

FIRE EMBLEM

The Further Journeys



Player's Handbook v3.0 Abridged (Solymr version)

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Basics

Actions that generally result in EXP being granted include...

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

The WEXP needed to reach each Weapon Rank is as follows:

E	D	C	B	A	S
0	100	225	375	550	750
	+100	+125	+150	+175	+200

WEXP is gained by using a weapon or staff/performance. In case of using a weapon in combat with an enemy multiple times, WEXP will only be gained once. If the enemy was defeated in that combat, WEXP gained is doubled. Depending on the level of the weapon or staff/performance used, the character gains the following WEXP:

E	D	C	B	A	S
4	5	6	7	8	8

In your turn you can do several things, the more important of which are moving and acting:

Move: before acting, you can expend any or all of your MOV stat to travel a number of squares dependent on terrain effects and the unit's movement type.

Trade: allows you to initiate a trade with an adjacent friendly unit, where you can exchange your items around or change your or their equipped weapon. Trade can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.

Take/Give: if you or an adjacent unit has rescued a different unit, you can pass the rescued unit if both of you meet the conditions to rescue them. Take/Give can only be initiated once per turn, and it can be done either **before or after** your Move, but not after your Action.

Action: after moving (or not), you can choose to act in several ways: attacking, healing, using a skill that requires your action, etc. For most units their turn ends after using their action.

Attack: if you have an enemy within range of any of your weapons, you can use your Action to initiate combat with them. Combat is explained in more detail in a later section.

Rescue: if you are able to rescue an adjacent unit (your AID is higher than theirs) you can use your Action to rescue them and remove them from the map temporarily. Rescuing is explained in more detail in a later section.

Drop: if you have rescued a unit, you can use your Action to drop them to an adjacent empty square.

Canto: if a unit has this skill and they didn't attack as their action, they can use whatever MOV they didn't expend in their Move to travel a number of squares.

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

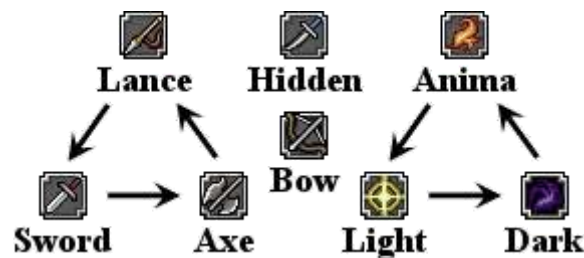
$$AS = [SPD - (Weapon\ Weight - (CON + Proficiency\ Bonus))].$$

Proficiency Bonus: This bonus equals the number of Ranks higher than the Level of the weapon that the character has in the weapon's type.

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

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

DG: Your Dodge. This number is directly reduced from your enemy's Critical Rate. It is equal to your Luck Stat.



Terrain

Indoors/Outdoors: Maps and parts of them can be designated as outdoors or indoors. Flying units indoors can't fly over walls, but still ignore terrain modifiers to movement and defensive stats.

Plains: Flat grassland, one of the most common types of terrain. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Floor: From a cobblestone road to the wooden floors of the local inn, the second most common type of terrain, used for urban or indoor settings. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Forest: A gathering of trees in one space. It's a hassle to move through, but it makes it very hard for the enemy to land a good hit. 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 +1 Damage Reduction, and a +15 bonus to Evasion. Pillars indoors work similarly to Forests.

Deep Forest: A dense gathering of trees. It's very difficult to both move into and get hit from outside of it. It costs 3 MOV to enter and units with Horseback cannot attempt to enter this terrain. As long as a unit is on Deep Forest terrain, they gain +1 Damage Reduction, and a +30 bonus to Evasion.

Hill: Elevated terrain. Getting up them is the hard part but having the high ground is worth it. It costs 3 MOV to step onto a Hill terrain. Units with Horseback cannot attempt to enter this terrain. Standing on Hill terrain grants +2 Damage Reduction, and +20 to Evasion.

Mountain: Rocky mountainous terrain that is far too impractical for all but the sturdiest of adventurers to traverse in the middle of battle, 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 +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: Small fortifications where units can hold up temporarily. Units on Forts gain +2 Damage Reduction, and a +20 bonus to Evasion. Also, at the start of their turn, the unit recovers 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: Open water can't be crossed by units without Levitation, Flying or Water Walk. Units with Levitation can step on Water for 2 MOV, but cannot end their turn on it. Water Walk allows swimming at 2 MOV cost. However, being in Water grants a +5 bonus to Evasion.

Ford: A place where crossing the water is possible but at a greater difficulty than through a bridge. Units without Levitation or Water Walk can enter Fords for 2 MOV. Units standing on Fords suffer a -5 Evasion penalty, unless they have Water Walk, in which case they gain +5 Evasion instead.

Sand: Beach sand or the desert roads for easier travel. There are no penalties or bonuses from fighting on this terrain, and any unit can move across it without any penalty.

Desert: Rough desert sands with no ground underneath. 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.

Snow: The ground lined with thick snow. Foot units lose 1 MOV and Units with Horseback lose their +2 MOV when they start their turn on Snow Terrain. Flying Units and units with Levitation ignore this effect.

Cliff: A rock wall blocks off any movement through that space. Only fliers can cross it.

Wall: A sturdy stone wall blocks off any movement through that space. Only fliers can cross it, unless the map or their part of the map is considered Indoors, in which case there's a ceiling blocking the way.

Weak Wall: A stone wall with a crack in it, or a wooden wall. They're obstacles with a set amount of HP, DEF and RES determined by the GM, and can be attacked. Any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon or with certain class skills. Reducing this to 0 HP opens a larger hole in the wall, allowing units to pass through with no movement penalty.

Door: A sturdy door, this blocks off any movement through that space. Someone with a Door Key or units with Lockpick skill, can unlock the door and open it, allowing units to pass through. Alternatively, it can be broken down. All doors have a set amount of HP, DEF and RES determined by the GM, and follow the same rules as other breakable obstacles.

Snag: Gnarled dead trees, always found by rivers or short canyons. They're obstacles with a set amount of HP, DEF and RES determined by the GM, and can be attacked. Any attack will hit, but only one attack will land that turn, 2 if using a Brave Weapon or with certain class skills. Reducing this to 0 HP forms a bridge that can be crossed with no movement penalty.

Chest: A chest containing treasure (or not). There are no penalties or bonuses for moving or fighting in this terrain, but units with Lockpick standing on it can open it to obtain an item (or not).

Inclement Weather: Inclement weather is what happens when it rains, or there's a snow storm or a sand storm. Depending on the GM, this may result in mounted or infantry units losing MOV or Fog of War may take effect. Once the inclement weather stops, units can move and attack normally.

Fog of War: Any map that occurs at night or with similar negative influences (deep caverns, thick fog or mist, smoke from an inferno, etc.) can be considered to be under the Fog of War. During this time, units are limited to a Line of Sight (LoS) of 4 spaces, or 8 for units with Vision. LoS can also be extended by using a Torch. Anything outside the LoS is covered in the fog. The terrain itself is still visible so the players can still navigate the map, but enemy positions and treasure chests will be invisible until they're in the LoS. If a player runs into an enemy in the middle of their Movement phase, their turn immediately ends, as they are taken by surprise by "ENEMY OUT OF NOWHERE!"

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: From poison-soaked weapons to spells that cause stomachs to churn, Poison causes internal pains and sickness to those afflicted. 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: Asleep on their feet, 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: Either literally muting the target afflicted, or just silencing the magic they weave, 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: Much like the Sleep status, 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: Blinded by fury and battle lust, 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: Stricken with fright, 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: A turned unit will see foe as friend and friend as foe. 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

Affinity	DMG	DR	Hit	Eva	Crit	Dodge	First Class Level 1	C	C	-	-
Fire	+0.5		+2.5		+2.5	+2.5	First Class Level 4	B	C	-	-
Wind			+2.5	+2.5	+2.5	+2.5	First Class Level 8	B	C	C	-
Anima	+1.0				+2.5	+2.5	First Class Level 12	B	B	C	C
Light		+0.5	+2.5		+2.5	+2.5	First Class Level 16	A	B	C	C
Dark	+0.5			+2.5	+2.5	+2.5	First Class Level 20 or Promoted Class Level 1	A	B	B	C
Thunder		+0.5		+2.5	+2.5	+2.5	Promoted Class Level 5	A	A	B	C
Ice		+1.0			+2.5	+2.5	Promoted Class Level 10	S	A	B	C
Water	+0.5	+0.5			+2.5	+2.5					
Heaven			+5.0		+2.5	+2.5					
Earth				+5.0	+2.5	+2.5					

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 their next 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, you'll force them to skip their next counter attack. 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.

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 defeat an enemy in your phase, the penalty is doubled until your next phase.

Deep Pockets

Free, Passive Effect

You have 2 additional inventory slots.

Discipline

Free, Passive Effect

WEXP gained from combat or using a staff/performance is doubled. 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

Add an additional Luck/2 to the formulas for Hit, Crit, Evade and Dodge.

Fortune+

Cost, Passive Effect

Add an additional Luck/2 to Hit, Crit, Evade and Dodge. If enemy's Crit rate is lower than your Dodge, rolling equal or under the difference halves the damage you take.

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 Magic tomes or Staves can't have this skill. If a character with this skill obtains proficiency in Magic tomes or Staves, 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 weapon type (Ex: if you pick Nullify as a Wyvern Rider, either Wind 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, Wind 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 the combat 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, you gain +5 DMG, +20 Hit, +20 Evade and guaranteed follow-ups.

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 +14 AID.

Pegasus

While mounted, this unit gains +2 MOV and +12 AID. In addition, they can fly: they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles on outdoor maps. They take effective damage from Bows and Wind.

Wyvern

While mounted, this unit gains +1 MOV and +16 AID. In addition, they can fly: they don't suffer MOV penalties or gain defensive bonuses from terrain, and can move over and land on obstacles on outdoor maps. They take effective damage from Bows and Thunder.

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 (or to gain its advantages if their mount flies), 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, except after attacks. This skill is only active while mounted.

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 other rough terrain still have penalties, 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 spaces 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
-	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
16	0	4	5	2	0	3	4	4	3	4

Archer Trainee/Scout

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

Promotes To: Archer, Ballistician, Nomad

Base Stats:

HP	STR	MAG	SKL	LCK	DEF	RES	SPD	CON	AID	MOV
16	4	0	5	2	2	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 or Quarterstaff
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 Photon
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	3	4	3	4

Performer Trainee/Performer

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

Special: **Perform**

The Performer can use their action to grant 1 adjacent ally an additional turn this round. They can combine this with a Performance item to grant that ally its effect.

Promotes To: Bard, Dancer, Trickster

Base Stats:

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

Rider Trainee/Rider

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

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	1	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

Spy Trainee/Drifter

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

Special: **Lockpick**

Promotes To: Outlaw, Scavenger, Spy

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	0	4	4	1	1	4	4	3	5

Swordsman Trainee/Initiate

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

Promotes To: Fencer, Mercenary, Myrmidon

Base Stats:

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

First Classes

All First Classes have the following stat caps:

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

Archer

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

Special: **Aimed Shot**

When attacking, the Archer can choose to target a specific area:

- **Leg Shot:** Target takes half damage, but they suffer -3 MOV and -20 Evade for 1 turn.
- **Arm Shot:** Target takes half damage, but they suffer -3 DMG and -20 Hit for 1 turn.
- **Headshot:** Shot with -20 to hit, and final hit cannot exceed 80. Target takes half damage but they lose their next action. If critical, damage is multiplied by 4 instead of 3.

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	0	7	2	3	1	5	7	6	5

Promotion Bonuses: +150 WEXP to Bow

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

Ascetic

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

Special: **Armored**

Shield of Faith

When the Ascetic deals damage, they gain +1 DR, 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: +150 WEXP to Light

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

Ballistician

Weapon Skill: Bow (D)
 Starting Weapon: Iron Bow or Bowgun
 Preferred Stats: Skill, Strength

Special: **Dismount**

War Machine

The Ballistician mounts a war machine, counting as Mounted, with no extra MOV and +20 AID. The Ballistician can use their action to set up their war machine, making their equipped bow have a range of 4-10, but halving their MOV, doubling the weapon's WT, suffering a -20 Hit penalty and being unable to follow up. When set up they can use their action to return to normal.

Promotes From: Archer Trainee
 Promotes To: Charioteer, Combat Engineer
 Item Required: Orion's Bolt (Both)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	6	2	4	1	4	8	7	5

Promotion Bonuses: +150 WEXP to Bow

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

Bandit

Weapon Skill: 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.

Boundless Stamina

The Bandit regains 10% of their Max HP at the start of their phase.

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

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
24	7	0	3	1	3	0	3	11	10	5

Promotion Bonuses: +150 WEXP to Axe

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: Performance (D)
Starting Weapon: Any E level Performance
Preferred Stats: Luck, Speed

Special: **Play**

When the Bard uses a Performance item, they can affect 2 adjacent allies. If they refresh an ally, that ally must be one of the allies affected.

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	6	4	3	5

Promotion Bonuses: +150 WEXP to Performance

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

Promotion Bonuses: +75 WEXP to Staff and Hidden

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+1	+1	+0	+0	+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: +75 WEXP to Sword and Lance

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: Slim Sword, Any E level Performance
Preferred Stats: Luck, Strength

Special: **Dance**

The Dancer is able to perform for an adjacent enemy. That enemy loses their next turn. The Dancer can also choose to use a Performance item for an adjacent ally when performing for an enemy.

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	6	2	3	7	4	3	5

Promotion Bonuses: +75 WEXP to Performance and Sword

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+2	+0	+1	+1	+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: +75 WEXP to Sword and Hidden

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: Axe (D)

Starting Weapon: Iron Axe

Preferred Stats: Strength, Skill

Special: **Reckless Strike**

On their turn the Fighter 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 Fighter's next phase.

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	4	2	3	0	3	10	9	5

Promotion Bonuses: +150 WEXP to Axe

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 Moonlight
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
18	3	4	5	3	1	4	5	6	5	5

Promotion Bonuses: +75 WEXP to Light and Bow

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

Knight

Weapon Skill: 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	8	1	2	9	8	5

Promotion Bonuses: +150 WEXP to Lance, Axe or Sword

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

Mage

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

Special: **Levitation**

Elemental Attunement

The Mage can use their action to choose one of Sword, Lance or Axe. Until the battle ends or the Mage uses their action to choose a different type (or none), their attacks made with tomes count as the chosen weapon for the purposes of Weapon Triangle Advantage and Disadvantage.

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	5	7	3	0	5	5	6	5	5

Promotion Bonuses: +150 WEXP to Anima

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

Mercenary

Weapon Skill: Sword (D)
Starting Weapon: Iron Sword or Heavy Blade
Preferred Stats: Skill, Strength

Special: **Alpha Strike**

The Mercenary gains +3 DMG when they're at 90% of their Max HP or higher, and +10 Crit when attacking enemies at 90% of their Max HP or higher.

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
22	6	0	6	2	2	0	5	8	7	5

Promotion Bonuses: +150 WEXP to Sword

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

Special: **Levitation**

Faith

The Monk/Nun can enter Faith state before their action, 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	4	1	7	5	5	4	5

Promotion Bonuses: +150 WEXP to Light

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

Myrmidon

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

Special: **Leaf on the Wind**

The Myrmidon can enter Leaf on the Wind state before their action, 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: +150 WEXP to Sword

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

Necromancer

Weapon Skill: Dark (D)
Starting Weapon: Flux or Miasma
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
22	0	7	6	0	2	4	3	7	6	5

Promotion Bonuses: +150 WEXP to Dark

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

Nomad / Bow Knight

Weapon Skill: Bow (D)
Starting Weapon: Iron Bow
Preferred Stats: Skill, Speed

Special: **Horseback/Dismount/Canto**

Hit and Run

The Nomad can use Canto after making an attack.

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

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	7	2	3	1	6	7	6	5

Promotion Bonuses: +150 WEXP to Bow

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**

Always Prepared

The Outlaw 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 vice versa to counterattack.

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

Base Stats:

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

Promotion Bonuses: +75 WEXP to Bow and Hidden

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

Pegasus Rider

Weapon Skill: Lance (D)
Starting Weapon: Iron Lance or Slim Lance
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, Kinshi Knight
Item Required: Elysian Whip (Both)

Base Stats:

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

Promotion Bonuses: +150 WEXP to Lance

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: Axe (D)
 Starting Weapon: Hatchet or Iron 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	4	9	8	5

Promotion Bonuses: +150 WEXP to Axe

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

Priest / Sister

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

Special: **Levitation**

Staff Expertise

The Priest/Sister can choose to heal twice the amount of HP when using a healing Staff, at the cost of 2 QL.

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	7	5	5	4	5

Promotion Bonuses: +150 WEXP to Staff

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

Scavenger

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

Special: **Lockpick, Vision**

Supply Raid

When the Scavenger reduces an enemy to 0 HP in combat, they gain a random healing or temporary stat boosting item with 1 use. They can choose to store it in their inventory or use it immediately.

Promotes From: Spy 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
18	4	3	4	4	2	1	6	7	6	6

Promotion Bonuses: +75 WEXP to Hidden and Dark

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+0	+1	+2	+1	+0	+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
18	0	6	7	1	1	4	5	7	6	5

Promotion Bonuses: +75 WEXP to Anima and Dark

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

Shaman

Weapon Skill: 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
18	0	7	7	0	1	5	4	7	6	5

Promotion Bonuses: +150 WEXP to Dark

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

Soldier

Weapon Skill: Lance (D)
Starting Weapon: Iron Lance or Pike
Preferred Stats: Skill, Defense

Special: **Anti-Cavalry**

The Soldier gains +15 Hit and +3 DMG against mounted units. Successful attacks or counterattacks against mounted units disable their Canto skill for a turn.

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
24	5	0	5	1	5	0	4	8	7	5

Promotion Bonuses: +150 WEXP to Lance

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

Spy

Weapon Skill: Hidden (D)
Starting Weapon: Iron Dagger or Iron Knife
Preferred Stats: Speed, Luck

Special: **Lockpick, Vision**

Shadow

If the Spy is at least 3 spaces away from an enemy (2 if the Spy is in defensive terrain), they can use their action to enter Shadow. While in Shadow, they're undetectable and untargetable by enemies. Shadow is broken when the Spy attacks, when an enemy tries to walk into the space the Spy occupies (in which case the enemy will lose their action), when an enemy ends up in a space adjacent to the Spy, or if an enemy with Vision walks within 4 spaces. Attacking from Shadow grants +15 Crit for the combat.

Promotes From: Spy Trainee
Promotes To: Assassin, Rogue
Item Required: Fell Contract (Assassin), Treasure Mark (Rogue)

Base Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	5	5	2	1	8	6	5	6

Promotion Bonuses: +150 WEXP to Hidden

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

Tactician

Weapon Skill: Anima (D)
Starting Weapon: Fire
Preferred Stats: Skill, Luck

Special: **Mark of Magic**

The Tactician gains +5 Hit, Evade, and Crit against enemies that have been attacked by other allies in the same phase. After the Tactician attacks an enemy, allied units gain +5 Hit, Evade, and Crit against the target until the end of the phase.

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
18	0	5	7	4	1	3	5	6	5	5

Promotion Bonuses: +150 WEXP to Anima

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

Trickster

Weapon Skill: Performance (D), Anima (D)
Starting Weapon: Fire, Any E level Performance
Preferred Stats: Luck, Magic

Special: **Bolster**

The Trickster is can refresh and/or use a Performance item on an ally within 2 spaces. If they use a Performance item, they can also affect an enemy within 2 spaces, inverting the effect.

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	6	4	3	5

Promotion Bonuses: +75 WEXP to Performance and Anima

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+0	+2	+1	+1	+1	+1	+1	+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
18	4	4	3	4	1	4	5	6	5	5

Promotion Bonuses: +75 WEXP to Staff, +75 WEXP to Weapon of Choice

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

Wyvern Rider

Weapon Skill: 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	5	1	6	0	3	9	8	5

Promotion Bonuses: +150 WEXP to Lance

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
-	30	30	30	30	30	30	30	20	19

Assassin

Weapon Skill: Bow, Hidden
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 3 Crit per 1 DMG.

Promotes From: Outlaw, Spy

Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Bow and Hidden

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

Baron

Weapon Skill: Anima, Dark (if promoting from Scholar)
Anima, Light (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: +150 WEXP to Anima, +150 WEXP to Dark or Light

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

Battle Mage

Weapon Skill: Bow, Anima (if promoting from Archer)
Bow, Light (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: +150 WEXP to Bow, +150 WEXP to Anima or Light

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: Axe
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 choose to increase their Critical Rate in exchange of increasing damage taken, until the Berserker's next phase. Each 1 point of extra damage taken increases Critical Rate by 3, up to +30 Crit.

Berserker Rage

For every 2 HP under their maximum, the Berserker gains +1 Crit.

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: Bandit, Pirate
Item Required: Ocean Seal

Promotion Bonuses: +300 WEXP to Axe

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

Bishop

Weapon Skill: Light, Staff
Preferred Stat: Resistance, Luck

Special: **Sanctuary**

The Bishop can use their action to give 5 DR to an adjacent ally for 2 rounds. Only one ally can benefit from this effect at a time. Applying Sanctuary to another ally removes it from the first, and applying it to the same ally resets the duration.

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

Promotion Bonuses: +150 WEXP to Light and Staff

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

Bodyguard

Weapon Skill: Staff, Hidden, Lance
Preferred Stats: Defense, Magic

Special: **Martyrdom**

When an ally adjacent to the Bodyguard takes damage from an attack, the Bodyguard can choose to redirect half of that damage to themselves.

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

Promotion Bonuses: +100 WEXP to Staff, Hidden and Lance

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

Bounty Hunter/Treasure Hunter

Weapon Skill: Hidden, Sword, Axe, Dark, Anima
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, though they won't gain WEXP for them. They can use any E level weapon without penalty. However, for every level above their Rank, they suffer a +1 Weight penalty on the weapon, potentially lowering their Attack Speed.

Bag of Holding

The Bounty Hunter has infinite storage for items separate from their regular inventory.

Promote From: Scavenger
Item Required: Treasure Mark

Promotion Bonuses: +60 WEXP to Hidden, Sword, Axe, Dark and Anima

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

Charioteer

Weapon Skill: Bow, Lance
Preferred Stat: Defense, Skill

Special: **Raid**

Chariot Charge

When the Charioteer attacks while not set up, having used at least half MOV grants +3 DMG and +10 Crit.

Armored Chariot

When the Charioteer is set up, they gain Armored.

Promote From: Ballistician
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Lance

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

Combat Engineer

Weapon Skill: Bow, Axe
Preferred Stat: Skill, Health

Special: Remote Control

When the Combat Engineer sets up the war machine, they can dismount and leave the war machine set up in place with the weapon they choose. They can't use that weapon by themselves while dismounted, but they don't suffer the set-up penalties, and they can choose to attack with the war machine as if they were mounting it, with the enemy being unable to counterattack.

Remote Recall

The Combat Engineer can recall the war machine from anywhere when remounting, rather than having to return to it to remount.

Promote From: Ballistician
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Axe

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

Commander

Weapon Skill: Sword, Anima
Preferred Stat: Magic, Strength

Special: Rally

The Commander can choose to use their action to activate a Rallying effect, granting bonuses to nearby allies. These bonuses do not apply to themselves, and singular orders do not stack.

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

Press the Assault

When the Commander takes an enemy down to 0 HP in their phase, they can activate a Rally immediately without spending an action.

Promote From: Mercenary, Tactician
Item Required: Hero's Crest

Promotion Bonuses: +150 WEXP to Sword and Anima

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: Sword, Light
Preferred Stats: Resistance, Skill

Special: **Armored**

Mission from Above

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.

Promote From: Ascetic
Item Required: Faith Icon

Promotion Bonuses: +150 WEXP to Sword and Light

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: Performance, Sword
Preferred Stats: Skill, Luck

Special: **Dance**

Sword Dance

The Dancing Blade is able use Dance (in full) and attack at the same time.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses: +150 WEXP to Performance and Sword

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: Lance, Dark
Preferred Stats: Strength, Magic

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

Life Steal

Upon reducing an enemy to 0 HP, the Dark Rider regains 50% of their own maximum HP.

Promote From: Necromancer
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Lance and Dark

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

Dread Fighter

Weapon Skill: Axe, Dark
Preferred Stats: Strength, Speed

Special: **Element of Surprise**

When the Dread Fighter attacks an enemy that was 3 spaces or more away at the start of their phase, they gain +2 AS and +2 DMG and the enemy cannot counterattack.

Promote From: Fighter
Item Required: Fell Contract

Promotion Bonuses: +150 WEXP to Axe and Dark

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

Druid

Weapon Skill: Dark, Staff
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	Nosferatu	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: +150 WEXP to Dark and Staff

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: Lance, Sword
Preferred Stats: Strength, Speed

Special: **Horseback/Dismount/Canto**

Momentum

When the Duke Knight attacks a target that was 5 or more spaces away at the start of their phase, they gain +3 DMG and guaranteed follow ups and the enemy can't follow up.

Promote From: Cavalier
Item Required: Knight's Crest

Promotion Bonuses: +150 WEXP to Lance and Sword

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

Enchanter

Weapon Skill: Performance, Anima
Preferred Stats: Magic, Luck

Special: **Enchant**

The Enchanter can choose to perform for an enemy within 2 spaces. They can make that enemy do an action, as well as apply any Performance item effects to allies or enemies as with Play or Bolster. That enemy can still act on their next turn. No enemy can be Enchanted twice.

Promote From: Bard, Trickster
Item Required: Artistic Mark

Promotion Bonuses: +150 WEXP to Performance and Anima

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: Lance, Sword

Preferred Stats: Speed, Skill

Special: **Pegasus/Dismount/Canto**

Relentless 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: +150 WEXP to Lance and Sword

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

General

Weapon Skill: 2 of Lance, Axe or Sword

Preferred Stats: Defense, Skill

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: +150 WEXP to 2 of Lance, Axe or Sword (1 from before promotion)

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

Great Knight

Weapon Skill: Lance, Axe, Sword

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

If the Great Knight on their turn attacks an unmounted unit, they gain a +3 DMG and +3 DR bonus.

Promote From: Knight
Item Required: Knight's Crest

Promotion Bonuses: +100 WEXP to Lance, Axe and Sword

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

Hero

Weapon Skill: Sword, Axe
Preferred Stats: Skill, Strength

Special: Lend Me Your Strength

If the Hero starts their turn within 3 spaces of at least 4 allied units, they gain +2 AS and +2 DMG (or DR if the Hero chooses), as well as +10 Hit and Evasion, until the start of their next phase.

Promote From: Mercenary
Item Required: Hero's Crest

Promotion Bonuses: +150 WEXP to Sword and Axe

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

Holy Guard

Weapon Skill: Staff, Light, Chosen Weapon
Preferred Stats: Resistance, Defense

Special: Horseback/Dismount/Canto

Heroic Advance

Allied units within 2 spaces of the Holy Guard gain +3 DEF or RES (on the Holy Guard's command).

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

Promotion Bonuses: +100 WEXP to Staff, Light and Chosen Weapon

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

Illusionist

Weapon Skill: Anima, Light, Performance
Preferred Stats: Speed, Magic

Special: **Mirage**

When performing, the Illusionist can choose to create an illusion in an empty space within range instead of refreshing an ally's turn. Only 2 illusions can be active at once and they dissipate after one attack.

Brilliant Echo

When the Illusionist uses a Performance item (by itself or with refreshing), each illusion can spread the effect to other units as if each illusion had used Bolster (without refreshing more allies).

Promote From: Trickster
Item Required: Artistic Mark

Promotion Bonuses: +100 WEXP to Anima, Light and Performance

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: Light
Preferred Stats: Magic, Speed

Special: **Levitation** (if promoting from Monk/Nun), **Armored** (if promoting from Ascetic)

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: +300 WEXP to Light

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

Lore Master

Weapon Skill: Performance
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 can refresh the turn of two adjacent units now, and Performance items can affect four adjacent allies.

Promote From: Bard
Item Required: Artistic Mark

Promotion Bonuses: +300 WEXP to Performance

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

Mage Knight

Weapon Skill: Anima
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: +300 WEXP to Anima

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

Mountain Hermit

Weapon Skill: Axe, Staff
Preferred Stats: Strength, Magic

Special: Mountain Sprint

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

Inner Strength

The Mountain Hermit can use their action to heal themselves or an adjacent ally for an amount equal to their CON and clear all negative effects.

Promote From: Bandit
Item Required: Ocean Seal

Promotion Bonuses: +150 WEXP to Axe and Staff

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

Nomad Trooper / Ranger

Weapon Skill: Bow, Sword
Preferred Stats: Skill, Speed

Special: Horseback/Dismount/Canto**Master of the Hunt**

The Nomad Ranger gains a +2 bonus to MOV when using Hit and Run.

Promote From: Nomad
Item Required: Orion's Bolt

Promotion Bonuses: +150 WEXP to Bow and Sword

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

Paladin

Weapon Skill: Sword, Lance, Axe
Preferred Stats: Previous Chosen Stats

Special: Horseback/Dismount/Canto**Wary Fighter**

The Paladin can choose on their turn before their 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: +100 WEXP to Sword, Lance and Axe

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

Rogue

Weapon Skill: Hidden
Preferred Stats: Luck, Speed

Special: Silent Killer

If the Rogue takes an enemy down to 0 HP when attacking from Shadow, and after combat they still fulfill the requirements for entering Shadow, they reenter Shadow automatically.

Promote From: Spy
Item Required: Treasure Mark

Promotion Bonuses: +300 WEXP to Hidden

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

Sage

Weapon Skill: Anima, Staff
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
	Flux	5		Addle	10		Thoron	12

At level 19: Pick any unpicked spell

Promote From: Mage
Item Required: Guiding Ring

Promotion Bonuses: +150 WEXP to Anima and Staff

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

Saint

Weapon Skill: Staff
Preferred Stats: Resistance, Strength

Special: Sacrifice

The Saint can transfer up to 5 points of any stat except HP to an adjacent ally, lasting until either the ally or the Saint go down to 0 HP. There is no limit in how many allies can be affected at once.

Staff Mastery

The Saint can use the same staff twice in their turn. This skill replaces Staff Expertise.

Promote From: Priest/Sister

Item Required: Faith Icon

Promotion Bonuses: +300 WEXP to Staff

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

Samurai

Weapon Skill: Sword, Bow

Preferred Stats: Skill, Health

Special: Critical Eye**Musou**

For every 5 HP under their maximum, the Samurai gains +1 DMG and for every 10 HP they gain +1 AS.

Promote From: Myrmidon

Item Required: Hero's Crest

Promotion Bonuses: +150 WEXP to Sword and Bow

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

Sentinel

Weapon Skill: Lance

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: +300 WEXP to Lance

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: Sword, Hidden, Dark
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 Hit and +10 Crit 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: +100 WEXP to Sword, Hidden and Dark

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: Bow
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: +300 WEXP to Bow

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

Steward

Weapon Skill: Staff, Hidden
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: +150 WEXP to Staff and Hidden

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

Storm Knight

Weapon Skill: Lance, Bow, Anima
Preferred Stats: Speed, Magic

Special: **Walking on Air**

Tactical Superiority

The Storm Knight gains +15 Hit and +3 AS when their weapon does effective damage to the enemy.

Promote From: Pegasus Rider
Item Required: Elysian Whip

Promotion Bonuses: +100 WEXP to Lance, Bow and Anima

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

Summoner

Weapon Skill: Dark
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. 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. A Phantom's stats are based on that of the Summoner:

Summoner	HP	STR	MAG	SKL	LCK	DEF	RES	SPD	CON	MOV
Phantom	HP	MAG	STR	SPD	LCK	RES	DEF	SKL	CON	MOV

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, their phantom gains weapon ranks and may choose to equip weapons of higher level.

- At Level 1: E Rank; Iron Sword, Iron Lance, Iron Axe
- At Level 5: D Rank; Steel Sword, Steel Lance, Steel Axe
- At Level 10: C Rank; Quick Sword, Javelin, Hammer
- At Level 15: B Rank; Silver Sword, Silver Lance, Silver Axe
- At Level 20: A Rank; Killing Edge, Killer Lance, Killer Axe

Promote From: Necromancer, Shaman
Item Required: Fell Contract

Promotion Bonuses: +300 WEXP to Dark

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

Swashbuckler

Weapon Skill: Axe, Sword, Hidden
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: +100 WEXP to Axe, Sword and Hidden

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: Sword
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 dealt on a single strike. This bonus lasts until their phase starts.

Promote From: Myrmidon
Item Required: Hero's Crest

Promotion Bonuses: +300 WEXP to Sword

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

Templar

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. If the Templar is taken down to 0 HP while in Quixotic state, the combat continues as normal, and if the Templar takes the enemy down to 0 HP in the same combat, they will stay up at 1 HP afterwards.

Promote From: Soldier
Item Required: Faith Mark

Promotion Bonuses: +150 WEXP to Lance and Light

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

Trouper

Weapon Skill: Sword, Lance, Performance
Preferred Stats: Strength, Skill

Special: **Showstopper**

When the Trouper uses a Performance item (by itself or with Dance/Perform), they gain the same effect themselves. If the Trouper defeats an enemy on their turn, they refresh their own turn.

Promote From: Dancer
Item Required: Artistic Mark

Promotion Bonuses: +100 WEXP to Sword, Lance and Performance

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

Valkyrie

Weapon Skill: Staff, Weapon of Choice
Preferred Stats: Speed, Resistance

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

Resuscitation

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

Promote From: Nomad, Troubadour
Item Required: Elysian Whip

Promotion Bonuses: +150 WEXP to Staff and Weapon of Choice (Bow if promoted from Nomad)

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: Hidden, Bow, Sword
Preferred Stats: Skill, Speed

Special: **Ambush Strike**

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

Promote From: Outlaw
Item Required: Treasure Mark

Promotion Bonuses: +100 WEXP to Hidden, Bow and Sword

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

Virtuoso

Weapon Skill: Anima, Dark, Light
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 for a turn based on the type of weapon they used while fighting that enemy:

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

Only one bonus each may be active at the same time.

Promote From: Scholar
Item Required: Guiding Ring

Promotion Bonuses: +100 WEXP to Anima, Dark and Light

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

Wanderer

Weapon Skill: Hidden, Dark
Preferred Stats: Luck, Skill

Special: **Omni-Movement**

All terrain costs 1 less MOV for the Wanderer, down to a minimum of 1 MOV.

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: +150 WEXP to Hidden and Dark

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: Axe, Bow
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: +150 WEXP to Axe and Bow

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

Wyvern Hunter

Weapon Skill: Lance
Preferred Stats: Skill, 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: +300 WEXP to Lance

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

Wyvern Knight

Weapon Skill: Lance, 1 of Axe or Sword
Preferred Stats: Defense, Strength

Special: **Wyvern/Dismount/Canto**

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

Promotion Bonuses: +150 WEXP to Lance and 1 of Axe or Sword

Weapons and Items

Name	Rank	Range	WT	MT	Hit	Crit	QL
Slim Sword	E	1	4	3	100	5	40
Iron Sword	E	1	4	5	85	0	40
Heavy Blade	E	1	7	8	70	0	40
Devil Sword	E	1	13	15	65	0	40
Every attack has a 31-LCK% chance of backfiring on the user			Doubles WEXP gained				
Steel Sword	D	1	5	7	80	0	35
Longsword	D	1	7	6	70	0	35
Effective against Horseback							
Armorbreaker	D	1	8	8	70	0	35
Ignores up to 5 DR							
Quick Sword	D	1	5	2	85	0	40
Guarantees follow-ups							
Silver Sword	C	1	6	8	80	5	30
Killing Edge	C	1	8	7	75	25	30
Whip Sword	C	1-2	9	5	70	0	30
Lancereaver	C	1	8	7	75	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Sabre	B	1	9	10	75	10	25
Claymore	B	1-2	10	8	65	0	25
Brave Sword	B	1	11	7	70	0	30
Doubles attacks made							
Wind Sword	B	1-2	8	7	75	0	25
Magic Weapon (Sword/Anima)			Effective against Flying				
Mage Masher	B	1	9	8	70	0	25
Effective against Levitation							
Katana	A	1	9	11	75	15	20
Buster Sword	A	1	12	13	60	0	20
Armorslayer	A	1	10	8	70	0	20
Effective against Armored							
Wyrmslayer	A	1	8	9	65	0	20
Effective against Wyvern							
Rune Sabre	A	1-2	11	8	60	0	20
Magic Weapon (Sword/Dark)			Drains HP				
Wo Dao	S	1	8	12	85	25	15
Ragnell	S	1-2	11	10	75	0	15
Joyeuse	S	1	10	12	70	5	15
Ignores up to 5 DR			User gains "Charisma" Skill				
Audhulma	S	1-2	8	10	70	0	15
Magic Weapon (Sword/Anima)			Effective against Flying				
Valmanway	S	1	9	9	80	10	20
Doubles attacks made							

Lances

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
Pike	E	1	9	6	80	10	40
Counterattacks first against mounted units					Can't follow up		
Devil Lance	E	1	14	16	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Lance	D	1	8	9	75	0	35
Javelin	D	1-2	7	5	70	0	35
Glaive	D	1	10	7	70	0	35
Effective against Horseback							
Heavy Lance	D	1	10	9	65	0	35
Ignores up to 5 DR							
Silver Lance	C	1	9	10	75	0	30
Killer Lance	C	1	11	8	70	25	30
Pilum	C	2	10	4	70	0	30
Guarantees follow-ups							
Axereaver	C	1	10	9	70	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Great Lance	B	1	10	12	70	0	25
Short Spear	B	1-2	9	9	65	0	25
Brave Lance	B	1	12	9	65	0	30
Doubles attacks made							
Flame Thrower	B	1-2	9	8	70	0	25
Magic Weapon (Lance/Anima)							
Dragoon Pike	B	1	12	8	70	0	25
Effective against Wyvern							
Greater Lance	A	1	11	14	70	5	20
Spiculum	A	2	12	8	60	0	20
Guarantees follow-ups							
Trident	A	1	13	18	65	0	20
Longinus	A	1-2	10	10	80	5	20
Magic Weapon (Lance/Light)							
Borehole	A	1	11	10	65	5	20
Effective against Armored							
Rex Hasta	S	1	11	16	75	15	15
Gradivus	S	1	14	19	65	0	15
Gae Bolg	S	1-2	10	12	70	10	15
Partizan	S	1	12	11	70	5	15
Effective against mounted units							
Gungnir	S	1-2	11	14	60	10	15
Magic Weapon (Lance/Anima)							

Axes

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Axe	E	1	8	8	75	0	40
Quarterstaff	E	1	6	7	80	0	40
Hatchet	E	1-2	6	4	70	0	40
Devil Axe	E	1	16	17	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user			Doubles WEXP gained				
Steel Axe	D	1	10	10	70	0	35
Hand Axe	D	1-2	9	7	65	0	35
Hammer	D	1	12	9	65	0	35
Effective against Armored							
Poleaxe	D	1	11	8	70	0	35
Effective against Horseback							
Silver Axe	C	1	11	12	65	0	30
Killer Axe	C	1	12	10	65	25	30
Provost's Mace	C	1	9	7	70	0	30
Effective against Levitation							
Swordreaver	C	1	12	11	65	5	30
Reverses Weapon Triangle							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Crescent Axe	B	1	12	15	65	0	25
Francisca	B	1-2	10	10	60	10	25
Brave Axe	B	1	14	10	60	0	30
Doubles attacks made							
Warhammer	B	1	13	11	60	0	25
Effective against Armored			Ignores up to 5 DR				
Bolt Axe	B	1-2	10	10	55	10	25
Magic Weapon (Axe/Anima)							
Basilikos	A	1	12	17	60	5	20
Tomahawk	A	1-2	14	12	55	10	20
Death Emperor	A	1	13	14	60	0	20
Ignores all DR							
Swordslayer	A	1	15	10	65	5	20
Reverses Weapon Triangle			Effective against Swordsman tree				
Runic Axe	A	1-2	13	9	60	0	20
Magic Weapon (Axe/Dark)			Drains HP				
Golden Axe	S	1	12	20	65	10	15
Master Hand	S	1-2	11	13	60	10	15
Sharur	S	1	14	15	60	0	15
Ignores all DR and turns it into bonus damage							
Earthsplitter	S	1-2	11	12	65	0	15
Magic Weapon (Axe/Anima)							
Armads	S	1	12	14	60	0	15
Effective against Wyvern							

Hidden

Name	Rank	Range	WT	MT	Hit	Crit	QL
Iron Dagger	E	1	4	4	85	10	40
+1 AS when equipped							
Iron Knife	E	1-2	5	4	80	0	40
Reduces target Hit and Evade by 10 for 1 turn							
Poison Knife	E	1-2	4	2	80	0	40
Inflicts Poison for 2 turns							
Devil Dagger	E	1	12	14	70	0	40
Every attack has a 31-LCK% chance of backfiring on the user				Doubles WEXP gained			
Steel Dagger	D	1	5	6	80	10	35
+1 AS when equipped							
Steel Knife	D	1-2	6	6	75	0	35
Reduces target Hit and Evade by 10 for 1 turn							
Shuriken	D	1-2	8	6	70	10	35
Parrying Dagger	D	1	7	5	80	5	35
Gains WTA and guaranteed follow-ups against Swords							
Silver Dagger	C	1	6	7	80	10	30
+2 AS when equipped							
Cutthroat	C	1	7	6	80	25	30
Silver Knife	C	1-2	7	7	75	0	30
Reduces target Hit and Evade by 15 for 1 turn							
Plague Dart	C	1-2	8	4	75	0	30
Inflicts/extends Poison for 2 turns				Poison deals damage twice			
Silencer	C	1-2	7	5	70	0	30
Effective against Levitation			Inflicts Silence for 1 turn				

Name	Rank	Range	WT	MT	Hit	Crit	QL
Cinquedea +2 AS when equipped	B	1	9	9	80	10	25
Kaiser Knife Doubles attacks made	B	1-2	11	7	70	0	24
Stiletto Reduces target Hit and Evade by 15 for 1 turn	B	1-2	9	8	75	5	25
Killer Shuriken	B	1-2	11	7	65	25	30
Dark Dagger Magic Weapon (Hidden/Dark)	B	1-2	9	7	70	5	25
Switchblade +3 AS when equipped	A	1	9	11	80	15	20
Baselard Reduces target Hit and Evade by 20 for 1 turn	A	1-2	9	10	75	10	20
Expunger Inflicts/extends Poison for 2 turns and forces all Poison damage on target to be dealt at once	A	1-2	6	4	75	0	30
Flame Shuriken Magic Weapon (Hidden/Anima)	A	1-2	10	8	70	10	25
Mercy Automatically hits if target is at 25% or less of their Max HP	A	1-2	11	8	75	0	25
Death Dealer Guarantees follow-ups	S	1	9	12	80	20	15
The World Doubles attacks made	S	1-2	11	10	75	0	15
Shred Shuriken Effective against Armored	S	1-2	12	10	65	10	15
Lyfjaberg Magic Weapon (Hidden/Light)	S	1-2	8	9	70	10	15
Athame Inflicts Paralyze for 1 turn and Poison for 2 turns	S	1-2	12	7	70	0	25

Bows

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
Devil Bow	E	2	14	13	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user			Doubles WEXP gained				
Bowgun	E	1-2	11	24	75	0	40
Ignores user STR							
Steel Bow	D	2	6	8	80	0	35
Greatbow	D	2	8	10	70	0	35
Longbow	D	2-3	6	5	70	0	40
Poison Bow	D	2	7	7	80	5	35
Inflicts Poison for 2 turns							
Silver Bow	C	2	7	10	80	0	30
Killer Bow	C	2	9	7	75	25	30
Eagle Longbow	C	2-3	8	7	65	0	35
Metal Punch	C	2	9	8	70	0	35
Ignores up to 5 DR							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Reflex Bow	B	2	10	11	80	5	25
Brave Bow	B	2	12	7	70	0	30
Doubles attacks made							
Yumi	B	2-3	11	9	75	0	25
Crossbow	B	1-2	13	32	70	0	30
Ignores user STR							
Bright Bow	B	2-3	8	8	80	0	25
Magic Weapon (Bow/Light)							
Crescent Bow	A	2	10	13	75	10	20
Sun Bow	A	2	11	7	70	0	25
Effective against Horseback							
Moon Bow	A	2	12	9	65	0	20
Effective against Armored							
Thundergun	A	1-2	13	32	70	15	25
Magic Weapon (Bow/Anima)			Ignores user STR and MAG				
Blackout Bow	A	2-3	12	9	70	0	20
Magic Weapon (Bow/Dark)			Inflicts Sleep for 1 turn				
Reinefleche	S	2	10	15	75	15	15
Sagittarius	S	2-4	12	10	70	0	15
Can't follow up							
Fujin Yumi	S	2-3	10	9	90	0	15
Magic Weapon (Bow/Anima)			Effective against Flying				
Chu-Ko-Nu	S	1-2	13	32	65	0	20
Doubles attacks made			Ignores user STR				
Mulagir	S	2	9	13	80	10	15
+2 AS when equipped							

Anima Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Fire	E	1-2	4	4	75	0	40
Wind	E	2-3	4	2	80	0	40
Effective against Flying							
Thunder	E	1-2	6	5	70	5	40
Singe	E	1-2	5	3	80	0	40
Inflicts Poison for 2 turns							
Elfire	D	1-2	5	6	75	0	35
Elwind	D	2-3	5	3	80	0	35
Effective against Flying							
Elthunder	D	1-2	7	7	65	5	35
Combustion	D	1	5	8	80	0	35
Arcfire	C	1-2	6	8	75	0	30
Arcwind	C	2-3	6	4	80	0	30
Effective against Flying							
Arcthunder	C	1-2	8	9	65	10	30
Meteor	C	3-10	16	10	65	0	5
Can't follow up							
Inferno	B	1-2	8	10	70	0	25
Vortex	B	2-3	9	6	80	0	25
Effective against Flying							
Storm	B	1-2	10	12	60	15	25
Wind Sword	B	1-2	8	7	75	0	25
Magic Weapon (Sword/Anima)		Effective against Flying					
Flame Thrower	B	1-2	9	8	65	0	25
Magic Weapon (Lance/Anima)							
Bolt Axe	B	1-2	10	10	55	10	25
Magic Weapon (Axe/Anima)							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Bolganone	A	1-2	9	12	70	0	20
Tornado	A	2-3	10	8	80	0	20
Effective against Flying							
Thoron	A	1-2	10	14	60	15	20
Flame Shuriken	A	1-2	10	8	70	10	25
Magic Weapon (Hidden/Anima)							
Thundergun	A	1-2	13	32	70	15	25
Magic Weapon (Bow/Anima)			Ignores user STR and MAG				
Titan Thunder	A	1-2	12	36	60	15	20
Ignores user MAG							
Forblaze	S	1-2	9	15	70	5	15
Excalibur	S	2-3	10	10	80	5	15
Effective against Flying							
Mjollnir	S	1-2	11	17	65	20	15
Armageddon	S	3-10	16	12	70	0	10
Audhulma	S	1-2	8	10	70	0	15
Magic Weapon (Sword/Anima)			Effective against Flying				
Gungnir	S	1-2	11	14	60	10	15
Magic Weapon (Lance/Anima)							
Earthsplitter	S	1-2	11	12	65	0	15
Magic Weapon (Axe/Anima)							
Fujin Yumi	S	2-3	10	9	90	0	15
Magic Weapon (Bow/Anima)			Effective against Flying				
Dire Thunder	S	1-2	12	10	60	10	20
Doubles attacks made							

Light Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Lightning	E	1-2	4	3	85	5	40
Photon	E	1-2	4	4	85	0	40
Moonlight	E	1-2	5	3	80	0	35
Ignores up to 2 DR							
Blessed Iron	E	1-2	6	3	75	0	40
+2 DR when equipped							
Shine	D	1-2	5	4	80	5	35
Thani	D	1-2	6	4	80	0	35
Effective against Horseback							
Flash	D	1	6	5	70	0	35
Effective against weapons that can attack at range 2 or greater							
Sacred Armor	D	1-2	7	4	85	0	35
+3 DEF when equipped							
Divine	C	1-2	6	6	75	10	30
Cleanse	C	1-2	6	8	80	0	30
Resire	C	1-2	11	4	70	0	30
Drains HP							
Leviathan	C	1-2	8	5	80	0	30
Effective against Flying							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Aurora	B	1-2	7	8	70	10	25
Purge	B	3-10	15	7	70	5	5
Can't follow up							
Divine Thunder	B	1-2	9	7	60	5	25
+3 DR when equipped							
Angel Light	B	1-2	10	28	75	10	25
Ignores user MAG							
Bright Bow	B	2-3	8	8	80	0	25
Magic Weapon (Bow/Light)							
Aura	A	1-2	8	10	70	15	20
Avalon	A	1-2	10	8	75	0	20
Effective against Armored							
Retribution	A	1-2	11	7	80	0	25
Effective when not initiating							
Light Barrier	A	1-2	9	8	70	0	20
+4 DR when equipped							
Longinus	A	1-2	10	10	80	5	20
Magic Weapon (Lance/Light)							
Luce	S	1-2	8	12	70	20	15
Naga	S	1-2	10	10	80	10	15
Effective against Wyverns and Dragons							
White Lightning	S	1-2	15	7	75	0	15
Guarantees follow ups			Doubles attacks made				
Lyfjaberg	S	1-2	8	9	70	10	15
Magic Weapon (Hidden/Light)							
Starlight	S	1-2	9	10	85	10	20
User gains "Awareness" skill							

Dark Magic

Name	Rank	Range	WT	MT	Hit	Crit	QL
Flux	E	1-2	7	6	70	0	40
Worm	E	1-2	5	4	80	5	40
Miasma	E	1	7	8	70	0	40
Swarm	E	1-2	6	5	65	0	40
Reduces target Hit by 10 for 1 turn							
Carrion	D	1-2	7	8	70	0	35
Hex	D	1-2	8	6	70	0	35
Ignores up to 3 DR							
Nosferatu	D	1	9	6	65	0	35
Drains HP							
Toxic	D	1-2	7	7	65	5	35
Inflicts Poison for 2 turns							
Sin	C	1-2	8	11	65	0	30
Hel	C	3-10	14	-	55	-	5
Halves target current HP		Can't deal critical hits or follow up					
Death	C	1	10	9	65	25	30
Jormungand	C	1-2	9	8	60	0	30
Inflicts Berserk for 1 turn							
Acid	C	1-2	10	7	65	5	35
Effective against Armored							

Name	Rank	Range	WT	MT	Hit	Crit	QL
Ruin	B	1-2	10	13	65	0	25
Luna	B	1-2	12	0	60	0	25
Ignores target RES							
Shadowshot	B	3-10	15	12	55	0	5
Can't follow up							
Dark Dagger	B	1-2	9	7	70	5	25
Magic Weapon (Dagger/Dread)							
Warlock Fist	B	1	10	-	70	10	25
MT is equal to user STR/2							
Faust	B	1-2	13	36	65	0	20
Ignores user MAG							
Fenrir	A	1-2	10	15	65	0	20
Waste	A	1	12	9	50	0	25
Doubles attacks made							
Zahhak	A	1-2	11	11	60	0	20
Cancels 1 enemy counterattack							
Rune Sabre	A	1-2	11	8	60	0	20
Magic Weapon (Slashing/Dread)			Drains HP				
Runic Axe	A	1-2	13	9	60	0	20
Magic Weapon (Hacking/Dread)			Drains HP				
Blackout Bow	A	2-3	12	9	70	0	20
Magic Weapon (Bow/Dark)			Inflicts Sleep for 1 turn				
Apocalypse	S	1-2	10	18	65	5	15
Naglfar	S	1	10	20	65	15	15
Gorgon Eye	S	1-2	12	9	55	0	25
Inflicts Paralyze for 1 turn							
Balberith	S	1-2	11	5	55	0	15
Inflicts Turncoat for 1 turn							
Ereshkigal	S	1-2	12	16	80	0	15
40% chance of an instant kill (some enemies may be immune to this)							

Staves

Name	Rank	Range	Hit	QL	Effect
Heal	E	1	-	30	Heals (10+MAG/2) HP
Antidote	E	1	-	30	Heals (MAG/2) HP and cures Poison
Clear	E	1	-	30	Heals (MAG/2) HP and removes debuffs
Shove	E	1-5	-	30	Moves an ally in range 1 space in any direction
Slow	E	1-3	40	30	Reduces Evade by 20 for 3 turns
Befuddle	E	1-3	40	30	Reduces Hit by 20 for 3 turns
Mend	D	1	-	25	Heals (20+MAG/2) HP
Soothe	D	1	-	25	Heals (MAG/2) HP and cures Sleep, Berserk and Fear
Barrier	D	1	-	25	Heals (MAG/2) HP and raises RES by 10, dropping by 2 each turn
Rescue	D	1-5	-	25	Moves an ally in range to an empty space adjacent to the user
Misfortune	D	1-3	40	25	Reduces Crit to 0 for 2 turns
Poison	D	1-4	50	25	Inflicts Poison for 4 turns
Inspire	C	1-3	-	20	Heals (10+MAG/2) HP
Kia	C	1	-	20	Heals (MAG/2) HP and cures Addle, Silence and Paralyze
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
Sleep	C	1-3	30	20	Inflicts Sleep for 3 turns
Berserk	C	1-3	25	20	Inflicts Berserk for 3 turns

Name	Rank	Range	Hit	QL	Effect
Physic	B	1-3	-	15	Heals (15+MAG/2) HP
Recover	B	1	-	15	Heals (30+MAG/2) HP
Warp	B	1-5	-		Moves an adjacent ally to an empty space in range
Teleport	B	1-5	-	15	Moves user to an empty space in range
Silence	B	1-3	30	15	Inflicts Silence for 3 turns
Addle	B	1-3	30	15	Inflicts Addle for 3 turns
Restore	A	1	-	15	Heals (MAG) HP and cures all ailments
Rejuvenate	A	1-3	-	10	Heals (10+MAG) HP
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
Paralyze	A	1-3	20	10	Inflicts Paralyze for 2 turns
Weakness	A	1-3	40	10	Reduces STR and DEF by 5 for 3 turns
Fortify	S	1-4	-	5	Heals (10+MAG/2) HP to every ally in range
Aum	S	1	-	5	Heals the target's MAX HP and revives them to full HP after dropping to 0 HP once afterwards
Again	S	Map	-	5	Gives an ally a second turn
Relocate	S	1-5	-	5	Moves an ally in range to an empty space in range
Turncoat	S	1-3	20	5	Inflicts Turncoat for 3 turns
Suffocate	S	1-3	20	5	Inflicts Silence for 3 turns
					Uses DEF instead of RES in Staff% calculation

Performances

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
Soldier's Reverie	E	30	Target ignores WTD penalties for 3 turns
War Cheer	D	25	+2 DMG for 3 turns
Menhit's Whisper	D	25	+2 DR for 3 turns
Sacae's Wind	D	25	Target's terrain bonuses are doubled for 3 turns
Blissful Melody	C	20	+2 AS for 2 turns
Thor's Ire	C	20	+10 Crit for 3 turns
Baldr's Ward	C	20	Target is cleared of and gains immunity to ailments and debuffs for 1 turn Inversion: target's ailments and debuffs are extended for 1 turn
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
Set's Litany	A	10	+10 Hit and Crit for 3 turns
Filla's Might	A	10	+3 DMG and +10 Crit for 4 turns
Elimine's Ballad	A	10	+3 DR and +25 Dodge for 4 turns
Hanon's Tune	S	5	+4 AS for 3 turns
Loki's Trick	S	5	Target takes half damage for 1 turn
Oath to Battle	S	5	Target can counterattack every attack for 1 turn

Unique Weapons

Each First Class and their promotions have access to a unique weapon that only they can wield. Their rank and weight are listed as (-) meaning they only need the basic skill to be wielded and the user won't be weighed down. 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. All weapons give 6 WEXP to their respective type.

Name	Class	Type	Range	MT	Hit	Crit	QL
Compound Bow	Archer	Bow	2-3	10	85	10	40
Aureola	Ascetic	Light	1-2	9	90	0	40
+1 MT for every combat, resetting at the start of the user's phase							
Stonehoist	Ballistician	Bow	2-3	12	70	0	40
+2 MT when set-up							
One Armed	Bandit	Axe	1	13	70	40	40
Deals half damage if hit isn't a critical hit							
Tide Turner	Bard	Performance	1	-	-	-	40
Target gains guaranteed follow-ups and cannot suffer follow-ups							
Kitchen Knife	Butler/Maid	Hidden	1-2	6	75	10	40
Reduces target SPD by 4 for 1 turn							
Cavalry Lance	Cavalier	Lance	1	9	75	10	40
+1 MT per space moved until user's next phase							
Cavalry Sword	Cavalier	Sword	1	8	85	10	40
+1 MT per space moved until user's next phase							
Urumi	Dancer	Sword	1	6	85	10	40
+15 Evade when equipped, double if user performed on their turn							
Royal Rapier	Fencer	Sword	1	9	85	10	40
Effective against Horseback							
Bhuj	Fighter	Axe	1-2	11	85	15	40
Nidhogg	Hunter	Bow/Light	1-2	11	90	0	40
Magic Weapon (Bow/Light)							
Soliferrum	Knight	Lance	1-2	9	80	5	40
Guarantees follow-ups							
Gotoh	Mage	Anima	1-2	8	85	15	40
Effective against Flying							
Regal Sword	Mercenary	Sword	1	10	80	10	40
Effective against Armored							

Name	Class	Type	Range	MT	Hit	Crit	QL
Mila's Grace	Monk	Light	1-2	7	85	25	40
Shamshir	Myrmidon	Sword	1	8	90	25	40
Libra Mort	Necromancer	Dark	1-2	12	80	20	40
Self-Bow	Nomad	Bow	1-2	8	85	20	40
Jambiya	Outlaw	Hidden	1	9	90	20	40
Wing Spear	Pegasus Rider	Lance	1	9	90	15	40
Effective against Flying							
Boarding Axe	Pirate	Axe	1	12	70	25	40
Ignores up to 5 DR							
Tiena	Priest/Sister	Staff	1	-	-	-	40
Heals (10+MAG) HP and removes debuffs							
Bolo Knife	Scavenger	Hidden	1-2	8	85	10	40
Reduces target STR and MAG by 5 for 1 turn							
Ultraviolet	Scholar	Dark	1-2	10	80	5	40
Reverses Weapon Triangle							
Duma's Curse	Shaman	Dark	1-2	8	75	5	40
Inflicts Silence for 1 turn							
Reginleif	Soldier	Lance	1	10	80	15	40
Effective against Horseback							
Hidden Blade	Spy	Hidden	1	7	80	40	40
Hoarfrost	Tactician	Anima	1-2	8	90	10	40
+5 MT when target has 2 adjacent units allied to user							
Fulmine Caeruleum	Trickster	Anima	1-2	5	80	15	40
+3 MT when counterattacking							
Earth Sword	Troubadour	Sword/Anima	1-2	6	80	0	40
Magic Weapon (Sword/Anima)		Drains HP					
Dragon Fang	Wyvern Rider	Lance	1	11	70	20	40
Effective against Armored							

Items

Healing Items

Name	QL	Effect	
Vulnerary	5	Heals 10 HP	
Concoction	5	Heals 30 HP	
Elixir	5	Heals 60 HP	
Herbs	5	Heals 10 HP	Can't revive allies from 0 HP
Tonic	5	Heals 20 HP	Can't revive allies from 0 HP
Potion	5	Heals 30 HP	Can't revive allies from 0 HP
Panacea	5	Heals 30 HP, removes ailments and debuffs	Can't revive allies from 0 HP

Status Restoring Items

Name	QL	Effect	
Smelling Salt	5	Cures Sleep and prevents it for 1 turn	
Fragile Bone	5	Cures Paralyze and prevents it for 1 turn	
Antitoxin	5	Cures Poison and prevents it for 1 turn	
Memento	5	Cures Berserk and Turncoat and prevents them for 1 turn	
Landis Herbs	5	Cures Silence and prevents it for 1 turn	
Energizer	5	Cures Addle and prevents it for 1 turn	
Liquid Courage	5	Cures Fear and prevents it for 1 turn	
Nul Needle	5	Cures all ailments and debuffs and prevents them for 1 turn	

Temporary Buff Items

Name	QL	Effect
Healthy Salve	5	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	5	Raises STR by 6. Bonus is reduced by 2 at the start of the unit's phase.
Arcane Tea	5	Raises MAG by 6. Bonus is reduced by 2 at the start of the unit's phase.
Steady Brew	5	Raises SKL by 6. Bonus is reduced by 2 at the start of the unit's phase.
Lucky Liquor	5	Raises LCK by 6. Bonus is reduced by 1 at the start of the unit's phase.
Metal Draft	5	Raises DEF by 6. Bonus is reduced by 2 at the start of the unit's phase.
Pure Water	5	Raises RES by 6. Bonus is reduced by 2 at the start of the unit's phase.
Bitter Drink	5	Raises SPD by 6. Bonus is reduced by 2 at the start of the unit's phase.
Fortifying Tincture	5	Raises CON by 3. Bonus is reduced by 1 at the start of the unit's phase.
Focusing Drug	5	Raises Hit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Jitter Juice	5	Raises Evade by 15. Bonus is reduced by 5 at the start of the unit's phase.
Wrath Extract	5	Raises Crit by 15. Bonus is reduced by 5 at the start of the unit's phase.
Satisfying Spirit	5	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	5	The user's attacks inflict Poison for 3 turns
Torch	5	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 Sword WEXP by 100.
Lance Crystal	Increases Lance WEXP by 100.
Axe Crystal	Increases Axe WEXP by 100.
Hidden Crystal	Increases Hidden WEXP by 100.
Bow Crystal	Increases Bow WEXP by 100.
Anima Crystal	Increases Anima WEXP by 100.
Light Crystal	Increases Light WEXP by 100.
Dark Crystal	Increases Dark WEXP by 100.
Staff Crystal	Increases Staff WEXP by 100.
Performance Crystal	Increases Performance WEXP by 100.
Duelist Gem	Increases Sword WEXP by 300.
Halberdier Gem	Increases Lance WEXP by 300.
Warrior Gem	Increases Axe WEXP by 300.
Assassin Gem	Increases Hidden WEXP by 300.
Sniper Gem	Increases Bow WEXP by 300.
Archmage Gem	Increases Anima WEXP by 300.
Cardinal Gem	Increases Light WEXP by 300.
Scholar Gem	Increases Dark WEXP by 300.
Saint Gem	Increases Staff WEXP by 300.
Artist Gem	Increases Performance WEXP by 300.
Arms Scroll	Increases WEXP for all types by 100.

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