.

Promotes From: Performer Trainee
 Promotes To: Enchanter, Lore Master
 Item Required: Artistic Mark (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 2 | 4 | 3 | 7 | 1 | 4 | 7 | 4 | 3 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +2 | +0 | +2 | +0 | +2 | +2 | +1 | +1 | 5 |

Butler / Maid

Weapon Skill: Staff (D), Hidden (D)
 Starting Weapon: Heal, Iron Knife
 Preferred Stats: Magic, Luck

Special:

Live to Serve

When the Butler/Maid heals an ally, they recover half the healed amount themselves.

Promotes From: Priest Trainee
 Promotes To: Bodyguard, Steward
 Item Required: Hero's Crest (Bodyguard), Guiding Ring (Steward)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 3 | 4 | 4 | 4 | 3 | 5 | 6 | 5 | 4 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +1 | +1 | +1 | +0 | +1 | +2 | +1 | +2 | +2 | 5 |

Cavalier

Weapon Skill: Sword (D), Lance (D)
Starting Weapon: Iron Sword or Iron Lance
Preferred Stats: Pick two: Strength, Skill, Speed, Defense, Health

Special: **Horseback/Dismount/Canto**

Triangle Adept

The Cavalier doesn't suffer the damage penalty from Weapon Triangle Disadvantage, and their WTA bonuses are doubled. This doesn't affect the enemy's bonuses or penalties.

Promotes From: Rider Trainee, Soldier Trainee
Promotes To: Paladin, Duke Knight
Item Required: Knight's Crest (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 5 | 0 | 5 | 2 | 4 | 1 | 5 | 8 | 7 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +1 | +0 | +1 | +1 | +1 | +3 | +3 | 5 |

Dancer

Weapon Skill: Performance (D), Sword (D)
Starting Weapon: Iron Sword
Preferred Stats: Luck, Strength

Special:

Dance

The Dancer is able to perform a dance for any 2 allies within 2 spaces near the user who has already used their action. The characters can act again. In addition, when using performance items the Dancer can affect 2 units within 2 spaces with them. This skill overwrites Perform.

Promote From: Performer Trainee
Promotes To: Dancing Blade, Trouper
Item Required: Artistic Mark (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 4 | 2 | 3 | 7 | 2 | 3 | 7 | 4 | 3 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +2 | +0 | +1 | +2 | +1 | +0 | +2 | +1 | +1 | 5 |

Fencer

Weapon Skill: Sword (D), Hidden (D)

Starting Weapon: Iron Rapier

Preferred Stats: Skill, Speed

Special:

Duelist

The Fencer gains a +3 DMG bonus when battling without any allies adjacent and a +10 Critical bonus if the enemy has no other enemies adjacent.

Promotes From: Swordsman Trainee

Promotes To: Shadow Sword, Swashbuckler

Item Required: Fell Contract (Shadow Sword), Ocean Seal (Swashbuckler)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 4 | 2 | 7 | 3 | 2 | 1 | 5 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +2 | +2 | +0 | +0 | +1 | +2 | +2 | 5 |

Fighter

Weapon Skill: 1 Axe Subcategory (C), Axe (D)

Starting Weapon: Iron Axe

Preferred Stats: Strength, Skill

Special:

Forest Walk

The Fighter can traverse forest terrain without penalty.

Clear a Path

When the Fighter attacks an enemy unit on forest terrain, the enemy unit does not get the defensive bonuses from being on forest terrain. In addition, if the enemy has any effects that activate while on Forest terrain, it is ignored, except for Clear a Path.

Promotes From: Fighter Trainee

Promotes To: Dread Fighter, Warrior

Item Required: Fell Contract (Dread Fighter), Ocean Seal (Warrior)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 22 | 7 | 0 | 3 | 2 | 3 | 0 | 3 | 10 | 9 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +1 | +0 | +0 | +0 | +1 | +4 | +4 | 5 |

Hunter/Huntress

Weapon Skill: Light (D), Bow (D)
Starting Weapon: Iron Bow or Prelude
Preferred Stats: Skill, Resistance

Special:

Flush Quarry

If the Hunter hits an enemy in defensive terrain, that enemy loses the benefits of terrain until they move. In addition, if the Hunter is in defensive terrain, they gain half the Evade bonus as Hit bonus and the full DR bonus as DMG bonus.

Promotes From: Light Trainee
Promotes To: Battle Mage, Holy Guard
Item Required: Orion's Bolt (Battle Mage), Faith Icon (Holy Guard)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 19 | 3 | 4 | 5 | 3 | 1 | 4 | 5 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +1 | +3 | +1 | +0 | +0 | +1 | +2 | +2 | 5 |

Knight

Weapon Skill: 1 Lance, Axe or Sword Subcategory (C), Lance, Axe or Sword (D)
Starting Weapon: Iron Lance, Iron Axe or Iron Sword
Preferred Stats: Defense, Health

Special: **Armored**

Hold the Line

Any enemy that steps on an unoccupied tile adjacent to the Knight has their MOV reduced to 0.

Promotes From: Soldier Trainee

Promotes To: General, Great Knight
Item Required: Knight's Crest (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 22 | 5 | 0 | 3 | 1 | 9 | 1 | 2 | 9 | 8 | 4 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +0 | +0 | +4 | +1 | +0 | +4 | +4 | 4 |

Mage

Weapon Skill: 1 Anima Subcategory (C), Anima (D)
Starting Weapon: Fire, Wind, or Thunder
Preferred Stats: Skill, Magic

Special: **Levitation**

Mark of Magic

After the Mage makes a successful hit on a target, allied units gain +5 Hit, Evade, and Crit against the target until the end of the phase.

Promotes From: Anima Trainee
Promotes To: Mage Knight, Sage
Item Required: Guiding Ring (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 0 | 6 | 7 | 3 | 0 | 5 | 5 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +2 | +2 | +1 | +0 | +2 | +1 | +2 | +2 | 5 |

Mercenary

Weapon Skill: 1 Sword Subcategory (C), Sword (D)
Starting Weapon: Iron Blade
Preferred Stats: Skill, Strength

Special:

Mordhau

The Mercenary can choose to trade Critical (after enemy Dodge) for DMG on their turn, at a 5 to 1 ratio, up to +5 DMG.

Promotes From: Swordsman Trainee

Promotes To: Commander, Hero
Item Required: Hero's Crest (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 21 | 5 | 1 | 6 | 2 | 2 | 0 | 5 | 8 | 7 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +1 | +0 | +0 | +0 | +1 | +4 | +4 | 5 |

Monk / Nun

Weapon Skill: 1 Light Subcategory (C), Light (D)
Starting Weapon: Lightning
Preferred Stats: Resistance, Skill

Special: **Levitation**

Faith

The Monk/Nun can enter Faith state on their turn (before they attack), halving the final damage they deal until their next phase. During this time, all enemy attack and critical rolls made against them must be rolled a second time, and the higher (less favorable) result is used.

Promotes From: Light Trainee
Promotes To: Bishop, Inquisitor
Item Required: Faith Icon (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 0 | 5 | 4 | 5 | 1 | 7 | 5 | 5 | 4 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +1 | +2 | +1 | +0 | +3 | +1 | +1 | +1 | 5 |

Myrmidon

Weapon Skill: 1 Sword Subcategory (C), Sword (D)
Starting Weapon: Iron Sword
Preferred Stats: Speed, Skill

Special:

Leaf on the Wind

The Myrmidon can enter Leaf on the Wind state on their turn (before they attack), gaining a bonus to evasion equal to (SKL*2) until their next phase, but halving the final damage they deal. The bonus to evasion caps at +40.

Promotes From: Swordsman Trainee
Promotes To: Samurai, Swordmaster
Item Required: Hero's Crest (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 5 | 1 | 6 | 3 | 2 | 0 | 7 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +1 | +0 | +2 | +1 | +0 | +0 | +3 | +2 | +2 | 5 |

Necromancer

Weapon Skill: Choose 1 Dark Subcategory (C), Dark (D)
Starting Weapon: Flux
Preferred Stats: Magic, Health

Special: **Levitation**

Draw Life

The Necromancer recovers 20% of any damage they deal as HP.

Promotes From: Dark Trainee
Promotes To: Dark Rider, Summoner
Item Required: Fell Contract (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 21 | 0 | 7 | 6 | 0 | 2 | 4 | 3 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +2 | +1 | +0 | +2 | +1 | +0 | +2 | +2 | 5 |

Nomad / Bow Knight

Weapon Skill: Choose 1 Bow Subcategory (C), Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Hit and Run

After making an attack, the Nomad gains a +2 bonus to their MOV until the end of their turn. This effect only activates after the Nomad makes an attack, and does not activate if they take any other action.

Promotes From: Archer Trainee
Promotes To: Nomad Healer, Nomad Ranger
Item Required: Orion's Bolt (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 5 | 1 | 7 | 2 | 3 | 1 | 6 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +2 | +0 | +0 | +0 | +2 | +3 | +3 | 5 |

Outlaw

Weapon Skill: Bow (D), Hidden (D)
Starting Weapon: Iron Dagger, Iron Bow
Preferred Stats: Skill, Luck

Special: **Lockpick, Vision**

Sidearm

If the Outlaw is attacked from outside their equipped weapon's range, they automatically equip the first weapon from a different category that they can counterattack with if they have one in their inventory.

Promotes From: Archer Trainee, Thief Trainee
Promotes To: Assassin, Vigilante
Item Required: Fell Contract (Assassin), Treasure Mark (Master Spy)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 19 | 4 | 0 | 6 | 3 | 2 | 1 | 7 | 6 | 5 | 6 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +2 | +0 | +0 | +0 | +2 | +2 | +2 | 6 |

Pegasus Rider

Weapon Skill: 1 Lance Subcategory (C), Lance (D)
Starting Weapon: Iron Javelin
Preferred Stats: Speed, Resistance

Special: **Pegasus/Dismount/Canto**

Anti-Magic

When the Pegasus Rider is in combat with units with Levitation, they gain a +3 DMG and +3 RES bonus against them.

Promotes From: Rider Trainee
Promotes To: Falcon Knight, Valkyrie
Item Required: Elysian Whip (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 4 | 0 | 5 | 3 | 2 | 5 | 6 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +0 | +0 | +1 | +0 | +2 | +3 | +2 | +2 | 5 |

Pirate

Weapon Skill: 1 Axe Subcategory (C), Axe (D)
Starting Weapon: Hand Axe
Preferred Stats: Speed, Health

Special: **Raid**

Sea Walk

The Pirate can traverse and end their turn on Water Terrain, at a cost of 2 MOV per tile, where other units can't without flying.

Rapid Strike

When attacking the Pirate can choose to do an extra attack at the end of the normal order, but this extra attack deals half damage and all attacks have -20 Hit penalty. This doesn't affect the enemy's attacks.

Promotes From: Fighter Trainee
Promotes To: Berserker, Swashbuckler
Item Required: Ocean Seal (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 22 | 9 | 0 | 3 | 1 | 3 | 0 | 3 | 9 | 8 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +3 | +0 | +1 | +0 | +0 | +0 | +2 | +3 | +3 | 5 |

Priest / Sister

Weapon Skill: 1 Staff Subcategory (C), Staff (D)
Starting Weapon: Heal
Preferred Stats: Resistance, Luck

Special: **Levitation**

Self-Healing

At the start of each allied round, the Priest/Sister regains Health, if they are equipped with a Healing or Buffing staff, equal to half their Magic rounded down. If they equipped a Status Ailment Healing or Inflicting Staff, their condition is returned to normal instead.

Promotes From: Priest Trainee
Promotes To: Bishop, Saint
Item Required: Faith Icon (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 2 | 4 | 2 | 6 | 1 | 8 | 6 | 5 | 4 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +1 | +0 | +2 | +0 | +2 | +2 | +2 | +2 | 5 |

Scavenger

Weapon Skill: Hidden (D), Dark (D)
Starting Weapon: Iron Dagger or Flux
Preferred Stats: Skill, Luck

Special: **Lockpick, Vision**

Scavenge Gold

The first time the Scavenger lands an attack on an enemy target, they steal a sum of gold, equal to 100 from First Tier enemies, and 200 from Promoted enemies. The Scavenger can only steal from a particular enemy once per battle, but can potentially steal from every deployed enemy on the field.

Promotes From: Thief Trainee
Promotes To: Bounty Hunter, Wanderer
Item Required: Treasure Mark (Bounty Hunter), Fell Contract (Wanderer)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 17 | 4 | 3 | 5 | 5 | 2 | 1 | 6 | 7 | 6 | 6 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +1 | +2 | +1 | +2 | +0 | +0 | +2 | +3 | +3 | 6 |

Scholar

Weapon Skill: Anima (D), Dark (D)

Starting Weapon: Flux or Thunder

Preferred Stats: Skill, Magic

Special: **Levitation**

Arcane Barrier

Instead of attacking, the Scholar can choose to spend their action and 1 QL from a tome of their choice to give themselves a DR bonus. This bonus lasts until the Scholar uses this skill again or they are reduced to 0 HP. The bonus increases with the rank of the tome (E/D: 2; C/B: 3; A/S: 4).

Promotes From: Anima Trainee, Dark Trainee

Promotes To: Baron, Virtuoso

Item Required: Guiding Ring (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 19 | 0 | 6 | 7 | 1 | 1 | 4 | 5 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +1 | +2 | +1 | +1 | +1 | +1 | +2 | +2 | 5 |

Shaman

Weapon Skill: 1 Dark Subcategory (C), Dark (D)

Starting Weapon: Flux

Preferred Stats: Magic, Skill

Special: **Levitation**

Ancient Gamble

On their turn the Shaman can choose to reduce their SPD in exchange for MAG. Each point of SPD increases MAG by 1 and the maximum is 5 points of SPD traded. This lasts until the Shaman's next phase.

Promotes From: Dark Trainee

Promotes To: Druid, Summoner

Item Required: Guiding Ring (Druid), Fell Contract (Summoner)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 19 | 0 | 7 | 7 | 0 | 1 | 5 | 4 | 7 | 6 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +2 | +2 | +0 | +1 | +2 | +1 | +2 | +2 | 5 |

Soldier

Weapon Skill: 1 Lance Subcategory (C), Lance (D)

Starting Weapon: Iron Lance

Preferred Stats: Skill, Defense

Special:

Anti-Cavalry

The Soldier gains +15 Hit and +3 DMG against mounted units. Successful counterattacks against mounted units disable their Canto skill.

Promotes From: Soldier Trainee

Promotes To: Sentinel, Templar

Item Required: Knight's Crest (Soldier), Faith Icon (Templar)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 22 | 5 | 0 | 5 | 1 | 5 | 0 | 4 | 8 | 7 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +0 | +2 | +0 | +1 | +0 | +1 | +3 | +3 | 5 |

Tactician

Weapon Skill: 1 Anima Subcategory (C), Anima (D)

Starting Weapon: Fire

Preferred Stats: Skill, Luck

Special:

Press the Assault

When the Tactician reduces an enemy to zero HP on the former's turn, they may select an ally within 3 spaces. That ally may act again as if it was subject to a performance.

Promotes From: Anima Trainee

Promotes To: Baron, Commander

Item Required: Guiding Ring (Baron), Hero's Crest (Commander)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 19 | 0 | 5 | 7 | 4 | 2 | 3 | 5 | 5 | 4 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +1 | +2 | +2 | +2 | +0 | +1 | +1 | +1 | 5 |

Thief

Weapon Skill: 1 Hidden Subcategory (C), Hidden (D)

Starting Weapon: Iron Dagger

Preferred Stats: Speed, Luck

Special: **Lockpick, Vision**

Steal

If the Thief has a higher Speed compared to their opponent, they can use their action to attempt to steal any unequipped item, from weapons to items. In the case of a tie, Luck stats are compared, failing on another tie. The Thief must have an open inventory slot, or else the steal won't work. If the targeted item is a weapon, it cannot be currently equipped. If all conditions are met, that item is instantly added to the stealing character's inventory, and they contribute 5 EXP. Some items can be locked to inventory, preventing it from being stolen.

Footpad

After a successful Lockpick or Steal action, the Thief can use their remaining MOV as if they had Canto.

Promotes From: Thief Trainee

Promotes To: Bounty Hunter, Rogue

Item Required: Treasure Mark (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 4 | 0 | 5 | 5 | 1 | 1 | 8 | 6 | 5 | 6 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +0 | +2 | +1 | +0 | +0 | +3 | +2 | +2 | 6 |

Trickster

Weapon Skill: Performance (D), Anima (D)

Starting Weapon: Ice Shard

Preferred Stats: Luck, Magic

Special:

Bolster

The Trickster is able to invigorate any 2 adjacent allies who have already used their action. The characters can act again. In addition, when using performance items the Trickster can affect 2 adjacent units with them. This skill overwrites Perform.

Dazzle

Enemies hit by the Trickster's attacks or counterattacks suffer -10 Hit and Evade for 1 full round.

Promotes From: Performer Trainee
Promotes To: Enchanter, Illusionist
Item Required: Artistic Mark (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 2 | 4 | 3 | 6 | 2 | 4 | 7 | 4 | 3 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +2 | +1 | +1 | +1 | +1 | +2 | +1 | +1 | 5 |

Troubadour / Trobairitz

Weapon Skill: Staff (D), 1 Physical Weapon Type (D)
Starting Weapon: Heal, Iron [Weapon of Choice]
Preferred Stats: Speed, Luck

Special: **Horseback/Dismount/Canto, Walking on Air**

Healing Flow

When healing an ally with a staff, the Troubadour may choose to apply this alternate effect. The target recovers 1/3 of the HP based on this unit's normal healing, and recovers the same amount at the beginning of their next two phases. If a target of this skill is reduced to 0 HP, any remaining healing is lost.

Promotes From: Priest Trainee
Promotes To: Holy Guard, Valkyrie
Item Required: Faith Icon (Holy Guard), Elysian Whip (Valkyrie)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 17 | 4 | 4 | 3 | 5 | 2 | 4 | 5 | 6 | 5 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +2 | +1 | +2 | +1 | +0 | +0 | +0 | +3 | +3 | 5 |

Wyvern Rider

Weapon Skill: 1 Lance Subcategory (C), Lance (D)
Starting Weapon: Iron Halberd

Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

Dragon Scales

As long as the Wyvern Rider has at least (Max HP-1) Health, they gain a +5 DR.

Promotes From: Rider Trainee
Promotes To: Wyvern Hunter, Wyvern Knight
Item Required: Elysian Whip (Both)

Base Stats:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 22 | 5 | 0 | 4 | 1 | 6 | 0 | 3 | 9 | 8 | 5 |

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +1 | +0 | +1 | +0 | +0 | +4 | +4 | 5 |

Promoted Classes

All Promoted Classes have the following stat caps:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 60 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 20 | 19 |

Assassin

Weapon Skill: 1 Bow Subcategory (A), Bow (C), 1 Hidden Subcategory (A), Hidden (C)
Preferred Stats: Skill, Strength

Special: **Critical Eye**

Assassinate

On a Critical Hit, the Assassin deals 5x the final DMG instead of the usual 3x.

Vital Strike

The Assassin can trade DMG to increase their Crit, at a ratio of 5 Crit per 1 DMG.

Promotes From: Spy
Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +0 | +4 | +0 | +1 | +0 | +1 | +3 | +3 | 7 |

Baron

Weapon Skill: 1 Anima Subcategory (A), Anima (C), 1 Dark Subcategory (A), Dark (C) (if promoting from Scholar) OR 1 Light Subcategory (A), Light (C) (if promoting from Tactician)
Preferred Stats: Resistance, Defense

Special: **Armored**

Runic Armor

When the Baron is hit by an attack they gain a +1 DMG bonus, and if they don't take damage, they gain an additional +1 DMG bonus, up to +6. At the end of their phase, the bonus is reduced to 0.

Promotes From: Scholar, Tactician
Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +2 | +1 | +0 | +3 | +3 | +0 | +3 | +3 | 5 |

Battle Mage

Weapon Skill: 1 Bow Subcategory (A), Bow (C), 1 Anima Subcategory (A), Anima (C) (if promoting from Archer) OR 1 Light Subcategory (A), Light (C) (if promoting from Hunter)
Preferred Stats: Strength, Magic

Special:

Imbue Arrow

When the Battle Mage attacks with a bow or tome, they can pick a tome or bow respectively to improve their attack, using QL of both. The Battle Mage gains STR/2 or MAG/2 bonus damage if using a tome or a bow to improve their attack respectively. This skill can stack with Ignis, in which case the bonus damage becomes all of their STR or MAG.

Promotes From: Archer, Hunter/Huntress
Item Required: Orion's Bolt

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +3 | +0 | +1 | +1 | +1 | +2 | +3 | +3 | 6 |

Berserker

Weapon Skill: 1 Axe Subcategory (S), Axe (B)
Preferred Stats: Strength, Health

Special: **Sack**

Berserker Barrage

The Berserker gains a permanent +5 bonus to their Critical Rate, and on their turn they can reduce their DEF and RES to increase their Critical Rate. Each 1 point of both DEF and RES increases Critical Rate by 3. Stats cannot be lowered below 0. All stats revert to normal at the start of the Berserker's next phase.

Mountain/Sea Walk

In addition to keeping either Mountain Walk or Sea Walk from an earlier promotion of Bandit or Pirate, on promotion the Berserker gains the other skill.

Promote From: Pirate, Bandit
Item Required: Ocean Seal

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +5 | +2 | +0 | +3 | +0 | +0 | +0 | +1 | +4 | +4 | 6 |

Bishop

Weapon Skill: 1 Light Subcategory (A), 1 Staff Subcategory (A), Light (C), Staff (C)
Preferred Stat: Resistance, Luck

Special:

Sanctuary

The Bishop can use their action to give a magic shield to an adjacent ally. The shield acts as bonus HP, equal to the Bishop's Magic stat.

Promote From: Monk/Nun, Priest/Sister
Item Required: Faith Icon

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +2 | +3 | +0 | +2 | +1 | +2 | +2 | +2 | 6 |

Bodyguard

Weapon Skill: 1 Staff Subcategory (B), 1 Hidden Subcategory (B), 1 Lance Subcategory (B), Staff (C), Hidden (C), Lance (C)
Preferred Stats: Defense, Magic

Special:

Guard

The Bodyguard obtains the Guard character skill on promotion. If they already had Guard before, they can pick a different Free skill.

Promote From: Butler/Maid
Item Required: Hero's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +1 | +1 | +2 | +0 | +3 | +3 | +0 | +2 | +2 | 6 |

Bounty Hunter/Treasure Hunter

Weapon Skill: Hidden (C), Sword (C), Axe (C), Dark (C), Anima (C)

Preferred Stat: Skill, Health

Special:

Omni-Weapon

The Bounty Hunter can use any weapon in the game that's not exclusive to another class, a Staff or a Performance, including those outside their class's Weapon Skills. They can use any E Rank weapon without penalty. However, for every Rank above proficiency, they suffer a +1 Weight penalty on the weapon, potentially lowering their Attack Speed.

Steal Weapon

If the Bounty Hunter skill lands the killing blow on the enemy, their equipped weapon goes to their inventory if there's a space. The weight of all the stolen weapons in a single map can't exceed the Bounty Hunter's CON*2. At the GM's discretion, this skill can have its limits.

Promote From: Scavenger, Thief

Item Required: Treasure Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +1 | +1 | +1 | +2 | +1 | +0 | +1 | +5 | +5 | 6 |

Commander

Weapon Skill: 1 Sword Subcategory (A), 1 Anima Subcategory (A), Sword (C), Anima (C)

Preferred Stat: Magic, Strength

Special:

Rally

The Commander can, instead of attacking, choose to activate a Rallying effect, granting bonuses to nearby allies. These bonuses do not apply to themselves, and singular orders do not stack. At certain levels, the character gains new Rallies they can use.

| Order | Effect |
|---------|--|
| Ready | Allies within 3 spaces gain +10 to Hit for 3 turns |
| Aim | Allies within 3 spaces gain +10 to Crit for 2 turns |
| Fire | Allies within 3 spaces gain +3 to DMG for 1 turn |
| Hold | Allies within 3 spaces gain +3 to DEF and RES for 1 turn |
| Charge | Allies within 3 spaces gain +2 to MOV for 1 turn |
| Scatter | Allies within 3 spaces gain +20 to Evasion for 1 turn |

Tactical Sense

The Commander gains +5 Evade for each ally affected with a Rally up to +20 Evade. This lasts until the start of their next phase.

Promote From: Mercenary, Tactician

Item Required: Hero's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +2 | +2 | +1 | +1 | +1 | +2 | +2 | +2 | 6 |

Crusader

Weapon Skill: 1 Sword Subcategory (A), 1 Light Subcategory (A), Sword (C), Light (C)

Preferred Stats: Skill, Resistance

Special:

Mission from God

Once per battle, the Crusader can declare the name of one First Class unit. When entering combat with a unit of that Class or one of its promotions, the Crusader is considered to have Weapon Triangle Advantage. If the enemy has WTA against the Crusader, both effects nullify. If the Crusader already has WTA, both effects stack.

Heroic Light

Whenever the Crusader enters battle with an enemy using Dark Magic, they gain a +5 RES bonus. In addition, they have a +5 DMG bonus against Monsters and Undead.

Promote From: Ascetic

Item Required: Faith Icon

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +1 | +2 | +0 | +1 | +2 | +1 | +3 | +3 | 6 |

Dancing Blade

Weapon Skill: 1 Performance Subcategory (A), Performance (C), 1 Sword Subcategory (A), Sword (C)

Preferred Stats: Skill, Luck

Special: **Dance**

Sword Dance

The Dancing Blade is able to attack an enemy and perform a dance for any ally within 2 spaces who has already used their action. That character can act again. This skill doesn't overwrite Dance.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +0 | +2 | +1 | +2 | +0 | +3 | +2 | +2 | 6 |

Dark Rider

Weapon Skill: 1 Lance Subcategory (A), 1 Dark Subcategory (A), Lance (C), Dark (C)
Preferred Stats: Strength, Magic

Special: **Horseback/Canto/Dismount, Walking on Air**

Life Steal

When the Dark Rider takes an enemy down to 0 HP, they regain 50% of their max HP.

Promote From: Necromancer
Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +1 | +2 | +0 | +2 | +1 | +1 | +3 | +3 | 6 |

Dread Fighter

Weapon Skill: 1 Axe Subcategory (A), 1 Dark Subcategory (A), Axe (C), Dark (C)
Preferred Stats: Strength, Speed

Special:

Daunt

The Dread Fighter obtains the Daunt character skill on promotion. If they already had Daunt before, they can pick a different Free skill.

Element of Surprise

When the Dread Fighter steps onto Forest terrain, they are hidden from sight, and remain hidden until they make an attack, step out of the forest, or if an enemy stops on an adjacent tile or moves into them. Attacking while hidden from sight prevents the enemy from counterattacking.

Promote From: Fighter
Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +1 | +3 | +1 | +0 | +0 | +2 | +3 | +3 | 6 |

Druid

Weapon Skill: 1 Dark Subcategory (A), 1 Staff Subcategory (A), Dark (C), Staff (C)
Preferred Stats: Magic, Skill

Special:

Memory Magic

The Druid can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Druid can pick one new spell or one that they didn't pick before:

| Lvl | Spell | HP | Lvl | Spell | HP | Lvl | Spell | HP |
|-----|---------------|----|-----|------------|----|-----|-----------|----|
| 1 | Singe | 3 | 7 | Arcthunder | 6 | 13 | Silence | 10 |
| | Flux | 4 | | Sin | 8 | | Ruin | 10 |
| 3 | Toxic | 4 | 9 | Berserk | 10 | 15 | Luna | 15 |
| | Icicle Shower | 5 | | Arcwind | 9 | | Bolganone | 12 |
| 5 | Heal | 15 | 11 | Black Hole | 10 | 17 | Teleport | 12 |
| | Slow | 9 | | Mend | 20 | | Fenrir | 14 |

At level 19: Pick any unpicked spell

Promote From: Shaman
Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +2 | +2 | +0 | +1 | +2 | +2 | +4 | +4 | 6 |

Duke Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Sword Subcategory (A), Lance (C), Sword (C)
Preferred Stats: Strength, Defense

Special: **Horseback/Dismount/Canto**

Momentum

For every 2 spaces traversed, the Duke Knight gains a +1 AS bonus and a +2 DMG bonus. This bonus resets to 0 at the end of their turn, even if they haven't made an attack.

Promote From: Cavalier
Item Required: Knight's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +0 | +2 | +0 | +3 | +0 | +0 | +5 | +5 | 6 |

Enchanter

Weapon Skill: 1 Anima Subcategory (A), Anima (C), 1 Performance Subcategory (A), Performance (C)
Preferred Stats: Magic, Luck

Special:

Enchant

The Enchanter can use their action to attempt to Enchant an enemy. The Enchant works as a staff with 20 base Hit that on success allows the Enchanter to control the enemy on the same turn. The enemy is considered an ally until the next turn. Trying to Enchant an enemy more than once will result in a -10 penalty to the success chance.

Promote From: Bard, Trickster
Item Required: Artistic Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +3 | +2 | +1 | +0 | +2 | +3 | +2 | +2 | 6 |

Falcon Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Sword Subcategory (A), Lance (C), Sword (C)
Preferred Stats: Speed, Skill

Special: **Pegasus/Dismount/Canto**

Charge

After a full exchange of blows, the Falcon Knight can choose to go another full round if their Speed is higher than the enemy's.

Promote From: Pegasus Rider
Item Required: Elysian Whip

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +2 | +0 | +2 | +1 | +1 | +3 | +2 | +3 | +3 | 6 |

General

Weapon Skill: 1 Lance/Axe/Sword Subcategory (A), Lance/Axe/Sword (C) (whichever the Knight had), 1 Lance/Axe/Sword Subcategory (A), Lance/Axe/Sword (C)
Preferred Stats: Defense, Strength

Special: **Armored**

Great Shield

On each hit they take, the General has a Skill% chance to reduce any form of damage they take from any attack to a flat 0. This skill has a chance of activating with each and every attack that targets the character with this skill.

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +5 | +2 | +0 | +2 | +0 | +2 | +0 | +0 | +5 | +5 | 5 |

Great Knight

Weapon Skill: 1 Lance Subcategory (B), 1 Axe Subcategory (B), 1 Sword Subcategory (B),
Lance (C), Axe (C), Sword (C)

Preferred Stats: Strength, Health

Special: **Horseback/Dismount/Canto, Armored**

War Horse

The Great Knight does not suffer additional penalties for being mounted while traversing through difficult terrain or Inclement Weather.

Trample

When the Great Knight attacks unmounted units, they gain a +3 DMG and +3 DR bonus against them.

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +6 | +3 | +0 | +0 | +0 | +2 | +0 | +2 | +3 | +3 | 5 |

Hero

Weapon Skill: 1 Sword Subcategory (A), 1 Axe Subcategory (A), Sword (C), Axe (C)

Preferred Stats: Skill, Strength

Special:

Lend Me Your Strength

If the Hero is within 3 spaces of at least 4 allied units, they gain a +2 bonus to Attack Speed and Damage/Damage Resistance (on the Hero's command), as well as a +10 bonus to Hit and Evasion, until the start of their next phase.

Promote From: Mercenary
Item Required: Hero's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +4 | +1 | +0 | +2 | +0 | +2 | +1 | +2 | +3 | +3 | 6 |

Holy Guard

Weapon Skill: 1 Staff Subcategory (B), 1 Light Subcategory (B), 1 Weapon Subcategory (B),
Staff (C), Light (C), Chosen Weapon (C)
Preferred Stats: Resistance, Defense

Special: **Horseback/Dismount/Canto**

Heroic Advance

Allied units within 3 spaces of the Holy Guard gain a +3 bonus to Resistance or Defense (on the Holy Guard's command). In addition, whenever this unit enters battle with an enemy using Light Magic, they gain a +5 RES bonus.

Promote From: Hunter/Huntress, Troubadour
Item Required: Faith Icon

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +0 | +1 | +1 | +3 | +3 | +1 | +3 | +3 | 6 |

Illusionist

Weapon Skill: 1 Anima Subcategory (B), Anima (C), 1 Light Subcategory (B), Light (C), 1 Performance Subcategory (B), Performance (C)
Preferred Stats: Magic, Speed

Special:

Mirage

The Illusionist can use their action to summon an illusion on an empty tile within 3 spaces. There can be up to 2 illusions active at once. The illusions can be targeted by enemies and dissipate after one attack.

Brilliant Disguise

If the Illusionist is within 3 spaces of an illusion, they gain Stillness while the illusion gains Provoke.

Promote From: Trickster
Item Required: Artistic Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +2 | +1 | +2 | +0 | +3 | +3 | +2 | +2 | 6 |

Inquisitor

Weapon Skill: 1 Light Subcategory (S), Light (B)

Preferred Stats: Magic, Speed

Special:

Benediction

Once per battle, the Inquisitor can preemptively call their next dice roll, or the dice roll of the next enemy they enter battle with. This cannot be used to land a critical hit against a major foe like a boss unit, but can be used to avoid suffering one. In addition, the Inquisitor can survive up to 1 attack per battle that would otherwise be fatal, leaving them with 1 HP, separate from the Miracle skill and activating before it.

Promote From: Ascetic, Monk/Nun

Item Required: Faith Icon

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +4 | +0 | +2 | +3 | +0 | +0 | +0 | +3 | +3 | +3 | 6 |

Lore Master

Weapon Skill: 1 Performance Subcategory (S), Performance (B)

Preferred Stats: Luck, Speed

Special:

Memory Magic

The Lore Master can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Lore Master can pick one new spell or one that they didn't pick before:

| Lvl | Spell | HP | Lvl | Spell | HP | Lvl | Spell | HP |
|-----|-----------|----|-----|-----------|----|-----|---------|----|
| 1 | Heal | 10 | 7 | Mend | 12 | 13 | Soothe | 8 |
| | Clear | 8 | | Quickness | 8 | | Inspire | 14 |
| 3 | Barrier | 4 | 9 | Elwind | 6 | 15 | Divine | 8 |
| | Ice Shard | 4 | | Sharpness | 8 | | Recover | 16 |
| 5 | Photon | 5 | 11 | Rescue | 10 | 17 | Warp | 12 |
| | Befuddle | 6 | | Ray | 7 | | Restore | 18 |

At level 19: Pick any unpicked spell

Masterful Play

The Lore Master's performances now affect up to 4 adjacent allies. In addition when using performance items the Lore Master can affect up to 4 adjacent units.

Promote From: Bard

Item Required: Artistic Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +0 | +0 | +2 | +3 | +1 | +2 | +2 | +2 | +2 | 6 |

Mage Knight

Weapon Skill: 1 Anima Subcategory (S), Anima (B)

Preferred Stats: Skill, Magic

Special: **Horseback/Dismount/Canto, Walking on Air**

Flare

On a hit, the Mage Knight has a Skill % chance to completely ignore the opponent's Resistance stat on that attack.

Promote From: Mage

Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +2 | +2 | +2 | +2 | +0 | +2 | +3 | +3 | 6 |

Mountain Warrior

Weapon Skill: 1 Axe Subcategory (S), Axe (B)

Preferred Stats: Strength, Health

Special: **Sack**

Mountain Sprint

The Mountain Warrior no longer suffers a MOV penalty when moving to Hills, and the MOV required to enter a Mountain tile is reduced to 2.

Giant Swing

On their turn, the Mountain Warrior can sacrifice as much of their Hit Rate as they wish, before factoring in the enemy's evasion. For every 5 Hit sacrificed the Mountain Warrior gets +1 DMG.

Promote From: Bandit

Item Required: Ocean Seal

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +5 | +5 | +0 | +0 | +0 | +0 | +0 | +0 | +5 | +5 | 6 |

Nomad Healer / Combat Medic

Weapon Skill: Your Chosen Bow (A), 1 Staff Subcategory (A), Bow (C), Staff (C)

Preferred Stats: Speed, Luck

Special: **Horseback/Dismount/Canto**

Medicine Man

If the Nomad Healer with this skill has an open slot in their inventory, they can spend their action making a healing item by spending gold. In addition when shopping they have a larger selection of healing and buffing items to buy.

Herbs: 100 gold. Vulnerary: 450 gold. Tonic: 750 gold. Potion: 1200 gold. Concoction: 1500 gold

Heal and Run

Hit and Run now also activates when the Nomad Healer uses a staff.

Promote From: Nomad

Item Required: Orion's Bolt

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +3 | +1 | +0 | +0 | +3 | +1 | +4 | +4 | 6 |

Nomad Trooper / Ranger

Weapon Skill: 1 Bow Subcategory (A), 1 Sword Subcategory (A), Bow (C), Sword (C)

Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Master of the Plains

The Nomad Ranger gains a +2 bonus to MOV whenever they start their turn on Plains.

Promote From: Nomad

Item Required: Orion's Bolt

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +0 | +2 | +0 | +2 | +0 | +2 | +4 | +4 | 6 |

Paladin

Weapon Skill: 1 Sword Subcategory (B), 1 Lance Subcategory (B), 1 Axe Subcategory (B), Sword (C), Lance (C), Axe (C)

Preferred Stats: Skill, Resistance

Special: **Horseback/Dismount/Canto**

Wary Fighter

The Paladin can choose on their turn (without spending an action) to cancel follow-up attacks (Brave weapon and Adept bonus attacks not affected) in all combats until their next phase for both combatants.

Promote From: Cavalier
Item Required: Knight's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +0 | +3 | +2 | +0 | +2 | +3 | +4 | +4 | 6 |

Rogue

Weapon Skill: 1 Hidden Subcategory (S), Hidden (B)
Preferred Stats: Luck, Speed

Special:

Loot and Scoot

After triggering Footpad the Rogue gains an additional 2 MOV.

Bag of Holding

The Rogue has infinite storage for items separate from their regular inventory. Items like Shields or Seals are not active on the character while in the Bag of Holding.

Promote From: Thief
Item Required: Treasure Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +2 | +3 | +0 | +0 | +2 | +3 | +3 | 7 |

Sage

Weapon Skill: 1 Anima Subcategory (A), 1 Staff Subcategory (A), Anima (C), Staff (C)
Preferred Stats: Skill, Magic

Special:

Memory Magic

The Sage can perform various spells on their turn based on the caster's level, without even having the required weapon Level or even without being able to normally use that spell. However, these 'recalled' spells require an amount of the caster's current HP to be depleted. Every 2 Levels the Sage can pick one new spell or one that they didn't pick before:

| Lvl | Spell | HP | Lvl | Spell | HP | Lvl | Spell | HP |
|-----|-------------|----|-----|-----------|----|-----|------------|----|
| 1 | Fire | 3 | 7 | Arcfire | 7 | 13 | Soothe | 10 |
| | Heal | 12 | | Mend | 18 | | Kia | 10 |
| 3 | Elfire | 5 | 9 | Moonlight | 8 | 15 | Teleport | 12 |
| | Primer Bolt | 4 | | Sleep | 10 | | Frost Nova | 10 |

| | | | | | | | | |
|---|------------|---|----|------------|----|----|--------|----|
| 5 | Lightning | 5 | 11 | Arcwind | 9 | 17 | Warp | 15 |
| | Black Fire | 8 | | Void Flame | 15 | | Thoron | 12 |

At level 19: Pick any unpicked spell

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +4 | +0 | +3 | +2 | +0 | +0 | +2 | +2 | +2 | +2 | 6 |

Saint

Weapon Skill: 1 Staff Subcategory (S), Staff (B)
Preferred Stats: Resistance, Strength

Special:

Transfer Might

The Saint can take their Strength Stat and transfer up to 8 points to an allied unit adjacent to them for the duration of the battle. If the unit who was given this bonus rejects it later or falls to 0 HP, the character with this skill regains their Strength.

Staff Mastery

Depending on the Staff Category the Saint chose to specialize in, they have access to one of three passive effects:

- **Heal – Overflow:** If the Saint's healing would take the target over their maximum HP, the excess healed is transferred to an adjacent unit. Staves that heal to full HP count the target's maximum HP as the amount healed.
- **Buff – Doublebuff:** By spending 3 Quality in their equipped staff, the Saint can grant buffs to two allies within range.
- **Ailment – Splashover:** If the Saint misses with an Ailment Staff, they are allowed to select a new target adjacent to the original and roll again with a half Staff% Penalty. The Saint only gets one reroll per map in this fashion.

Promote From: Priest/Sister
Item Required: Faith Icon

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +3 | +0 | +0 | +0 | +3 | +3 | +1 | +1 | 6 |

Samurai

Weapon Skill: 1 Sword Subcategory (A), 1 Bow Subcategory (A), Sword (C), Bow (C)
Preferred Stats: Skill, Health

Special: **Critical Eye**

Musou

For every 10 HP under Maximum, the Samurai gains a +1 AS and +2 DMG bonus.

Promote From: Myrmidon
Item Required: Hero's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +4 | +2 | +0 | +1 | +0 | +2 | +2 | +0 | +4 | +4 | 6 |

Sentinel

Weapon Skill: 1 Lance Subcategory (S), Lance (B)
Preferred Stats: Defense, Speed

Special: **Critical Eye**

Shield Wall

The Sentinel grants a +3 DR bonus to any ally adjacent to them. The Sentinel also gains a +1 AS and +1 DR bonus for every adjacent ally.

Promote From: Soldier
Item Required: Knight's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +3 | +0 | +2 | +1 | +2 | +3 | +3 | 6 |

Shadow Sword

Weapon Skill: 1 Sword Subcategory (B), 1 Hidden Subcategory (B), 1 Dark Subcategory (B), Sword (C), Hidden (C), Dark (C)
Preferred Stats: Strength, Magic

Special:

Marked for Death

The Shadow Sword can use their action to designate one enemy unit. The Shadow Sword and all their allies gain +2 DMG, +10 to Hit and +10 to Critical Rate until either the marked enemy or the Shadow Sword fall to 0 HP. If the Shadow Sword reduces the marked enemy to 0 HP they can designate another enemy to mark without spending an action. Only one enemy can be marked at once, and certain enemies may not be available for marking.

Promote From: Fencer
Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +3 | +2 | +2 | +0 | +0 | +2 | +1 | +3 | +3 | 6 |

Sniper

Weapon Skill: 1 Bow Subcategory (S), Bow (B)

Preferred Stats: Skill, Defense

Special: **Critical Eye**

Sniping

The attack range for the Sniper with any weapon is permanently increased by 1.

Promote From: Archer

Item Required: Orion's Bolt

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +0 | +3 | +0 | +3 | +0 | +0 | +4 | +4 | 6 |

Steward

Weapon Skill: 1 Staff Subcategory (A), 1 Hidden Subcategory (A), Staff (C), Hidden (C),

Preferred Stats: Magic, Luck

Special:

Miracle

The Steward obtains the Miracle character skill on promotion. If they already had Miracle before, they can pick a different Free skill.

Expert Touch

All Staves have a range of 1 – 2, unless they had a range of 1 – MAG/2, in which case they keep that range.

Promote From: Butler/Maid

Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +0 | +3 | +2 | +2 | +0 | +2 | +3 | +1 | +1 | 6 |

Summoner

Weapon Skill: 1 Dark Subcategory (S), Dark (B)

Preferred Stats: Magic, Health

Special:

Summon

The Character with this skill can summon a phantom into an empty adjacent space as their primary action, costing 25% of their max HP rounded down. A Phantom's stats are based on that of the Summoner, with Maximum HP, CON/AID, LUK and MOV being equal to that of the Summoner. The Phantom's STR is based on the Summoner's MAG and vice versa, with the same relationship applied to DEF and RES, and SKL and SPD. The Summoner can dismiss their phantom as a primary action when it is adjacent to the summoner. If the Summoner is reduced to zero HP, the Phantom is automatically dismissed. Phantoms have no class, personal, or character skills, and they can't be healed. Only one Phantom can be active at a time.

The Summoner chooses a single weapon the Phantom will be summoned with, that cannot break, and is locked to the Phantom's inventory. The phantom cannot trade with other units. As the Summoner reaches higher level, they may choose to equip weapons of higher rank. The Phantom has a weapon skill level equal to the highest level weapon available to them:

- At Level 1: Iron Sword, Iron Axe, Iron Lance
- At Level 5: Steel Sword, Steel Axe, Steel Lance
- At Level 10: Steel Blade, Hammer, Steel Javelin

Promote From: Necromancer, Shaman

Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +4 | +0 | +3 | +2 | +0 | +0 | +0 | +1 | +5 | +5 | 6 |

Swashbuckler

Weapon Skill: 1 Axe Subcategory (B), 1 Sword Subcategory (B), 1 Hidden Subcategory (B), Axe (C), Sword (C), Hidden (C)

Preferred Stats: Skill, Strength

Special:

Sea Sprint

The Swashbuckler suffers no penalty to MOV when traversing Water Terrain.

Perfect Balance

If the Swashbuckler would be at a Weapon Triangle Disadvantage when fighting an enemy, neither gets Weapon Triangle bonuses or penalties. If the Swashbuckler has the Advantage, they gain an additional +10 Critical bonus.

Promote From: Fencer, Pirate

Item Required: Ocean Seal

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +3 | +2 | +0 | +1 | +2 | +3 | +3 | 6 |

Swordmaster

Weapon Skill: Your Chosen Sword (S), Sword (B)
Preferred Stats: Speed, Skill

Special:

Single Stroke

The Swordmaster gains a permanent +15 Critical Rate bonus. Their Critical Rate cannot go below 10.

Faster Than The Eye

The Swordmaster gains a bonus to Evade equal to the highest damage they deal on a single strike. This bonus lasts until their phase starts.

Promote From: Myrmidon
Item Required: Hero's Crest

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +0 | +3 | +2 | +0 | +0 | +3 | +3 | +3 | 6 |

Templar

Weapon Skill: 1 Lance Subcategory (A), Lance (C), 1 Light Subcategory (A), Light (C)
Preferred Stats: Strength, Skill

Special:

Quixotic

The Templar can use their action to enter a Quixotic state and to leave it. While in Quixotic state, in every combat the Templar takes part of, both combatants gain a +3 DMG and +15 Crit bonus if both of them can make an attack. If one of them can't make an attack, neither gain the bonus.

Promote From: Soldier
Item Required: Faith Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +3 | +0 | +3 | +1 | +0 | +0 | +3 | +2 | +2 | 6 |

Trouper

Weapon Skill: 1 Sword Subcategory (B), Sword (C), 1 Lance Subcategory (B), Lance (C), 1 Performance Subcategory (B), Performance (C)
Preferred Stats: Strength, Skill

Special:

Deadly Dance

The Trouper can apply the effect of a dance item to an attack they make. The attack has 1-2 range, a penalty of -20 Hit and uses quality of both the weapon and dance item used. This skill doesn't overwrite Dance.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +3 | +0 | +3 | +1 | +0 | +0 | +3 | +2 | +2 | 6 |

Valkyrie

Weapon Skill: 1 Lance Subcategory (A), 1 Staff Subcategory (A), Lance (C), Staff (C) if Pegasus Rider
1 Staff Subcategory (A), 1 Weapon Subcategory (A), Staff (C), Weapon (C) if Troubadour
Preferred Stats: Speed, Resistance

Special: **Pegasus/Dismount/Canto** (if Pegasus Rider), **Horseback/Dismount/Canto** (if Troubadour)

Resuscitation

When the Valkyrie heals a downed ally with a staff, the amount healed isn't halved.

Promote From: Pegasus Rider, Troubadour
Item Required: Elysian Whip

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +1 | +2 | +2 | +0 | +0 | +3 | +3 | +2 | +2 | 6 |

Vigilante

Weapon Skill: 1 Hidden Subcategory (B), 1 Bow Subcategory (B), 1 Sword Subcategory (B), Hidden (C), Bow (C), Sword (C)
Preferred Stats: Skill, Speed

Special:

Ambush Strike

When the Vigilante attacks on their turn they gain bonus DMG equal to their unused MOV.

Always Prepared

The Vigilante can designate a backup weapon in addition to their equipped weapon. When attacked from outside their equipped weapon's range, they automatically equip their backup weapon and viceversa.

Promote From: Outlaw
Item Required: Treasure Mark

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +1 | +0 | +2 | +3 | +0 | +0 | +3 | +2 | +2 | 7 |

Virtuoso

Weapon Skill: 1 Anima Subcategory (B), Anima (C), 1 Dark Subcategory (B), Dark (C), 1 Light Subcategory (B), Light (C)
Preferred Stats: Skill, Magic

Special:

Fruits of Study

If the Virtuoso enters combat with an enemy, and that enemy dies during the same phase, the Virtuoso gains a bonus based on the type of weapon they used while fighting that enemy until the beginning of their next phase:

- Dark: +3 Damage
- Anima: +15 Hit and Evade
- Light: +15 Critical

Promote From: Scholar
Item Required: Guiding Ring

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +1 | +0 | +3 | +3 | +0 | +0 | +2 | +2 | +4 | +4 | 6 |

Wanderer

Weapon Skill: 1 Hidden Subcategory (A), 1 Dark Subcategory (A), Hidden (C), Dark (C)
Preferred Stats: Luck, Skill

Special:

Omni-Movement

The Wanderer can traverse any terrain that's not designated as impassable. Any terrain with a MOV cost higher than 1 has its cost reduced by 1 for the Wanderer.

Soul Steal

If the Wanderer lands the killing blow on an enemy, they gain a +1 bonus to what the enemy's preferred stats were. If one of those is HP, they recover 5 HP instead. Bonuses to any one stat can't be higher than +5, and the total stat bonuses can't be over 10. New bonuses override the oldest gained bonuses.

Promote From: Scavenger
Item Required: Fell Contract

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +2 | +2 | +2 | +2 | +1 | +1 | +1 | +1 | +3 | +3 | 6 |

Warrior

Weapon Skill: 1 Axe Subcategory (A), 1 Bow Subcategory (A), Axe (C), Bow (C)

Preferred Stats: Strength, Skill

Special:

Rough and Tumble

If the Warrior is within 3 spaces of at least 4 enemy units, the Warrior gains a +2 AS and +2 DMG bonus, as well as a +10 Hit and Evade bonus.

Promote From: Fighter

Item Required: Ocean Seal

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +3 | +0 | +2 | +1 | +0 | +0 | +2 | +4 | +4 | 6 |

Wyvern Hunter

Weapon Skill: 1 Lance Subcategory (S), Lance (B)

Preferred Stats: Speed, Defense

Special: **Wyvern/Dismount/Canto**

Pierce

On any hit, the Wyvern Hunter has a Skill % chance to completely ignore the opponent's Defense stat on that attack.

Promote From: Wyvern Rider

Item Required: Elysian Whip

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +2 | +0 | +2 | +0 | +1 | +0 | +2 | +5 | +5 | 6 |

Wyvern Knight

Weapon Skill: 1 Lance Subcategory (A), 1 Axe or Sword Subcategory (A), Lance (C), Axe or Sword (C)

Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

Dragon Heart

As long as the Wyvern Knight is at 70% of their Max HP or higher, they gain a +3 DEF and +3 AS bonus.

Promote From: Wyvern Rider
Item Required: Elysian Whip

Promotion Bonuses:

| HP | STR | MAG | SKL | LUK | DEF | RES | SPD | CON | AID | MOV |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| +3 | +3 | +0 | +0 | +0 | +4 | +0 | +0 | +5 | +5 | 6 |

Weapons and Items

Swords

Slashing

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---|------|-------|-----------|----|-----|------|----|
| Iron Sword | E | 1 | 4 | 5 | 85 | 0 | 40 |
| Devil Sword | E | 1 | 13 | 15 | 65 | 0 | 40 |
| Every attack has a 31-LCK% chance of backfiring on the user | | | | | | | |
| Steel Sword | D | 1 | 6 | 7 | 80 | 5 | 35 |
| Quick Sword | D | 1 | 5 | 2 | 85 | 0 | 40 |
| Guarantees follow-ups | | | | | | | |
| Silver Sword | C | 1 | 7 | 8 | 80 | 10 | 30 |
| Killing Edge | C | 1 | 10 | 7 | 75 | 25 | 30 |
| Sabre | B | 1 | 10 | 9 | 75 | 20 | 25 |
| Brave Sword | B | 1 | 13 | 7 | 70 | 0 | 30 |
| Doubles attacks made | | | | | | | |
| Katana | A | 1 | 12 | 10 | 80 | 25 | 20 |
| Rune Sabre | A | 1-2 | 15 | 8 | 65 | 0 | 20 |
| Magic Weapon (Slashing/Dread) | | | Drains HP | | | | |
| Wo Dao | S | 1 | 14 | 11 | 85 | 30 | 15 |
| Valmanway | S | 1 | 15 | 9 | 80 | 10 | 20 |
| Doubles attacks made | | | | | | | |

Thrusting

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------------|------|-------|-----------------------------|----|-----|------|----|
| Slim Sword | E | 1 | 4 | 3 | 100 | 5 | 40 |
| Iron Rapier | E | 1 | 4 | 6 | 75 | 0 | 40 |
| Steel Rapier | D | 1 | 7 | 8 | 80 | 0 | 35 |
| Longsword | D | 1 | 7 | 6 | 70 | 0 | 35 |
| Effective against Horseback | | | | | | | |
| Silver Rapier | C | 1 | 9 | 10 | 75 | 5 | 30 |
| Winged Rapier | C | 1 | 8 | 7 | 70 | 0 | 30 |
| Effective against Flying | | | | | | | |
| Estoc | B | 1 | 12 | 11 | 70 | 0 | 25 |
| Ignores up to 5 DR | | | | | | | |
| Wind Sword | B | 1-2 | 10 | 8 | 75 | 0 | 25 |
| Magic Weapon (Thrusting/Wind) | | | | | | | |
| Fleuret | A | 1 | 12 | 13 | 80 | 10 | 20 |
| Colichemarde | A | 1 | 13 | 10 | 70 | 5 | 20 |
| Effective against Horseback | | | | | | | |
| Wyrmslayer | A | 1 | 14 | 11 | 65 | 0 | 20 |
| Effective against Wyvern | | | | | | | |
| Joyeuse | S | 1 | 16 | 12 | 70 | 5 | 15 |
| Ignores up to 5 DR | | | User gains "Charisma" Skill | | | | |
| Sieglinde | S | 1 | 16 | 12 | 75 | 0 | 15 |
| Effective against mounted units | | | | | | | |
| Flamberge | S | 1-2 | 16 | 14 | 75 | 0 | 15 |
| Magic Weapon (Thrusting/Fire) | | | | | | | |

Crushing

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|----------------------------------|------|-------|----|----|-----|------|----|
| Wooden Sword | E | 1 | 5 | 6 | 80 | 0 | 40 |
| Iron Blade | E | 1 | 7 | 8 | 70 | 0 | 40 |
| Steel Blade | D | 1 | 9 | 10 | 70 | 0 | 35 |
| Armorbearer | D | 1 | 10 | 8 | 70 | 0 | 35 |
| Ignores up to 5 DR | | | | | | | |
| Silver Blade | C | 1 | 10 | 12 | 65 | 0 | 30 |
| Lancereaver | C | 1 | 9 | 9 | 70 | 5 | 30 |
| Reverses Weapon Triangle | | | | | | | |
| Light Brand | C | 1-2 | 12 | 8 | 75 | 0 | 30 |
| Magic Weapon (Crushing/Holy) | | | | | | | |
| Broadsword | B | 1 | 13 | 14 | 65 | 5 | 25 |
| Armorslayer | B | 1 | 16 | 11 | 60 | 0 | 25 |
| Effective against Armored | | | | | | | |
| Mage Masher | B | 1 | 13 | 9 | 75 | 0 | 25 |
| Effective against Levitation | | | | | | | |
| Zweihander | A | 1 | 14 | 16 | 70 | 0 | 20 |
| Claymore | A | 1-2 | 16 | 14 | 75 | 5 | 20 |
| Falchion | S | 1 | 17 | 18 | 70 | 10 | 15 |
| Durandal | S | 1 | 18 | 13 | 70 | 0 | 15 |
| Effective against Wyvern | | | | | | | |
| Vorpal Blade | S | 1-2 | 20 | 17 | 65 | 0 | 15 |
| Magic Weapon (Crushing/Grimoire) | | | | | | | |

Lances

Piercing

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---|------|-------|----|----|-----|------|----|
| Slim Lance | E | 1 | 5 | 5 | 85 | 5 | 40 |
| Iron Lance | E | 1 | 7 | 7 | 80 | 0 | 40 |
| Devil Lance | E | 1 | 14 | 16 | 60 | 0 | 40 |
| Every attack has a 31-LCK% chance of backfiring on the user | | | | | | | |
| Steel Lance | D | 1 | 8 | 9 | 75 | 0 | 35 |
| Heavy Lance | D | 1 | 10 | 8 | 70 | 0 | 35 |
| Ignores up to 5 DR | | | | | | | |
| Silver Lance | C | 1 | 10 | 11 | 75 | 0 | 30 |
| Killer Lance | C | 1 | 11 | 8 | 70 | 25 | 30 |
| Axereaver | C | 1 | 10 | 10 | 65 | 5 | 30 |
| Reverses Weapon Triangle | | | | | | | |
| Great Lance | B | 1 | 12 | 13 | 70 | 5 | 25 |
| Brave Lance | B | 1 | 16 | 9 | 65 | 0 | 30 |
| Doubles attacks made | | | | | | | |
| Greater Lance | A | 1 | 14 | 15 | 70 | 10 | 20 |
| Borehole | A | 1 | 15 | 11 | 65 | 5 | 20 |
| Effective against Armored | | | | | | | |
| Rex Hasta | S | 1 | 18 | 17 | 75 | 15 | 15 |
| Gungnir | S | 1-2 | 18 | 15 | 65 | 10 | 15 |
| Magic Weapon (Piercing/Thunder) | | | | | | | |

Spear

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------|------|-------|----|----|-----|------|----|
| Iron Javelin | E | 1-2 | 6 | 5 | 75 | 0 | 40 |
| Iron Pilum | E | 2 | 7 | 3 | 80 | 0 | 40 |
| Guarantees follow-ups | | | | | | | |
| Steel Javelin | D | 1-2 | 8 | 7 | 75 | 0 | 35 |
| Wing Clipper | D | 1-2 | 10 | 5 | 75 | 5 | 35 |
| Effective against Pegasus | | | | | | | |
| Silver Javelin | C | 1-2 | 9 | 9 | 70 | 0 | 30 |
| Steel Pilum | C | 2 | 10 | 7 | 75 | 0 | 30 |
| Guarantees follow-ups | | | | | | | |
| Short Spear | B | 1-2 | 11 | 11 | 70 | 0 | 25 |
| Flame Thrower | B | 1-2 | 11 | 9 | 70 | 0 | 25 |
| Magic Weapon (Spear/Fire) | | | | | | | |
| Trident | A | 1-2 | 13 | 13 | 70 | 5 | 20 |
| Silver Pilum | A | 2 | 14 | 12 | 70 | 0 | 20 |
| Guarantees follow-ups | | | | | | | |
| Gae Bolg | S | 1-2 | 17 | 16 | 70 | 10 | 15 |
| Longinus | S | 1-2 | 14 | 12 | 80 | 5 | 15 |
| Magic Weapon (Spear/Holy) | | | | | | | |

Polearm

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|--|----------|-------|-----------------------------|----|-----------------|------|----|
| Iron Halberd | E | 1 | 8 | 7 | 70 | 0 | 40 |
| +2 DMG against mounted units | | | | | | | |
| Pike | E | 1 | 9 | 6 | 80 | 10 | 40 |
| Counterattacks first against mounted units | | | | | Can't follow up | | |
| Steel Halberd | D | 1 | 10 | 9 | 70 | 0 | 35 |
| +2 DMG against mounted units | | | | | | | |
| Glaive | D | 1 | 10 | 7 | 70 | 0 | 35 |
| Effective against Horseback | | | | | | | |
| Silver Halberd | C | 1 | 13 | 12 | 65 | 0 | 30 |
| +2 DMG against mounted units | | | | | | | |
| Flak Halberd | C | 1 | 11 | 7 | 80 | 5 | 30 |
| Effective against Pegasus | | | | | | | |
| Blessed Halberd | C | 1-2 | 11 | 6 | 75 | 0 | 30 |
| Magic Weapon (Polearm/Warding) | | | +3 DR against mounted units | | | | |
| Alabarda | B | 1 | 15 | 13 | 65 | 0 | 25 |
| +2 DMG and +2 DR against mounted units | | | | | | | |
| Dragoon Pike | B | 1 | 15 | 10 | 70 | 0 | 25 |
| Effective against Wyvern | | | | | | | |
| Bec de Corbin | A | 1 | 17 | 17 | 70 | 5 | 20 |
| +2 DMG against mounted units | | | | | | | |
| Partizan | A | 1 | 17 | 12 | 65 | 0 | 20 |
| Effective against Horseback | | | | | | | |
| Lunar Halberd | A | 1 | 19 | 13 | 60 | 0 | 20 |
| Effective against Armored | | | | | | | |
| Siegmund | S | 1 | 19 | 13 | 70 | 5 | 15 |
| Effective against mounted units | | | | | | | |
| Gradivus | S | 1 | 20 | 19 | 75 | 10 | 15 |

Axes

Hacking

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---|------|-------|----------------------------------|----|-----|------|----|
| Iron Axe | E | 1 | 8 | 8 | 75 | 0 | 40 |
| Devil Axe | E | 1 | 16 | 17 | 60 | 0 | 40 |
| Every attack has a 31-LCK% chance of backfiring on the user | | | | | | | |
| Steel Axe | D | 1 | 11 | 11 | 70 | 0 | 35 |
| Poleaxe | D | 1 | 12 | 8 | 65 | 0 | 35 |
| Effective against Horseback | | | | | | | |
| Silver Axe | C | 1 | 12 | 13 | 65 | 0 | 30 |
| Killer Axe | C | 1 | 14 | 10 | 65 | 25 | 30 |
| Swordreaver | C | 1 | 12 | 11 | 65 | 5 | 25 |
| Reverses Weapon Triangle | | | | | | | |
| Crescent Axe | B | 1 | 15 | 15 | 65 | 5 | 25 |
| Brave Axe | B | 1 | 17 | 10 | 60 | 0 | 30 |
| Swordslayer | B | 1 | 15 | 9 | 65 | 5 | 25 |
| Reverses Weapon Triangle | | | Effective against Swordsman tree | | | | |
| Basilikos | A | 1 | 18 | 18 | 60 | 10 | 20 |
| Runic Axe | A | 1-2 | 20 | 11 | 60 | 0 | 20 |
| Magic Weapon (Hacking/Dread) | | | Drains HP | | | | |
| Golden Axe | S | 1 | 20 | 20 | 65 | 10 | 15 |
| Armads | S | 1 | 22 | 15 | 60 | 0 | 15 |
| Effective against Wyvern | | | | | | | |

Bludgeon

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|------------------------------|------|-------|----|----|-----|------|----|
| Quarterstaff | E | 1 | 7 | 7 | 80 | 0 | 40 |
| Iron Mace | E | 1 | 8 | 8 | 75 | 0 | 40 |
| Steel Mace | D | 1 | 10 | 9 | 70 | 0 | 35 |
| Ignores up to 3 DR | | | | | | | |
| Hammer | D | 1 | 15 | 9 | 65 | 0 | 35 |
| Effective against Armored | | | | | | | |
| Silver Mace | C | 1 | 12 | 10 | 70 | 0 | 30 |
| Ignores up to 5 DR | | | | | | | |
| Warhammer | C | 1 | 18 | 11 | 60 | 0 | 30 |
| Effective against Armored | | | | | | | |
| Morningstar | B | 1 | 14 | 12 | 70 | 0 | 25 |
| Ignores up to 5 DR | | | | | | | |
| Provost's Mace | B | 1 | 15 | 10 | 70 | 0 | 25 |
| Effective against Levitation | | | | | | | |
| Maul | A | 1 | 15 | 14 | 70 | 0 | 20 |
| Ignores up to 5 DR | | | | | | | |
| Ball and Chain | A | 1-2 | 17 | 16 | 65 | 0 | 20 |
| Lucerne | S | 1 | 18 | 17 | 70 | 0 | 15 |
| Ignores up to 5 DR | | | | | | | |
| Sharur | S | 1 | 22 | 15 | 60 | 0 | 15 |
| Effective against Armored | | | | | | | |
| Earthsplitter | S | 1-2 | 18 | 16 | 65 | 0 | 15 |
| Magic Weapon (Bludgeon/Fire) | | | | | | | |

Throwing

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------------|------|-------|----|----|-----|------|----|
| Hatchet | E | 1-2 | 6 | 4 | 80 | 5 | 40 |
| Hand Axe | E | 1-2 | 9 | 7 | 70 | 0 | 40 |
| Steel Hand | D | 1-2 | 11 | 9 | 70 | 0 | 35 |
| Poison Hand | D | 1-2 | 10 | 7 | 70 | 5 | 35 |
| Inflicts Poison for 2 turns | | | | | | | |
| Silver Hand | C | 1-2 | 14 | 12 | 65 | 0 | 30 |
| Short Axe | C | 1-2 | 11 | 9 | 80 | 0 | 30 |
| Francisca | B | 1-2 | 15 | 13 | 60 | 10 | 25 |
| Bolt Axe | B | 1-2 | 17 | 12 | 60 | 10 | 25 |
| Magic Weapon (Throwing/Thunder) | | | | | | | |
| Tomahawk | A | 1-2 | 18 | 16 | 60 | 10 | 20 |
| Merciless | A | 1-2 | 19 | 14 | 55 | 25 | 20 |
| Master Hand | S | 1-2 | 21 | 18 | 60 | 15 | 15 |
| Volant Axe | S | 1-2 | 20 | 12 | 75 | 0 | 15 |
| Effective against Pegasus | | | | | | | |

Hidden

Dagger

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---|------|-------|----|----|-----|------|----|
| Iron Dagger | E | 1 | 4 | 4 | 85 | 10 | 40 |
| Devil Dagger | E | 1 | 12 | 14 | 70 | 0 | 40 |
| Every attack has a 31-LCK% chance of backfiring on the user | | | | | | | |
| Steel Dagger | D | 1 | 5 | 6 | 80 | 10 | 35 |
| Parrying Dagger | D | 1 | 7 | 5 | 80 | 5 | 35 |
| Gains Weapon Triangle Advantage against Swords | | | | | | | |
| Silver Dagger | C | 1 | 7 | 7 | 80 | 10 | 30 |
| +1 AS when equipped | | | | | | | |
| Cutthroat | C | 1 | 9 | 6 | 80 | 25 | 30 |
| Cinquedea | B | 1 | 10 | 9 | 80 | 10 | 25 |
| +2 AS when equipped | | | | | | | |
| Swordbreaker | B | 1 | 12 | 8 | 80 | 5 | 25 |
| Effective against Swords | | | | | | | |
| Dark Dagger | B | 1-2 | 12 | 9 | 70 | 5 | 25 |
| Magic Weapon (Dagger/Dread) | | | | | | | |
| Switchblade | A | 1 | 12 | 10 | 85 | 15 | 20 |
| +3 AS when equipped | | | | | | | |
| Mercy | A | 1 | 10 | 8 | 75 | 0 | 25 |
| Automatically hits if target is at 25% or less of their Max HP | | | | | | | |
| Death Dealer | S | 1 | 14 | 11 | 80 | 20 | 15 |
| +4 AS when equipped | | | | | | | |
| Sacrificial Dagger | S | 1 | 15 | 10 | 80 | 15 | 15 |
| Restores all HP to user if attack kills, halves current HP if not | | | | | | | |

Knife

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|------------------------------|------|-------|----|----|-----|------|----|
| Iron Knife | E | 1-2 | 5 | 4 | 80 | 0 | 40 |
| Chakram | E | 1-2 | 5 | 3 | 75 | 0 | 40 |
| +10 Evade when equipped | | | | | | | |
| Steel Knife | D | 1-2 | 6 | 6 | 75 | 0 | 35 |
| Shuriken | D | 1-2 | 8 | 6 | 70 | 10 | 35 |
| Silver Knife | C | 1-2 | 8 | 7 | 80 | 0 | 30 |
| Silencer | C | 1-2 | 9 | 6 | 70 | 0 | 30 |
| Effective against Levitation | | | | | | | |
| Killer Shuriken | C | 1-2 | 10 | 6 | 65 | 25 | 30 |
| Stiletto | B | 1-2 | 10 | 9 | 80 | 5 | 25 |
| Flame Shuriken | B | 1-2 | 11 | 8 | 70 | 10 | 25 |
| Magic Weapon (Knife/Fire) | | | | | | | |
| Pinwheel | B | 1-3 | 12 | 8 | 70 | 0 | 25 |
| Baselard | A | 1-2 | 12 | 11 | 80 | 10 | 20 |
| Kaiser Knife | A | 1-2 | 15 | 7 | 70 | 0 | 24 |
| Doubles attacks made | | | | | | | |
| The World | S | 1-2 | 18 | 10 | 75 | 0 | 15 |
| Doubles attacks made | | | | | | | |
| Shred Shuriken | S | 1-2 | 15 | 10 | 70 | 10 | 15 |
| Effective against Armored | | | | | | | |

Exotic

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---|------|----------------------------------|----|----|-----|------|----|
| Poison Dart | E | 1-2 | 4 | 2 | 85 | 0 | 40 |
| Inflicts Poison for 2 turns | | | | | | | |
| Bolas | E | 1-2 | 4 | 2 | 80 | 0 | 40 |
| Reduces target Hit and Evade by 10 for 1 turn | | | | | | | |
| Caltrops | D | 1-2 | 5 | 2 | 85 | 0 | 35 |
| Reduces target Evade by 20 for 2 turns | | | | | | | |
| Blinding Bomb | D | 1-2 | 6 | 3 | 80 | 0 | 35 |
| Reduces target Hit by 20 for 2 turns | | | | | | | |
| Glue Pack | D | 1-2 | 5 | 3 | 75 | 0 | 35 |
| Reduces target MOV to 0 for 1 turn | | | | | | | |
| Plague Dart | C | 1-2 | 6 | 4 | 80 | 0 | 30 |
| Inflicts Poison for 2 turns | | Poison deals damage twice | | | | | |
| Spiked Bolas | C | 1-2 | 7 | 5 | 70 | 5 | 30 |
| Reduces target Hit and Evade by 20 for 1 turn | | | | | | | |
| Somniferum | C | 1-2 | 6 | 4 | 75 | 0 | 30 |
| Inflicts Sleep for 1 turn | | | | | | | |
| Corrosive Acid | B | 1-2 | 8 | 7 | 75 | 0 | 25 |
| Reduces target DEF and RES by 3 for 1 turn | | | | | | | |
| Hallucinogen | B | 1-2 | 8 | 5 | 75 | 0 | 25 |
| Inflicts Berserk for 1 turn | | | | | | | |
| Black Firebomb | B | 1-2 | 12 | 7 | 65 | 0 | 25 |
| Magic Weapon (Exotic/Ancient) | | Inflicts Fear for 1 turn | | | | | |
| Toxic Bomb | A | 1-2 | 11 | 7 | 80 | 0 | 20 |
| Inflicts Poison for 2 turns | | Effective against poisoned units | | | | | |
| Neurotoxin Shot | A | 1-2 | 9 | 6 | 85 | 0 | 20 |
| Inflicts Addle for 1 turn | | | | | | | |
| Cursed Needle | A | 1-2 | 10 | 7 | 80 | 0 | 20 |
| Inflicts Silence for 1 turn | | | | | | | |
| Gyroblade | S | 1-2 | 9 | 9 | 75 | 10 | 15 |
| Reduces target Hit and Evade by 20 for 1 turn | | | | | | | |
| Armor Eater | S | 1-2 | 10 | 8 | 75 | 0 | 15 |
| Reduces target DEF and RES by 3 for 3 turns | | | | | | | |
| Curare Dart | S | 1-2 | 9 | 7 | 80 | 0 | 15 |
| Inflicts Paralyze for 1 turn | | | | | | | |

Bows

Recurve

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|--------------------------------|------|-------|---------------------------|----|-----|------|----|
| Training Bow | E | 2 | 4 | 4 | 95 | 5 | 40 |
| Iron Bow | E | 2 | 5 | 6 | 85 | 0 | 40 |
| Steel Bow | D | 2 | 6 | 8 | 80 | 0 | 35 |
| Poison Bow | D | 2 | 7 | 7 | 80 | 5 | 35 |
| Inflicts Poison for 2 turns | | | | | | | |
| Silver Bow | C | 2 | 9 | 10 | 80 | 5 | 30 |
| Killer Bow | C | 2 | 9 | 7 | 75 | 25 | 30 |
| Reflex Bow | B | 2 | 10 | 11 | 80 | 10 | 25 |
| Brave Bow | B | 2 | 12 | 7 | 70 | 0 | 30 |
| Doubles attacks made | | | | | | | |
| Crescent Bow | A | 2 | 13 | 14 | 80 | 10 | 20 |
| Moon Bow | A | 2 | 14 | 11 | 70 | 0 | 20 |
| Effective against Armored | | | | | | | |
| Blackout Bow | A | 1-2 | 14 | 9 | 70 | 0 | 20 |
| Magic Weapon (Recurve/Ancient) | | | Inflicts Sleep for 1 turn | | | | |
| Reinefleche | S | 2 | 14 | 15 | 80 | 15 | 15 |
| Mulagir | S | 2 | 16 | 14 | 85 | 15 | 15 |
| +2 AS when equipped | | | | | | | |

Longbow

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|----------------------------------|------|-------|----|----|-----|------|----|
| Iron Longbow | E | 2-3 | 6 | 5 | 80 | 0 | 40 |
| Yew Bow | E | 2-3 | 7 | 4 | 75 | 0 | 40 |
| Effective against poisoned units | | | | | | | |
| Steel Longbow | D | 2-3 | 7 | 7 | 75 | 0 | 35 |
| Eagle Longbow | D | 2-3 | 8 | 5 | 80 | 15 | 35 |
| Silver Longbow | C | 2-3 | 9 | 8 | 75 | 0 | 30 |
| Ballista Bow | C | 2-4 | 12 | 7 | 65 | 0 | 30 |
| Can't follow up | | | | | | | |
| Yumi | B | 2-3 | 11 | 11 | 75 | 0 | 25 |
| Sunset Longbow | B | 2-3 | 10 | 7 | 75 | 0 | 25 |
| Effective against Horseback | | | | | | | |
| Bright Bow | B | 2-3 | 10 | 8 | 80 | 0 | 25 |
| Magic Weapon (Longbow/Holy) | | | | | | | |
| Towering Bow | A | 2-3 | 12 | 13 | 75 | 0 | 20 |
| Dreadwind | A | 2-4 | 16 | 9 | 65 | 0 | 20 |
| Sagittarius | S | 2-3 | 15 | 14 | 75 | 15 | 15 |
| Fujin Yumi | S | 2-3 | 16 | 13 | 90 | 0 | 15 |
| Magic Weapon (Longbow/Wind) | | | | | | | |

Greatbow

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------------|----------|-------|--------------------------|----|-----|------|----|
| Wooden Greatbow | E | 2 | 5 | 6 | 85 | 0 | 40 |
| Iron Greatbow | E | 2 | 6 | 8 | 70 | 0 | 40 |
| Iron Crossbow | E | 1-2 | 14 | 24 | 75 | 0 | 40 |
| Ignores user STR | | | | | | | |
| Steel Greatbow | D | 2 | 8 | 10 | 70 | 0 | 35 |
| Steel Crossbow | D | 1-2 | 15 | 28 | 75 | 0 | 35 |
| Ignores user STR | | | | | | | |
| Metal Punch | D | 2 | 9 | 8 | 70 | 0 | 35 |
| Ignores up to 5 DR | | | | | | | |
| Silver Greatbow | C | 2 | 10 | 12 | 70 | 0 | 30 |
| Silver Crossbow | C | 1-2 | 16 | 32 | 75 | 0 | 30 |
| Ignores user STR | | | | | | | |
| Composite Bow | B | 2 | 13 | 15 | 65 | 0 | 25 |
| Taksh | B | 1-2 | 17 | 36 | 70 | 0 | 25 |
| Ignores user STR | | | | | | | |
| Thundergun | B | 1-2 | 21 | 32 | 70 | 15 | 25 |
| Magic Weapon (Greatbow/Thunder) | | | Ignores user STR and MAG | | | | |
| Twinhead Bow | A | 2 | 16 | 18 | 65 | 0 | 20 |
| Windlass Bow | A | 1-2 | 20 | 40 | 75 | 0 | 20 |
| Ignores user STR | | | Ignores up to 3 DR | | | | |
| Chu-Ko-Nu | A | 1-2 | 23 | 32 | 65 | 0 | 20 |
| Doubles attacks made | | | Ignores user STR | | | | |
| Parthia | S | 2 | 19 | 20 | 65 | 10 | 15 |
| Arbalest | S | 1-2 | 22 | 44 | 70 | 5 | 15 |
| Ignores user STR | | | Ignores up to 5 DR | | | | |

Anima Magic

Fire

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|-------------------------------|------|-------|----|----|-----|------|----|
| Fire | E | 1-2 | 4 | 4 | 75 | 0 | 40 |
| Singe | E | 1-2 | 5 | 3 | 80 | 0 | 40 |
| Inflicts Poison for 2 turns | | | | | | | |
| Elfire | D | 1-2 | 6 | 6 | 75 | 0 | 35 |
| Blazing Sun | D | 1-2 | 8 | 5 | 70 | 0 | 35 |
| Effective against Horseback | | | | | | | |
| Arcfire | C | 1-2 | 8 | 8 | 75 | 0 | 30 |
| Meteor | C | 3-10 | 20 | 10 | 65 | 0 | 5 |
| Can't follow up | | | | | | | |
| Inferno | B | 1-2 | 11 | 11 | 70 | 0 | 25 |
| Hellfire | B | 1-2 | 13 | 8 | 70 | 25 | 25 |
| Efreeti Fire | B | 1-2 | 14 | 32 | 75 | 0 | 25 |
| Ignores user MAG | | | | | | | |
| Flame Thrower | B | 1-2 | 11 | 9 | 70 | 0 | 25 |
| Magic Weapon (Spear/Fire) | | | | | | | |
| Flame Shuriken | B | 1-2 | 11 | 8 | 70 | 10 | 25 |
| Magic Weapon (Knife/Fire) | | | | | | | |
| Bolganone | A | 1-2 | 12 | 13 | 70 | 0 | 20 |
| Napalm | A | 1-2 | 14 | 13 | 65 | 5 | 20 |
| Inflicts Poison for 2 turns | | | | | | | |
| Forblaze | S | 1-2 | 16 | 16 | 70 | 5 | 15 |
| Armageddon | S | 3-10 | 20 | 13 | 75 | 0 | 10 |
| Flamberge | S | 1-2 | 16 | 14 | 75 | 0 | 15 |
| Magic Weapon (Thrusting/Fire) | | | | | | | |
| Earthsplitter | S | 1-2 | 18 | 16 | 65 | 0 | 15 |
| Magic Weapon (Bludgeon/Fire) | | | | | | | |

Wind

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|-------------------------------|------|-------|----|----|-----|------|----|
| Wind | E | 2-3 | 4 | 3 | 90 | 0 | 40 |
| Ice Shard | E | 1-2 | 4 | 3 | 85 | 0 | 40 |
| Elwind | D | 2-3 | 4 | 4 | 90 | 0 | 35 |
| Icicle Shower | D | 1-2 | 6 | 5 | 85 | 0 | 35 |
| Arcwind | C | 2-3 | 8 | 6 | 85 | 0 | 30 |
| Blizzard | C | 3-10 | 18 | 8 | 75 | 0 | 5 |
| Can't follow up | | | | | | | |
| Vortex | B | 2-3 | 9 | 8 | 95 | 0 | 25 |
| Frost Nova | B | 1-2 | 12 | 7 | 75 | 25 | 25 |
| Wind Sword | B | 1-2 | 10 | 8 | 75 | 0 | 25 |
| Magic Weapon (Thrusting/Wind) | | | | | | | |
| Tornado | A | 2-3 | 11 | 11 | 85 | 5 | 20 |
| Avalanche | A | 1-3 | 15 | 9 | 85 | 5 | 20 |
| Excalibur | S | 2-3 | 13 | 14 | 80 | 5 | 15 |
| Fimbulvetr | S | 1-2 | 14 | 13 | 85 | 10 | 15 |
| Fujin Yumi | S | 2-3 | 16 | 13 | 90 | 0 | 15 |
| Magic (Longbow/Wind) | | | | | | | |

Thunder

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------------------|------|-------|--------------------------|----|-----|------|----|
| Thunder | E | 1-2 | 6 | 5 | 70 | 5 | 40 |
| Jolt | E | 1-2 | 6 | 4 | 75 | 0 | 40 |
| Reduces target Evade by 10 for 1 turn | | | | | | | |
| Elthunder | D | 1-2 | 7 | 7 | 65 | 5 | 35 |
| Primer Bolt | D | 1-2 | 6 | 5 | 70 | 10 | 35 |
| Reduces target Dodge by 10 for 1 turn | | | | | | | |
| Arcthunder | C | 1-2 | 10 | 9 | 65 | 10 | 30 |
| Bolting | C | 3-10 | 22 | 11 | 55 | 10 | 5 |
| Can't follow up | | | | | | | |
| Killer Thunder | C | 1-2 | 11 | 7 | 60 | 25 | 30 |
| Storm | B | 1-2 | 13 | 11 | 60 | 15 | 25 |
| Paraball | B | 1-2 | 12 | 7 | 60 | 5 | 25 |
| Inflicts Paralyze for 1 turn | | | | | | | |
| Bolt Axe | B | 1-2 | 17 | 12 | 60 | 10 | 25 |
| Magic Weapon (Throwing/Thunder) | | | | | | | |
| Thundergun | B | 1-2 | 21 | 32 | 70 | 15 | 25 |
| Magic Weapon (Greatbow/Thunder) | | | Ignores user STR and MAG | | | | |
| Thoron | A | 1-2 | 15 | 13 | 65 | 15 | 20 |
| Dire Thunder | A | 1-2 | 16 | 9 | 60 | 0 | 20 |
| Doubles attacks made | | | | | | | |
| Titan Thunder | A | 1-2 | 18 | 40 | 60 | 15 | 20 |
| Ignores user MAG | | | | | | | |
| Mjollnir | S | 1-2 | 18 | 15 | 65 | 20 | 15 |
| Blitz Bolt | S | 1-2 | 20 | 14 | 60 | 5 | 15 |
| Counterattacks first | | | | | | | |
| Gungnir | S | 1-2 | 18 | 15 | 65 | 10 | 15 |
| Magic Weapon (Piercing/Thunder) | | | | | | | |

Light Magic

Holy

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|---------------------------------------|------|-------|----|----|-----|------|----|
| Lightning | E | 1-2 | 4 | 3 | 80 | 5 | 40 |
| Photon | E | 1-2 | 5 | 2 | 90 | 10 | 40 |
| Shine | D | 1-2 | 5 | 4 | 80 | 10 | 35 |
| Moonlight | D | 1-2 | 7 | 4 | 80 | 10 | 35 |
| Ignores up to 2 DR | | | | | | | |
| Divine | C | 1-2 | 6 | 5 | 75 | 15 | 30 |
| Resire | C | 1-2 | 13 | 6 | 70 | 0 | 30 |
| Drains HP | | | | | | | |
| Light Brand | C | 1-2 | 12 | 8 | 75 | 0 | 30 |
| Aurora | B | 1-2 | 9 | 7 | 70 | 20 | 25 |
| Purge | B | 3-10 | 17 | 7 | 70 | 15 | 5 |
| Can't follow up | | | | | | | |
| Angel Light | B | 1-2 | 13 | 28 | 75 | 10 | 25 |
| Ignores user MAG | | | | | | | |
| Bright Bow | B | 2-3 | 10 | 8 | 80 | 0 | 25 |
| Magic Weapon (Longbow/Holy) | | | | | | | |
| Aura | A | 1-2 | 12 | 9 | 70 | 25 | 20 |
| Starlight | A | 1-2 | 13 | 9 | 80 | 10 | 20 |
| Negates weapon effects | | | | | | | |
| Luce | S | 1-2 | 15 | 11 | 70 | 30 | 15 |
| Naga | S | 1-2 | 14 | 11 | 80 | 20 | 15 |
| Effective against Wyverns and Dragons | | | | | | | |
| Longinus | S | 1-2 | 14 | 12 | 80 | 5 | 15 |
| Magic Weapon (Spear/Holy) | | | | | | | |

Judgment

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|--------------------------------------|----------|-------|----------------------|----|-----|------|----|
| Prelude | E | 1-2 | 5 | 4 | 80 | 0 | 40 |
| Flash | E | 1-2 | 4 | 3 | 85 | 0 | 40 |
| Ray | D | 1-2 | 7 | 5 | 90 | 0 | 35 |
| Thani | D | 1-2 | 8 | 4 | 85 | 0 | 35 |
| Effective against Horseback | | | | | | | |
| Cleanse | C | 1-2 | 10 | 8 | 85 | 0 | 30 |
| Leviathan | C | 1-2 | 8 | 5 | 80 | 0 | 30 |
| Effective against Flying | | | | | | | |
| God Hand | B | 1-2 | 12 | 10 | 85 | 0 | 25 |
| Retribution | B | 1-2 | 11 | 6 | 75 | 0 | 25 |
| Effective when not initiating combat | | | | | | | |
| Valaura | A | 1-2 | 13 | 12 | 85 | 0 | 20 |
| Avalon | A | 1-2 | 14 | 9 | 75 | 0 | 20 |
| Effective against Armored | | | | | | | |
| Creiddylad | S | 1-2 | 16 | 15 | 85 | 0 | 15 |
| White Lightning | S | 1-2 | 18 | 7 | 75 | 0 | 15 |
| Guarantees follow ups | | | Doubles attacks made | | | | |

Warding

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|--|----------|-------|-----------------------------|----|-----|------|----|
| Blessed Iron +3 DR in range 1 when equipped | E | 1-2 | 5 | 3 | 75 | 0 | 40 |
| Light Screen +2 DR in range 2 or greater when equipped | E | 1-2 | 6 | 4 | 70 | 0 | 40 |
| Celestial Fire +3 RES when equipped | D | 1-2 | 6 | 5 | 70 | 0 | 35 |
| Sacred Armor +3 DEF when equipped | D | 1-2 | 7 | 4 | 85 | 0 | 35 |
| Sacred Steel +4 DR in range 1 when equipped | C | 1-2 | 8 | 6 | 75 | 0 | 30 |
| Magic Seal +4 DR in range 2 or greater when equipped | C | 1-2 | 9 | 7 | 70 | 0 | 30 |
| Blessed Halberd Magic Weapon (Polearm/Warding) | C | 1-2 | 11 | 6 | 75 | 0 | 30 |
| | | | +3 DR against mounted units | | | | |
| Divine Thunder +5 DR at range 1 when equipped | B | 1-2 | 10 | 7 | 70 | 10 | 25 |
| Communion +4 DR at range 2 or greater when equipped | B | 1-2 | 11 | 8 | 75 | 0 | 25 |
| Divine Silver +5 DEF when equipped | A | 1-2 | 13 | 10 | 70 | 5 | 20 |
| Light Barrier +5 RES when equipped | A | 1-2 | 14 | 11 | 70 | 0 | 20 |
| Great Barrier +5 DEF and +3 RES when equipped | S | 1-2 | 17 | 12 | 75 | 0 | 15 |
| Divine Ward +5 RES and +3 DEF when equipped | S | 1-2 | 18 | 11 | 70 | 15 | 15 |

Dark Magic

Dread

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|-------------------------------|------|-------|--------------------------|----|-----|------|----|
| Flux | E | 1-2 | 7 | 6 | 70 | 0 | 40 |
| Worm | E | 1-2 | 6 | 4 | 80 | 5 | 40 |
| Carrion | D | 1-2 | 9 | 8 | 70 | 0 | 35 |
| Hex | D | 1-2 | 10 | 8 | 60 | 0 | 35 |
| Ignores up to 3 DR | | | | | | | |
| Sin | C | 1-2 | 12 | 11 | 65 | 0 | 30 |
| Hel | C | 3-10 | 14 | - | 55 | - | 5 |
| Halves target current HP | | | Can't deal critical hits | | | | |
| Mire | C | 1-3 | 12 | 8 | 60 | 0 | 30 |
| Ruin | B | 1-2 | 14 | 13 | 65 | 0 | 25 |
| Luna | B | 1-2 | 15 | 0 | 60 | 0 | 25 |
| Ignores target RES | | | | | | | |
| Shadowshot | B | 3-10 | 20 | 12 | 55 | 0 | 5 |
| Can't follow up | | | | | | | |
| Dark Dagger | B | 1-2 | 12 | 9 | 70 | 5 | 20 |
| Magic Weapon (Dagger/Dread) | | | | | | | |
| Faust | B | 1-2 | 16 | 36 | 65 | 5 | 20 |
| Ignores user MAG | | | | | | | |
| Fenrir | A | 1-2 | 15 | 15 | 65 | 0 | 20 |
| Gravity | A | 1-2 | 17 | 11 | 60 | 0 | 20 |
| Effective against Flying | | | | | | | |
| Rune Sabre | A | 1-2 | 15 | 8 | 65 | 0 | 20 |
| Magic Weapon (Slashing/Dread) | | | Drains HP | | | | |
| Runic Axe | A | 1-2 | 20 | 11 | 60 | 0 | 20 |
| Magic Weapon (Hacking/Dread) | | | Drains HP | | | | |
| Apocalypse | S | 1-2 | 19 | 18 | 65 | 5 | 15 |
| Ereshkigal | S | 1-2 | 19 | 16 | 90 | 0 | 15 |

Grimoire

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|-------------------------------------|------|-------|----|----|-----|------|----|
| Miasma | E | 1 | 7 | 8 | 70 | 0 | 40 |
| Shade | E | 1 | 7 | 7 | 75 | 5 | 40 |
| Banshee | D | 1 | 9 | 9 | 70 | 10 | 35 |
| Nosferatu | D | 1 | 11 | 7 | 70 | 0 | 35 |
| Drains HP | | | | | | | |
| Acid | D | 1 | 10 | 7 | 65 | 5 | 35 |
| Effective against Armored | | | | | | | |
| Goeti | C | 1 | 10 | 11 | 75 | 0 | 30 |
| Death | C | 1 | 12 | 9 | 65 | 25 | 30 |
| Dark Spikes | C | 1 | 13 | 9 | 65 | 0 | 30 |
| Effective against Horseback | | | | | | | |
| Void | B | 1 | 12 | 13 | 70 | 5 | 25 |
| Waste | B | 1 | 15 | 10 | 50 | 0 | 25 |
| Doubles attacks made | | | | | | | |
| Warlock Fist | B | 1 | 12 | - | 70 | 10 | 25 |
| MT is equal to user STR/2 | | | | | | | |
| Nightmare | A | 1 | 14 | 15 | 70 | 10 | 20 |
| Janura | A | 1 | 16 | 13 | 60 | 0 | 20 |
| Drains HP | | | | | | | |
| Naglfar | S | 1 | 18 | 18 | 65 | 15 | 15 |
| Loptous | S | 1 | 19 | 13 | 65 | 10 | 15 |
| Effective against Wyvern and Dragon | | | | | | | |
| Vorpal Blade | S | 1-2 | 20 | 17 | 65 | 0 | 15 |
| Magic Weapon (Crushing/Grimoire) | | | | | | | |

Ancient

| Name | Rank | Range | WT | MT | Hit | Crit | QL |
|--|------|-------|---------------------------|----|-----|------|----|
| Swarm | E | 1-2 | 6 | 5 | 65 | 0 | 40 |
| Reduces target Hit by 10 for 1 turn | | | | | | | |
| Hustle | E | 1-2 | 7 | 5 | 70 | 0 | 40 |
| Reduces target Evade by 10 for 1 turn | | | | | | | |
| Toxic | D | 1-2 | 9 | 7 | 65 | 5 | 35 |
| Inflicts Poison for 2 turns | | | | | | | |
| Eclipse | D | 1-2 | 10 | 6 | 65 | 0 | 35 |
| Inflicts Sleep for 1 turn | | | | | | | |
| Jormungand | C | 1-2 | 12 | 8 | 60 | 0 | 30 |
| Inflicts Berserk for 1 turn | | | | | | | |
| Tomaharn | C | 1-2 | 11 | 8 | 60 | 0 | 30 |
| Inflicts Fear for 1 turn | | | | | | | |
| Gorgon Eye | B | 1-2 | 14 | 9 | 55 | 0 | 25 |
| Inflicts Paralyze for 1 turn | | | | | | | |
| Carreau | B | 1-2 | 13 | 10 | 60 | 5 | 25 |
| Reduces target RES by 5 for 2 turns | | | | | | | |
| Black Firebomb | B | 1-2 | 12 | 7 | 65 | 0 | 25 |
| Magic Weapon (Exotic/Ancient) | | | Inflicts Fear for 1 turn | | | | |
| Zahhak | A | 1-2 | 16 | 11 | 60 | 0 | 20 |
| Cancels 1 enemy counterattack | | | | | | | |
| Verrine | A | 1-2 | 15 | 13 | 65 | 0 | 20 |
| Reduces target SPD by 3 for 1 turn | | | | | | | |
| Blackout Bow | A | 1-2 | 14 | 9 | 70 | 0 | 20 |
| Magic Weapon (Recurve/Ancient) | | | Inflicts Sleep for 1 turn | | | | |
| Gespenst | S | 1-2 | 19 | 14 | 60 | 0 | 15 |
| 40% chance of an instant kill (some enemies may be immune to this) | | | | | | | |
| Balberith | S | 1-2 | 20 | 15 | 55 | 0 | 15 |
| Inflicts Turncoat for 1 turn | | | | | | | |

Staves

Healing

| Name | Rank | Range | QL | Effect |
|------------|------|---------|----|--|
| Heal | E | 1 | 30 | Heals (10+MAG) HP |
| Antidote | E | 1 | 30 | Heals (MAG) HP and cures Poison |
| Mend | D | 1 | 25 | Heals (20+MAG) HP |
| Soothe | D | 1 | 25 | Heals (MAG) HP and cures Sleep, Berserk and Fear |
| Inspire | C | 1-3 | 20 | Heals (10+MAG) HP |
| Kia | C | 1 | 20 | Heals (MAG) HP and cures Addle, Silence and Paralyze |
| Physic | B | 1-MAG/2 | 15 | Heals (10+MAG) HP |
| Recover | B | 1 | 15 | Heals (30+MAG) HP |
| Restore | A | 1 | 10 | Heals (MAG) HP and cures all ailments |
| Rejuvenate | A | 1-MAG/2 | 10 | Heals (20+MAG) HP |
| Fortify | S | 1-MAG/2 | 5 | Heals (10+MAG) HP to every ally in range |
| Aum | S | 1 | 5 | Heals the target's MAX HP and revives them to full after dropping to 0 HP once |

Buffing

| Name | Rank | Range | QL | Effect |
|------------------|----------|---------|----|--|
| Clear | E | 1 | 30 | Heals (MAG/2) HP and removes debuffs |
| Shove | E | 1-MAG/2 | 30 | Moves an ally in range 1 space in any direction |
| Barrier | D | 1 | 25 | Heals (MAG/2) HP and raises RES by 10, dropping by 2 each turn |
| Rescue | D | 1-MAG/2 | 25 | Moves an ally in range to an empty space adjacent to the user |
| Sharpness | C | 1 | 20 | Heals (MAG/2) HP and raises Hit by 30 for 1 turn |
| Quickness | C | 1 | 20 | Heals (MAG/2) HP and raises Evade by 30 for 1 turn |
| Warp | B | 1-MAG/2 | 15 | Moves an adjacent ally to an empty space in range |
| Teleport | B | 1-MAG/2 | 15 | Moves user to an empty space in range |
| Majestic | A | 1 | 10 | Heals (MAG/2) HP and raises STR and DEF by 5 for 2 turns |
| Mystic | A | 1 | 10 | Heals (MAG/2) HP and raises MAG and RES by 5 for 2 turns |
| Again | S | Map | 5 | Gives an ally a second turn |
| Relocate | S | 1-MAG/2 | 5 | Moves an ally in range to an empty space in range |

Ailment

| Name | Rank | Range | Hit | Q1 | Effect |
|-------------------|----------|---------|-----|----|---|
| Slow | E | 1-MAG/2 | 25 | 30 | Reduces Evade by 20 for 3 turns |
| Befuddle | E | 1-MAG/2 | 25 | 30 | Reduces Hit by 20 for 3 turns |
| Misfortune | D | 1-MAG/2 | 30 | 25 | Reduces Crit to 0 for 2 turns |
| Poison | D | 1-MAG/2 | 30 | 25 | Inflicts Poison for 4 turns |
| Sleep | C | 1-MAG/2 | 20 | 20 | Inflicts Sleep for 3 turns |
| Berserk | C | 1-MAG/2 | 20 | 20 | Inflicts Berserk for 3 turns |
| Silence | B | 1-MAG/2 | 15 | 15 | Inflicts Silence for 3 turns |
| Addle | B | 1-MAG/2 | 15 | 15 | Inflicts Addle for 3 turns |
| Paralyze | A | 1-MAG/2 | 10 | 10 | Inflicts Paralyze for 2 turns |
| Weakness | A | 1-MAG/2 | 20 | 10 | Reduces STR and DEF by 5 for 3 turns |
| Turncoat | S | 1-MAG/2 | 10 | 5 | Inflicts Turncoat for 3 turns |
| Suffocate | S | 1-MAG/2 | 10 | 5 | Inflicts Silence for 3 turns |
| | | | | | Uses DEF instead of RES in Staff% calculation |

Performances

Lyrics

| Name | Rank | QL | Effect |
|------------------|------|----|---------------------------------|
| Hermes' Whistle | E | 30 | +10 Evade for 3 turns |
| Artemis' Song | E | 30 | +10 Hit for 3 turns |
| Lucky Stars | E | 30 | +5 Crit and Dodge for 3 turns |
| War Cheer | D | 25 | +2 DMG for 3 turns |
| Menhit's Whisper | D | 25 | +2 DR for 3 turns |
| Blissful Melody | C | 20 | +2 AS for 2 turns |
| Thor's Ire | C | 20 | +10 Crit for 3 turns |
| Army Rally | B | 15 | +10 Hit and Evade for 3 turns |
| Mighty Refrain | B | 15 | +3 DMG for 4 turns |
| Ninis' Grace | B | 15 | +3 DR for 4 turns |
| Hanon's Tune | A | 10 | +3 AS for 3 turns |
| Set's Litany | A | 10 | +10 Hit and Crit for 3 turns |
| Filla's Might | S | 5 | +3 DMG and +10 Crit for 4 turns |
| Elimine's Ballad | S | 5 | +3 DR and +25 Dodge for 4 turns |

Instrument

| Name | Rank | QL | Effect |
|---------------------------|-------------|-----------|---|
| Soldier's Drum | E | 30 | Target ignores WTD penalties for 3 turns |
| Charming Flute | E | 30 | Heals (MAG/2) HP |
| Warding Lute | D | 25 | Target gains immunity to ailments for 1 turn |
| Vagrant Whistle | D | 25 | Target gets +1 MOV and ignores weather penalties for 3 turns |
| Gentle Flute | C | 20 | Target recovers user's MAG/3 HP at the start of their phase for 3 turns |
| Glory Chime | C | 20 | Target's WTA bonuses are doubled for 3 turns |
| Dragon Flute | B | 15 | Heals (MAG) HP |
| Sacae's Whistle | B | 15 | Target's terrain bonuses are doubled for 3 turns |
| Repelling Bagpipes | A | 10 | Target gains immunity to ailments and debuffs for 2 turns |
| Romantic Guitar | A | 10 | Target takes their LCK/3 less damage from the next attack |
| Divine Harp | S | 5 | Target takes half damage for 1 turn |
| Solar Gong | S | 5 | Target recovers half damage of their next attack as HP |

Dance

| Name | Rank | Hit | Q1 | Effect |
|---------------------------|-------------|------------|-----------|---|
| Surprising Shimmy | E | 25 | 30 | Reduces Hit by 10 for 3 turns |
| Distracting Dance | E | 25 | 30 | Reduces Evade by 10 for 3 turns |
| Enamoring Step | D | 15 | 25 | Reduces MOV to 0 for 1 turn |
| Disarming Swing | D | 20 | 25 | Target can't initiate attacks for 2 turns |
| Sickening Spin | D | 30 | 25 | Inflicts Poison for 4 turns |
| Vixen's Waltz | C | 15 | 20 | Inflicts Fear for 2 turns |
| Enchanting Tango | C | 15 | 20 | Reduces Hit and Evade by 15 for 3 turns |
| Exposing Break | C | 20 | 20 | Target loses WTA and terrain bonuses for 3 turns |
| Sapping Samba | B | 15 | 15 | Reduces DMG by 3 for 3 turns |
| Slumbering Shuffle | B | 10 | 15 | Inflicts Sleep for 3 turns |
| Denial Dance | A | 10 | 10 | Target can't counterattack for 2 turns |
| Shut Down Shut Out | A | 5 | 10 | Inflicts Silence and Addle for 2 turns, rolled separately |
| Petrifying Twist | S | 5 | 5 | Inflicts Paralyze for 2 turns |
| Valkyrie's Arrival | S | 15 | 5 | Reduces DMG by 5 and AS by 3 for 3 turns |

Unique Weapons

Each First Class and their promotions have access to a unique weapon that only they can wield. Their rank is listed as “(-)” which means they can be used even if they don't have that weapon skill, but they gain no Proficiency Bonus to counteract weight unless they do. Omni-Weapon will not allow the use of the weapon. If a Promoted Class could be promoted from one of two or more First Classes, they only have access to the unique weapon of the class they promoted from.

| Name | Class | Type | Range | WT | MT | Hit | Crit | QL |
|---|---------------|-----------|-------|----|----|-----|------|----|
| Shamshir | Myrmidon | Slashing | 1 | 6 | 8 | 90 | 25 | 40 |
| Royal Rapier | Fencer | Thrusting | 1 | 7 | 9 | 85 | 10 | 40 |
| Effective against Horseback | | | | | | | | |
| Regal Sword | Mercenary | Crushing | 1 | 8 | 10 | 80 | 10 | 40 |
| Effective against Armored | | | | | | | | |
| Urumi | Dancer | Slashing | 1 | 5 | 6 | 85 | 10 | 40 |
| +15 Evade when equipped, double if user performed on their turn | | | | | | | | |
| Cavalry Lance | Cavalier | Polearm | 1 | 9 | 9 | 75 | 10 | 40 |
| +1 MT per space moved | | | | | | | | |
| Cavalry Sword | Cavalier | Slashing | 1 | 8 | 8 | 85 | 10 | 40 |
| +1 MT per space moved | | | | | | | | |
| Reginleif | Soldier | Piercing | 1 | 9 | 10 | 80 | 15 | 40 |
| Effective against Horseback | | | | | | | | |
| Soliferrum | Knight | Spear | 1-2 | 10 | 9 | 80 | 5 | 40 |
| Guarantees follow-ups | | | | | | | | |
| Wing Spear | Pegasus Rider | Piercing | 1 | 8 | 9 | 90 | 15 | 40 |
| Effective against Flying | | | | | | | | |
| Dragon Fang | Wyvern Rider | Polearm | 1 | 10 | 11 | 70 | 20 | 40 |
| Effective against Armored | | | | | | | | |
| One Armed | Bandit | Bludgeon | 1 | 12 | 13 | 70 | 40 | 40 |
| Deals half damage if hit isn't a critical hit | | | | | | | | |
| Bhuj | Fighter | Throwing | 1-2 | 11 | 11 | 85 | 15 | 40 |
| Boarding Axe | Pirate | Hacking | 1 | 10 | 12 | 70 | 25 | 40 |
| Ignores up to 5 DR | | | | | | | | |
| Compound Bow | Archer | Longbow | 2-3 | 8 | 10 | 85 | 10 | 40 |
| Self Bow | Nomad | Recurve | 1-2 | 7 | 8 | 85 | 20 | 40 |
| Nidhogg | Hunter | Greatbow | 1-2 | 7 | 11 | 90 | 0 | 40 |
| Magic Weapon (Greatbow/Judgment) | | | | | | | | |

| Name | Class | Type | Range | WT | MT | Hit | Crit | QL |
|--|------------------|----------|-----------|----|----|-----|------|----|
| Jambiya | Thief | Dagger | 1 | 6 | 9 | 90 | 20 | 40 |
| Bolo Knife | Scavenger | Knife | 1-2 | 8 | 8 | 85 | 10 | 40 |
| Reduces target STR and MAG by 5 for 1 turn | | | | | | | | |
| Hidden Blade | Outlaw | Dagger | 1 | 7 | 7 | 80 | 40 | 40 |
| Hidden Gun | Outlaw | Greatbow | 1-2 | 7 | 24 | 65 | 35 | 40 |
| Ignores user STR | | | | | | | | |
| Kitchen Knife | Maid | Exotic | 1-2 | 6 | 6 | 75 | 10 | 40 |
| Reduces target SPD by 4 for 1 turn | | | | | | | | |
| Gotoh | Mage | Fire | 1-2 | 7 | 8 | 85 | 15 | 40 |
| Effective against Flying | | | | | | | | |
| Hoarfrost | Tactician | Wind | 1-2 | 6 | 8 | 90 | 10 | 40 |
| +5 MT when target has 2 adjacent units allied to user | | | | | | | | |
| Fulmine Caeruleum | Trickster | Thunder | 1-2 | 5 | 5 | 80 | 15 | 40 |
| +3 MT when counterattacking | | | | | | | | |
| Duma's Curse | Shaman | Ancient | 1-2 | 8 | 8 | 75 | 5 | 40 |
| Inflicts Silence for 1 turn | | | | | | | | |
| Libra Mort | Necro- mancer | Grimoire | 1-2 | 8 | 12 | 80 | 20 | 40 |
| Ultraviolet | Scholar | Dread | 1-2 | 7 | 10 | 80 | 5 | 40 |
| Reverses Weapon Triangle | | | | | | | | |
| Mila's Grace | Monk | Holy | 1-2 | 6 | 7 | 85 | 25 | 40 |
| Aureola | Ascetic | Judgment | 1-2 | 7 | 9 | 90 | 0 | 40 |
| +1 MT for every combat, resetting at the start of the user's phase | | | | | | | | |
| Earth Sword | Troubadour | Crushing | 1-2 | 7 | 6 | 80 | 0 | 40 |
| Magic Weapon (Crushing/Holy) | | | Drains HP | | | | | |
| Tiena | Priest | Healing | 1-2 | - | - | - | - | 40 |
| Heals (15+MAG) HP and removes debuffs | | | | | | | | |

Items

Healing Items

| Name | QL | Effect | |
|-------------------|----|---|-------------------------------|
| Vulnerable | 3 | Heals 10 HP | |
| Concoction | 3 | Heals 30 HP | |
| Elixir | 3 | Heals all HP | |
| Herbs | 10 | Heals 5 HP | Can't revive allies from 0 HP |
| Tonic | 5 | Heals 15 HP | Can't revive allies from 0 HP |
| Potion | 5 | Heals 30 HP | Can't revive allies from 0 HP |
| Panacea | 3 | Heals 30 HP, removes ailments and debuffs | Can't revive allies from 0 HP |

Status Restoring Items

| Name | QL | Effect | |
|-----------------------|----|---|--|
| Smelling Salt | 3 | Cures Sleep and prevents it for 1 turn | |
| Fragile Bone | 3 | Cures Paralyze and prevents it for 1 turn | |
| Antitoxin | 3 | Cures Poison and prevents it for 1 turn | |
| Memento | 3 | Cures Berserk and Turncoat and prevents them for 1 turn | |
| Landis Herbs | 3 | Cures Silence and prevents it for 1 turn | |
| Energizer | 3 | Cures Addle and prevents it for 1 turn | |
| Liquid Courage | 3 | Cures Fear and prevents it for 1 turn | |
| Nul Needle | 3 | Cures all ailments and debuffs and prevents them for 1 turn | |

Temporary Buff Items

| Name | QL | Effect |
|----------------------------|-----------|--|
| Healthy Salve | 3 | Raises current and max HP by 15. Max HP bonus is reduced by 5 at the start of the unit's phase. Current HP can't be higher than max HP after this happens. |
| Muscle Tonic | 3 | Raises STR by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Arcane Tea | 3 | Raises MAG by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Steady Brew | 3 | Raises SKL by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Lucky Liquor | 3 | Raises LCK by 6. Bonus is reduced by 1 at the start of the unit's phase. |
| Metal Draft | 3 | Raises DEF by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Pure Water | 3 | Raises RES by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Bitter Drink | 3 | Raises SPD by 6. Bonus is reduced by 2 at the start of the unit's phase. |
| Fortifying Tincture | 3 | Raises CON by 3. Bonus is reduced by 1 at the start of the unit's phase. |
| Focusing Drug | 3 | Raises Hit by 15. Bonus is reduced by 5 at the start of the unit's phase. |
| Jitter Juice | 3 | Raises Evade by 15. Bonus is reduced by 5 at the start of the unit's phase. |
| Wrath Extract | 3 | Raises Crit by 15. Bonus is reduced by 5 at the start of the unit's phase. |
| Satisfying Spirit | 3 | Raises Dodge by 15. Bonus is reduced by 3 at the start of the unit's phase. |

Miscellaneous Items

| Name | QL | Effect |
|----------------------|-----------|---|
| Door Key | 1 | Can be used to open a door |
| Door Keyring | 5 | Can be used to open a door |
| Chest Key | 1 | Can be used to open a chest |
| Chest Keyring | 5 | Can be used to open a chest |
| Venom Vial | 3 | The user's next successful attack inflicts Poison for 4 turns |
| Torch | 3 | Increases vision in Fog of War by 4 spaces |

Accessories

Accessories aren't usable; their effects are active just by being present in the inventory. The unit can choose whether to unequip these items if they don't want to benefit from their effects.

| Name | Effect |
|-----------------------|--|
| Delphi Shield | Unit doesn't take effective damage from Bows |
| Combat Ring | Confers +1 DMG and +5 Hit |
| Shield Ring | Confers +1 DR and +5 Evade |
| Reckless Ring | Confers +2 DMG and -2 DEF and RES |
| Jinxed Ring | Confers +10 Crit and -10 Dodge |
| Threshold Ring | Increases the HP threshold for certain character skills by a flat 10% |
| Chance Ring | Increases the chance to activate certain character skills by a flat 5% |
| Iron Rune | If the unit takes a critical hit, there's a 50% chance it's degraded to a normal hit |
| Swiftsoles | Confers +1 MOV |

Stat Boosters

All stat boosters can be only used once.

| Name | Effect |
|-----------------------|-----------------------------------|
| Angelic Cloth | Increases max HP by 3 permanently |
| Angelic Robe | Increases max HP by 7 permanently |
| Blade Ring | Increases STR by 1 permanently |
| Power Drops | Increases STR by 3 permanently |
| Energy Ring | Increases MAG by 1 permanently |
| Arcane Ring | Increases MAG by 3 permanently |
| Secret Scroll | Increases SKL by 1 permanently |
| Secret Book | Increases SKL by 3 permanently |
| Rabbit's Foot | Increases LCK by 1 permanently |
| Goddess Icon | Increases LCK by 3 permanently |
| Iron Shield | Increases DEF by 1 permanently |
| Dragon Shield | Increases DEF by 3 permanently |
| Element Ring | Increases RES by 1 permanently |
| Talisman | Increases RES by 3 permanently |
| Dancer Ribbon | Increases SPD by 1 permanently |
| Speedwings | Increases SPD by 3 permanently |
| Heavy Gauntlet | Increases CON by 1 permanently |
| Body Ring | Increases CON by 3 permanently |

Weapon Rank Boosters

All weapon rank boosters can be only used once. They can't give new weapon proficiencies.

| Name | Effect |
|----------------------------|---|
| Sword Crystal | Increases one Sword Subcategory Proficiency by 1 Rank |
| Lance Crystal | Increases one Lance Subcategory Proficiency by 1 Rank |
| Axe Crystal | Increases one Axe Subcategory Proficiency by 1 Rank |
| Hidden Crystal | Increases one Hidden Subcategory Proficiency by 1 Rank |
| Bow Crystal | Increases one Bow Subcategory Proficiency by 1 Rank |
| Anima Crystal | Increases one Anima Subcategory Proficiency by 1 Rank |
| Light Crystal | Increases one Light Subcategory Proficiency by 1 Rank |
| Dark Crystal | Increases one Dark Subcategory Proficiency by 1 Rank |
| Staff Crystal | Increases one Staff Subcategory Proficiency by 1 Rank |
| Performance Crystal | Increases one Performance Subcategory Proficiency by 1 Rank |
| Duelist Gem | Increases all Sword Proficiencies by 1 Rank |
| Soldier Gem | Increases all Lance Proficiencies by 1 Rank |
| Warrior Gem | Increases all Axe Proficiencies by 1 Rank |
| Assassin Gem | Increases all Hidden Proficiencies by 1 Rank |
| Archer Gem | Increases all Bow Proficiencies by 1 Rank |
| Archmage Gem | Increases all Anima Proficiencies by 1 Rank |
| Cardinal Gem | Increases all Light Proficiencies by 1 Rank |
| Scholar Gem | Increases all Dark Proficiencies by 1 Rank |
| Saint Gem | Increases all Staff Proficiencies by 1 Rank |
| Artist Gem | Increases all Performance Proficiencies by 1 Rank |
| Arms Scroll | Increases all Proficiencies by 1 Rank |

Promotion Items

All promotion items can be only used once.

| Name | Effect |
|-----------------------|--|
| Artistic Mark | Required for promotion of performers |
| Elysian Whip | Required for promotion of flying units |
| Guiding Ring | Required for promotion of magic users |
| Faith Icon | Required for promotion of holy units |
| Hero's Crest | Required for promotion of infantry |
| Knight's Crest | Required for promotion of soldiers |
| Orion's Bolt | Required for promotion of archers |
| Ocean Seal | Required for promotion of brigands |
| Treasure Mark | Required for promotion of thieves |
| Fell Contract | Required for promotion of ...? |
| Earth Seal | Can promote any non-lord unit |
| Heaven Seal | Required for promotion of lords |