

Fire Emblem: The Forum Journeys

Elf's Untested, Unconventional and Unarmed Supplement

(Or: How I Learned to Stop Worrying and Love Martial Arts and
Other Impractical Concepts in FEF 2: Electric Boogaloo)

**(WARNING: CURRENTLY MOSTLY UNTESTED, MAY NOT PLAY
CORRECTLY WITH OTHER SUPPLEMENTS OR CURRENT
HANDBOOK MECHANICS)**

Version 1.32, for use with PHB 3.Elf/3.0*+

*Cannot guarantee compatibility with PHB 3.0+. Please consult a doctor before continuing to use this
with PHB 3.0+.

~Foreword~

This is the supplement only a few people wanted and nobody asked for. If you thought the core Handbook looked amateurish, this was literally written in the course of two to three weeks, by a single man, with very little input from outsiders until the very last minute and constant tinkering and comparing with weapons in the core Handbook. This may well not be the last word on Fists, Whips or anything else discussed in this guide. If you use any elements from this book, be prepared for them to be unbalanced, untested and potentially broken. If you do find issue with this, please feel free to scream at me about it on the Discord. Do prepare for some hotfixes; they'll be recorded in the Changelog at the end of this booklet (~~which is really more of a short pamphlet anyway~~) (that's a damn lie, this is like 150+ pages now):-

The single moron who wrote this guide had one dream for FEF; that one day, a man could walk up to a random thug in the middle of yet another fight for the fate of the world (maybe after some twerking on mountaintops to tempt a rustle a certain wyvern rider's jimmies, or maybe after some useless goddess dragged yet another group of broke schmucks into an adventure) and scream "OMAE WA MOU SHINDEIRU" at the enemy, causing them to scream in confusion before their heads exploded in a shower of moral guardian screeching-inducing gore.

~~Don't expect to do that with this guide. I haven't put Hokuto Shinken in. Yet.~~ (I have now, boys, feel free to explode heads with the Northern Star fist.)

However, the general appeal to myself of Fist weapons got me thinking; if nobody else will put Fists in, then I will. At the time of writing, *Three Houses* was about to come out with the very first ever Fist weapons in a Fire Emblem game, so I fully expect to have to compete with some other guy who wants to implement it how Intelligent Systems will. Furthermore, I decided Whips would be cool too, and I've always wanted to see some kind of martial artist-themed characters in FEF that weren't classes beginning with "Sword" and ending with "Master". So I set to work and everything kind of spiraled out of control from that point on. And here we are, with a short booklet, a lot of wasted time and a bunch of possibly unnecessary but cool-looking weapon categories later. This book will likely contain any and all custom classes and weapons I create for FEF, of which there will probably be about two or three more lines. So yeah, there's always that to look forward to.

Onto some more serious stuff, this Supplement is designed to be used in conjunction with the core Handbook, and definitely not at all either playtested or even possibly balanced. Hotfixes will be made depending on input from people who A). actually were insane enough to use this book and B). whenever I get around to running a game with this handbook. If you liked this handbook, please give me much praise and much love to you for using this thing and finding some of the ideas in it cool enough to use.

~ElfCollaborator

~Table of Contents~

~Foreword~	2
~Table of Contents~	3
~How to Use this Book~	11
~Combat~	12
~Summoning~	12
~Reinforce~	13
~Transformations~	14
~Resource Management~	15
~New Status Conditions~	15
~Character Skills~	16
~New Class Trees~	20
~Glossary~	23
~Classes~	24
~Trainee Classes~	24
Lasher/Whip Trainee	24
Magus/Caster Trainee	25
Novice/Martial Trainee	26
Shifter/Transform Trainee	27
~First Classes~	28
Abomination	28
Academist	29
Acrobat	30
Alchemist	31
Arcanist/Arcane Summoner	32
Artificer	34
Artist	35
Astrologer	36
Brawler	37
Brewkeeper	38

Cadet.....	39
Cantor	40
Composer.....	41
Conjurer	42
Dark Knight.....	43
Demolitionist.....	44
Disciple	45
Doctor	46
Dromedary Rider.....	47
Exorcist.....	48
Explorer	49
Flagellant	50
Gambler	51
Gladiator	52
Geomancer	53
Griffon Rider.....	54
Infiltrator	55
Instructor.....	56
Investigator.....	57
Jester.....	58
Jurist	59
Kinshi Rider	60
Landstrider Knight.....	61
Magical Maiden/Magical Youth	62
Masked Hero	63
Merchant.....	64
Mimic/Blue Mage	65
Mortician.....	66
Occultist	67
Ogre Brave.....	68

Oniguma Rider.....	69
Pioneer	70
Proselyte	71
Puppeteer	72
Ranger Knight.....	73
Seer	74
Sentry	75
Shinobi.....	76
Songstress/Songster	77
Soulbinder	78
Tamer	79
Thespian	80
Trainer/Monster Trainer	81
Warden Knight	83
Wilder/Wild Druid.....	84
Witch/Wizard	85
Wordsmith	86
~Promoted Classes~	87
Ace	87
Aerialist.....	88
Ambusher	89
Animist	90
Arbalester.....	91
Archaeologist	92
Archivist.....	93
Arithmetician	94
Armorer.....	95
Artisan	96
Aspirant.....	97
Astromancer.....	98

Attendant.....	99
Beastling	100
Beastmaster.....	101
Blackguard	102
Bombardier.....	103
Brewmaster	104
Champion	105
Channeler	106
Chanteuse/Chanteur.....	108
Chronicler.....	109
Commissar	110
Con Artist.....	111
Conductor.....	112
Constable	113
Death Knight.....	114
Detective	115
Devotee.....	116
Diviner	117
Dune Strider	118
Elementalist.....	119
Escapologist.....	120
Fleetwing Knight	121
Fleetwing Raider.....	122
Forester.....	123
Fortune Teller	124
Gamekeeper.....	125
Griffon Lord	126
Harlequin.....	127
Hellion.....	128
Herald	129

Hermeticist	130
High Summoner	131
Hippogriff Knight.....	132
Hospitaller.....	133
Hustler	134
Illustrator	135
Impressionist.....	136
Interdictor	137
Invoker	138
Jongleur.....	139
Jonin.....	140
Judge.....	141
Kinshi Lord.....	142
Kisho.....	143
Librettist	144
Magical Idol.....	145
Magical Knight.....	146
Magical Hunter	146
Magister	148
Masked Hunter	149
Masked Ranger	150
Masked Rider	151
Mameluke	152
Mechanist	153
Merchant Prince.....	154
Mesmerist.....	155
Medium	156
Monster Hunter.....	157
Mummer.....	158
Mystic.....	159

Nemesis	160
Notary	161
Officer.....	162
Ogre Chieftain	163
Ogre Hunter	164
Oniguma Marauder	165
Oniguma Mystic	166
Onmyoji.....	167
Orator.....	168
Penitent.....	169
Physician.....	170
Plague Doctor.....	171
Playwright	172
Polymath.....	173
Portraitist	174
Practitioner.....	175
Prestidigitator.....	176
Primadonna/Primouomo.....	177
Privateer	178
Provocateur	179
Pugilist.....	180
Racketeer.....	181
Reaper.....	182
Reveler.....	183
Rhetorician	184
Ruffian	185
Sapper	186
Savant.....	187
Sergeant	188
Siege Engineer	189

Skald	190
Slayer.....	191
Spiritualist.....	192
Stargazer	193
Surgeon	194
Theurgist.....	195
Thieftaker.....	196
Tinkerer	197
Toymaker	198
Tutor.....	199
Venator.....	200
Ventriloquist	201
Warlock.....	202
Watcher.....	203
Wild Ranger	204
Witch Doctor	205
Xenomancer.....	206
Yamabushi.....	208
Yojimbo	209
~Weapons Overview~	210
~Fist Category~	214
~Whip Category~	215
~Trick Category~	216
~New Anima Categories~	219
~Qi Arts Category~	222
~Spell Weapons Category~	223
~Unique Weapons~	226
~Ported Weapons~	230
~Items~	231
~Core Additions~	235

~Appendices~	237
~Appendix A: List of Skills Invalid for <i>Improvisation</i> ~	237
~Appendix B: List of Skills Invalid for <i>Omni-Discipline</i> ~.....	238
~Changelog~	239
~Image Sources~	249

~How to Use this Book~

This supplement is designed for GMs who think Fists, Whips or any of the other weapons and classes featured in this Supplement are of any interest to them or feel that they fit their setting, for instance if they want to run some kind of *wuxia*-themed FEF, a FEF based on martial arts or a FEF based on everyone's favorite series about a clan of whip-cracking vampire hunters with suspiciously buff physiques. Please don't urge GMs who are not using this supplement to use this supplement; Fists and everything else in this booklet are not to everyone's tastes nor fit in every setting. Furthermore, this is a supplement to be used in conjunction with the core mechanics of Fire Emblem on Forums rather than independent thereof. A GM guide will be created in the near future to provide guidance as to how to stat up the classes in this guide for enemy units.

In the following chapters, we will discuss the new classes featured in this booklet, the new weapons used by those classes, as well as items to be used in conjunction with these classes and weapons. Any special rules regarding these will be discussed on their relevant pages.

What this book contains will be split into several sections:

- The Character Skills introduced in this book.
- The Trainee Classes introduced in this book.
- The First Classes introduced in this book.
- The Promoted Classes introduced in this book.
- The Fist category.
- The Whip category.
- The Trick category.
- The Water, Nature and Earth Anima categories.
- Unique weapons associated with different classes from these new weapon categories.
- Finally, some items and weapons worth including that will augment currently existing elements in regards to how they interact with the new elements contained in this supplement.

~Combat~

In *Untested, Unconventional and Unarmed*, there are mechanics that are rare in PHB 3.0 or PHB 3.5, but are common within the classes featured within this supplement. They are **Summoning**, **Transformations** and **Resource Management**. We will provide a quick explanation of their use, and why mastering the use of these mechanics is crucial to strategies.

~Summoning~

In vanilla Fire Emblem on Forums, only one class has the power to summon another unit, the aptly-named Summoner. However, in *Untested, Unconventional and Unarmed*, multiple class trees possess the power to summon units. In general, summoned units have the following properties:

- The majority of them have **fixed inventories**. This means they come with a weapon that cannot be changed, and cannot carry items. Some, such as the Trainer's Monsterling, or the Channeler's Familiar, can carry items, however, and it is essential to **read the skill text**.
- The majority of summoned units require something to be sacrificed to summon them. Usually, as with the vanilla Summoner or the Theurgist's Incarnation, this will be a **proportion of the summoning unit's HP**.
 - o Some classes instead sacrifice a Class Skill to summon their units or pay a different way and as such **do not pay HP for summoning their units**.
 - o However, almost all summoning units require a **main action** to call their summons.
- The majority of summoned units **do not have Class Skills**, except where the skills provide for them (such as with the Tamer or the Channeler). The majority of summoned units also **scale off of the summoner's stats**, sharing the vast majority of them. **Summons always use the highest offensive stat of the summoner for their own main stat, or either stat if they are equal. If the Summon has two main stats (if they are a hybrid-proficiency unit), their STR will be higher than their MAG by default where possible.**
- Furthermore, with a very few exceptions, summoned units are not subject to the same death rules as normal units. When reduced to 0 HP, **summoned units are automatically retreated from the battlefield**. The only exceptions to that rule are **the Monsterling, the Arcane Summon and Reinforce units**.
- Summons are also automatically retreated if their summoner is no longer present, and remain active if their summoner is downed.
- Summons can be the subject of **Class Skills, vulnerability from weapons, and Personal Skills**. All Summons, while this supplement is in play, are to be counted as having the Summon trait, even if not from this supplement.
- Summons **are also capped at a total of two per character** and cannot exceed this cap unless their Skills specifically allow them to. This cap includes Reinforce.
- Summon Class Skills and Reinforce also **cannot be negated by Parity or Awareness**.

Summon units can be used to reinforce a team by adding more firepower for relatively less investment than a full-powered unit. Indeed, many of them have special properties that their summoners do not. However, Summon units lack the following:

- Support bonuses
- Character and Personal Skills, and most Class Skills
- The ability to switch weapons or use items
- The ability to rescue or trade

As such, Summons come with their own benefits and drawbacks that a character with the power to summon units should consider before using one. However, the extra body and extra action granted by a Summon cannot be ignored; with the extra hand a Summon unit can provide, no end of strategies can be attempted.

~Reinforce~

Reinforce is a unique Character Skill to this book, and grants any character access to a single Summon unit they can create at character creation. Reinforce Summons are subject to additional rules that make them different from the average summon:

- Reinforce units have **do not have fixed inventories** and can be equipped with whatever their summoner has on hand. As a consequence, their proficiencies are **fixed at C rank** and do not increase even at Promotion. Reinforce units start with **Iron-tier weapons** of their user's choice.
- As a consequence, Reinforce units can **switch weapons, trade, use items or rescue allies**.
- In cases where the Reinforce unit and their summoner have different offensive stats (such as if the summoner is a Mage), the Reinforce unit **takes the higher offensive stat as their STR**. In cases where the Reinforce unit promotes into a dual-proficiency unit (such as Commander or Battle Mage), the **higher of their summoner's offensive stats will be their STR, and the lower their MAG**.
- Reinforce units also possess **Class Skills and specials, although not Personal or Character Skills**.
- Reinforce units are **also not automatically retreated from the battlefield** when reduced to 0 HP, and instead are subject to the usual death rules for characters of having three turns to be picked up or be instantly retreated. Reinforce units also **do not ignore summon caps**.
- Reinforce units **cannot also be resummoned** if they end up being downed and not retrieved, unlike other summon units, and so should be treated with care; if you lose your Reinforce unit, **they are gone until the next map**.
- Reinforce units also **promote** when their wielders promote; their summoners can decide either at character creation or promotion which class line they follow.

~Transformations~

In vanilla Fire Emblem on Forums, the only class with the ability to fundamentally alter its own functionality is the Ballistician line. However, in *Untested, Unconventional and Unarmed*, multiple class trees possess the ability to transform, allowing them to change the basic properties of their unit. Keep in mind that these notes apply **only to classes in this supplement**; these are not true of Ballisticians and even in games that apply this ruleset, Ballisticians **do not possess the Transforming tag**. In general, transforming units have the following properties:

- Transforming units general require **main actions** to execute their transformations.
- Transforming units can have **their attack ranges changed**; sometimes reduced to melee range, and sometimes increased.
- Transforming units will have changes in stats, such as gaining MAG or DR. They can also gain different **traits, such as Armored or Flying**. This also grants them the benefits and vulnerabilities of their new traits while transformed.
- Transforming units can also have Class Skills **that only activate while transformed**, changing their gameplay style while transformed.
- With very few exceptions, **transformed units will return to their default form when reduced to 0 HP**. Furthermore, if the transformed unit is forcibly removed from their transformed mode, for instance by use of a Reverse Tag, being reduced to 0 HP or by the effect of a weapon, **they will be unable to transform out of their default form for a turn**.
- Transformation effects can be the subject of **Class Skills, Personal Skills or weapon vulnerabilities**, targeting the **Transforming** trait.
- Transformations, due to how key they are to the gameplay of these classes, **cannot be ignored by Awareness or Parity**. They can still be removed by Silences, certain Skills like *Enforce Judgement* or item effects that negate transformations, but Transformations cannot be negated passively.

Transforming units can either have their entire gameplay depend around transformation, or can have transformation as part of their arsenal. As such, playing around the transformations is key to mastering the use of a transforming unit.

~Resource Management~

In vanilla Fire Emblem on Forums, some classes have special resources outside of QL and HP to manage. Classes that wield *Memory Magic*, for instance, require MP to memorise and cast spells. Similar mechanics appear in this supplement, which have several functions:

- Granting increasing buffs per stack held (e.g. Investigator)
- Consumed for granting buffs (e.g. Merchant)

Resources are generally built up by **attacking, healing** or other actions as specified per class. As such, understanding how the resource of your class works is crucial when selecting a class that requires a special resource; the buffs granted by correct use of the resource can make the difference between, for instance, playing an Investigator and playing a Fighter, or using the power of a Masked Hero against any other physical class.

~New Status Conditions~

Untested, Unconventional and Unarmed adds some status effects to the list of ones found in Fire Emblem on Forums:

- Backfire: If the target of Backfire uses Tomes or Staves, or uses Skills that deal RES damage while under this status, **they take damage equal to their own MAG/2 or STR/2 (the higher of the two)** instead of attacking.
- Drain: Every turn they are afflicted with Drain, the enemy inflicted with Drain **loses (higher of the caster's MAG or STR/2) HP and the person that inflicted Drain gains that health.**
- Sick: While *Sick*, **enemies take 5 extra damage, deal 5 less damage and lose 10 Eva.**
 - o Contagious Sickness: Units around a *Contagious* unit have a **50% chance of becoming Sick at the beginning of the turn** while they remain adjacent to the unit.
- Frozen: While Frozen, **units cannot move or use actions.** Range 1 Physical Weapons, Fire and Earth magic **gain x2 AT against Frozen units, but unfreezes the unit in question.**
- Doom: At the end of Doom's duration, **the unit takes (the inflicting unit's MAG)/2 unresisted damage.**
- Confusion: While Confused, if a unit uses Physical weapons or Guns, or uses Skills that inflict DEF damage, **they have a 50-LCK% chance of instead dealing STR/2 damage to themselves.**
- Exhaust: Skills activated while under the effect of *Exhaust* **gain +1 turn of cooldown.** Skills on cooldown while *Exhausted* **gain 1 turn of cooldown.**
- Fragile: While Fragile, **Physical attacks gain x1.5 AT against the unit.**

Furthermore, the following staves in vanilla FEF cure the new conditions:

- Backfire, Frozen, Doom, Fragile: Soothe
- Drain, Sick, Confusion, Exhaust: Kia
- All: Restore

~Character Skills~



Aether

Cost Skill, Chance Effect

This character has a SKL% chance of performing an attack that ignores half of the enemy's defensive stats, and returns half of the damage dealt as HP once per combat.



Astra

Cost Skill, Chance Effect

This character has a SKL% chance of performing three consecutive attacks at ½ AT, unaffected by doubling effects, once per combat, instead of a normal attack.



Awakening

Free Skill, Passive Effect

This character may select one stat. That stat gains an extra 10% progression, and has its cap increased by 5. If any stat is capped, the Awakened stat will take its level gains instead.



Bane

Cost Skill, Passive Effect

Select one trait at character creation (i.e. Wyverns, Armored or Transforming). This character gains +5 DMG and +5 DR against enemies with that trait.



Bond

Free Skill, Passive Effect

Adjacent Supported allies regain HP every Turn, starting at 3 HP (+2 per rank). This unit also receives and gives doubled Support bonuses for one chosen Support per Turn. Bond bonuses do not stack with other Support-doubling effects.



Boon

Free Skill, Chance Effect

Every Turn, this character has a SKL% chance of instantly purging all debuffs and negative status effects. In addition, positive status effects last 1 extra turn on this character.



Boon+

Cost Skill, Chance Effect

Every Turn, this character has a SKL+LCK% chance of instantly purging all debuffs and negative status effects, as well as those of adjacent allies. In addition, positive status effects last 1 extra turn on this character.



Colossus

Free Skill, Chance Effect

This character has a SKL% chance of adding their CON to their damage stat for damage calculations. In addition, when activated, the user ignores debuffs and ailments that reduces their damage.

**Colossus+****Cost Skill, Chance Effect**

This character has a SKL+LCK% chance of adding their CON to their damage stat for damage calculations. In addition, when activated, the user ignores debuffs and ailments that reduces their damage.

**Corrosion****Free Skill, Chance Effect**

This character has a SKL% chance sealing the target's Equipment and any special effects on their weapons for 1 turn after combat, including during the combat Corrosion activates, and multiplying their AT by 1.3 after activation.

**Corrosion+****Cost Skill, Chance Effect**

This character has a SKL+LCK% chance sealing the target's Equipment and any special effects on their weapons for 1 turn after combat, including during the combat Corrosion activates, and multiplying their AT by 1.3 after activation.

**Dawn****Free Skill, Chance Effect**

This character has a SKL% chance of cancelling all buffs on their target, silencing their Skills for 1 turn and multiplying their AT by 1.3 after activation.

**Dawn+****Cost Skill, Chance Effect**

This character has a SKL+LCK% chance of canceling any transformations and buffs, silencing their Skills for 1 turn and multiplying their AT by 1.3 after activation.

**Fortitude****Free Skill, Chance Effect**

When attacked, this character has a SKL% chance of adding CON to their defensive stat. In addition, this character has negative status conditions last 1 less turn (min. 1 turn).

**Fortitude+****Cost Skill, Chance Effect**

When attacked, this character has a SKL+LCK% chance of adding CON to their defensive stat. In addition, this character has negative status conditions last 1 less turn (min. 1 turn).

**Dragon Fang****Free Skill, Chance Effect**

This character has a SKL% chance of multiplying their AT by 1.5 before critical calculations and defense calculations.

**Dragon Fang+****Cost Skill, Chance Effect**

This character has a SKL+LCK% chance of multiplying their AT by 1.5 before critical calculations and defense calculations.



Dragonskin

Cost Skill, Passive Effect

This character can only take damage during combat and cannot take non-self-inflicted damage outside of it. This character also ignores effects that bypass their defensive stats, though not effects that increase damage because of them, or Lethality.



Insight

Free Skill, Passive Effect

This character is immune to Hit and Critical debuffs, including from skills such as Daunt. Furthermore, they gain an extra tile of sight in Fog of War, and see units in stealth from one tile further.



Invocation

Cost Skill, Passive Effect

Summons by this unit gain +2 to all stats except HP, MOV and CON/AID. Summons gain +5 HP at character creation and an additional 5 at promotion.



Lethality

Cost Skill, Chance Effect

This character has a SKL% chance of ignoring all defensive effects on a target, including equipment, DR, Skills and buffs, and multiplying their AT by 1.3 after activation. Lethality bypasses Miracle and other similar effects that prevent going below 1 HP.



Malady

Free Skill, Passive Effect

Extends the duration of buffs, status conditions and debuffs inflicted by this unit by one turn. Debuffed enemies deal 2 less damage and allies buffed deal 2 extra damage.



Mantle

Free Skill, Chance Effect

After being attacked from range 1, this character has a SKL% chance of inflicting -10 Hit on their attacker and preventing their Critical hits and chance skills for 1 turn.



Mantle+

Cost Skill, Chance Effect

After being attacked from range 1, this character has a SKL+LCK% chance of inflicting -15 Hit on their attacker and preventing their Critical hits and chance skills for 1 turn.



Masquerade

Cost Skill, Passive Effect

Select two stats at character creation. This character gains +3/5 at Second Tier to one stat of the user's choice, and +2/3 to the other, while transformed. This may be taken by transforming classes not in this book (i.e. Laguz).



Paragon

Free Skill, Passive Effect

This character has a +10 bonus to activating beneficial chance effects (i.e. Luna, Mantle) and +5 to landing Critical Hits. This also includes skills attached to weapons or Equipment.



Pledge

Free Skill, Passive Effect

At the beginning of the map, the user of this skill may select an ally to Pledge with; that ally receives and gives doubled Support bonuses to this unit, and both units share any buffs given to either. Pledge bonuses do not stack with other Support-doubling effects.



Potency

Free Skill, Passive Effect

This unit's consumable items are 150% effective if their effects can be amplified and last 1 turn longer if their effects are over multiple turns.



Reinforce

Cost Skill, Activated Effect

Allows the user to create an NPC of the Archer, Mercenary, Fighter or Soldier lines at character creation. This NPC carries all of their stats except for HP (which is halved), promotes with the user and can be summoned once per map in an adjacent free tile.



Restraint

Free Skill, Activated Effect

The character may activate this Skill before combat; if the enemy would die, they would instead be reduced to 1 HP (if not already at 1 HP) and the combat immediately ends. Enemies weakened this way lose 10 to all battle stats until healed or defeated.



Serenity

Free Skill, Passive Effect

This character's status cannot be changed forcibly except by reduction to 0 HP. Buffs cannot be removed, debuffs cannot be inflicted, and transformations cannot be cancelled. AoE debuffs, self-inflicted debuffs and terrain penalties still apply.



Solidarity

Free Skill, Passive Effect

This character grants adjacent allies +10 to activating beneficial chance effects (i.e. Flare, Luna). Solidarity bonuses do not stack.



Solidarity+

Cost Skill, Passive Effect

This character grants allies within 2 spaces +10 to activating beneficial chance effects (i.e. Flare, Luna). Solidarity bonuses do not stack.



Tempest

Free Skill, Passive Effect

Inflicted buffs, debuffs and status conditions are of x1.5 effectiveness (where possible and rounded up) on this character, but halved duration to a minimum of 1 turn, rounded down.



Vigilance

Free Skill, Passive Effect

This character is immune to Evade and Dodge debuffs, including from skills such as Daunt. This character can also see units in stealth from two tiles further.

~New Class Trees~

Drifter/Spy or Thief Trainee	Gambler	Con Artist
		Hustler
	Infiltrator	Ambusher
		Interdictor
	Puppeteer	Toymaker
		Ventriloquist
	Shinobi	Jonin
		Kisho
Initiate/Swordsman Trainee	Spy	Reaper
	Thespian	Impressionist
		Mummer
	Cadet	Commissar
		Officer
	Dark Knight	Blackguard
		Dark Rider
		Death Knight
Journeyman/Fighter Trainee	Artificer	Armorer
		Mechanist
	Investigator	Detective
		Provocateur
	Pioneer	Sapper
		Siege Engineer
Lasher/Whip Trainee	Flagellant	Slayer
		Venator
	Hunter	Battle Mage
		Holy Guard
	Jester	Harlequin
		Jongleur
	Instructor	Sergeant
		Tutor
Magus/Caster Trainee	Academist	Archivist
		Practitioner
	Arcanist	High Summoner
		Invoker
	Alchemist	Hermeticist
		Polymath
	Mimic	Magister
		Xenomancer
	Occultist	Theurgist
		Warlock

Monk Pupil/Light Trainee	Astrologer	Astromancer
		Stargazer
	Cantor	Orator
		Rhetorician
	Exorcist	Onmyoji
Yamabushi		
Novice/Martial Trainee	Brawler	Pugilist
		Ruffian
	Brewkeeper	Brewmaster
		Reveler
	Disciple	Artisan
		Savant
	Gladiator	Ace
		Nemesis
	Proselyte	Aspirant
		Devotee
Soulbinder	Animist	
	Mystic	
Performer Trainee	Acrobat	Aerialist
		Escapologist
	Bard	Skald
		Composer
	Librettist	
	Ogre Brave	Ogre Chieftain
		Ogre Hunter
	Seer	Fortune Teller
		Herald
	Songstress	Chanteuse
Primadonna		
Wordsmith	Chronicler	
	Playwright	
Priest Trainee	Artist	Illustrator
		Portratist
		Plague Doctor
	Cleric/Priest	Mesmerist
		Presdigitator
	Conjurer	Physician
		Surgeon
Doctor	Diviner	
	Elementalist	
Geomancer	Bombardier	
	Tinkerer	
Pupil/Anima Trainee	Demolitionist	Archaeologist
		Racketeer
	Explorer	

Recruit/Soldier Trainee	Jurist	Judge
		Notary
	Mortician	Attendant
		Medium
	Trainer	Forester
		Wild Ranger
	Warden Knight	Champion
Hospitaller		
Rider Trainee	Dromedary Rider	Dune Strider
		Mameluke
	Griffon Rider	Griffon Lord
		Hippogriff Knight
	Kinshi Rider	Kinshi Lord
		Storm Knight
	Landstrider Knight	Fleetwing Knight
		Fleetwing Raider
	Oniguma Knight	Oniguma Marauder
Oniguma Mystic		
Scout/Archer Trainee	Merchant	Merchant Prince
		Privateer
	Ranger Knight	Arbalester
		Monster Hunter
	Sentry	Constable
		Thieftaker
	Tamer	Beastmaster
Gamekeeper		
Shaman Pupil/Dark Trainee	Shaman	Witch Doctor
	Necromancer	Death Knight
		Witch
		Spiritualist
Shifter/Transform Trainee	Abomination	Beastling
		Penitent
	Magical Maiden/Youth	Magical Idol
		Magical Warrior
	Masked Hero	Masked Ranger
		Masked Rider
	Wilder	Hellion
Watcher		

~Glossary~

Beast/Beast Units: Units that utilize the Laguz mechanics or use Beaststones and Dragonstones. Manaketes, Laguz and all other units that transform into beast-like forms qualify for the purposes of compatibility with other supplements.

Camel: Hardy ungulates native to the desert and used by those bordering desert nations in place of horses. Camels have identical bonuses to horse mounts and can be taken by any class that otherwise would use Horses in place of Horses with the exception of the Nomad class tree.

Griffon: Bird/lion hybrids that are midway between a pegasus and a wyvern. Griffons grant +1 MOV and +14 AID. They otherwise possess the same boons as other flying units.

Free Actions: Actions that can be taken in the same turn as main actions (i.e. engaging in combat or using certain Class Skills).

Karakuri: Mechanical mounts. Karakuri have +2 MOV and +8 AID, but are not vulnerable to anti-Mounted weapons and are instead vulnerable to Fire and anti-Armored weapons. The buffs granted by Tamers and Wilders to Mounted units also do not apply to Karakuri-mounted units. The Ballistician class is also considered a Karakuri unit for the purpose of skills and weapons.

Kinshi: Light birds that are lighter than pegasi. Kinshi grant +2 MOV and +10 AID. They otherwise possess the same boons as other flying units. The Storm Knight class is considered a Kinshi class if they promote from Kinshi Rider.

Landstrider: Flightless, bipedal birds that are lighter than horses. Landstriders grant +2 MOV and +10 AID, and are otherwise identical to horses.

Oniguma: Wolf-like bears that heavier than horses. Oniguma grant +1 MOV and +14 AID, and are otherwise identical to horses.

Shadow: Units under *Shadow* are undetectable and invisible. Units with *Vision* or other anti-stealth measures can reveal *Shadowed* units. Units attacking from *Shadow* may gain bonuses depending on their Skills.

Summons: Units that are summoned by other units, such as Phantoms, Puppets and Sellswords. Units tagged with Summon can be vulnerable to anti-Summon weaponry and can be targeted with Personal Skills and certain Class Skills.

Transforming: Units that possess the power to transform, such as Magical Maidens and Wilders. Units tagged with Transform can be vulnerable to anti-Transforming weapons and can be targeted with Personal Skills and certain Class Skills. Classes with this tag only possess this tag while Transformed.

~Classes~

~Trainee Classes~

Lasher/Whip Trainee

The whip is one of the hardest weapons to master, and with good reason; when used correctly, the whip turns the area around the attacker into a whirlwind of death, with anyone foolish enough to approach being slashed with an edge of leather turned as sharp as metal through sheer speed. When used incorrectly, however, whips are as much a bane as they are a boon to those who wield them; failed practitioners of the whip have many stories to tell of lost eyes, fingers and ears.

Weapon Skill: Whip (E)

Preferred Skill: Skill, Speed

Starting Weapon: Iron Whip or Leather Whip

Promotes to: Hunter, Flagellant, Jester, or Instructor

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	3	0	4	2	2	4	3	4	3	4

***N.B:** In the case that a player selects the Lasher promotion to Hunter, the Hunter loses their Bow proficiencies and instead gains a Whip proficiency and a Whip subcategory proficiency equivalent to their previous Bow proficiency. If they are promoting to Battle Mage, Imbue Arrow also applies to Whips and should be calculated as such.

Magus/Caster Trainee

There are many paths to the use of magic; the use of tomes is not the only way. Through the use of other magical media, such as potioncraft, communion with otherworldly forces, use of natural forces or simple long and hard research, the Magus is able to access magic in complex and unconventional ways. For this reason, the Magus has the capability of using whatever magic they see fit, so long as they have understood the magic they have studied.

Weapon Skill: One of Anima, Dark or Light (E) (if promoting to Academist) or Chosen Magic Proficiency (E) (if promoting to other classes)

Preferred Skill: Skill, Magic

Starting Weapon: Any E-tier Tome (if promoting to Academist) or E-tier of appropriate Proficiency (if promoting to other classes)

Promotes to: Occultist, Alchemist, Arcanist, Mimic or Academist

Stats:

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

Novice/Martial Trainee

Sometimes, the most skilled wielders of a chosen weapon do not hone their art as part of an army, but master their weapons with through different ways; perhaps through repeated fights in their hometown with the town toughs, perhaps wandering the world to fight aspiring masters of the martial arts, or perhaps under the tutelage of an expert in the martial arts. Their callings differ from person to person; from those who see the mastery of a weapon akin to the work of an artist to those who simply enjoy the thrill of the fight.

Weapon Skill: Choose from: Sword, Axe, Lance, Bow, Hidden, Whip, or Fist (E) if promoting into Disciple or Fist (E) otherwise

Preferred Stats: Skill, Speed

Starting Weapon: Any E-tier Physical Weapon (if promoting to Disciple) or Iron Cestus (if promoting to other classes)

Promotes to: Brawler, Disciple, Gladiator or Proselyte

Stats:

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

Shifter/Transform Trainee

Some beings are blessed with the power to alter their very form, others cursed with a monster within. Not all such people are happy with this power, but all are embedded with this power at an intrinsic level. The Shifter, rather than a formal job one can learn, is a state of being. The power of transformation is limited to a scarce few, and the Shifter must learn to guide their warping form's strength, for good or for ill.

Weapon Skill: Category from Promotion (E)

Preferred Stats: Stats from Promotion

Starting Weapon: E-tier of Weapon from Promotion

Promotes to: Abomination, Magical Maiden, Masked Hero or Wilder

Special: Transforming

Class Skill:

Alter Form:

Shifters may transform as a free action once per Phase. While Transformed, they gain +2 DMG and +2 DR. They may only maintain *Alter Form* for a single Turn without penalty; after a turn has passed, Shifters will begin losing 3 HP every turn while transformed. If reduced to 0 HP, or using a free action not on the same turn as they transformed, the Shifter transforms back to their normal form. *Alter Form* is overwritten by any other transformation skill after Promotion.

Stats:

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

~First Classes~

Abomination

The human form is so fragile and easily warped by the forces of magic. Some are cursed to lose their human forms, their very blood tainted with an unfathomably powerful curse. Some, in an infinite folly, elect to give themselves such a curse for the sake of power. Others still simply have such a curse running in their very blood, or manipulate these forces for their own use. The Abomination possesses the power to transform into an inhumanly powerful form, rending their enemies apart with their bare hands. Such power comes at a cost; weapons made to kill monsters are toxic to the Abomination's flesh. Yet despite their unearthly countenance, the Abomination can be just as strong a force for good as one for evil, even against the nature of the curses running through their veins.

Weapon Skill: Fist (C)

Preferred Stats: Defense, Strength

Starting Weapon: Iron Cestus

Promotes from: Shifter/Transform Trainee

Promotes to: Beastling, Penitent

Special: Transforming

Skill:

Tainted Blood:

Abominations may transform into a monster as a free action once per Phase. While in Tainted Blood form, the Abomination gains +2 MOV, and +5 DMG. Every turn they remain transformed after the first turn, they lose 5 HP, which increases by 2 for every turn they remain transformed. If reduced to 0 HP, or a free action not on the same turn as they transformed, the Abomination transforms back to their normal form, losing all bonuses from their Tainted Blood. The Abomination counts as a Monster for any weapons and skills that target Monsters, even untransformed.

Stats:

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

Promotion Bonuses:

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

Academist

There will always be those students who seek unconventional paths towards the study of magic. Academists are those students, whether working in the academies proper or studying on their own, who seek to find their own way into magic; as such, they come in many shapes and sizes, with different specialisms and different skills. The Academist is thus more than meets the eye: one never knows what trick might be up their sleeve and what sort of magic they might be wielding.

Weapon Skill: One of Anima, Dark or Light (C)

Preferred Stats: Select two of: Magic, Skill, Luck or Resistance

Starting Weapon: Any E-tier Tome as appropriate

Promotes from: Magus/Caster Trainee

Promotes to: Archivist, Practitioner



Special: Levitation

Skill:

Focus:

Academists can spend a free action to Focus, gaining +3 DMG and +10 Hit, but losing -10 Eva until their next Phase.

Stats:

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

Promotion Bonuses:

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

Acrobat

Dance is not the only form of physical performance. Funambulism, contortion, tumbling; the human mind attaches a certain level of aesthetic pleasure to seeing others push the very flexibility of the human form to its limit. Acrobats are masters of flexibility, though reach may be somewhat beyond them. Flexible, agile, and dexterous, the Acrobat tumbles through life; an Acrobat might be found among a circus troupe, retained to entertain a noble, or even among the ranks of a crew of thieves, their dexterity used to enable them to climb and bypass defenses with daring stunts. This is not to say that the Acrobat is weak by any means; a lifetime of careful balance and athleticism lends a certain force to their punches, as any fool stupid enough to pick a fight with one might find.



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

Preferred Stats: Skill, Strength

Starting Weapon: Lucky Stars or Iron Cestus

Promotes from: Performer Trainee

Promotes to: Aerialist, Escapologist

Skill:

Acrobatics:

The Acrobat 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.

Sky Dancer:

The Acrobat pays 1 less MOV for moving onto terrain foot units can normally pass, down to 1 MOV at minimum. They still cannot pass through Mountains or other impassible terrain.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	5	2	4	5	1	2	7	5	4	5

Promotion Bonuses:

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

Alchemist

The search for immortality and the fear of death is one that grips the hearts of humanity. The field of alchemy seeks immortality at the very the highest peak of Alchemy, the Philosopher's Stone, said to grant the one who can make it immortality. Through a mixture of magic and experimentation with many substances, Alchemists have built up knowledge of many poisons and many cures; rumors say that the greatest Alchemists have come close to immortality through life-extending brews. A skilled Alchemist can rival the greatest healers and the greatest poisoners in efficacy and lethality.

Weapon Skill: Anima (C)

Preferred Stats: Skill, Magic

Starting Weapon: Fire, Wind or Thunder

Promotes from: Magus/Caster Trainee

Promotes to: Hermeticist, Polymath



Special: Levitation

Skill:

Power of Alchemy:

Alchemists can use healing, status inflicting/restoring and buffing items as a free action, whether it is on themselves or allies; Elixirs do not benefit from *Power of Alchemy*. In addition, Alchemists can take up their turn's action to *Amplify* a healing, inflicting or buffing item (they can apply the item in the same turn as they Amplify it):

- Healing items heal an additional $\frac{1}{2}$ MAG.
- Buffing and restoring items heal $(5 + \frac{1}{2} \text{ MAG})$.
- Inflicting items last for 1 extra turn.

Stats:

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

Promotion Bonuses:

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

Arcanist/Arcane Summoner

There are many forces in the world that can be tamed with the right kind of magic. Arcane Summoning differs from the necromancy used by Summoners born of dark mages or the familiars employed by Channelers; these forces are not brought back from the dead, nor small spirits created and given form, but barely controlled forces of nature. As such, it is a rare school of magic, only recently mastered enough to educate others in it. The Arcanist uses their magic to provide these forces with physical form. Their magic is not strong enough to incarnate these beings in their strongest form, but this is no curse; incarnating such forces at their true might would risk annihilation of the caster and everything nearby.

Weapon Skill: One Tome Proficiency (C)

Preferred Stats: Skill, Magic

Starting Weapon: Any C-tier Tome

Promotes from: Caster Trainee

Promotes to: High Summoner or Invoker

Special: Levitation

Skill:

Arcane Summoning:

Arcanists may summon an Arcane Summon into an adjacent space as a main action and 25% of their MHP. Summons can select traits from the table on the next page, gaining one trait every 5th level after the 10th, including the 10th itself, (and retroactively gaining them if they promote early). Traits in the same level are mutually exclusive. Arcane Summons are considered Monsters for the purposes of Skills and weapons. Once reduced to 0 HP, the Arcane Summon does not disappear and remains on the field for 3 turns before disappearing. If not revived, the Arcanist loses the Arcane Summon for the rest of the map. Arcane Summons possess no skills except for Traits. Arcane Summons inherit their stats from their Arcanist subject to Summon rules. At Level 5, Arcane Summons gain +1 to all stats except CON/AID and MOV.

Stats:

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

Promotion Bonuses:

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

Level	Traits
Creation	Levitation: Gains Levitation and is vulnerable to anti-Levitation. Beast: Gains +2 MOV and is vulnerable to anti-Mounted/Beast. Crushing: Gains Sack and +6 CON/AID (or Raid if Sack is removed). Gigantic: Gains Armored and +5 HP, and is vulnerable to anti-Armored.
Creation	Arcane Beast: Uses a D-tier Anima tome of the Arcanist's choice, upgrading to C-tier on Promotion. Guardian Beast: Uses a D-tier Iron physical weapon of the Arcanist's choice, upgrading to C-tier on Promotion. Sacred Beast: Uses a D-tier Staff or Performance of the Arcanist's choice, upgrading to C-tier on Promotion.
10	Nimble: +3 SPD. Mighty: +3 STR/MAG. Tough: +3 DEF/RES. Flexible: 3 SKL/LCK.
15	Healtouch: If the Summon buffs or heals a target, heal an additional 10 HP on the target. Shadow Beast: The Summon may enter <i>Shadow</i> and regains 5 HP for every turn they remain in <i>Shadow</i> . Bloodthirst: On kill, gain +2 DMG/Hit to a maximum of 10. Lose all stacks if downed. Keenness: Gains Critical Eye.
Promotion	Luna: Gains the skill Luna+. Dawn: Gains the skill Dawn+. Guard: Gains the skill Guard. Malady: Gains the skill Malady. Insight: Gains the skill Insight.

Artificer

Mixing the arts of blacksmithing and magic has been the pursuit of many mages throughout the centuries, from the day the first fire mage used a basic fire spell to light a forge. The craft of enchanted weapons has been the pursuit of many who seek to master both arts, combining the durability and sharpness of steel and the versatility of magic. Artificers are those who work tirelessly to research the art of forging enchanted weapons. Wielding magic in one hand and a hammer in the other, Artificers find as much use on the battlefield as they do at the bellows, strength honed from days of working iron combined with the destructive power of a mage.

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

Preferred Stats: Defense, Magic

Starting Weapon: Fire or Iron Axe

Promotes from: Journeyman/Fighter Trainee

Promotes to: Mechanist, Armorer

Skill:

Enchant Weapon:

Artificers may sacrifice 1 QL from any Anima tome in their inventory to enhance their own weapon or the weapon of an adjacent ally, provided that the targeted weapon is not a Tome or other magic weapon already. The enchantment lasts until the end of the battle, if the weapon is re-enchanted or if buffs are dispelled (by skills like Dawn or other abilities).

- Fire/Earth: +3 DMG, +5 Hit
- Wind/Water: +10 Hit/Eva
- Thunder/Nature: +5 Critical, +2 AS

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	3	3	1	3	0	2	11	10	5

Promotion Bonuses:

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

Artist

One of the chief pursuits of many artists is to emulate the vivacity of living things in stone, paint and wood. The Artist goes above and beyond in this pursuit, using enchanted art; by placing their very soul into the work, the Artist brings to life their pieces of art. Though these images possess power like living beings, they are bound to the Artist by blood. Artists are often employed in more mundane capacities around the world, painting likenesses of noblemen or selling their pieces to the highest bidders. Some go to serious lengths for the sake of their art, journeying to the ends of the world.

Weapon Skill: Staff (C)

Preferred Stats: Resistance, Magic

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Portraitist, Illustrator

Skill:

Droste Image:

The Artist may summon an Imago into an empty adjacent space as their primary action for 25% of their MHP. The Imago's stats are all equal to the Artist's with the exception of its STR, which is equal to the Artist's MAG, and their MAG, which is always 0.

The Imago is automatically equipped with a single weapon that cannot be broken, traded or removed from their inventory. Imagines have equal weapon skill to the highest level weapon available to them.

- Level 1: Leather Cestus
- Level 5: Iron Cestus
- Level 10: Steel Cestus

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	3	3	4	2	5	4	8	7	5

Promotion Bonuses:

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

Astrologer

Some say that the destinies of others can be told from the stars. To them, the alignment of planets holds the script for tomorrow, and constellations the destinies of man. Astrologers are those who possess knowledge of the stars, who spend their time attempting to glean knowledge. The position of the stars and planets are as essential to an Astrologer as mere magical knowledge; to some, these celestial arrangements grant hidden knowledge. Whatever the case, Astrologers bring their talents to battle, portending their allies' fortune and their enemies' doom.

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

Preferred Stats: Skill, Resistance

Starting Weapon: Wave or Lightning

Promotes from: Monk Pupil/Light Trainee

Promotes to: Stargazer, Astromancer



Special: Levitation

Skill:

Stellar Guidance:

Astrologers may use a free action to portend an *Omen* either for an ally or an enemy within two spaces. Allies gain 15 Evade and 1 DR and enemies lose 15 Evade and 1 DR while under the effects of an *Omen*. Only two *Omens* can be active at once, one on an ally and one on an enemy. Astrologers cannot portend *Omens* for themselves. *Omens* last until the targeted unit is reduced to 0 HP or the Astrologer switches targets for their *Omen*.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	6	3	1	4	4	7	6	5

Promotion Bonuses:

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

Brawler

Street-smart, adept and pragmatic, Brawlers trade a more formal education in the martial arts for worldly experience. The hand makes for as good a weapon as a knife or a sword in the right 'hands'. Brawlers fight dirty and fight with anything they can throw at their opponents; bottles, bricks and bar stools are all fair game in a fight with a brawler. But, when it comes down to it, the Brawler prefers their hands; almost all people have them, nobody sees the hand as a weapon when swords are about, and at the end of desperation, the hand is the last weapon one has between certain death and victory.

Weapon Skill: Fist (C)

Preferred Stats: Speed, HP

Starting Weapon: Iron Gauntlets or Leather Cestus

Promotes from: Novice/Martial Trainee

Promotes to: Ruffian or Pugilist



Skill:

Underdog:

If the opponent has any bonuses active while in combat against the Brawler, the Brawler gains +10 Crit and +3 DMG. Bonuses include defensive terrain, Weapon Triangle Advantage, bonuses granted from Character, Class and Personal Skills, bonuses granted by buffing items, bonuses granted by equipped items and any other mechanic that grants buffs to the enemy.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	1	4	8	7	5

Promotion Bonuses:

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

Brewkeeper

The second oldest profession is the art of creating alcoholic drinks. Drunkenness and revelry have followed humanity from its very infancy, and crafting the best drink for maximum effect has become something of an art. The Brewkeeper seeks to follow in these hallowed footsteps. Where the Alchemist seeks the Philosopher's Stone, the Brewkeeper seeks the finest tipples, the most exquisite of all drinks, with equal determination, and as such has set out around the world to try out the finest of spirits. And for the greedy or foolish, the Brewkeeper's testing of their own brews has earned them a certain robust constitution, enough to brawl with the drunkest of hooligans.

Weapon Skill: Fist (C)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Cestus

Promotes from: Novice/Martial Trainee

Promotes to: Brewmaster, Reveler

Skill:

Happy Hour:

The Brewkeeper may use healing, buffing or restoring items on themselves as a free action, even when the item would otherwise be useless. When they consume any of these types of items, the Brewkeeper becomes *Drunken* for three turns. While *Drunken*, they gain +3 DR/DMG. They are also immune to any status effects while *Drunken*, albeit not debuffs; however, becoming *Drunken* does not remove any status effects.

Bootlegger's Pouch:

The Brewkeeper may start with an extra Vulnerary, non-Nul Needle restoring item, or buffing item of their choice. In addition, they have two extra inventory spaces for healing, buffing or restoring items.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	4	3	5	1	4	7	6	5

Promotion Bonuses:

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

Cadet

The leadership of an army relies not just on the leadership of the highest echelons of the army, but leaders on a smaller scale, leaders who can provide orders in the heat of battle to those nowhere near the main commander. As such, much time is devoted to the education of military officers who can operate independently of the main commanders and direct troops to where they're needed. Freshly minted Cadets are often placed in charge of small units of troops, given orders and trusted with leadership of these units; though they are educated in tactics and mock battles, the best way to learn military leadership is through experience. After gaining some experience and getting their feet wet, these Cadets often rise in rank and respect among their fellows, trusted with larger groups of soldiers and with more independent operations.

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

Preferred Stats: Skill, Defense

Starting Weapon: Rapier or Leather Cestus

Promotes from: Initiate/Sword Trainee

Promotes to: Officer, Commissar

Skill:

Combat Orders:

The Cadet may select one Skill from the below selection as their Class Skill. They may select one more Combat Order at promotion. Combat Orders can be used as triggers for Personal Skills. The Cadet may also target themselves instead of one adjacent ally with the effects of their Order.

- **Assault Order:** The Cadet may use their action to grant any two adjacent allied units the ability to ignore MOV penalties from terrain.
- **Take Cover:** The Cadet may use up their action to grant any two adjacent allied units +5 EVA and +2 DR while in defensive terrain.
- **Concentrate Fire:** The Cadet may use up their action to increase the healing and damage of any two adjacent allied units by 5 stacking with any relevant Personal Skills.
- **Rapid Fire:** The Cadet may use up their action to increase the number of attacks made by two adjacent allies during combat by 1. This attack is made after the normal exchange of attacks and is not affected by Speed or attack doubling effects.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	6	2	3	0	5	8	7	5

Promotion Bonuses:

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

Cantor

It is an old saying that “sticks and stones may break my bones but words cannot hurt me”. The Cantor, however, takes this as a challenge. By studying certain ancient spells and the language of the world itself, the Cantor may quite literally break a man’s bones with mere words, or protect an ally with the same, using oration and rhetoric in combination with magic to take to the battlefield. As much orator as warrior, the Cantor’s way with words is inextricably linked with their magical talent.

Weapon Skill: Light (D), Staff (D)

Preferred Stats: Skill, Resistance

Starting Weapon: Heal or Blessed Iron

Promotes from: Monk Pupil/Light Trainee

Promotes to: Orator, Rhetorician

Special: Levitation

Skill:

Word of Power:

As a free action, Cantors can invoke the language of the world itself, sacrificing 1 HP for a boost of 1 in any character stat bar HP, either for themselves or an ally within two spaces a ratio of 1 HP for 1 stat point. They may sacrifice to a maximum of 5 HP for 5 stat points.

Word of Power can boost stats beyond their cap. *Word of Power* can also target an enemy within two spaces to reduce their stats by the same amount. Buffs or debuffs inflicted by *Word of Power* last 3 turns.

Stats:

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

Promotion Bonuses:

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

Composer

Not all pieces of music are lyrical; this is the preserve of the Bards, or the Songstress that writes their own music. Furthermore, not all necessarily write their own music, either. The Composer, rather than performing their own pieces, creates pieces for others to perform. Though some perform their own pieces, most are satisfied with watching their work be performed in concerts for others; indeed, such is the devotion to the most respected of Composers that many feel not the urge to diverge from the work, and look down upon those who do.

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

Preferred Stats: Skill, Luck

Starting Weapon: Artemis Song or Flux

Promotes from: Performer Trainee

Promotes to: Conductor, Librettist

Skill:

Orchestrate:

The Composer 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.

Stats:

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

Promotion Bonuses:

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

Conjurer

Some mages specialise in direct offensive magic, using the powers of light and darkness or the very elements themselves to harm their enemies. Some specialise in healing their allies, supporting them, while some specialise in refreshing their allies. Conjurers choose their own path; using trickery and indirect combat, Conjurers enfeeble and weaken their enemies, their fey magicks debilitating their opponents and rendering them vulnerable to assault.

Weapon Skill: Staff (C)

Preferred Stats: Magic, Skill

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Prestidigitator or Mesmerist

Special: Levitation

Skill:

Bewitch:

Conjurers get +30 Hit to using staves that inflict Ailments and inflict different amounts of damage upon successful hits. This damage is reduced by RES, but is boosted by Supports and Skills. Character Skills can activate on this damage. Enemies that resist Ailments still take damage from *Bewitch*. Conjurers can also counter attacks from within the range of their staff; all other restrictions on *Bewitch's* damage apply.

E Rank: 3+MAG damage, D Rank: 5+MAG damage, C Rank: 7+MAG damage

B Rank: 9+MAG damage, A Rank: 12+MAG damage, S Rank: 15+MAG damage

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	5	3	5	1	4	5	6	5	5

Promotion Bonuses:

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

Dark Knight

The world is full of evils. Some evils are best suited to be taken on by the knight in shining armor, a white knight. Others lurk where the most lawful of white knights cannot strike them, and so a Dark Knight is their best opponent. Wielding dark magic in tandem with their blade, the Dark Knight avenges sins with brutal retribution. Imbuing their blades with dark magic, a Dark Knight can pierce even the toughest armor. However, a Dark Knight must be careful; though dark magic need not corrupt them, the weight of their crusade may drive them to depths of depravity even beyond their enemies.

Weapon Skill: Sword (C)

Preferred Stats: Defense, Skill

Starting Weapon: Iron Sword

Promotes from: Swordsman Trainee

Promotes to: Blackguard or Dark Rider or Death Knight

Special: Armored

Skill:

Darkside:

The Dark Knight may pay 10% HP to convert their non-Dark attacks to Dark during combat, targeting the lower of RES or DEF and being considered Dark for WTA. *Darkside* does not activate if the Dark Knight does not have enough HP to pay its cost.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	5	0	5	2	3	2	4	7	6	5

Promotion Bonuses:

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

*When promoting to Dark Rider from Dark Knight, their proficiencies become Sword (A), Dark (A) instead of Lance (A), Dark (A).

Demolitionist

Old dungeons and ruins need clearing, and clearing quick. Perhaps there are castles in need of tidying up, or hills that must be leveled. Where a Pioneer won't do, speed is of the essence and collateral damage need not be considered, a Demolitionist is worth employing. Using their magical knowledge, Demolitionists specialise not in taking down people, but buildings. Natural and artificial emplacements alike find no refuge from a sufficiently determined Demolitionist, whether bringing down a castle wall with explosions of fire, or smashing down a wall with a wall of surging water.

Weapon Skill: Anima (C)

Preferred Stats: Skill, Magic

Starting Weapon: Fire or Thunder

Promotes from: Mage Pupil/Anima Trainee

Promotes to: Tinkerer, Bombardier

Special: Levitation, Raid

Skill:

Bulldoze:

When the Demolitionist targets an enemy in defensive terrain, the Demolitionist ignores the enemy's terrain bonuses. Demolitionists also gain 10 Critical against targets with DR bonuses, even terrain-based DR bonuses negated by *Bulldoze*.

Stats:

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

Promotion Bonuses:

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

Disciple

Weapon wielding is a form of art, to those who understand such things. To Disciples, weapons are more than tools of war; to them, they are the tools of an artist. Combat forms are as beautiful as they are deadly, from the deadly dance of a spearman to the flowing slashes of a swordfighter. Training to achieve such skill takes time, of course; a Disciple's path is long, and one can spend years in the search for true mastery, while others attain it in a single instant, as if one's mind's eye was opened.

Weapon Skill: Selected Weapon Category from Novice (C)

Preferred Stats: Skill, Speed

Starting Weapon: See Martial Trainee list.

Promotes from: Novice/Martial Trainee

Promotes to: Artisan, Savant

Skill:

Perfection of Form:

Disciples can spend a free action to Meditate, gaining 10 Hit/Crit but losing 3 Damage until their next Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	2	3	1	5	8	7	5

Promotion Bonuses:

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



Doctor

The discipline of medicine has often been the preserve of Clerics and Sisters. While religious institutions have thus far been the main providers of medical assistance, secular interests have given rise to medicine independent of the clergy. Doctors are trainee medical practitioners. While decently skilled at healing magic, Doctors specialise more in mundane forms of healing, such as the creation of medicines, surgical interventions and the creation of prosthetics.

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

Preferred Stats: Skill, Strength

Starting Weapon: Heal or Iron Dagger

Promotes from: Priest Trainee

Promotes to: Physician, Surgeon

Skill:

Triage:

Towards allies under 50% HP, +3 HP

healed. This increases to +5 HP under 25% HP. *Triage* does not activate on fallen allies.

Furthermore, Doctors may use a consumable item as a free action.



Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	3	4	4	4	2	4	4	6	5	5

Promotion Bonuses:

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

Dromedary Rider

Camels are known as hardy mounts, larger than horses and capable of survival in deserts. In situations such as those, camels are generally preferred; while rarer and more stubborn than horses, camels are far more suited to survival in conditions horses would balk at. The Dromedary Rider was thus born out of necessity; with horses being unable to traverse the desert with ease, camels were used to make the crossing easier. Bearing lances and light clothing, Dromedary Riders were able to escort caravans and armies alike through the thirsty deserts of the world.

Weapon Skill: Lance (C)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Lance or Pike

Promotes from: Rider Trainee

Promotes to: Mameluke, Dune Strider

Special: Camel, Canto/Dismount

Skill:

Hardy Bearing:

If the enemy has any bonuses in combat against the Dromedary Rider, +3 DEF and +10 Eva. This includes bonuses derived from terrain, consumable items and skills.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	4	2	5	3	3	8	7	5

Promotion Bonuses:

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

Exorcist

There are many forms of magic in the world. Mages practice communion with the nature spirits, Occultists practice making deals with dark beings, and Jurists view magic as law, with loopholes to exploit specific rules to be bound by. Exorcists practice magic through the usage of *ofuda*, magical tags. By binding spells into paper tags, the Exorcist can effect multiple magical effects, even granting others access to magic they might not normally be able to cast. Through the usage of *ofuda*, the Exorcist is able to grant support to their allies in ways that even other mages might not be able to.

Weapon Skill: Lance (D) Light (D)

Preferred Stats: Skill, Defense

Starting Weapon: Blessed Iron or Iron Lance

Promotes from: Monk Pupil/Light Trainee

Promotes to: Onmyoji, Yamabushi



Special: Levitation

Skill:

Spell Tag:

The Exorcist can choose to use 1 QL of a buffing item they hold to convert it into an *Ofuda*, a consumable item with 1 QL, as a main action. When an *Ofuda* is deployed, it creates a destroyable object that grants the buffing item's buff to two allies adjacent to it. The *Ofuda*'s effect does not weaken unlike the buffing item, and is destroyed when the buff wears off. Any ally can deploy an *Ofuda* and *Ofuda* persist between maps in the inventory. *Malady* applies to the duration of the buff.

Inking Pouch:

The Exorcist may start with a buffing consumable item in addition to their weapon and vulnerable. In addition, they have two extra inventory spaces for buffing items, including *Ofuda*.

Stats:

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

Promotion Bonuses:

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

Explorer

Those possessed of an adventuring spirit often find themselves among distant ruins, deep jungles and sandy deserts far away from civilization. With their wits, a handy utility belt and knowledge, Explorers ride into the deep, dark places beyond the civilized world, plunging into forgotten dungeons and carrying with them ancient artifacts that carry unknown power. In a pinch, Explorers even use these relics in combat, fending off bandits with the very artifact they seek to steal.

Weapon Skill: Anima (D), Whip (D)*

Preferred Stats: Skill, Luck

Starting Weapon: Fire or Leather Whip

Promotes from: Mage Pupil/Anima Trainee

Promotes to: Archaeologist or Racketeer



Special: Thief's Tools, Raid

Skill:

Treasure Sniper:

The Explorer gathers *Relic Fragments* when moving to a space they have not yet moved to prior. Explorers have access to three Relics; when using their Relics, the Explorer expends 3 Relic Fragment per activation.

- Old Talisman: (10+MAG) HP to heal an adjacent unit (or themselves) and cleanse status ailments.
- Weathered Sword: 8 MT, range 1, 90 Hit, 10 Crit. The damage of this blade scales off STR and targets RES. This weapon counts as a Sword for WTA purposes.
- Relic Shield: Creates a barrier equal to the Explorer's STR/2 for both the Explorer and two adjacent allies for two turns. While this barrier is active, +3 DEF.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	3	4	5	4	2	3	4	6	5	5

Promotion Bonuses:

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

*When using the Gun supplement, Explorers may use Light Guns instead of Anima.

Flagellant

Historically, the whip has been considered to be more of a tool of punishment than a tool of war, a tool to usher people into line or to whip beasts into compliance, due to the impracticality of using such a weapon in war. A Flagellant, however, understands that a tool of punishment and a weapon for war are not necessarily divorced from one another. To the Flagellant, the whip exists to punish the enemies of the light, to fight them and drive them into the shadows, a weapon as feared by demons as it is used by them.



Weapon Skill: Whip (C)

Preferred Stats: Speed, Resistance

Starting Weapon: Leather Whip or Chain Whip

Promotes from: Lasher/Whip Trainee

Promotes to: Venator, Slayer

Skill:

Anti-Magic:

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

Magic Corrosion:

If the Flagellant's Anti-Magic is active in combat, the enemy's EVA is reduced by 10.

Stats:

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

Promotion Bonuses:

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

Gambler

Gambling is as much a profession to some as a hobby to others. The Gambler is the rare one that combines pleasure with business. Always with an ace in the hole, the Gambler uses a combination of sleight of hand, great luck and a little magic to survive. While no master of upfront combat, the Gambler prefers to use various tricks to ensure that when the dust settles, they come out on top.

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

Preferred Stats: Skill, Luck

Starting Weapon: Iron Knife or Photon

Promotes from: Drifter/Thief Trainee

Promotes to: Hustler or Con Artist

Special: Levitation, Thief's Tools, Vision

Skill:

Wild Card:

The Gambler has an innate +5 bonus to activating chance Skills and critical hits. Allies adjacent to the Gambler gain the same bonus to chance Skills, but not critical hits.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	3	4	6	1	1	5	7	6	6

Promotion Bonuses:

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

Gladiator

Since time immemorial, combat has enraptured the minds of people, to the point that people have sought to use it as part of their narratives, to tell a story with it in its own right. The Gladiator and their allies are, in that way, masters of theatrical combat; living off the reactions of the audience, presenting larger than life personalities, whether presenting themselves as legendary heroes or dastardly, sneaky villains. The combat they participate in is almost a mixture of acting, actual fighting and feats of gymnastics as they do everything in their power to make a fake fight seem realer than reality itself.

Weapon Skill: Fist (D), Axe (D)

Preferred Stats: Strength, Skill

Starting Weapon: Iron Cestus or Iron Axe

Promotes from: Novice/Martial Trainee

Promotes to: Ace or Nemesis

Skill:

Strike Up the Heat:

Gladiators have access to the *Approval* resource. The Gladiator gains *Approval* upon every successful kill or critical hit and lose it if they are downed or if enemies land critical hits on them, up to a maximum of 5 *Approval*. If downed, the Gladiator loses all of their *Approval* stacks. For every point of *Approval*, the Gladiator and allies adjacent gain +1 Hit and +1 Eva, and the Gladiator gains +1 DMG. At max *Approval*, the Hit/Eva bonuses are doubled. Every turn, the Gladiator loses one stack of *Approval*.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	0	4	1	3	1	5	9	8	5

Promotion Bonuses:

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

Geomancer

Many forms of divination exist, with people desiring to see portents for things to come. Drawing power from the earth itself, Geomancers utilize their magic to detect changes in earth to portend coming changes in the landscape. However, Geomancers have a far more direct application of their communing magic allowing Geomancers can draw magic similarly to their tome-wielding cousins, casting thunderstorms and hurricanes. Geomancers are more common in the countryside; however, militaries may make use of their services, either in their capacity as diviners or in their capacity as mages. Geomancy is also a valid, albeit unconventional, school of study in magical academies.

Weapon Skill: Staff (C)

Preferred Stats: Magic, Defense

Starting Weapon: Heal or Slow

Promotes from: Priest Trainee

Promotes to: Elementalist or Diviner

Special: Levitation

Skill:

Earth Divination:

The Geomancer may *Draw* Tomes from the local terrain as a free action once per Turn, and gain access to those Tomes with a certain amount of uses; once their Tome is used up, they may *Draw* again. The Geomancer always has equivalent Proficiency to the maximum accessible Tome level. Geomancers automatically upgrade to the next available tier of Tomes at level 5 then at level 15 or upon Promotion. If the Geomancer *Draws* while already having a Tome *Drawn*, the older Tome is replaced. Despite not using MP, this is counted as a variant of *Memory Magic*.

- Plains/Floor: Fire Tomes
- Sand/Desert/Walls: Earth Tomes
- Adjacent to River/Adjacent to Ocean/Snow: Water Tomes
- Forest/Deep Forest/Adjacent to either: Nature Tomes
- Forts/Thrones/ Inclement Weather: Thunder Tomes
- Hills/Adjacent to or on Mountain/Pillars: Wind Tomes
- Special Terrain: Any of the above

E Tomes gain 12 uses, D Tomes gains 10 uses, and C Tomes gain 7 uses.

Stats:

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

Promotion Bonuses:

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

Griffon Rider

Tougher than pegasi, but swifter than wyverns, griffons are proud and solitary creatures. Predators of the sky, griffons are rightfully called 'kings of the sky' for their majestic appearance, resembling winged lions with the heads of eagles. Griffons are less durable than wyverns, compensating for their lack of iron-like scales with an unmatched offense, ripping apart prey with their talons and beaks and being able to rival birds of prey in their diving capabilities. Griffons are generally kept away from pegasi due to a natural enmity with horses; this has given rise to stories of griffons eating horses and pegasi, whereas in reality griffons primarily feed on birds and their eggs, and only eat other animals where prey is scarce. Despite this enmity with horses, it inevitably came to pass that humans attempted to tame such creatures for their own combat. Though stubborn and fierce animals, eventually it came that humans had earned their respect and so the Griffon Riders were born.



Weapon Skill: Sword/Axe (C)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Sword or Iron Axe

Promotes from: Rider Trainee

Promotes to: Griffon Lord, Hippogriff Knight

Special: Griffon, Canto/Dismount

Skill:

King of the Sky:

Against enemy flying units, +3 DMG and +3 DEF during combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	6	0	4	2	5	2	3	8	7	5

Promotion Bonuses:

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

Infiltrator

The most important part when an army enters new territory is reconnaissance; intelligence on enemy movements, the terrain, the weather. Advance scouts are important to establishing footholds on new territory, and often times when they enter new territory with known hostiles, unconventional tactics are necessary when far away from the rest of the army. Infiltrators are skilled scouts and unconventional attackers. Blitzing enemies with swift, disorientating strikes and retreating into the shadows, Infiltrator are often the vanguard, weakening up the enemy for the rest of the army to strike.

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

Preferred Stats: Skill, Strength

Starting Weapon: Iron Knife

Promotes from: Drifter/Thief Trainee

Promotes to: Ambusher or Interdictor

Special: Thief's Tools, Vision

Skill:

Go Loud:

Once every three turns, the Infiltrator can activate this skill to inflict all enemy units within a square around their target with the same ailment or debuff as their original target after combat.

Infiltrate:

After activating *Go Loud's* active effect, the Infiltrator may use their remaining Movement.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	6	0	4	4	1	1	6	9	8	6

Promotion Bonuses:

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

Instructor

Even the greatest heroes require someone to teach them to fight. The Instructor represents such a person. Though they themselves never usually take the battlefield, they are content with providing advice and training to those that do, serving from behind even if this means avoiding the glory. After all, a good teacher takes glory not in winning the day, but by seeing their students blossom into great fighters.

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

Preferred Stats: Skill, Defense

Starting Weapon: Leather Whip or Rapier

Promotes from: Lasher/Whip Trainee

Promotes to: Sergeant or Tutor

Skill:

Instruct:

The Instructor, at character creation, selects one type from the options below. All allies of the type covered by each specialty within two spaces gain a buff, which the Instructor can double for one turn by sacrificing their main action; allies affected by doubled buffs carry the buffs even outside the Instructor's radius. The Instructor does not benefit from *Instruct* even if they are currently covered by the buffs. Buffs are rounded down.

- *Knightly Instructor*: All mounted allies gain +2.5 DR, +5 Hit.
- *Magic Instructor*: All units with Tome, Performance or Staff proficiencies gain +5 Hit, +5 Eva.
- *Combat Instructor*: All units with Sword, Lance or Axe proficiencies gain +2.5 DMG, +5 Hit.
- *Brawler Instructor*: All units with Hidden, Fist or Whip proficiencies gain +2.5 DMG, +5 Crit.
- *Artillery Instructor*: All units with Bow or Gun* proficiencies gain +5 Crit, +2.5 DR.

*If the Gun supplement is being used.

Stats:

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

Promotion Bonuses:

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



Investigator

There are those with a natural eye for patterns, a good pair of hands and the wit to use them. Lurking in the dark places, being smarter than they act, showing up where there's been trouble and asking awkward questions, the Investigator is skilled at hunting down human quarry, whether they be criminal scum or the latest fool to have wronged their employer. Investigators excel in finding evidence of their target, analyzing it for the quarry's weaknesses and strengths and using them against their target. Using their fists and whatever handy blunt objects are easily concealed, Investigators are never unarmed.

Weapon Skill: Axe (D), Fist (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Axe or Leather Cestus

Promotes from: Journeyman/Axe Trainee

Promotes to: Provocateur or Detective

Special: Thief's Tools

Skill:

Investigate:

The Investigator may use *Investigate* as a free action. *Investigate* grants the Investigator a *Clue*, which can be stacked up to three. Enemies defeated by the Investigator also grant a *Clue*, but only the first enemy defeated on a Phase grants a *Clue*. For every clue gained, the Investigator gains +5 Hit/Eva for a total of +15 Hit/Eva at max.

Cornering Pursuit:

At three stacks of *Clues*, the Investigator may choose to use up all stacked *Clues* to *Pursue* a target within two spaces; while in *Pursuit*, the Investigator +15 Hit/Eva and +3 DMG against that opponent at the cost of being unable to gain more *Clues* until that opponent is defeated. Enemies under the effect of this Skill cannot enter *Shadow* or any form of stealth.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	0	4	1	3	2	5	8	7	5

Promotion Bonuses:

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

Jester

The life of a ruler, whether he be a petty lord of a small fief, or the great emperor of a vast empire, can be difficult; surrounded by yes-men who fill their ears with what they believe their ruler wishes to hear, hard decisions governing the lives of countless people, and facing constant threats from both foreign and national entities, there can sometimes be precious little joy in the life of a ruler. A Jester's role at court is to provide some much needed wit and levity; a Jester makes light of the situation, dares to comment where even other advisors would refuse, and speaks truth to power. Jesters, however, are far shrewder than they initially appear, despite the tomfoolery they engage in.

Weapon Skill: Whip (D), Fist (D)

Preferred Stats: Skill, Speed

Starting Weapon: Leather Whip or Leather Cestus

Promotes from: Lasher/Whip Trainee

Promotes to: Harlequin, Jongleur

Skill:

Shuffle:

Jesters may swap spaces with any adjacent ally once per Phase as a free action, with the allied player's agreement if swapping with an ally.

Bewilder:

Jesters gain +15 Eva until their next Phase after using Shuffle.

Stats:

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

Promotion Bonuses:

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

Jurist

While fireballs and powerful healing magic are of great importance, lesser known are magical binds and laws, oaths that can kill those who break them and laws that smite transgressors upon being broken. While other mages specialise in using their magic to manifest power openly, Jurists take a more subtle approach. Jurists possess the capability to create magical contracts between themselves and others, trading power for power. A Jurist specializes in being able to manipulate the winds of magic to create such contracts.

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

Preferred Stats: Skill, Defense

Starting Weapon: Iron Lance or Quake

Promotes from: Mage Pupil/Anima Trainee

Promotes to: Notary, Judge

Special: Levitation

Skill:

Contract of Exchange:

Jurists may *Exchange* their stats with an adjacent allied unit's or their own battle stats (such as Hit, Eva, damage taken or given) at a 1 for 1 ratio as a free action. While under the effects of *Exchange*, the units exchanging stats have their battle stats appropriately reduced (i.e. a unit trading 7 Hit for 7 Eva loses 7 Hit but gains 7 Eva). *Exchanges* can be canceled as a free action by either unit, at which point both units return to their previous stat totals. Only one *Exchange* can be active at once; if the Jurist initiates another *Exchange*, the existing one is canceled immediately.

Stats:

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

Promotion Bonuses:

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

Kinshi Rider

Kinshi are delicate creatures, elegant in form. Distant relatives of the flightless landstrider, kinshi are rare and generally raised in captivity; in the wild, their flocks are often threatened by griffon predation. As such, most of their flocks are found within civilized areas, as kinshi are prized in some cultures as status symbols. Inevitably, as with all large animals, humans attempted to ride kinshi into the skies like pegasi. While kinshi are lighter in the air than pegasi, this comes at cost to their constitution, and inevitably kinshi are rather fragile against both enemy flying units and arrows. Regardless, some human nations pushed on with their use of Kinshi Riders, some for lack of access to better mounts and some due to the other purposes that Kinshi Riders could be used for.

Weapon Skill: Lance (D), Bow (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Lance or Iron Bow

Promotes from: Rider Trainee

Promotes to: Storm Knight, Kinshi Lord

Special: Kinshi, Canto/Dismount

Skill:

Sparrowhawk:

Against enemy flying units, +10 Eva and +3 DR.

Stats:

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

Promotion Bonuses:

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

Landstrider Knight

Landstriders are giant flightless birds, distant relatives of the airborne kinshi favored as mounts. Unlike their flying cousins, landstriders have a reputation for being fiercely territorial and violent in protecting their territory. Their kicks and their beaks are capable of ripping open flesh with ease and have even torn open the armor of hapless knights attempting to cull herds of rogue landstriders. Griffons, known bird-eaters, are generally cautious around landstriders as a result. Like with all large animals of a certain size, humans have attempted, with varying levels of success, to tame landstriders to ride upon them; while lighter than horses and far more irritable, landstriders are capable of traversing terrain horses cannot and do so for longer distances while still being able to bear the weight of a human. As such, the Landstrider Knight was born.

Weapon Skill: Lance (C)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Lance or Pike

Promotes from: Rider Trainee

Promotes to: Fleetwing Knight, Fleetwing Raider

Special: Landstrider, Canto/Dismount

Skill:

Unbroken Stride

Difficult terrain has 2 less MOV penalty against Landstrider Knights.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	5	2	3	1	6	8	7	5

Promotion Bonuses:

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

Magical Maiden/Magical Youth

Just as there are powers out there that seek the destruction of all that is good and kind in the world, so too are there powers in the world that seek to defend it. Though these powers may not be able to act directly, they can grant certain brave youths the power to do so. Magical Maidens possess the ability to transform into stronger, powerful forms fueled by magic to defeat the enemies of love, justice and friendship, often doing so while surrounded with sparkling lights and colorful explosions. Those plagued by the forces of evil need not worry; in the name of the good, the Magical Maiden shall punish the wicked.



Weapon Skill: Choose one proficiency from Anima, Staff or Light (C)

Preferred Stats: Skill, Luck

Starting Weapon: One E-rank Anima or Light Tome

Promotes from: Transform Trainee

Promotes to: Magical Idol, Magical Warrior or Magical Witch

Special: Transforming

Skill:

Moonlight Legend:

The Magical Maiden may transform into their Magical Maiden form as a free action once per Phase. While in Magical Maiden form, the Magical Maiden gains Levitation, +2 DR and +3 MAG. If reduced to 0 HP, or taking a free action not on the same turn as they transformed, the Magical Maiden is forcibly detransformed, losing all bonuses from their transformation.

Honey Flash:

The Magical Maiden gathers *Magia* every combat they engage in up to a maximum of 5. If the Magical Maiden does not have at least one *Magia* at the end of the Phase, they will forcibly detransform. The Magical Maiden also gains *Magia* from staff usage.

Stats:

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

Promotion Bonuses:

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

Masked Hero

The heavens call, the earth cries out and the crowds roar for a hero to strike back against evil. Through mystical or other means, the Masked Hero, donning a suit of armor, rides to the rescue. Like their distant cousins the Magical Maidens, the Masked Hero fights for justice, using their enhanced physical capabilities to vanquish evildoers and defend the innocent. Wielding anything from polearms to swords to their own fists, the Masked Hero appears quickly, defeats their foes and disappears into the sunset.

Weapon Skill: Choose one Physical Proficiency (C)

Preferred Stats: Skill, Speed

Starting Weapon: One Iron-tier weapon

Promotes from: Transform Trainee

Promotes to: Masked Hunter, Masked Ranger, or Masked Rider



Special: Transforming

Skill:

Henshin:

The Masked Hero may transform into their Masked Hero form as a free action once per Phase. While in Masked Hero form, the Masked Hero gains Armored and +3 STR. If reduced to 0 HP, or a free action not on the same turn as they transformed the Masked Hero is forcibly detransformed, losing all bonuses from their transformation.

Aura Change:

The Masked Hero gathers *Magia* every combat they engage in up to a maximum of 5. If the Masked Hero does not have at least one *Magia* at the end of the Phase, they will forcibly detransform.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	4	4	2	3	1	4	7	6	5

Promotion Bonuses:

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

Merchant

Gold is power, so states an ancient saying. The Merchant is the embodiment of that very statement. Seeking to make a profit anywhere, anytime, the Merchant is intrepid, seeking profit anywhere they can. Selling anything from knick-knacks to weapons to valuable antiques, the wise Merchant lives and dies by the market's demand. This is not to say that a Merchant should ever be underestimated, however; gold is power, and a Merchant would rather die than be parted from their hard-earned gold.

Weapon Skill: Lance (D), Bow (D)

Preferred Stats: Skill, Luck

Starting Weapon: Iron Lance or Iron Bow

Promotes from: Scout/Archer Trainee

Promotes to: Privateer or Merchant Prince or Great Merchant*

Skill:

Profiteer:

Merchants generate Gold Bars, up to a maximum of five, in a separate inventory slot used only for Gold Bars. Gold Bars are generated either every turn after a (SKL+LCK)% check or after the Merchant defeats an enemy, generating 1 per turn and 1 per enemy defeated. Any remaining Gold Bars in the inventory at the end of battle are converted to actual gold, at a rate of 200g per Gold Bar.

Aurum Potestas Est

Gold Bars can be consumed as a free action for +2 Hit and +1 DMG, with each traded Gold Bar increasing the bonus up to a maximum of +10 Hit and +5 DMG. This applies to the next combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	5	4	2	1	5	8	7	5

Promotion Bonuses:

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

*If using the Mainline Game Supplement.

Mimic/Blue Mage

There lies a rare magical discipline that allows a mage to copy magic by sight alone. It goes by many names; Blue Magic, the Lore of Mimicry, Xenomancy. They all refer to the same discipline and the same base principle. Mimics are those who have studied this rare discipline and have begun to travel the world to find more spells to add to their mental arsenal, copying those around them to gather arts that only they alone can use and even copying the powers of monsters and other forces.

Weapon Skill: Anima (C)

Preferred Stats: Skill, Speed

Starting Weapon: Fire or Thunder

Promotes from: Caster Trainee

Promotes to: Magister, Xenomancer

Special: Levitation

Skill:

Lore of Mimicry:

The Mimic has Memory Points (MP) which they may use to copy Tomes, Staves and Performances either used by allies or by enemies against them. They may either target any adjacent ally that has recently used a viable weapon, or any enemy that has recently targeted the Mimic, as a free action once per Phase. If the Mimic uses *Lore of Mimicry* to learn a spell when they have no slots to learn new spells, they must choose one to forget. Mimics cannot learn spells of B or higher proficiency before Promoting. Mimics may also copy spells unique to Monsters, Summons or other equivalent classes such as Breaths or Gazes; these default to C-rank if they do not have a marked proficiency. The Mimic may only copy spells used within the current or previous Turn.

- E/D level: 5 uses for tomes/performances, 3 for staves
- C/B level: 4 uses for tomes/performances, 2 for staves
- A/S level: 3 uses for tomes/performances, 1 for staves

The Mimic begins with 1 MP and gains 1 MP every 4 levels to a maximum of 3 (6 after Promo). Unlike with Memory Magic, MP can be reallocated whenever the Mimic wishes to learn a new spell.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	5	6	3	1	4	4	7	6	5

Promotion Bonuses:

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

Mortician

Death is inevitable for most beings, save possibly for the wisest and smartest Alchemists who have succeeded their search for the Philosopher's Stone. It is inevitable then that industries have arisen around the business of handling the affairs of the recently deceased. Morticians are those that handle the dead. The majority of their business involves more mundane affairs; preparing bodies for burial, embalming and the like. For most of their working life, a Mortician will generally be carrying out such ordinary tasks. However, some Morticians may find themselves having to deal with the undead and restless souls; for that reason, some have taken to learning magic and arming themselves to quiet the restless dead.

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

Preferred Stats: Skill, Magic

Starting Weapon: Iron Lance or Fire

Promotes from: Recruit/Soldier Trainee

Promotes to: Attendant, Medium

Special: Levitation

Skill:

Guide to Afterlife:

Allies within two spaces under 50% HP gain +3 DR. Enemies within two spaces under 50% HP take 3 extra damage.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	3	4	2	5	0	2	9	8	5

Promotion Bonuses:

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

Occultist

The magical arts are difficult to engage with, and not all people are born with a gift for magic. The power of the divine requires faith, the power of nature requires the knowledge to harness the elements, and the power of the darkness requires the will to harness powers that, though familiar, are apathetic to man. The Occultist, through means divine, eldritch, fell or even mundane, has attained the power of magic and can use magic without the intense study their cousins must engage in to attain such skill. Unlike naturally talented mages or mages born from years of studying the magical arts, the Occultist has attained their power from some other patron, who grants them their powers in exchange for something of the Occultist's.

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

Preferred Stats: Magic, Strength

Starting Weapon: Flux or Leather Cestus

Promotes from: Magus/Caster Trainee

Promotes to: Theurgist, Warlock

Special: Levitation

Skill:

Sacrifice:

The Occultist may sacrifice 20% of their MHP to gain +5 Hit/Crit/Dodge/Evasion over the next Turn. Occultists cannot activate *Sacrifice* if they have only 20% or less MHP remaining.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	2	5	4	1	3	3	3	8	7	5

Promotion Bonuses:

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

Ogre Brave

Deep in the wild places of the world, life is savage and short, full of monsters, bandits and unspeakable terrors. Beyond the scope of civilization, those who make their lives there live an existence in fear of the dark. Ogre Braves are those who dare to fight back. Bearing fearsome visages in their carved masks, Ogre Braves channel sound and music to beat back the darkness and quell the fear within their hearts. Ogre Braves combine music and theatre in their fighting style, their clubs doubling as drumsticks and their loud voices hollering to intimidate their enemies and sing melodic songs. They sweep across the battlefield in a hurricane of violent sound, intimidating their enemies with roars and fearsome strength.

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

Preferred Stats: Skill, Defense

Starting Weapon: Iron Axe or Lucky Stars

Promotes from: Performer Trainee

Promotes to: Ogre Hunter, Ogre Chieftain

Special: Raid

Skill:

Resonate:

The Ogre Brave can invigorate 1 adjacent ally who has already used their action as well as affect 2 adjacent units with performance items. This overwrites Perform.

Stats:

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

Promotion Bonuses:

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

Oniguma Rider

Oniguma are beasts of the deep forest. Resembling some monstrous crossbreed possessing the snarling visage of a wolf and the size and frame of a bear, oniguma often feature in cautionary tales warning children to stay away from the forest, and in many a campfire story told on dark nights to chill the spine of travelers. They are as dangerous as they appear; in forests where oniguma are common, they prey upon anything foolish enough to wander upon their hunting grounds, often only fearing the likes of wyverns and griffons. However, humans being what they are, some foolhardy men decided to, against all logic, capture some oniguma cubs and tame them. Surprisingly, the experiment succeeded and Oniguma Riders now find themselves a staple of some regions, with the mount as deadly as the rider.

Weapon Skill: Axe (C)

Preferred Stats: Strength, Skill

Starting Weapon: Iron Axe

Promotes from: Rider Trainee

Promotes to: Oniguma Marauder, Oniguma Mystic

Special: Oniguma, Canto/Dismount

Skill:

Ogre's Form

Against enemy Mounted units, +3 DMG and +3 DEF.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	0	4	1	5	1	3	9	8	5

Promotion Bonuses:

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

Pioneer

Part of the strategy of any campaign involves the use of terrain and the building of fortifications, whether it is to do with the building of roads for faster movement of troops, the building of forts to allow troops somewhere to rest and resupply, or the building of siege engines on site to break down enemy fortifications. The Pioneer is tasked with these functions, and any general that understands the value of fortifications understands the use of these soldiers, both in defensive and offensive maneuvers; a Pioneer with some assistance from his allies can set up or take down a quick wooden fort within a day.

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

Preferred Stats: Skill, Defense

Starting Weapon: Iron Axe or Iron Dagger

Promotes from: Journeyman/Fighter Trainee

Promotes to: Siege Engineer, Sapper

Skill:

Adaptive Engineering:

The Pioneer receives +5 EVA and +2 DR while in defensive terrain.

Temporary Fortifications:

The Pioneer may extend the effects of defensive terrain to one adjacent ally as long as the Pioneer is in defensive terrain.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	6	0	5	2	3	0	2	10	9	5

Promotion Bonuses:

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

Proselyte

The manipulation of the energy in all living things is normally executed through the use of magic, such as tomes and staves. There are, however, methods of manipulating such energies through channeled willpower and proper technique, and schools that teach such things. The Proselyte is a student upon this path. Harnessing the flowing energies of the world, the Proselyte has begun to master the manipulation of such techniques with their bare hands. Such power requires focus, and the Proselyte has yet to attain the higher levels of power that allow them to control the energy they project, let alone use it for much save unfocused bursts of energy. Still, a Proselyte should not be underestimated; an armored opponent may resist a punch, but not the ensuing burst of magical energy rending through.

Weapon Skill: Fist (C)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Cestus

Promotes from: Novice/Martial Trainee

Promotes to: Aspirant, Devotee

Skill:

Spiritual Pressure:

The Proselyte may choose at the beginning of their Turn whether they wish to have their attacks target RES or DEF as a free action.

Stats:

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

Promotion Bonuses:

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

Puppeteer

Puppetry is in equal parts fascinating and surreal, with a spectrum ranging from colorful puppets depicting fanciful creatures to stone-faced dolls look like odd facsimiles of humanity. Regardless, puppets are generally used for entertainment, and so it becomes inevitable that some enterprising madman would use them for the purposes of assassination. Enter the Puppeteer, whose skills in puppetry are only matched by their mechanical ability to turn an unassuming puppet into a lethal weapon, from bombs waiting to explode, to more elaborate contraptions. Wielding a legion of puppets, a Puppeteer is never alone.

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

Preferred Stats: Skill, Resistance

Starting Weapon: Iron Knife or Slow

Promotes from: Drifter/Thief Trainee

Promotes to: Ventriloquist, Toymaker

Special: Thief's Tools

Skill:

Deploy Puppet:

Puppeteers may spend their main action and 5 HP to create a Puppet. Deployed Puppets have 2 HP and lose 1 HP per hit, but cannot be doubled or critted. Puppets can be moved by the Puppeteer to attack an opponent at 1 Range, which burns up the Puppet and deals (Puppeteer's MAG/2) damage. There can only be three allied deployed Puppets on the field per Puppeteer. Puppets have 5 MOV and are affected by terrain modifiers to movement. Puppets can be moved on the turn they are summoned. Puppets can be held in the inventory and stacked up to 5 Puppets; they can be traded to and deployed by allies. Puppets do not benefit from the HP increase of Invocation.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	3	4	5	2	1	5	7	6	6

Promotion Bonuses:

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

Ranger Knight

For some tasks, such as taking down giant monsters, or defending positions, armored warriors are necessary. Some things, of course, such as dragons and the like, are out of the range of close-range weapons. The Ranger Knight is the result of natural developments in this area. Wearing lightweight and durable armor and carrying large bows, Ranger Knights specialise in acting as mobile, but heavy artillery. Only the strongest and most fearless candidates are usually chosen to be Ranger Knights as a result; anyone else would not do.

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

Preferred Stats: Skill, Defense

Starting Weapon: Crossbow or Iron Blade

Promotes from: Scout/Archer Trainee

Promotes to: Monster Hunter, Arbalester

Skill:

Pavisade Tactics:

If the Ranger Knight is within defensive terrain, +10 Hit and +3 DMG. This skill also activates if the Ranger Knight has not moved during their turn.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	5	0	5	2	5	1	4	8	7	5

Promotion Bonuses:

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

Seer

The power of clairvoyance is something that captivates the minds of man. Whether it is the fear of the unknown, curiosity or sheer boredom, people have long wanted to know the future. Charlatans have made it their business to fake knowing the future, whether it is making prophecies that never come to be, or regaling people with vague fortunes that could be true of just about anyone. The Seer, however, can truly see the future. Whether it is through years of dedicated study of the weaves of fate, or a natural gift, the events of the future are within their grasp.

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

Preferred Stats: Skill, Luck

Starting Weapon: Soldier's Reverie or Heal

Promotes from: Performer Trainee

Promotes to: Herald, Fortune Teller

Special: Levitation

Skill:

Forecast:

The Seer can invigorate an adjacent ally who has already used their action. The character can act again. In addition, Performance items used by the Seer can affect up to two adjacent allies; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites Perform.

Foresight:

The Seer may use up their main action to Predict either for an ally or an enemy within two spaces. A Predicted ally has the threshold for their rolls reduced by 10 for the turn, while a Predicted enemy has the threshold for their rolls increased by 10. Enemies and allies cannot have Predict used on them on consecutive turns.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	2	5	3	6	1	4	5	5	4	5

Promotion Bonuses:

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

Sentry

When night falls upon the cities and towns of the world, the dark becomes home to the most heinous of criminals. A town of any reasonable size will have a group of watchmen patrolling the streets after dark to apprehend such criminals. The Sentry sternly stalks through the streets, ensuring the safety of travelers of the night. Sentries are drawn from those with keen eyes and keener senses for danger; as such, they have an almost preternatural ability to stake out the suspicious, keeping an eye on them until they are satisfied – or vindicated.

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

Preferred Stats: Skill, Luck

Starting Weapon: Iron Dagger or Iron Bow

Promotes from: Scout/Archer Trainee

Promotes to: Thieftaker, Constable

Special: Vision

Skill:

Stakeout:

At the beginning of the Sentry's Phase, the Sentry may choose to mark a single target within two spaces. When the Sentry or their allies enters combat against this target, they gain +10 Hit and +3 DMG. The effects of *Stakeout* last until either the Sentry changes targets or the target is defeated. The Sentry may change targets every Phase. Marked enemies cannot enter any form of stealth (such as *Shadow*) and are always visible to the Sentry's allies until their marks are removed or they are defeated.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	0	5	4	3	2	6	7	6	6

Promotion Bonuses:

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

Shinobi

To distinguish a Shinobi from similar units, such as a Spy or a Thief, is mostly unnecessary. A Shinobi serves much the same roles; they act as spies and saboteurs, sneaking into an enemy's territory to discover gaps in their defenses, create weaknesses and even set fires to destroy their fortifications. However, what differentiates a Shinobi from, say, a Spy is the near-mysticism that surrounds the reputations of Shinobi; they are reputed to be capable of almost supernatural feats of assassination and movement. Those who have adopted the art of Shinobi have elected to contribute to the myths, using magic to supplement their talents; using Water or Earth to conceal themselves, Fire for sabotage, and Wind for a quick getaway, almost as if they were never there at all.



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

Preferred Stats: Skill, Resistance

Starting Weapon: Iron Knife or Fire

Promotes from: Drifter/Thief Trainee

Promotes to: Jonin or Kisho

Special: Thief's Tools, Vision, Raid

Skill:

Snake Venom:

After battle with a Shinobi, the opponent loses a further STR/2 or MAG/2 (dependent on the user's weapon) HP. This skill cannot kill the target and always does at least 1 damage unless the enemy is immune to *Snake Venom*. Enemies immune to poison and other negative statuses do not have *Snake Venom* activate on them. *Snake Venom* only activates on the first combat initiated by the Shinobi in that Phase and only upon a successful hit, even if the hit deals no damage.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	3	5	4	1	2	5	7	6	6

Promotion Bonuses:

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

Songstress/Songster

The Bard is a travelling musician, at home in the fields and far roads, a roguish, knavish charm to their countenance. The Songstress is their more urbane counterpart, finding their home in the halls of kings, or particularly refined taverns. Finding home in the glamour and the glitz of the city, the Songstress prefers the safety of a musical company to the rough-and-ready attitude of an adventuring group or a group of soldiers. Rest assured, however, that in a fight, a Songstress is no less capable than their Bard cousins; perhaps even more so, given their propensity for picking up lances. A sword requires training, an axe too brutal; the lance is best, all the better to keep away rowdy fans and enemies alike.

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

Preferred Stats: Skill, Luck

Starting Weapon: Artemis' Song or Iron Lance

Promotes from: Performer Trainee

Promotes to: Primadonna, Chanteuse

Skill:

Sing:

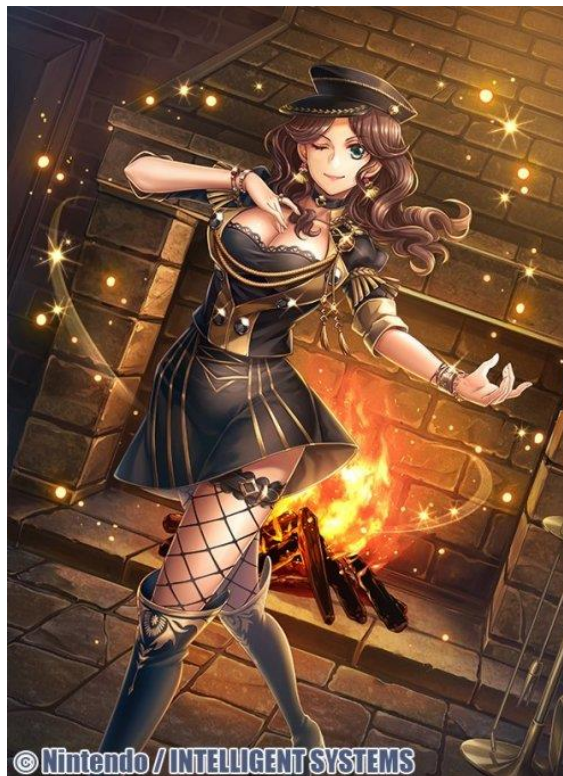
The Songstress is able to sing for an ally near the user who has already used their action. The characters can act again. In addition, when using performance items the Songstress can affect 2 adjacent allies with them. This skill overwrites Perform.

Stats:

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

Promotion Bonuses:

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



Soulbinder

There are those who naturally hear the spirits that control magic. These spirits of the wild are the same kind that fuel Anima magic; however, unlike most users of Anima magic, Soulbinders do not use them to manipulate the elements. Rather, they enhance their own physique with the strength of the spirits, channeling their power through themselves with intense meditation. While often mistaken for Occultists, there is a difference; Occultists make deals with patrons beyond reality, whereas Soulbinders are well-grounded in this world.

Weapon Skill: Fist (C)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Cestus

Promotes from: Martial Trainee

Promotes to: Animist, Mystic

Skill:

Soul Change:

The Soulbinder may select two *Stances* at character creation, and gains one more Stance at Promotion. The Soulbinder starts in one *Stance* and may switch *Stances* as a free action once per Phase.

- *Pegasus Stance*: +10 Critical, ignores enemy terrain buffs.
- *Titan Stance*: +3 DEF/RES, restore 20% MHP per turn.
- *Dragon Stance*: +10 Hit/Eva, ignore terrain movement penalties.
- *Mushi Stance*: +3 DMG, gain Armored.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	4	2	4	1	4	3	4	6	5	5

Promotion Bonuses:

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

Tamer

The use of animals for various purposes is something that has been the cornerstone of civilization since time immemorial. Tamers specialise in the training of animals; rather than using them as mere mounts, Tamers use them as weapons alongside what they carry. A skilled Tamer can hunt alongside his chosen pets to successfully track their quarry.

Weapon Skill: Bow (D), Whip (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Bow or Leather Whip

Promotes from: Scout/Archer Trainee

Promotes to: Gamekeeper, Beastmaster

Skill:

Man's Best Friend:

Tamers may select one Companion upon promotion to Tamer or character creation. They may use a main action to summon their Companion into an adjacent space and 25% of their MHP. Companions carry a single weapon. Hounds ignore terrain movement penalties, while Raptors are Flying units. Companions are vulnerable to anti-Mounted/Beast weapons. Companions, once downed, must wait one turn to be summoned again. Companions inherit their stats from their Tamer subject to Summon rules.

- Level 1: Scratch (Stats equal to Iron Sword)
- Level 5: Slash (Stats equal to Steel Sword)
- Level 10: Rend (Stats equal to Silver Sword)

Combat Animal:

The Tamer gains a Class Skill based on the Companion they selected. While they have their Companion summoned, they lose access to this Class Skill and their Companion gains it instead. If the Companion is reduced to 0 HP, the Tamer cannot use this Class Skill until the Companion can be summoned again.

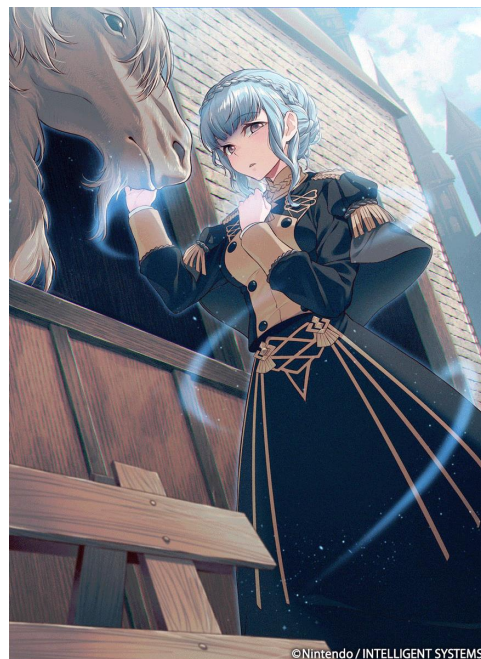
- Hounds: *The Scent of Prey*: When initiating combat, all terrain bonuses gained by the enemy are negated and the user gains +3 DMG.
- Raptor: *Merciless Raptor*: When the enemy is below 75% of their total HP, +5 Crit. Below 50% of their total HP, +15 Critical.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	5	0	5	2	4	3	5	7	6	5

Promotion Bonuses:

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



Thespian

The ability to completely subsume oneself in a different role has been the preserve of human culture since the dawn of time. Actors have played various roles in culture, from religious positions to enrapturing the hearts of people on the stage. Thespians are masters of performance on the battlefield, slipping from one mask to another, an assassin one moment and a guardian the next.. Thespians are everywhere in society, from the very lowest street performances to the beloved actors of one's favorite play.

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

Preferred Stats: Skill, Speed

Starting Weapon: Artemis Song or Iron Dagger

Promotes from: Drifter/Thief Trainee

Promotes to: Mummer or Impressionist

Special: Thief's Tools, Transforming



Skill:

Roleplay:

The Thespian may *Roleplay* as any non-Thespian ally within two spaces as a free action. While under the effects of *Roleplay*, the Thespian has access to the Proficiencies and currently equipped weapon of the selected ally as it is at the point of *Roleplay*. *Roleplay* lasts until the Thespian dismisses *Roleplay*, or is downed. The Thespian's Strength is used for all calculations that would use Magic. *Roleplay* can only be used on a specific ally every three turns. The mimicked weapon cannot be traded, stolen or in any way removed from the Thespian's inventory except by *Roleplay* wearing off.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	0	4	5	2	2	5	9	8	6

Promotion Bonuses:

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

Trainer/Monster Trainer

There are those who seek their thrills from adventures, those who seek their thrills from increasingly deadlier battles and those who seek thrills from vicariously living them through others. However, raising dangerous beasts like Mauthe Doogs and Mogalls is a quest for those who want to be the very best, like no one ever was. The Trainer seeks their thrills from the field of raising dangerous monsters, heretofore in its infancy, for various purposes, such as training others or for using the monster's animal products for commercial reasons. To a Trainer, raising monsters is their real test, and training them is their cause.

Weapon Skill: Lance (C)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Lance

Promotes from: Soldier Trainee

Promotes to: Forester, Wild Ranger

Skill:

Monster Taming:

Trainers may summon a Monsterling into an adjacent space as a main action. Monsterlings inherit the Trainer's stats subject to Summon rules. Monsterlings can select traits from the table on the next page, gaining one trait every 5th level (and retroactively gaining them if they promote early). Traits in the same level are mutually exclusive. Monsterlings are considered Monsters for the purposes of Skills and weapons. Once reduced to 0 HP, the Monsterling does not disappear and remains on the field for 3 turns before disappearing to be revived. If not revived, the Trainer loses the Monsterling for the rest of the map. Their weapon stats are below.

- Level 1: Scratch (Stats equal to Iron Sword)
- Level 5: Slash (Stats equal to Steel Sword)
- Level 10: Rend (Stats equal to Silver Sword)

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	4	3	5	1	3	8	7	5

Promotion Bonuses:

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

Level	Traits
Creation	Flying: Gains Flying movement and is vulnerable to anti-Flying. Beast: Gains +2 MOV and is vulnerable to anti-Mounted/Beast. Crushing: Gains Sack and +6 CON/AID (or Raid if Sack is removed). Gigantic: Gains Armored and +5 HP, and is vulnerable to anti-Armored.
5	Nimble: +3 SPD. Mighty: +3 STR. Tough: +3 DEF/RES. Durable: +6 HP.
10	Tunneler: Can pass up to 2-wide impassible terrain if there is a passible tile on the other side. Skulking: Can open locked doors and chests. Hillwalker: Gains Mountain Walk. Deepwalker: Ignores movement penalties in Forests and Deep Forests.
15	Magic Touch: Targets the lower of RES or DEF when attacking. Venom Touch: Inflicts Poison for 2 turns upon a successful hit. Reaver Touch: Gains Critical Eye. Flinger: Gains the ability to attack from 2 range.
Promotion	Renewal: Gains the skill Renewal. Dragon Fang: Gains the skill Dragon Fang. Guard: Gains the skill Guard. Fortitude: Gains the skill Fortitude+.

Warden Knight

The frontline is a dangerous place for healers to be; most tend towards the frail side, often open to those who intend to impede medical treatment for their enemies, as most such healers pack either no weapons or lack protection. The Warden Knight, however, faces no such issues. With a weapon in one hand, a staff in the other and donning a suit of armor, Warden Knights are capable of marching into the front, providing emergency healing to protect wounded allies at the front while shielding their frailer allies.

Weapon Skill: Lance, Axe or Sword (D), Staff (D)

Preferred Stats: Defense, Magic

Starting Weapon: Iron Axe/Lance/Sword or Heal

Promotes from: Recruit/Soldier Trainee

Promotes to: Champion, Hospitaller



Special: Armored

Skill:

Pegasus Halo:

Healing executed by the Warden Knight grants both the Warden Knight and the target +3 DR to the next combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	3	3	1	5	3	2	8	7	5

Promotion Bonuses:

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

Wilder/Wild Druid

The forests and other wild places lack protectors of their own, guardians who will keep them from being encroached upon by those who would destroy them. The humans who devote themselves to protecting the wild places of the world are called Wilders, or Wild Druids, differentiating themselves from the masters of dark magic. Wilders have more of a magical kinship with Mages, both channeling spirits of nature to use their magic. Wilders use their magic to attune themselves to the wild, taking on the forms of animals and their aspects in defense of the nature.



Weapon Skill: Fist (D), Staff (D)

Preferred Stats: Skill, Defense

Starting Weapon: Heal or Leather Cestus

Promotes from: Transform Trainee

Promotes to: Hellion, Watcher

Special: Transforming

Skill:

Wild Shape:

Wilders may transform into a beast as a free action once per Phase. While in Wild Shape, the Wilder loses the ability to use Staves or attack from beyond range 1; instead, they gain +3 DMG/DEF. While in Wild Shape, the Wilder is vulnerable to Anti-Beast and Anti-Mounted weapons, but qualifies as Beast and Mounted for skills that buff those units. If reduced to 0 HP, or a free action not on the same turn as they transformed, the Wilder transforms back to their normal form, losing all bonuses from their Wild Shape.

Beast at Heart:

The Wilder gains WTA against Beast and Mounted units, as well as enemy Wilders.

Stats:

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

Promotion Bonuses:

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

Witch/Wizard

Formalised magic is the most utilised type of magic in the world, with countless colleges devoted to magical study. However, not all magic is easily learned from years of study, for the winds of magic are capricious. Before the dawn of literacy, magic was conducted very differently, through ritual and incantation. Many old magicks were cast without the aid of a tome or staff. While Witches and Wizards still take advantage of tomes, their deeper communion with the winds of magic allows them access to powers different to their more well-read comrades, access to dark curses and odd blessings not normally accessible.

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

Preferred Stats: Magic, Luck

Starting Weapon: Flux or Slow

Promotes from: Shaman Pupil/Dark Trainee

Promotes to: Spiritualist, Channeler



Special: Levitation

Skill:

Jinx:

The Witch/Wizard may use up a QL from a staff in the inventory to add an effect from the staff used up while in combat with a tome:

- Healing/Buffering Staves: Heals the Witch/Wizard for (MAG/2) HP after combat.
- Ailment: Inflicts the staff's ailment upon the target.

Stats:

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

Promotion Bonuses:

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

Wordsmith

Where Bards communicate their stories through music, and Dancers perform through elegant movements, Wordsmiths prefer to communicate through the use of the written word. Books filled with countless tales of fanciful lands, beautiful maidens, great warriors and evil overlords are the bread and butter of a Wordsmith, who turns their experiences into larger-than-life adventures with the flick of a pen and a little embellishment. For those who prefer the company of books to song and dance, the Wordsmith's books are something of a comfort, and those who accompany a Wordsmith are equally audience as they are muse.

Weapon Skill: Perform (D), Light (D)

Preferred Stats: Luck, Resistance

Starting Weapon: Photon or Artemis Song

Promotes from: Performer Trainee

Promotes to: Playwright, Chronicler



Skill:

Compose:

The Wordsmith can invigorate any 1 ally within two spaces who have already used their action. The characters can act again. In addition, Performance items used by the Wordsmith can affect units up to 2 spaces away; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites *Perform*.

Stats:

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

Promotion Bonuses:

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

~Promoted Classes~

Ace

Every good story needs a brave hero, and the Ace provides one. Storming onto the scene, the Ace is the babyfaced, beloved and boisterous bruiser that thwarts the Nemesis' evil schemes. Believing in nothing less than fair play and righteousness, the Ace flies high, refusing nothing less than honorable combat. Of course, in reality, the narratives the Ace is often part of are naught but larger-than-life stories, but the Ace should never be underestimated; when the need arises, the Ace can become the hero they have simply only played the role of.

Weapon Skill: Axe (A), Fist (A)

Preferred Stats: Strength, Skill

Promotes from: Gladiator

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Fair Play:

The Ace gains doubled *Approval* from combat if an ally within two spaces is under 50% HP and also gains a stack of *Approval* for using consumable items on allies and Rescuing them.

High Flyer:

The Ace can apply this skill to their next combat as a free action. After their next combat, the Ace ends up on the opposite square on the other side of their opponent from their original space. This also grants two *Approval* stacks if the Ace survives the combat.

Promotion Bonuses:

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

Aerialist

While some might seek to fly upon a Pegasus, a Griffon, a Kinshi or any of the myriad flying contraptions, the Aerialist seeks only to emulate flight through unparalleled gymnastics. Soaring through the air, tumbling through hoops and over ropes, the Aerialist will make you believe that a man can fly, even if for a brief moment. Deftly negotiating rocky fields as easily as a series of hoops, the Aerialist moves with unrivalled grace over the battlefield, their light feet carrying them aloft as if they could step upon the clouds. And for a situation where acrobatics alone will not carry the day, a nearby sharp object or a swift punch to the throat is always handy.

Weapon Skill: Fist (B), Performance (B), Sword, Lance or Axe (B)

Preferred Stats: Skill, Speed

Promotes from: Acrobat

Promotion Item: Artistic Mark

Skill:

Cloud Walker:

The Aerialist is counted as having Levitation for terrain purposes, but does not have it for other purposes (they are not vulnerable to weapons that target Levitation, for instance). Their ability to ignore terrain movement penalties also applies to terrain that Levitation does not normally cover. This skill replaces *Sky Dancer*.

Tumbling Down:

For every 2 spaces traversed by the Aerialist, +2 DMG bonus to them and to allies affected by *Acrobatics*. This bonus resets to 0 at the end of the turn even if the Aerialist has not used *Acrobatics* or made an attack.

Promotion Bonuses:

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

Ambusher

One of the most important parts of combat is ambushes; a fair fight is never good for either army, and an ambush is one of the best methods of ensuring that fights are never fair. Dashing out from the shadows, Ambushers specialise in laying traps for their enemies, taking out their enemies in the chaos and retreating before enemies can kill them in return. Targeting the weakest links, Ambushers act to weaken the enemy's lines, weakening the front line to prepare for an assault.

Special: Critical Eye

Weapon Skill: Hidden (A), Fist (A)

Preferred Stats: Skill, Strength

Promotes from: Infiltrator

Promotion Item: Fell Contract

Skill:

Bonechill:

Go Loud now reduces the AS of all afflicted targets by 4 for one turn.

Hiding:

The Ambusher may go into *Shadow* if they fulfill the necessary conditions to (3 tiles away from the nearest enemy, or 2 within defensive terrain). Attacking enemies from *Shadow* inflicts *Bonechill* on the targets. *Go Loud* breaks *Shadow* automatically even if the attack is otherwise disrupted.

Promotion Bonuses:

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

Animist

Some Soulbinders further focus on their own bodies, increasing their strength and enhancing their constitutions; a healthy body creates a healthy mind, one capable of enduring the power of the spirits. Living apart from the world, sometimes in communities learning to meditate together, there are conflicts that occasionally force these Soulbinders back in. Properly called Animists, these warrior-monks carry both fist and weapon in hand, wielding the power of the spirits to beat back their enemies through flesh and steel.

Weapon Skill: Fist (A), Sword or Axe or Lance (A)

Preferred Stats: Strength, Skill

Promotes from: Soulbinder

Promotion Item: Hero's Crest

Skill:

Rising Form:

Stances gain additional bonuses.

- *Pegasus Stance*: Ignore Armored and Equipment DR.
- *Titan Stance*: +10 Dodge.
- *Dragon Stance*: Gain *Pass* while in this Stance.
- *Mushi Stance*: Gain +3 DR.

Flurry:

Upon switching *Stances*, the Animist gains +3 AS for 1 turn.

Promotion Bonuses:

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

Arbalester

Some Ranger Knights pursue the art of carrying ever larger bows and crossbows, with sharper bolts and arrows, to puncture through even the hardest armors. Dubbed Arbalesters, these bowmen often carry customized bows and crossbows, or ammunition, with these bows sometimes dwarfing their already big wielders. Unlike most other archers that focus on fire rate, an Arbalester prefers to pack all of their damage into one, single shot that can hardly be blocked. Their approach is often rewarded; even the largest opponent falls when they are struck with a bolt that can pierce diamond.

Weapon Skill: Bow (B), Fist (B), Sword (B)

Preferred Stats: Defense, Strength

Promotes from: Ranger Knight

Promotion Item: Hero's Crest

Skill:

Pavise Protection:

While the Arbalester remains above 70% HP, +3 DR.

Giant Slayer:

Arbalesters deal an additional 20% of the enemy's MHP as bonus damage before modifiers.

Promotion Bonuses:

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

Archaeologist

In a more civilized world, an Archaeologist has very little to fear, as they pore over historical artifacts from extensive digs, cross-reference such things with extensive literature and so forth. However, in a world where such things are under threat of banditry, monsters and the unscrupulous, the Archaeologist must be prepared to protect history from those who would see it exploited. With whatever tools to hand and their magical knowledge, Archaeologists protect their finds, and in rare circumstances, use the magical power within the relics they discover to protect themselves.

Weapon Skill: Anima (A), Whip (A)

Preferred Stats: Magic, Skill

Promotes from: Explorer

Promotion Item: Hero's Crest

Special: Thief's Tools, Sack, Vision

Skill:

Relic Restoration:

The Archaeologist selects one Relic to upgrade upon Promotion.

- Old Talisman -> Renewal Totem: (12+MAG) HP healed to any ally or themselves within two spaces. In addition, the ally regains 5 HP every turn for 2 turns afterwards.
- Weathered Sword -> Ancient Spellblade: 12 MT, range 1-2, 90 Hit, 15 Critical. The Spellblade acts as a Magical Weapon. This sword counts as Light and Sword for WTA.
- Relic Shield -> Earth Lord's Shield: The barrier now grants +3 RES, and 7 RES when targeted by Magical attacks.

Promotion Bonuses:

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

Archivist

Keepers of the magical archives, Archivists have great experience with each and every single kind of magic one might think of, though not to the extent of a Sage. From alchemy to astrology to the mystic arts of *onmyodo*, the Archivist understands it all, and thusly can adapt their magic to any and all situations as and where. Though no expert in a single subject, the sheer breadth of their knowledge is something to behold; an Archivist's knowledge should always be taken into account.

Weapon Skill: All Magical Categories (C)

Preferred Stats: Same as First Class

Promotes from: Academist

Promotion Item: Guiding Ring

Special: Critical Eye

Skill:

Archive Scan:

When entering combat with Weapon Triangle Disadvantage, neither combatant gets penalties or bonuses. When entering combat with Weapon Triangle Advantage, the Archivist gains doubled bonuses.

Omni-Discipline

At the beginning of a map, the Archivist can declare access to one Class Skill from a different class with Magical Proficiencies as long as another party member is within that Class Line. For the duration of the map, they have that Class Skill. *Omni-Discipline* cannot access the following:

- Skills that increase range (*Sniping*, *Magic Launcher*)
- Skills that depend on other Class Skills or features of that Class (*Ink Spring*, *Me First*, any Skills that require Mounts or other traits)
- Skills that require unique resources (*Tame the Beast*, *Memory Magic* and its variants, *Hex*,)
- Performing, Summoning or Transforming skills

Promotion Bonuses:

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



Arithmetician

There are many sources of magic within the world; Mages, who commune with the spirits of nature to cast their spells, Alchemists who meddle with reagents to generate their powers and Geomancers who use the very power of the land for strength. Little known is the field of Numerology, magic within numbers; such power is little understood, and requires a specific mindset. The Arithmetician specializes in utilizing numerological magic for special effects on the battlefield. With a mix of different forms of magic, the Arithmetician utilizes quick calculations on the field to gain the advantage, ranging from doing a little more damage, to calling down a blast of chaotic magic upon their enemies. And of course, the Arithmetician's skills are excellent for maths.

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

Preferred Stats: Skill, Luck

Promotes from: Mage

Promotion Item: Guiding Ring

Skill:

Numerology:

While attacking, if the Hit roll ends in an odd number, deal +3 damage. While being attacked, if the enemy's Hit roll ends in an even number, gain +3 DR for that attack.

Prime Death:

The Arithmetician may call down *Prime Death* as a main action. Allies and enemies within 2 spaces with HP counts that are prime numbers take $10 + \text{MAG}/2$ magical damage. This includes the Arithmetician themselves. HP counts do not include barriers (such as those created with the *Earth Lord's Shield* or *Life Drinker*) or other temporary HP increases or buffs. *Prime Death* can only be called every three turns.

Promotion Bonuses:

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

Armorer

Masters of steelworking and enchanting, Armorerers forge enchanted weapons with unparalleled ease. Armorerers have mastered the art of creating enchanted items, whether it is crafting specialized rings or flaming swords; their handiwork can be found in anything from the swiftest of Brave Swords to the deadliest of magical weapons. Armorerers even take to the battlefield with their own creations, their enchanted blades cutting through armor like butter and their enchanted shields repelling even the most deadly blows from the keenest blades.

Weapon Skill: Axe (B), Sword (B), Anima (B)

Preferred Stats: Magic, Defense

Promotes from: Artificer

Promotion Item: Guiding Ring

Skill:

Steel is My Body:

Armorerers may also enchant Rings and Shields using *Enchant Weapon*, with a different set of bonuses for Rings and Shields. One person may have both an Enchanted Weapon and an Enchanted Equipment at once. Enchanted Weapons are also counted as Magic Weapons while enchanted.

- Fire/Earth: Shields: +3 DR, Rings: +3 DMG
- Wind/Water: Shields: Restore 5 HP after combat, Rings: +10 Critical
- Thunder/Nature: Shields: Inflict 5 DMG on attacker after combat, Rings: +3 AS

Promotion Bonuses:

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

Artisan

The road to greatness in martial arts is a long, tiring one, but one pursued as much for the sake of the art as it is for the sake of self-protection. The Artisan has mastered their weapon of choice, perfecting every combat form they can and even inventing some of their own. Artisans are the artists of combat; beauty is to be found in motion, even in the deadly dance that Artisans participate in. The dance of blades is their home territory, and Artisans revel in it. Indeed, Artisans participate in tests of skill against one another, practicing techniques and combat forms against one another and using their experiences to further hone their technique, the resulting dances resembling as much elaborate performances as they do duels.

Weapon Skill: Category from Disciple (A)

Preferred Stats: Strength, Skill

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Realised Potential:

Meditation now grants +3 AS.

Perfection of Technique:

When fighting opponents of equal or lesser Proficiency rank in their chosen Category, Artisans gain Weapon Triangle Advantage. If the opponent is superior in their chosen Category, the Artisan instead gains +3 DMG/DR.

Promotion Bonuses:

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

Aspirant

Elemental energy can be channeled through the use of tomes or certain enchanted weapons. The Aspirant, however, has learned to do so through their fists. Practice with the powers they have attained as a Proselyte has granted them wider control over their power, as they are able to control the very elements beneath their feet. Enshrouding their fists in rock, smashing fire through their opponents with their bare hands; the Aspirant achieves with sheer will and technique what mages study and commune with spirits to achieve, even being able to temporarily enchant their weapons similarly to mages. Where they lack is versatility; an Aspirant can manipulate but one element, where mages can easily switch through multiple. Still, an Aspirant should not be taken lightly; someone capable of mixing magic with martial arts is an opponent not worth crossing.

Weapon Skill: Fist (A), Sword, Axe or Lance (A)

Preferred Stats: Skill, Strength

Promotes from: Proselyte

Promotion Item: Hero's Crest

Skill:

Elemental Force:

At Promotion, Aspirants select one element from Earth, Fire, Water, Wind, Thunder, or Nature to apply when switching between RES and DEF. While targeting RES, attacks count as Anima for WTA.

- Earth: +3 DR
- Water: Restore 20% HP dealt as damage
- Fire: +3 DMG
- Thunder: +10 Critical
- Wind: +3 AS
- Nature: Enemy loses 3 DMG for 1 turn after combat

Promotion Bonuses:

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

Astromancer

Constellations are said to determine everything about one's whole person, from their personality to their destiny. A skilled Astrologer is familiar with them, but an Astromancer understands how to interpret them the best. Constellations are far more potent than mere stars alone; an Astromancer, through their stellar magic, can temporarily ascend the power of a Constellation upon the battlefield, bringing fortune for those who can fulfill the fickle needs of the stars above.

Weapon Skill: Light (B), Anima (B), Staff (B)

Preferred Stats: Skill, Magic

Promotes from: Astrologer

Promotion Item: Guiding Ring

Special: Vision

Skill:

Principium of Astrology:

Astromancers may invoke a *Constellation* for the map with their main action. Astromancers may also revoke a *Constellation* with their main action. The Astromancer may select the following parameters:

- Up to three weapon types (including Performances) to be targeted
- One buff, either +15 to Hit, Eva, Dodge or Critical, or +3 to DMG, DR or AS

If a unit has one of the targeted weapon types currently equipped, they receive the buff. Allies and enemies alike are buffed. Constellations are canceled when revoked or if the Astromancer is reduced to 0 HP.

Ripple of Fate:

The Astromancer's *Omens* have doubled effect on units under the effect of a Constellation.

Promotion Bonuses:

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



Attendant

The spirits of the dead are powerful forces, akin to those manipulating the elements. Necromancers summon their spirits to use them as fighters, Witches and the like commune with their souls for knowledge and boons. However, the souls of the deceased are not to be trifled with; an angered ghost cannot be trapped within a cage, nor stopped with swords and spears. As such, some Morticians choose to specialise further into combatting such spirits, becoming Attendants who, peacefully or not, send off the souls of the deceased. Upon a flaming path of carmine, the Attendant will ensure all souls return to rest.

Weapon Skill: Lance (A), Anima (A)

Preferred Stats: Magic, HP

Promotes from: Mortician

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Sanguine Rouge:

For every 2 HP lost, +1 Critical. For every 5 HP lost, +1 DMG. *Guide to Afterlife* can activate on the Attendant.

Spirit Soother:

Against Undead (or equivalent), +10 Critical. Furthermore, for every 5 HP the enemy lacks, the Attendant gains a further +1 damage.

Promotion Bonuses:

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

Beastling

Some Abominations, either because they have lost hope in ever escaping their curse, or else because they have deliberately embraced their natures, seek to further enhance their power in their devilish forms. Beastlings embrace the power of the curse, their monstrous forms warping with the pure power of their new forms, gaining anything from immense strength to durability. The Beastling draws power from their transformation, taking glee in their new form; however, the opposite holds true, for losing their new form results in many Beastlings trying to regain the “high” of transformation.

Weapon Skill: Fist (A), Axe (A)

Preferred Stats: Strength, Speed

Promotes from: Abomination

Promotion Item: Fell Contract

Special: Vision

Skill:

Monster Dance:

Beastlings may select one bonus to gain in *Tainted Blood* form at Promotion:

- *Blood Drinker*: The Beastling regains 3 HP from the first combat they engage in that turn.
- *Beast of the Mountain*: The Beastling gains Mountain and Forest Walk while transformed.
- *Inevitable*: The Beastling gains Sack and can open locked doors and chests.

The Beast Within:

Every time the Beastling initiates combat and reduces an enemy to 0 HP, they take no penalties from transformation that turn.

Promotion Bonuses:

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

Beastmaster

According to those in the know, there are three animals worth using for the hunt; the horse for transport, the hound for tracking the quarry and the bird of prey to bring it home. It is for this reason that Beastmasters are so aptly named. Masters of the hunt, Beastmasters are at home at the front of the hunt, leading it with their faithful companions. Beastmasters possess all the tools they need to take their quarry down; the weapons at their belt and their animal companions capable of slipping through most obstacles.

Weapon Skill: Bow (A), Whip (A)

Preferred Stats: Strength, Skill

Promotes from: Tamer

Promotion Item: Orion's Bolt

Special: Horseback/Dismount/Canto

Skill:

Army of Beasts:

The Beastmaster gains whichever Companion they did not pick at creation and may summon both. They retain whichever Class Skill belongs to the Companion they have not yet summoned. In addition, the Companions can rescue their Tamer.

Hunting in Tandem:

If either the Beastmaster or their Animal Companion attacks the same opponent that the other has attacked, both gain +10 Crit.

Promotion Bonuses:

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

Blackguard

The Crusader is the symbol of all that is good, the bright shining light that all look up to – but there are those who feel certain groups of society are worth forgetting. The Blackguard, then, is the symbol of the sacred darkness. The Blackguard roams within the night, avenging crimes against those whom the rest of society consider unworthy of protection. The Blackguards have a reputation for brutality, coldness and harshness which is not undeserved; those are the rumours of those who have narrowly escaped their predations. To those who the Blackguards protect, however, they are warm protectors, who would give themselves even unto death to protect those forgotten by the world.

Weapon Skill: Sword (A), Axe or Lance (A)

Preferred Stats: Defense, Skill

Promotes from: Dark Knight

Promotion Item: Knight's Crest

Skill:

Guard:

The Blackguard gains the Guard skill upon promotion. If the Blackguard already has Guard or Guard+, they may select a different Free Character Skill.

Darkness Veil:

When entering combats caused by Guard or if an ally within 2 spaces is under 50% HP, *Darkside* can be used without cost. *Darkside* activates automatically in Guard-initiated combats.

Promotion Bonuses:

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

Bombardier

In the long arms race between many fields to find the most lethal weapons, Bombardiers find themselves focusing on only two specific aspects; to make their spells as explosive as possible and to throw them as far as possible. In their quest to achieve such explosive madness, Bombardiers have created ways of binding spells to explosives, which are often thrown at the nearest enemy camp to send their enemies fleeing for the hills, optionally punctuated with the laughter of a madman as their latest excursion into explosives proves terrifying and awe-inspiring in equal measure.

Weapon Skill: Anima (A), Light (A) or Heavy Gun (A)*

Preferred Stats: Skill, Magic

Promotes from: Demolitionist

Promotion Item: Guiding Ring

Special: Sack

Skill:

Bombard:

The Bombardier may, in lieu of initiating combat, launch a bomb at any tile within two spaces. The bomb will land on that space on the Bombardier's next phase, upon which any enemy within that tile or the adjacent tiles takes the tome's damage as if they were hit successfully, along with any effects that the tome has on enemies. This attack also clears any non-River or Ocean terrain, including impassible terrain such as Mountains or Walls, caught in *Bombard's* radius for 1 turn, turning it into Plains or Floor until the aftereffects wear off. Doors, snags and other obstacles are instantly destroyed by *Bombard*.

Demolish:

When in combat against enemies in defensive terrain, the Bombardier deals +5 DMG and disables the target enemy's ability to use any defensive bonuses for 1 turn. This applies to enemies caught in *Bombard's* radius.

Promotion Bonuses:

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

*If using the Gun Supplement.

Brewmaster

Within any field, humans will inevitably seek to make an art out of it. Brewery is no different, as is the consumption of alcohol. The Brewmaster combines both in an almost ridiculous mix. Mastering brewery and fighting, the Brewmaster becomes surprisingly far more effective after imbibing alcohol, their unpredictable movements swinging from side to side. Moreover, they have become far better at brewing their own brews, enough to be able to work on the go. Their robust constitutions have also rendered them immune to all but the most deadly and harshest poisons, sorely tested by the ridiculous amount of liquor they have consumed in the pursuit of mastery.

Weapon Skill: Fist (A), Lance (A)

Preferred Stats: Skill, Defense

Promotes from: Brewkeeper

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Drunken Mastery:

While *Drunken*, the Brewmaster gains +10 Hit/Eva. In addition, becoming *Drunken* removes any status effects or debuffs they may have, and renders them immune to debuffs or penalties while *Drunken*.

Moonshiner:

The Brewmaster may create any healing, buffing or status restoring item that is not an Elixir or Nul Needle as a main action. They also gain one extra inventory space for healing, buffing or restoring items.

Promotion Bonuses:

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

Champion

Defenders of the weak, Champions are the pinnacle that Warden Knights aspire towards. Wielding weapon and staff in tandem, Champions lead from the front, a shining beacon to restore hope to those who need it most. Champions specialise in defending others while providing medical care. Their very presence alone revitalizes others, while they act as a shield for others; refusing to simply heal wounds, Champions stand to protect them from being wounded in the first place.

Weapon Skill: Lance/Axe/Sword (B),
Lance/Axe/Sword* (B), Staff (B)
Preferred Stats: Defense, Magic
Promotes from: Warden Knight
Promotion Item: Faith Icon

Special: Armored, Levitation

Skill:

Follower's Blessing:

Healing towards allies within two spaces under 50% HP is increased by 10.

Redeemer's Creed:

At the beginning of each turn, the Champion regains half of all the damage they took in their previous turn.

Promotion Bonuses:

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



* The chosen categories cannot be from the same category of weapons. At least one must match the category taken as a Warden Knight.

Channeler

Masters of witchcraft, Channelers possess great control over the forces of magic that they wield. Unlike others, Channelers have such fine control over their spells that they can even summon great hexes and blessings, sending their enemies' mounts fleeing for the hills and granting their allies temporary flight. Though lacking in the pure force some of their contemporary magical counterparts possess, Channelers compensate with a metaphorical bag of tricks unrivalled save by a rare few.

Weapon Skill: Dark (A), Staff (A)

Preferred Stats: Magic, Skill

Promotes from: Witch/Wizard

Promotion Item: Guiding Ring

Skill:

Hex:

The Channeler can inflict various Curses or Blessings upon a target within two spaces; Curses can only be inflicted upon an enemy, Blessings upon an ally. Each Curse or Blessing costs 1 MP to be learned, and has a certain amount of uses once learned. The Channeler selects the Curse or Blessing from the table on the next page. The same Curses and Blessings cannot be cast on consecutive turns or targets. The Channeler starts with 1 MP, and gains 1 MP every 2 levels. The Channeler's learned Curses and Blessings regain uses between chapters.

Promotion Bonuses:

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

Curse	Blessing
Forest's Curse: The afflicted target and all adjacent enemies have terrain bonuses inverted into penalties for 3 turns. 5/5	Nature's Blessing: The blessed target gains doubled terrain bonuses for 3 turns. 5/5
Misfortune: The afflicted target and all adjacent enemies have their Dodge set to 0 and cannot benefit from effects protecting from critical hits for 1 turn. 3/3	Lucky Charm: The blessed target is protected from critical hits for 1 turn. 3/3
Evil Eye: The afflicted target and all adjacent enemies gain -5 to all rolls for 1 turn. 3/3	Cartomancy: The blessed target gains +5 to all rolls for 1 turn. 3/3
Unnerve Beasts: The afflicted target (if a Beast/Mounted unit) and all adjacent Beast/Mounted units are Feared for 1 turn. 3/3	Beastly Haste: The blessed target gains +1 MOV and ignores terrain penalties for 3 turns. 3/3
Phobia: Against the afflicted target, all weapons of a selected category have x1.5 MT for 2 turns. 5/5	Repel: Against the blessed target, all weapons of a selected category only have halved MT for 2 turns. 5/5
Create Bog: The afflicted target's square and all non-impassible adjacent tiles around it turn into a bog, removing all terrain bonuses and requiring 3 MOV to move across for 2 turns. 2/2	Sanctify: The blessed target's square and all non-impassible adjacent tiles into sanctified tiles, removing all movement penalties across these tiles for 2 turns. 2/2
Sink: The afflicted target and all adjacent enemies lose the beneficial effects of Flying and Levitation for 2 turns. 3/3	Float: The blessed target gains the benefits of Levitation for 2 turns, but is not considered a Levitating unit for skills and weapons. 3/3

Chanteuse/Chanteur

Anyone who ventures into the narrows of a city knows the image well; a smoke-filled bar, with men of ill repute alongside their molls, all their eyes upon the stage, where a glamorous singer in a shining dress sings sad ballads. Where the Primadonna craves the spotlight, the Chanteuse sings wherever their voice will be heard. Where fame and fortune follows the Primadonna, the Chanteuse prefers an air of melancholy and distance; their devoted followers love them not for their skill, but for the sense of distance and yearning within their song. Indeed, their devotion to the craft has granted them some skill with magic, but mistake the Chanteuse not for a reclusive wallflower. Pushed to fight, the Chanteuse is just as capable as their cousins within the spotlight.

Weapon Skill: Performance (B), Lance (B), Staff (B)

Preferred Stats: Skill, Magic

Promotes from: Songstress

Promotion Item: Artistic Mark

Skill:

Enrapture:

Enemies struck by the Chanteuse's attacks or counters suffer -3 DMG and DR until the next Turn.

Lingering Melancholy:

The Chanteuse's buffs last 1 extra turn on allies and themselves. The Chanteuse's debuffs last 1 extra turn on enemies.

Promotion Bonuses:

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



Chronicler

Chroniclers are an oddity; though they have experience as Wordsmiths with fictional writing and their theatrical Playwright cousins like to embellish the truth, Chroniclers confine themselves to a truly historical record of what happened. Chroniclers travel with groups of adventurers to find and record as many historical events as possible, serving as both archaeologist and historian in their search for as faithful a historical study as possible. Eschewing the theatricality of others, there is nonetheless a certain fascination that one feels towards the past, a fascination that Chroniclers subsist upon. Their works, though sometimes slightly dry and mundane, are nonetheless important historical records that serve as invaluable first-hand sources for those seeking to find out more about history.

Weapon Skill: Performance (A), Light (A)

Preferred Stats: Magic, Skill

Promotes from: Wordsmith

Promotion Item: Artistic Mark

Special: Levitation

Skill:

Imaginations from the Other Side:

The Chronicler can use Memory Points (MP) to memorize physical weapons in their group's inventory; while using these weapons, the Chronicler's MAG counts as their STR for calculations. Each MP can be used to memorize one item and grants them a number of uses for that item depending on the type and level:

- E/D level: 5 uses for melee weapons, 3 for ranged weapons
- C/B level: 4 uses for melee weapons, 2 for ranged weapons
- A/S level: 3 uses for melee weapons, 1 for ranged weapons

The Chronicler starts with 1 MP and gains 1 MP each 4 levels.

Legacy of War:

After Performing or while using *Imaginations from the Other Side*, the Chronicler gains +15 Hit/Eva to their next combat (or their current combat if using *Imaginations*).

Promotion Bonuses:

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

Commissar

At war, certain standards must be maintained. Morale and discipline must be maintained, no matter what; the army cannot be allowed to disintegrate into a rambling band of bandits, pillaging the defeated or worse, lest retribution be called upon the offenders, and the army must also be kept in good spirits, lest deserters are enticed to leave, sure of the failure of their cause. The Commissar has the unenviable job of maintaining morale and discipline among the ranks, keeping the troops in line and keeping their spirits high. They are often among the most hated of officers among the army, in part because of their role as disciplinarians who dole out penalties to those who refuse to maintain proper decorum, but good Commissars understand the value of both being liked and being feared.

Weapon Skill: Sword (B), Light (B), Fist (B)

Preferred Stats: Skill, Magic

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:

Withstand:

The Commissar may use their action to cause themselves and two adjacent allies to inflict and take halved damage from any attacks until their next Phase. For the purposes of Personal Skills, this qualifies as a Combat Order.

Forlorn Hope:

When the Commissar has less allies than enemies within two spaces, the Commissar and allies within two spaces gain +15 Hit/Eva. The Commissar does not count towards allies within two spaces.

Promotion Bonuses:

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

Con Artist

For the Con Artist, mere card tricks alone no longer satisfy their desire and they have abandoned gambling for a far greater high, the heist. They seek to go larger; forgery, counterfeiting, fraud and the like are their domain. The same principles apply, however; the more prideful the mark, the easier it is to swindle them, and the stupider the mark, the better the take. Finally, like any good con, the Con Artist always has an escape plan, fleeing from a dangerous situation with nary a ruffle on their oft-sharp dress.

Weapon Skill: Light (A), Hidden (A)

Preferred Stats: Skill, Luck

Promotes from: Gambler

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Stacked Deck:

If more allies than enemies are within two spaces of the Con Artist, +5 DMG and +10 Critical. If more enemies than allies are within two spaces of the Con Artist, +10 Eva and +3 DR. If both are equal, this skill does not activate.

Loaded Die:

For every combat a chance skill does not activate, the Con Artist gains +5% chance to activate that skill. This chance stacks until they activate their chance skill.

Promotion Bonuses:

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

Conductor

In a symphony, there must be a leader, someone who leads the performance by gesture and score. The Conductor serves this purpose, using gestures and their understanding of the score to guide performers through the piece. Great pressure is placed upon them to get it right; those who follow them are reliant on their guidance to play as the piece requires, and it is they who vet the performers for any given troupe. Of course, in a world where magic and music are well-intertwined, the Conductor, who orchestrates performances, is not to be underestimated.

Weapon Skill: Perform (B), Dark (B), Sword (B)

Preferred Stats: Skill, Resistance

Promotes from: Composer

Promotion Item: Guiding Ring

Skill:

Symphony:

The Conductor may conduct a *Symphony* as a main action instead of using *Orchestrate*. The Conductor selects one Performance from their inventory; while *Symphony* is active, the Performance buff is distributed to all adjacent allies. However, for every turn *Symphony* is active, the selected Performance cannot be used for *Orchestrate* and loses 3 QL until the *Symphony* is canceled.

Concordance:

If an ally buffs another ally within two spaces as an active action (i.e Staff or Gunsen use or item usage), the Conductor may use *Orchestrate* on that target as a free action once per Turn. If the ally is using a Performance, *Concordance* extends both the Conductor and the buffing ally's buff by 1 turn.

Promotion Bonuses:

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

Constable

Sometimes, to end a ring of thieves, something more than just a stakeout and cursory investigation is needed. Enter the Constable; better armed and tougher than Sentries, the Constable's job is to forcibly apprehend criminals beyond the means of their lesser-armed peers. Unlike the Thieftaker, who walks in the grey areas and prefers a subtle approach, the Constable is the hammer to their scalpel, walking openly where others might fear. Those subjected to the pursuit of a Constable find that no place can safely hide them for long, the dogged determination of their pursuers rivaled by few and feared by many.

Weapon Skill: Bow (B), Hidden (B), Lance or Sword (B)

Preferred Stats: Skill, Strength

Promotes from: Sentry

Promotion Item: Hero's Crest

Special: Sack

Skill:

Apprehend:

Against enemies that have Thief's Tools, enemies under the effect of *Stakeout*, or units promoting from Drifter, +3 AS and +10 Critical.

Sanction:

Opponents under the effect of *Stakeout* are unable to benefit from defensive terrain, buffs, accessories or item effects.

Promotion Bonuses:

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

Death Knight

Elder magic and the manipulation of life force is something common to both Dark Knights and Necromancers. At the intersection of necromancy and “pure” elder magic, such as it is, is the Death Knight. Wielding crude weapons looking more as if they were hewn from stone instead of dark iron, wearing fearsome suits of armor in the visage of demons and undead, and bearing dark magic, the Death Knight strikes a uniquely terrifying impression in their foes, even using the enemy’s own life force to shield themselves and to sap their will. Though many Death Knights are, due to the nature of their magic, malevolent, a rare few maintain the nobility of their Blackguard cousins and restrain their magic, only to unleash it against those deserving of a swift and brutal end.

Weapon Skill: Dark (A), Axe or Lance or Sword (A)*

Preferred Stats: Strength, Magic

Promotes from: Necromancer or Dark Knight

Promotion Item: Fell Contract

Special: Armored

Skill:

Life Drinker:

20% of the damage the Death Knight deals is saved to a maximum of 15 HP. They may activate *Life Drinker* as a free action to create a temporary shield that lasts until their next Turn. While *Life Drinker* is active, the Death Knight gains +3 DMG. If any *Life Drinker* shield remains by the end of its duration, it is returned to the Death Knight as healing.

Promotion Bonuses:

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

*This is automatically Dark (A)/Sword (A) if the Death Knight promoted from Dark Knight.

Detective

Investigative work is difficult and often thankless. Far from the glamour it might be seen with, it often involves hours of trawling through difficult paperwork and asking difficult questions instead of finding obvious clues. Yet the Detective perseveres in their work. A constant presence on the streets, Detectives perform this thankless work to track down their quarry, club and fist in hand to protect themselves from those who would seek to blind the prying eye. Skilled at deduction and pattern recognition, Detectives are seasoned enough to even put their analytical skills into combat, able to turn a fight around on the grounds of mere observation.

Weapon Skill: Axe (A), Fist (B)

Preferred Stats: Skill, Strength

Promotes from: Investigator

Promotion Item: Hero's Crest

Special: Thief's Tools, Vision

Skill:

Illuminating Deduction:

All enemies that end their turn adjacent to the Detective receive the *Observed* debuff for one turn. If the Detective engages in combat with an *Observed* target, in addition to their normal bonuses they gain +3 DMG. Upon activation of *Cornering Pursuit*, the Detective gains +10 Critical against all targets that have been *Observed* as well as the target.

Elucidation:

All allies gain +15 Hit against an *Observed* target or the target of *Cornering Pursuit*,

Promotion Bonuses:

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

Devotee

Some Proselytes, instead of learning to channel powerful elemental energy, choose instead more subtle arts; the art of healing, or subverting the enemy's defenses in other ways with energy. The Devotee is able to emulate the powers normally employed by staff users, able to poison an enemy with a touch, or heal an ally's wounds. The Devotee even eschews the art of other weapons to focus solely on their hands; while this lowers their ability to deal with armed opponents, one opines that this is no great loss when they can render someone feeble with but a single touch.

Weapon Skill: Fist (S)

Preferred Stats: Skill, Speed

Promotes from: Proselyte

Promotion Item: Hero's Crest

Skill:

Fist of Gentleness:

The Devotee can use their main action to heal themselves or an adjacent ally for an amount equal to STR/2 and clear negative effects.

Fist of Compassion:

The critical rate of the Devotee cannot go under 15. Upon a critical hit, instead of dealing x3 damage, the Devotee inflicts Silence (if targeting DEF) or Addle (if targeting RES) for 1 turn.

Promotion Bonuses:

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

Diviner

When one understands how to read the land carefully, the land speaks volumes; how stable the land is, how fertile the soil is, whether rain will come soon or whether enemies have marched through the area. Diviners are skilled readers of omens based on the land. Their true power, however, lies in their ability to draw strength from the land; more than magic alone, Diviners enhance their very bodies with the essence of the land, growing stronger with the flames, tougher with the earth and swifter with the wind. When drawing power from the land fails, Diviners can fall back on knowledge of darker arts.

Weapon Skill: Dark (A), Staff (A)

Preferred Stats: Magic, HP

Promotes from: Geomancer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Nature Power:

The Diviner may *Invoke* from the terrain as a free action to grant themselves buffs depending on the terrain; they also automatically *Invoke* while using *Draw*. *Nature Power* lasts until either the Diviner *Invokes* from a different set of terrain, *Draws* again, they run out of uses on the Tome they have *Drawn*, or they are reduced to 0 HP.

- Fire/Earth Terrain: +3 DMG/DR
- Thunder/Nature Terrain: +10 Critical
- Water/Wind Terrain: +10 Hit/Eva

Leyline Manipulation:

Diviners may now access B-rank tomes using *Earth Divination*. At level 15, they gain access to A-rank tomes. B-rank tomes gain 5 uses, and A-rank tomes gain 3 uses.

Promotion Bonuses:

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

Dune Strider

The desert is occupied with many nomadic tribes who, like their plains-dwelling cousins, must often defend themselves. The Dune Strider is, in many ways, similar to the Nomad Trooper of the plains, albeit mounted atop a camel rather than a horse. Like the Nomad, the Dune Strider prides itself upon ambushes from the dunes, bringing a flurry of arrows upon their enemies before retreating, and fending off pursuers with long lances. The natural hardiness of the camel compensates somewhat for the Dune Strider's lack of armor, while their ability to flee into the desert makes pursuit by anything short of flight a difficult endeavor. Many a foolish conqueror has attempted to underestimate the might of a tribe using Dune Striders and failed to pursue them sufficiently, failing as the Dune Strider disappears over the horizon like a mere mirage.

Weapon Skill: Lance (A), Bow (A)

Preferred Stats: Skill, Strength

Promotes from: Dromedary Rider

Promotion Item: Elysian Whip

Special: Camel, Canto/Dismount

Skill:

Scorpion Sting:

When initiating attacks on enemies that the Dune Strider has yet to attack, +10 Critical. In addition, Dune Striders gain +3 DMG when *Hardy Bearing* is active.

Dune Walk:

Dune Striders do not take any movement penalties from Deserts.

Promotion Bonuses:

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

Elementalist

The power of the world is untapped and unrivalled; oceans can reduce mighty cliffs to mere beaches, cyclones can rend castles and houses alike and great floods can subsume whole villages and cities beneath the waves. Elementalists are masters of manipulating the elements to their favor. Turning the earth around them to water or bathing the forests in flame, Elementalists are not beholden to nature's whims, and bend the world around them to their own with geomantic magic, turning barren deserts into flowering forests, and lush plains into vast rivers.

Weapon Skill: Light (A), Staff (A)

Preferred Stats: Magic, Speed

Promotes from: Geomancer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Terraform:

The Elementalist may use their main action to *Terraform* up to all four tiles adjacent to them and the tile they are standing on, turning them into any non-artificial terrain of their choice for three turns. While on *Terraformed* tiles, the Elementalist has access to the magic that they would normally *Draw* from that terrain, even if they have not *Drawn* any.

Leyline Manipulation:

Elementalists may now access B-rank tomes using *Earth Divination*. At level 15, they gain access to A-rank tomes. B-rank tomes gain 5 uses, and A-rank tomes gain 3 uses.

Promotion Bonuses:

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

Escapologist

There are some for whom imprisonment of any kind is more of a suggestion than a restriction. The Escapologist masters escape; no elaborate set-up, no number of manacles and no number of seemingly impossible escapes are impossible for an Escapologist to get out of. The Escapologist's capabilities are, indeed, part of the reason many bands of thieves employ one; an Escapologist's skillset lends them to being skilled thieves, and a thief finds an ally that can slip manacles at a moment's notice more than handy.

Weapon Skill: Fist (B), Performance (B), Hidden (B)

Preferred Stats: Speed, Skill

Promotes from: Acrobat

Promotion Item: Treasure Mark

Special: Thief's Tools

Skill:

Elusive Target:

The Escapologist gains +5 Evasion to a maximum of +25 Evasion for every *Acrobatics* completed or every attack successfully landed. If the Escapologist is hit at any point, all of their *Elusive Target* stacks are removed.

Pass:

The Escapologist gets Pass as a Character Skill upon Promotion. If they already have Pass, they may select a Free Character Skill.

Promotion Bonuses:

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

Fleetwing Knight

Landstriders are far less bulky than horses, camels or oniguma. While this creates issues for being able to heavily armor a landstrider cavalier, the upshot is that landstriders are able to slip through gaps that horses would not. Furthermore, the height of landstriders in comparison to horses positions their riders in such a way that makes a charge using a landstrider far more deadly than with a mere horse. As such, Fleetwing Knights use a very unorthodox strategy, inspired by the charges of Duke Knights; where Duke Knights would often crash into an enemy's defence to break it open, Fleetwing Knights instead slip through the defence with haste, using their lances and axes to knock unfortunate enemy troops aside.

Weapon Skill: Lance (A), Axe (A)

Preferred Stats: Strength, Speed

Promotes from: Landstrider Knight

Promotion Item: Knight's Crest

Special: Landstrider, Canto/Dismount

Skill:

Jousting:

Fleetwing Knights can elect to pass through enemy units using this skill. This skill initiates combat upon reaching the space the enemy is occupying, and after combat if the Fleetwing Knight remains above 0 HP, the Fleetwing Knight will pass the enemy combatant as if they had used Pass. Enemy spaces are counted as taking 2 MOV for the purposes of movement calculation. If the Fleetwing Knight is downed during the combat initiated by this skill, the Knight is downed on the square before the enemy they fought. Fleetwing Knights can also break obstacles with *Jousting*.

Promotion Bonuses:

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

Fleetwing Raider

Landstriders have a fearsome reputation despite their sometimes ridiculous appearance; many stories have been told of landstriders ripping open the bellies of hapless drunken bandits attempting to taunt one believing them to be no more harmful than a chicken. Moreover, landstriders are far tougher than they initially appear; their different profile makes it difficult to hit them with arrows or magic, unlike other mounts, and the infamous temper of landstriders allows them to endure even mortal wounds. Fleetwing Raiders use the fearsomeness of their mounts to their advantage. Lightly armored if at all, and armed with a lance and bow, Fleetwing Raiders perform raids upon the back line, running across hilly areas to assail their enemies and retreating where enemy cavalry cannot follow.

Weapon Skill: Lance (A), Bow (A)

Preferred Stats: Skill, Defense

Promotes from: Landstrider Knight

Promotion Item: Orion's Bolt

Special: Landstrider, Canto/Dismount, Sack

Skill:

Terror of the Hinterland:

Hills are now treated as Plains by Fleetwing Raiders for MOV, and Fleetwing Raiders may enter Mountains at 3 MOV cost, unaltered by *Unbroken Stride*. In addition, both Hills and Mountains grant +2 DR to Fleetwing Raiders while they remain in them. The same applies to counterpart terrain to Hills and Mountains.

Promotion Bonuses:

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

Forester

The woods are full of monsters, from gigantic Baels to packs of Mauthe Doogs who prey upon anything small and weak enough to be considered prey. Those who seek to raise monsters must venture into the dark places, and the Forester is, in this respect, an expert. With their talent in trapping animals and monsters alike, the Forester –often with a tamed monster of their own- ventures into the darkness to capture monsters, either for sale, for training or simply to protect a nearby locality from their predations. In battle, the Forester is not to be underestimated; the beasts they capture are capable combatants themselves on top of the Forester. And woe betide the fate of any foe that is captured within a Forester's traps....

Weapon Skill: Lance (A), Axe (A)

Preferred Stats: Strength, HP

Promotes from: Trainer

Promotion Item: Orion's Bolt

Special: Vision

Skill:

Trapping:

The Forester, while engaging in combat with an enemy, can attempt to *Trap* them; if the enemy is at 0 HP at the end of the combat, there are different effects:

- Enemy Summon and Monster units (except Abominations, Sellswords, Reinforced units and Zealots): The Forester may summon the *Trapped* unit as if they were another Monsterling, with all stats, skills and traits retained and paying usual costs. They may have up to two Summons out (including Monsterlings) and store up to two *Trapped* units. Multi-tile enemies cannot be *Trapped* this way.
- Other Units: The Forester may loot any items the Trapped enemy had, except for locked weapons and weapons only the enemy target can use.

Beast of Burden:

The Forester's Monsterling can carry items, but not use them, except for Shields, and can Rescue fallen allies. The Monsterling has a total of 6 item slots.

Promotion Bonuses:

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

Fortune Teller

In times of war, anything and anyone can become a source of comfort, especially those that purport to predict the unpredictable. Fortune Tellers can thus be a great comfort to an army who wants to believe they can predict the often-uncertain tides of the future. There are many fakes, but a few have genuine clairvoyance, a genuine ability to see the future. Given the many false claims, those who do have such abilities are difficult to find, and ironically prefer to participate in showmanship and trickery to remain unseen. Those who do find a rare, genuine Fortune Teller find themselves to be receiving great advice, if they can figure out how to interpret it properly; part of showmanship involves making prophecies as open-ended as possible.

Weapon Skill: Performance (A), Staff (A)

Preferred Stats: Magic, Resistance

Promotes from: Seer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Winds of Destiny, Change:

Three times per battle, the Fortune Teller may select one dice roll to change, in any combat, at any point in any Phase. This can be used to ensure attacks miss, attacks hit, that an attack is a critical, that skills activate, or poison rolls are at maximum damage. The same unit cannot be targeted by this skill twice.

Visions of a Dark Future:

The Fortune Teller may select one enemy within two spaces to target with this skill. If the enemy and this unit both are not reduced to 0 HP until the end of the next Phase, the target immediately takes (20+MAG) damage that is reduced by RES.

Promotion Bonuses:

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

Gamekeeper

Gamekeepers are skilled officers who maintain the menageries of any royal estate, whether it is the stables of horses, pegasi and wyverns that are the noble steeds of kings, or the kennels and aviaries that keep the hunting animals. With experience in caring for animals as Tamers, Gamekeepers are specialists in maintaining animal welfare in their estates. Officers like this are indispensable to any army that hopes to use animals, for their skill with animals as well as being general support; even the most fearsome wyvern requires food, and the most agile pegasus needs bedding and somewhere to rest their wings.

Weapon Skill: Whip (B), Anima (B), Bow (B)

Preferred Stats: Skill, Defense

Promotes from: Tamer

Promotion Item: Orion's Bolt



Skill:

Mastery of Taming:

The effects of *Combat Animal* are amplified:

- Hound: *Blood in the Air*: When initiating combat on a damaged enemy, +6 DMG instead of +3 and gain +15 Hit against this opponent.
- Raptor: *No Escape*: When initiating combat on a damaged opponent, enemy has -15 Hit/Eva against the Gamekeeper.

Veterinary Care:

Allied Mounted and Beast allies, as well as allies of the Tamer class line within 3 spaces of the Gamekeeper gain +3 DR and +3 DMG. In addition, the Gamekeeper restores 10 extra HP to Mounted, Beast or Summon units when using items on them.

Promotion Bonuses:

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

Griffon Lord

Griffons are possessed of a fierce, hardy temperament. Though far less intelligent than wyverns, griffons are able to sense their rider's intent, and will attempt to carry it through. For this reason, those not possessed of a certain fortitude are generally advised to pick the gentler pegasus, or the intelligent wyvern; it takes a fierce rider to master the rambunctious griffon. Griffon Lords are subsequently rare, as seasoned veterans of a hard-to-master mount. The rewards, however, are great; griffons are often loyal for a lifetime to those who have mastered them, and despite their lack of intelligence, they will stand their ground alongside their riders. Griffon Lords are thusly often employed in similar roles to Great Knights on the ground, acting as the heavily armored rear guard to protect from flanks, as griffons will not easily panic when faced with surprises.



Weapon Skill: Sword (A), Axe (A)

Preferred Stats: Defense, HP

Promotes from: Griffon Rider

Promotion Item: Elysian Whip

Special: Griffon, Canto/Dismount, Armored

Skill:

Nullify:

The Griffon Lord gains Nullify as a Character Skill upon Promotion. If the character already has Nullify or Nullify+, they may select a different Free Skill.

Air Superiority:

+3 DMG to allied flying units within 2 spaces including the Griffon Lord, -3 DMG to enemy flying units within 2 spaces.

Promotion Bonuses:

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

Harlequin

Not all Jesters remain in the service of a single lord, but sell their services, either to various lords or working in theatre troupes. Harlequins wander around the world in search of jobs, offering their unique combination of wit and acrobatics to the stage. Many a Harlequin has transitioned from court fool to stage actor successfully. Unlike a Jester, a Harlequin can occupy a serious role in the drama, the trickster that hides beneath the face of an idiot, and people treat them accordingly. Harlequins can play a myriad of roles, from karmic trickster to bumbling fool to even the wily, witty hero of a drama, slipping past his opponents with rapier wit and pure acrobatics.

Weapon Skill: Whip (B), Hidden (B), Fist (B)

Preferred Stats: Skill, Strength

Promotes from: Jester

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Switcheroo:

The Harlequin may swap positions with any one unit within two spaces as a free action once per Phase. If switching with an ally, the allied player must agree to the swap. This skill replaces Shuffle.

Discombobulate:

Allies affected by Switcheroo gain +15 Hit and +3 DMG until the end of the Phase. Enemies affected by Switcheroo are inflicted with -15 Eva and -3 DR until the end of the Phase. All activations of Discombobulate grant the Harlequin +5 DMG.

Promotion Bonuses:

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

Hellion

The wrath of nature manifests in many ways; storms ravaging port settlements, famines turning farmland into barren fields of dust, wildfires tearing apart forest and village alike in storms of ash and cinder. The Hellion is another manifestation of nature's wrath, the avenger of the wild places torn asunder by civilization. Hellions are fierce, brutish fighters, bringing to bear their fearsome strength. Though they maintain magical knowledge, most of it is funneled into tearing their enemies apart limb from limb. The Hellion is the avenging angel of the Wilders, and often the path of Wilders who feel that the only way to protect nature from destructive influences is to fight against their enemies with as much wrath as they can muster, whether with tomes or through tooth and fang.



Weapon Skill: Fist (A), Staff (A)

Preferred Stats: Defense, HP

Promotes from: Wilder

Promotion Item: Guiding Ring

Skill:

Two Natures, One Mind:

While Wild Shape is active, +15 Critical. The turn after transforming back from Wild Shape, +3 DEF.

Beast Shape:

Wilders may choose one bonus to gain upon promotion to attain while in Wild Shape.

- Hawk Wing: Hellions gain Flying upon transforming.
- Thick Hide: Hellions gain resistance to indirect damage (such as Poison) upon transforming.
- Deepwalker: Hellions may enter *Shadow* within Forests and Deep Forests but gain no additional bonuses when exiting it.

Promotion Bonuses:

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

Herald

Some people receive visions from the gods, urging them to greatness, assuring their victory if only they have faith in their ability to lead. The Herald is such a person. Through sheer faith and charisma, Heralds inspire others to fight for them. Indeed, the Heralds tend to participate at the front with their allies, as a show of bravery, to show that they would not subject others to hardships they themselves would not do. Heralds rarely draw swords, except for inspiration; still, the battle often requires such measures, and so it would be unwise to assume their inspirational role prevents them from fighting.

Weapon Skill: Performance (B), Staff (B), Sword (B)

Preferred Stats: Magic, Defense

Promotes from: Seer

Promotion Item: Faith Icon



Special: Levitation

Skill:

Conviction:

Enemies slain within two spaces of the Herald are converted into Zealots. Zealots retain only their currently equipped weapon. Any other item is removed from their inventory. Zealots retain their Skills and gain any they do not have. Zealots cannot be revived and are treated as Summoned units for the effects of items and other effects. The Herald may only hold onto one Zealot at a time, and must dismiss their Zealot or lose them to call another Zealot. Zealots are carried over between maps and can be summoned as a main action and 25% MHP. Zealots also change to have the stats of the Herald subject to Summon rules.

Zeal:

Foresight now grants +15 or -15 to allies and enemies' rolls instead of +10/-10.

Promotion Bonuses:

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

Hermeticist

There are many avenues into the path of alchemy. Polymaths explore the mechanics of the material world, and expand their knowledge of the fields of human knowledge in the service of achieving the Great Work. A Hermeticist, however, focuses on researching into the more esoteric, mystical side of reality, in an attempt to find the path to the Great Work. Gods, spirits and ancestral spirits are the realm of other mages; Hermeticists instead focus on the building blocks of reality, from the base elements to ideas about the primordial ooze that formed reality.

Weapon Skill: Anima (A), Hidden (A)

Preferred Stats: Magic, Resistance

Promotes from: Alchemist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Mastery of Alchemy:

Hermeticists have infinite inventory space for healing, buffing, status inflicting and restoring items separate from their regular inventory, but must take an action to swap out items between inventories. In addition, Hermeticists gain additional buffs to *Amplify*:

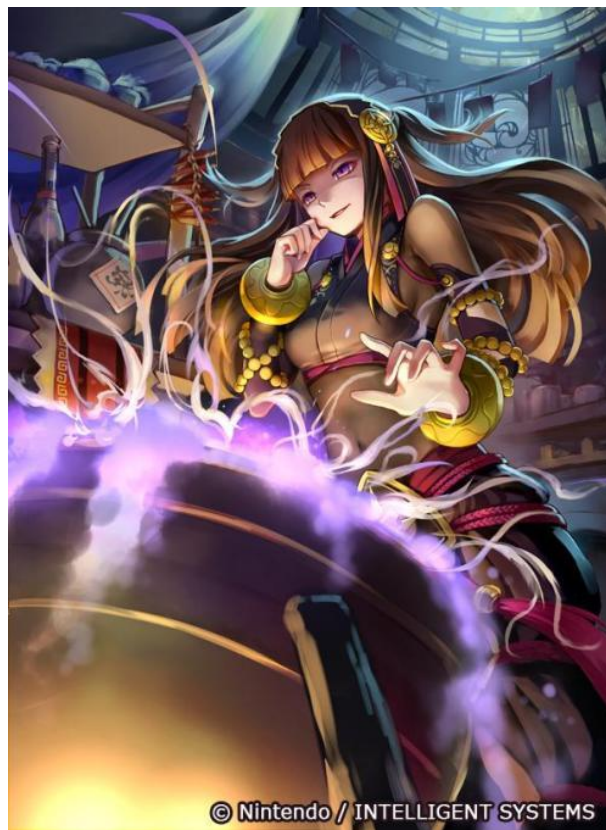
- Healing items grant an additional +3 DMG to the healed ally until their next Phase.
- Restoring and buffing items now heal $(10 + \frac{1}{2} \text{ MAG})$ when used by Hermeticists.
- Inflicting items inflict an additional -3 DR to the target until their next Phase.

Dissolve and Coagulate:

Hermeticists may use status inflicting items as free actions.

Promotion Bonuses:

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



High Summoner

In the long course of study, the Arcanist may slowly gain the knowledge to unlock the full potential of the forces they summon, gaining both power and the requisite rituals. Such Arcanists are dubbed High Summoners, and their name is fitting.. The High Summoner can use their advanced knowledge to summon the forces they have bound into the world into a body closer to their true form. Such powerful summons take a toll on both summoner and summoned; as such, these summons can only be called in for a limited time. However, while released, these summons can wreak unparalleled havoc. Fortunate, then, that there are only a scant few High Summoners.

Weapon Skill: Chosen Magic Proficiency (A), Staff (A)

Preferred Stats: Magic, Skill

Promotes from: Arcanist

Promotion Item: Guiding Ring

Skill:

High Summoning:

A High Summoner can use their main action and 50% of their MHP to, when summoning their Arcane Summon, conduct a *High Summoning* instead. A *High Summoned* creature takes up four tiles instead of one, gaining +5 DMG/DR, +1 MOV and has +10 HP. A *High Summoned* creature lasts only for 3 turns, whereupon it is automatically dismissed, and the High Summoner cannot summon again for a turn, and cannot *High Summon* for three turns. They may also *High Summon* their currently summoned Arcane Summon. High Summons count as two Summons for the cap.

A High Summoned creature has different traits depending on what type they are:

- *Arcane Beast*: Their attacks damage adjacent enemies to their original target for half their AT.
- *Guardian Beast*: Their attacks target the lower of RES or DEF.
- *Sacred Beast*: Buffs, debuffs and status effects inflicted by the Summon are 150% effective.

Abjure:

Against Monsters, enemy Summons, Undead or equivalent tags, WTA. This bonus extends to their Arcane Summon.

Promotion Bonuses:

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

Hippogriff Knight

Hippogriffs are cousins of griffons, with the front legs, head and wings of a bird and the back legs and tail of a horse. While there are rumors that hippogriffs are the result of crossing griffons with horses despite the griffon's natural distrust of horses, others suggest that hippogriffs are magical experiments. Whatever the case, it is known that hippogriffs and griffons are related creatures, with interbreeding resulting in equal parts griffon and hippogriff offspring. Hippogriffs are even prouder than griffons; where griffons will refuse to be mounted by those they dislike, hippogriffs are actively disdainful of them, with numerous stories of the unwary having fingers bitten off or eyes pecked out by an irascible hippogriff. It is no small wonder that Hippogriff Knights are rare, for those are the individuals who have earned the respect of a Hippogriff and may mount one.

Weapon Skill: Sword (B), Lance (B), Axe (B)

Preferred Stats: Strength, Defense

Promotes from: Griffon Rider

Promotion Item: Elysian Whip

Special: Griffon, Canto/Dismount

Skill:

Tempest Wing:

For every space traversed by the Hippogriff Knight, they gain +3 Hit and +1 DMG. This bonus resets upon the end of the Phase, even if the Hippogriff Knight has yet to attack.

Promotion Bonuses:

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

Hospitaller

Slow, steady but tough, Hospitallers act as juggernauts among healers. Like their Great Knight cousins, Hospitallers are tough enough to wade through fierce resistance and pulverize through enemy defensive lines; however, they do this not to act as the vanguard to open the path for their allies, but as saviors, breaching enemy lines to save their allies in distress. Many a stranded group of soldiers, surrounded by countless enemies, have been brought to safety by the timely intervention of Hospitallers, whose strength of arms and skill with both offensive and supportive magic has done much for others.

Weapon Skill: Lance/Axe/Sword (B), Staff (B), Light (B)

Preferred Stats: Magic, Defense

Promotes from: Warden Knight

Promotion Item: Knight's Crest

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

Skill:

Mercy:

For every 2 spaces traversed, the Hospitaller heals an extra 5 HP. This bonus resets at the end of the turn.

Salvation:

All healing within two spaces of the Hospitaller is increased by 5 HP, including healing from Skills, and items.

Promotion Bonuses:

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



Hustler

Games of chance are the Hustler's bread and butter. Cheating, in a Hustler's book, is simply the loser's word for "winner". Whether it is a loaded die, five aces in the sleeve, or someone's palms getting greased, the Hustler leaves absolutely nothing to chance. This approach extends to the Hustler's combat style; while not preferring the front line, the Hustler is perfectly happy to support their allies and stack the deck in favor of their fellows.

Weapon Skill: Light (B), Staff (B), Hidden (B)

Preferred Stats: Magic, Luck

Promotes from: Gambler

Promotion Item: Treasure Mark

Skill:

Know When to Fold 'Em:

Once per battle, the Hustler upon reaching 0 HP automatically ends the combat at 1 HP regardless of remaining counterattacks and is placed 1 space in the opposite direction from the enemy they had been fighting. This triggers separately from and before the Miracle skill and any other effects that would allow them to survive lethal damage. If the Hustler would be moved into an impassible space by *Know When to Fold 'Em*, the Hustler will still be ejected from battle, but will not move from their space.

Card Counting:

Every time a Chance Skill or a critical hit is activated either by the Hustler or their adjacent allies, both allies regain 5 HP. *Wild Card's* bonus is increased by 5.

Promotion Bonuses:

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

Illustrator

Color has fascinated humanity from time immemorial, as the quest to seek pigments of many kinds has preoccupied artists, sculptors and explorers alike for centuries, deriving rare pigments from even rarer materials. Illustrators use the power of color in their magical arts, allowing them to imbue their creations with greater power than before. Deriving colors from the very essence of magic itself, Illustrators can draw things into existence that weren't there before; forests, wondrous medicines, so long as the Illustrator can paint it, they can create it.

Weapon Skill: Staff (A), Anima (A)

Preferred Stats: Magic, Skill

Promotes from: Artist

Promotion Item: Guiding Ring

Skill:

Drawn to Life:

The Illustrator may use their main action to *Illustrate*. *Illustration* can be used to do the following:

- Change up to four tiles of terrain within 2 spaces to any type, which will revert back to normal in 3 turns
- Create any consumable item not a Nul Needle or an Elixir at max QL, or refill the QL of all consumable items in their own or an adjacent ally's inventory.
- Apply an Element to an existing Imago, which causes their attacks to change to the WTA of that element (Dark, Light or Anima) and target the lower of DEF or RES. They may also do this upon creating an Imago.
- Convert an ally's damage to Magic or Physical for 2 turns.

Illustrate has a cooldown of 3 turns.

Ink Spring:

The Illustrator now only pays 10% HP to summon an Imago.

Promotion Bonuses:

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

Impressionist

Imitation is often considered the sincerest form of flattery. The Impressionist is a master of imitation, copying the mannerisms of others with ease. Whether it is a brief imitation of someone for a joke, or a lengthy satirical portrayal of a particularly hated figure, the Impressionist is a mastery of imitation. What differentiates one from a lesser-skilled actor, however, is their skill at improvising; when faced with challenges beyond their ordinary skills, an Impressionist can easily adapt, recovering with practiced ease.

Weapon Skill: Performance (B), Hidden (B), Sword (B)

Preferred Stats: Strength, Speed

Promotes from: Thespian

Promotion Item: Hero's Crest

Skill:

Hero with a Thousand Faces:

The Impressionist may designate a single ally per map as their Favored Role. For the rest of the map, the Impressionist can use *Roleplay* to assume this ally's Proficiencies and weapons, even if the ally is out of range and even if the Impressionist has already used *Roleplay* on them. In addition, the Impressionist now copies Class Skills and any other special traits (i.e. Thief's Tools, Vision, Critical Eye). Impressionists cannot copy Mounts or any skill that is (mechanically or otherwise) dependent on their use.

Improvisation:

The Impressionist can access any Class Skill from their Favored Role while *Roleplaying* another target. Improvisation cannot use the following Skills:

- Skills dependent on specific weaponry (*Sniping*, *Bewitch*)
- Skills that summon other units (*Droste Image*, *Monster Taming*)
- Skills that depend on other Class Skills or features of that Class (*Ink Spring*, *Me First*)
- Skills that transform the unit (*Henshin*, *Tainted Blood*)
- Skills that require unique resources (*Tame the Beast*)
- Variants of Perform or Memory Magic

Promotion Bonuses:

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

Interdicator

Priority targets such as officers and other army leaders are in danger upon the battlefield; decapitating strikes are useful tools to destroy the morale of an army. Bodyguards and the like are useful, but when all else fails, an Interdicator may do the trick. Interrupting enemy strikes by disrupting their movement entirely, Interdictors halt enemy advances not by becoming a wall against the enemy tide or crushing the advance by force, but by disrupting the charge, sowing confusion among the ranks while dancing around enemy attacks with poise, even throwing in some dark magic to further wreak havoc.

Weapon Skill: Hidden (B), Fist (B), Dark (B)

Preferred Stats: Skill, Defense

Promotes from: Infiltrator

Promotion Item: Fell Contract

Skill:

Interdiction:

If allies are within the area of effect of *Go Loud* or adjacent to the Interdicator, they gain +3 DR until their next Phase. The Interdicator gains a shield of (STR/2) HP after using *Go Loud*.

Shadow Assault:

If the Interdicator attacks opponents afflicted with ailments or debuffs, +10 Hit/Eva.

Promotion Bonuses:

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

Invoker

Some Arcanists prefer a route of creating a bond between themselves and their summoned beast, taking cues from occult schools of magic to channel those forces through themselves instead. The Invoker has gained the power to meld with their summon, creating a fused form, often resembling armor more than a living creature, and to wield the power of their bonded creature for their own. However, such power comes at a cost, taking a toll on both summoner and summoned, and many Invokers take pains to not stress their newfound suits of armor-cum-bond beasts.

Weapon Skill: Chosen Magic Proficiency (A), One Tome Proficiency (A)

Preferred Stats: Magic, Speed

Promotes from: Arcanist

Promotion Item: Guiding Ring

Special: Transforming

Skill:

Fusion:

The Invoker may fuse with their Arcane Summon (or summon it fused with them) as a main action. The Arcane Summon disappears from the battlefield and the Invoker is transformed into a Fused Beast. While transformed, they gain Summon and Monster tags and gain +2 MOV and +3 DMG/DR. Upon either reaching 0 HP or using this skill to do so, the Invoker will return to their normal form and split apart the Arcane Summon into a free adjacent tile (or dismiss them if there is none. While *Fused*, the Invoker cannot summon an Arcane Summon, and if the Invoker is downed while *Fused*, the Arcane Summon cannot be summoned again for three turns.

Meld:

The Invoker gains their Summon's abilities when *Fusing*, including proficiencies. The Invoker's weapons are overridden with whatever the Summon is equipped with until they transform back. The Invoker uses their own MAG to calculate damage, even for physical weapons.

Promotion Bonuses:

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

Jongleur

Some Jesters remain in the service of their masters for long enough to have picked up various other roles in a household; anything from musician to comedian, to even strategist, confidant and bodyguard. Jongleurs are often attached to a single household, often serving in many different roles to the extent that their original role as comic relief is often played in a more passive way, with less garish clothing and deliberate stupidity and more cutting, piercing wit. In their capacity as entertainers, they act as part-bard, part-dancer and part-comedian, music and jokes accompanying acts like juggling, recounting humorous stories to a dinner party and even stunts like fire-breathing and sword-swallowing; as bodyguards, they can burst out in a flurry of lashes and stabs, taking their master's protection as seriously as possible.

Weapon Skill: Whip (B), Lance (B), Fist (B)

Preferred Stats: Skill, Speed

Promotes from: Jester

Promotion Item: Hero's Crest

Skill:

Me First:

The Jongleur can activate *Me First* as a main action instead of attacking. If within 2 spaces of an ally and the ally is attacked on the enemy Phase, the Jongleur swaps spaces with them as if they had activated *Shuffle*, and the rest of combat proceeds as if the Jongleur had been attacked instead. *Me First* only activates on the first ally to be attacked.

Disorient:

The Jongleur may use *Shuffle* on enemies as well as allies; if an enemy is *Shuffled*, the enemy is inflicted with -15 Eva and -3 DR while if an ally is *Shuffled*, they gain *Bewilder* buffs.

Promotion Bonuses:

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

Jonin

Veteran Shinobi are often put in charge of Shinobi cells. Dubbed Jonin, these veterans are skilled at direct combat, in addition to their stealthier preferences. Mastering the sword as well as the knife and the tome, a Jonin, though they prefer to sneak around, is equal to the task of fighting in battle, with their skills allowing them to cripple or weaken an enemy, either for themselves or their allies to finish off. Being wary of a Jonin is worthwhile; the single cut one gave you, or the slight burn one visited upon you could easily spell the difference between life and death.

Weapon Skill: Hidden (B), Sword (B), Anima (B)

Preferred Stats: Magic, Strength

Promotes from: Shinobi

Promotion Item: Fell Contract

Special: Critical Eye, Sack

Skill:

Ikken Hissatsu:

The Jonin has a $(SKL+LCK\%)$ chance to add $SKL/2$ damage to their attack.

Wing Clipper:

The Jonin's Hidden and Sword weaponry inflict a penalty of -3 DR and -10 Eva on targets struck by them for one turn.

Promotion Bonuses:

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



Judge

The Judge possesses great control over the finer parts of a magical contract, both in being able to manipulate the content and, through effort, being able to completely nullify such a contract. Judges are thus often endangered, as for every unjust contract needing to be canceled to set one free from a dark curse, there is a dark wizard willing to kill to ensure their work remains in place. However, a Judge is not to be underestimated; possessing martial as well as magical skills, Judges are tough enough to pose threats to those who would get in their way.

Weapon Skill: Anima (B), Sword (B), Lance (B)

Preferred Stats: Strength, Magic

Promotes from: Jurist

Promotion Item: Guiding Ring

Special: Armored

Skill:

Judgment:

Judges may burn an extra QL to, if they successfully hit, seal enemy Skills for 2 turns and nullify all active buffs and transformations.

Nullify Contract:

As a main action, Judges may cancel all beneficial effects on any enemy within 2 spaces, or all negative effects on an ally within 2 spaces. If the effect is inherent to the tile such as a terrain buff, the enemy cannot benefit from it until their next turn. When targeting enemies, treat *Nullify Contract* as an Ailment staff with 40 Hit.

Promotion Bonuses:

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

Kinshi Lord

It is said that training a kinshi is an art in and of itself. Kinshi are, by their nature, difficult beasts to train; frailer than griffons, prouder than pegasi, less empathic than wyverns. Those who have mastered the art of kinshi husbandry are renown as masters, fighting in tandem with the creatures they have hand-reared, even from birth. Kinshi Lords are fielded as Artisans of the sky, masters of bladed combat.. Kinshi Lords are capable of seemingly impossibly agile movements, leading to tall tales of Kinshi Lords doing things like standing astride the wings of their steeds and fighting enemies. While such things are beyond even their ken, Kinshi Lords in the middle of battle are a sight to behold.



Weapon Skill: Lance (B), Bow (B), Sword (B)

Preferred Stats: Skill, Defense

Promotes from: Kinshi Rider

Promotion Item: Elysian Whip

Special: Kinshi, Canto/Dismount

Skill:

Darting Blow:

When the Kinshi Lord initiates combat, +3 AS and +10 Critical. This includes combats redirected to the Kinshi Lord by other means, such as Guard.

Golden Kite:

The Kinshi Lord gains WTA against Flying units.

Promotion Bonuses:

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

Kisho

Pursuing dark arts to enhance their fighting capabilities, the Kisho live up to the mystical reputation of a Shinobi. Wielding magic in conjunction with sharp blades, the Kisho have managed to hone their magical talents to the extent of being able to create clones of themselves, sustained through magic and entirely ephemeral. These clones act as another tool in their arsenal of theatricality and deception, as decoys and as force multipliers. While not nearly as effective as an army, for such clones are easily dispatched with a single hit, in a small, confined setting, a Kisho can use their skills to great effect.

Weapon Skill: Hidden (B), Dark (B), Anima (B)

Preferred Stats: Magic, Skill

Promotes from: Shinobi

Promotion Item: Fell Contract



Special: Critical Eye, Sack

Skill:

Kage Bunshin:

The Kisho may use their main action and 25% of their MHP to deploy a *Branch Shade* of themselves on an adjacent tile. The *Branch Shade* inherits the Kisho's equipped weapon and only has *Snake Venom* and *Shadow Walk*. The *Branch Shade* cannot be protected by effects that would activate upon lethal damage. If the Kisho takes lethal damage of their own once per map, they may swap places with the *Branch Shade* provided it is within *Shadow Walk* range, surviving at 1 HP and destroying the *Branch Shade*. If the *Branch Shade* is destroyed this way, it cannot be resummoned until the end of the map.

Shadow Walk:

The Kisho may, once per Phase, swap positions with the *Branch Shade* for 2 MOV, as long as the *Branch Shade* was within their movement range. The *Branch Shade* may also execute *Shadow Walk*; the Kisho and their clone can swap twice per Phase, once per user.

Promotion Bonuses:

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

Librettist

One of the most comprehensive forms of performance is an opera. From the lowliest Bard to the most beloved Primadonna, the opera requires the coordination of all forms of performance. The Librettist specializes in composing for these spectacles, in conjunction with Composers and others, and their craft requires an understanding of different performance forms. As such, the Librettist thrives best when aiding others; though, when forced to fight on their own, their own magical prowess can safely make work of their opponents.

Weapon Skill: Perform (A), Dark (A)

Preferred Stats: Magic, Skill

Promotes from: Composer

Promotion Item: Guiding Ring



Skill:

Ensemble Performance:

For every ally adjacent to the Librettist, gain +5 Hit/Eva. The Librettist also grants +3 DMG to all adjacent allies. If one or more adjacent allies possess Performance Proficiencies or variants of *Perform*, the bonus increases to +5 DMG for all allies that possess these traits.

Di Molte Voci:

If an enemy is downed within 2 spaces of the Librettist on the Player Phase, the Librettist may cast *Orchestrate* without refreshing, as a free action, on any target. This may happen once per Turn.

Promotion Bonuses:

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

Magical Idol

Many Magical Maidens aspire to become singers and performers; just because they have become warriors to protect love does not mean they have given up on this dream, and have even come closer to it. Magical Idols are those who take to the stage, using their newfound magic to enhance their performances. Lest you mistake them for foolish for so doing, the Magical Idol still possesses much of the power a Magical Maiden has, allowing them to smite evil by moonlight, and take the stage by daylight to their adoring fans.

Weapon Skill: Chosen Magical Proficiency (B), Performance (B), Staff (B)
Preferred Stats: Magic, Luck
Promotes from: Magical Maiden
Promotion Item: Artistic Mark



Skill:

Ultimate Song:

The Magical Idol can also affect up two adjacent allies with a Performance item as a main action. The Magical Idol is also able to use a Performance for two adjacent allies and attack at the same time while transformed. Performances grant *Magia* when used. While not being able to refresh other units, this is considered a variant of *Perform*.

Eternal Walküre:

The Magical Idol's Performances are applied to themselves when used and are applied during the same combat that *Ultimate Song* is activated in.

Promotion Bonuses:

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

Magical Knight

Some Magical Maidens possess access to powerful lost technology, ancient machines empowered by magic. These Magical Knights mount powerful Guardians in combat, which are often miraculous machines equal to the most pristinely made siege engines. These Guardians resonate with the Magical Knight, fighting with them and resonating with their transformed form. A Magical Knight can, in times of great need, further enhance their Guardian with overwhelming magical energy, allowing them to devastate whole armies or a particularly strong opponent.

Weapon Skill: Chosen Magical Proficiency (B), Choose One Magical Proficiency (B), Choose One Physical Proficiency (A)

Preferred Stats: Defense, Magic

Promotes from: Magical Maiden

Promotion Item: Guiding Ring

Skill:

Magical Guardian:

The Magical Knight mounts a Guardian, counting as Mounted, with no extra MOV and +20 AID. The Guardian transforms with its wielder, and while transformed, the Guardian may move as if it has Levitation.

Rune God Machine:

The Magical Knight may expend double their *Magia* per turn to increase the might of their Guardian by doubling their transformed MAG bonus. While *Rune God Machine* is active, the Magical Knight is considered Armored and gains +2 MOV.

Promotion Bonuses:

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

Magical Warrior

Magical Maidens with a certain degree of experience become more powerful, more skilled in combat and more capable of outputting immense power. These Magical Warriors, skilled Magical Maidens that they are, are fearsome; no shield can withstand the attack of a Magical Warrior for very long given their considerable magical power and not-insignificant physical strength. With their amazing capabilities, the Magical Warrior should not be underestimated despite their sparkling and youthful guise; the destruction a Magical Warrior can leave in her wake can often be disproportionate to her size.



Weapon Skill: Choose One Physical Proficiency (A), Chosen Magical Proficiency (A)

Preferred Stats: Magic, Strength

Promotes from: Magical Maiden

Promotion Item: Guiding Ring

Special: Sack

Skill:

Starlight Breaker:

The Magical Warrior's Levitation is exchanged for Flying while transformed; they are weak against anti-Flying weapons and may move as if they are a Flying unit, and may switch between flying and infantry movement similarly to a unit with a Flying mount.

Clear Card:

Against Monsters, Dark Magic and Undead, +15 Critical.

Promotion Bonuses:

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

Magister

Masters of the Lore of Mimicry have learned much about their craft, such that they can adapt to the spells that they have copied. The appropriately named Magister has not only mastered mimicry of magic, but adapted their craft such that they can add some of their mastery to the magic they have learned. Due to the sheer breadth of the spells they have learned, Magisters have expanded their capacity for remembering spells, and can even cast them for far longer.

Weapon Skill: Anima (A), Staff (A)

Preferred Stats: Magic, Skill

Promotes from: Mimic

Promotion Item: Guiding Ring

Skill:

Malleability:

The Magister gains bonuses while using Mimicked spells. These activate for 1 turn after using a Mimicked spell.

- Dark Magic: +10 Critical
- Light Magic: +3 DR
- Anima Magic: +15 Hit/Eva
- Performances and Staves: Restores 40% of damage dealt as HP
- Magical Weapons and Non-Elemental/Unique (i.e. Gaze or Breath): +5 DMG

Promotion Bonuses:

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

Masked Hunter

Some Masked Heroes, trying to grow better at fighting a certain class of enemy, adapt their tactics. Growing in size, wearing thicker armor, moving faster; the Masked Hunter is a specialist in defeating a certain class of enemy, even more so than the usual Masked Hero. The Masked Hunter draws immense power from a distant land of light, using this redirected power to sweep away their enemies. However, this immense power comes at a cost; Masked Hunters can be corrupted by their power, drunk on the power of the distant light, and their powers push them closer to becoming like the monsters they hunt.

Weapon Skill: Chosen Physical Proficiency (A), choose one Magical Proficiency (A)

Preferred Stats: Skill, Strength

Promotes from: Masked Hero

Promotion Item: Hero's Crest

Skill:

Ultra Shift:

The Masked Hunter may expend double their *Magia* per turn to increase their might and power, doubling their transformed STR bonus While *Ultra Shift* is active, the Masked Hunter is considered a Monster, gains +3 DR, and gains +2 MOV.

Protective Tactics:

The Masked Hunter selects one tag to target from the following at Promotion:

- Undead (or equivalents as per game)
- Monster (or equivalents as per game)
- Beast (or equivalents as per game)
- Dragon/Wyvern (or equivalents as per game)
- Tags as the game may allow

Against those targets, Masked Hunters gain WTA.

Promotion Bonuses:

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

Masked Ranger

Some Masked Heroes band together, defending a single settlement with a power granted to them by a singular source. These Masked Rangers fight better in a team than without, drawing strength from their bonds with their allies. However, this is not to say that a Masked Ranger is no threat on their own; they still possess much of the same powers a single Masked Hero does, with the experience to fight in teams or alone. Moreover, the same heroic resolve that drives most Masked Heroes flows through the veins of Masked Rangers, granting them the strength to fight on for the sake of others.

Weapon Skill: Chosen Physical Proficiency (A), choose one Physical Proficiency (A)

Preferred Stats: Skill, Speed

Promotes from: Masked Hero

Promotion Item: Hero's Crest

Skill:

Ranger Power:

For every ally adjacent to the Masked Ranger, gain +1 DR and DMG. The Masked Ranger also grants +3 DMG to all adjacent allies. If one or more adjacent allies are promotes of the Masked Hero or Magical Maiden class lines, the bonus increases to +5 DMG for all allies of these class lines.

Metal Resolve:

The Masked Ranger gains +5 Critical at 75% HP, and +10 Critical at 50% HP.

Promotion Bonuses:

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

Masked Rider

Some Masked Heroes wander the world atop a mechanical mount, finding evildoers to defeat and innocents to save. The Masked Riders operate alone or in small groups, concealing their true power until the moment is right, and fighting even to the very end of their lives to defeat evil schemes. Their sheer will keeps them going, even in the hardest situations, while their varied arsenal, ranging from tomes to staves to axes allows them to keep their foes on their guard. Those who have been protected by Masked Riders know of one infallible, eternal truth; even if there are no gods or saints, there will always be Masked Riders.

Weapon Skill: Chosen Physical Proficiency (A), choose one Magical or Physical Proficiency (A)

Preferred Stats: Pick one of Magic or Strength, Skill

Promotes from: Masked Hero

Promotion Item: Knight's Crest



Special: Karakuri, Canto/Dismount, Sack

Skill:

Warrior of Justice

The Masked Rider's mount can also cross terrain as if it were an infantry unit and thus enter tiles inaccessible to other mounted units while transformed.

The One That Shines in the Darkness

For every 5 HP lost, +1 DMG. For every 10 HP lost, +1 AS.

Promotion Bonuses:

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

Mameluke

Elite masters of camel riding, the Mamelukes act as heavy cavalry capable of crossing deserts with ease. With the sheer hardiness of a camel enshrouded with armor, the Mameluke can rival other cavalry forces, if not in sheer might then in sheer tenacity. While less martially-oriented than Great Knights, the Mameluke compensates in the capability to withstand heavier blows and cross treacherous deserts, and so those seeking to dominate the desert ought first to figure out the best way to employ Mamelukes. Those who fail to do so face the desert's wrath at their own peril.

Weapon Skill: Sword (A), Lance (A)

Preferred Stats: Defense, HP

Promotes from: Dromedary Rider

Promotion Item: Elysian Whip

Special: Camel, Canto/Dismount, Armored

Skill:

Resilience:

For every 2 spaces traversed by the Mameluke, +2 DEF/DMG. This bonus resets at the end of the turn even if the Mameluke has made no attacks.

Sand Guard:

Mamelukes are immune to penalties from Inclement Weather and do not take penalties from crossing Desert tiles.

Promotion Bonuses:

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

Mechanist

The construction of magical automatons is an art that has long been known to mages, for purposes such as home defense, mundane servitude or war. Mechanists are at the forefront of the art, using metallic automatons animated with magic and clockwork to fight. Mechanists use their skills at enchanting blades to enhance the might of their automatons. The construction of automatons is an expensive process, even more so than enchanting weapons; many aspiring Mechanists often drop out of the art due to the difficulty of scrounging together enough money or parts. Those that are able to succeed nonetheless find themselves in no shortage of employment; the uses for automatons and their creators are myriad.

Weapon Skill: Axe (A), Anima (A)

Preferred Stats: Magic, Skill

Promotes from: Artificer

Promotion Item: Guiding Ring

Skill:

Power Construct:

Mechanists can summon an Automaton into an empty adjacent space, costing 25% of their max HP rounded down. The Automaton's stats are based on the Mechanist's, save for the Automaton's STR, which is based on the Mechanist's MAG and its MAG, which is 0.

Automatons have no Skills. Automatons are immune to status ailments with the exception of *Polymorph*. Automatons are automatically equipped with Iron-tier Physical weapons of the Mechanist's choice that cannot be broken, traded or removed from their inventory.

Automatons have equal weapon skill to the highest level weapon available to them.

Automatons can be Enchanted as if they were Weapons upon creation, and remain Enchanted until destroyed (or struck with skills such as Dawn or other abilities).

Promotion Bonuses:

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

Merchant Prince

No man should sit idle upon their laurels. The Merchant Prince is no different. At the very pinnacle of wealth, the Merchant Prince has long since abandoned doing the work themselves, preferring to leave it to agents and employees. However, this should not be mistaken for idleness; the Merchant Prince delegates lesser work to his subordinates not for lack of ability, but for lack of time. The hardest work, however, is taken on by the Merchant Prince themselves. A good employer, after all, would never allow their employees to take on something they themselves would not endure.

Weapon Skill: Lance (B), Bow (B), Anima (B)

Preferred Stats: Luck, Magic

Promotes from: Merchant

Promotion Item: Hero's Crest

Special: Levitation

Skill:

Employment Contract:

The Merchant Prince may hire a Sellsword by using a main action and sacrificing a single Gold Bar. Sellswords have equal stats to the Merchant Prince, with the exception of their offensive stat, which is equal to the Merchant Prince's highest offensive stat and switches to fit the weapon the Sellsword is summoned with. Sellswords may be equipped with any C-rank weapon or below with the exception of Devil Weapons, Staves or Performances. Sellswords default to C-rank Proficiency in whichever weapon they are summoned with. Sellswords kills trigger *Profiteer*. Only one Sellsword can be present per map per Merchant Prince. Sellswords can be buffed using *Aurum Potestas Est*.

Promotion Bonuses:

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

Mesmerist

Playful tricksters to their allies and devious imps to their enemies, Mesmerists employ their talents to inflict any number of ailments and maladies upon their enemies while buffing their allies. By combining dances and staves, Mesmerists can become unpredictable, with enemies not knowing what combination of curses is about to befall them or what level of power their allies have received. If all else fails, Mesmerists can fall back to the tried and true, healing themselves as much as they heal their allies, all while dazzling the enemy with performance and magic alike.

Weapon Skill: Staff (A), Performance (A)

Preferred Stats: Magic, Skill

Promotes from: Conjurer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Spellbind:

Mesmerists have the ability to use Performances as if they had *Play*, but cannot refresh Turns. In addition, Mesmerists may use 1 QL from their Performances to imbue enemies or allies with the effect of both the Staff and the Performance; Performances are inverted against enemies. Only one ally can be imbued with a Performance's effect if multiple allies can be targeted with a Staff. Mesmerists can also use Performances to buff an adjacent ally or invert its effect to debuff an enemy within two spaces.

Mesmerise:

Spellbound staff casts deal +5 AT and heal the Mesmerist for 25% of the damage dealt.

Promotion Bonuses:

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

Medium

Some spirits are far too powerful to banish through force alone. Some have information yet to tell those remaining on this side of life. There are those attracted to the spirits, even possessing the power to communicate with them. While many of them enter Necromancy, some become Morticians, using their affinity for spirits to placate them. Those with great spiritual affinity become Mediums, with direct links to the spirits beyond; they can even temporarily summon the spirits of the dead to aid them in combat, lending their assistance to the Medium in combat either through direct action, or else subtly supporting the Medium.

Weapon Skill: Lance (B), Staff (B), Anima (B)

Preferred Stats: Magic, HP

Promotes from: Mortician

Promotion Item: Fell Contract

Skill:

Gateway to Afterlife:

Mediums can summon a *Shade* of any recently fallen non-Elite or Boss enemy in an adjacent space as a main action for 25% MHP. Those *Shades* retain their previous stats and weapons bar defensive stats, which are set to 0, but not their Skills. *Shades* cannot be resummoned through *Gateway to Afterlife* when killed. Up to two *Shades* can be active at once.

Fruits of Underworld:

Once per map, while downed, the Medium may pick themselves up, restoring themselves to 1 HP. This can be triggered during any Player Phase the Medium is downed except on the same turn they were downed. Against Undead units, WTA.

Promotion Bonuses:

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

Monster Hunter

In the wild places of this world, there are fearsome beasts to be abhorred and run away from; dragons, gorgons, gargoyles, what have you. Monster Hunters are those that specialise in hunting such beasts. Unlike their Hunter cousins, who specialise in hunting creatures of the darkness alongside Flagellants, the Monster Hunter specializes in hunting beasts grounded in the light of day, with rumours even suggesting that the Monster Hunters use body parts harvested from their quarry to supplement their weapons. With a veritable arsenal of weapons and knowledge passed down from generations of hunting beasts, the Monster Hunter uses the environment to their advantage to take down monsters – and if the occasion should rise that their skills must be used against humans, a bolt made to pierce the tough hide of a wyvern will just as easily pierce steel plate.

Weapon Skill: Bow (B), Sword (B), Axe (B) or Lance (B)

Preferred Stats: Skill, Strength

Promotes from: Ranger Knight

Promotion Item: Hero's Crest

Skill:

Hunting:

While in combat against an opponent upon whom the Monster Hunter can inflict effective damage or against a target whom *Slayer of Monsters* is granting a bonus against, +3 DR.

Slayer of Monsters:

Monster Hunters gain bonuses based on the last unit they fought. This buff can be attained once per turn, and lasts for the entire turn.

- Monster/Beast/Mounted: +3 DMG
- Armored/Infantry: +15 Critical
- Dragon/Levitation/Flying: +15 Hit/Eva

Promotion Bonuses:

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

Mummer

Masters of disguise, Mummies are skilled at completely adopting a mask. Spending months studying their roles, Mummies immerse themselves within the roles they pick, living that very role. Their acting skills are controversial; some consider their methods to be immersive and aiding their talents, while others consider them to be odd and weird, given the tendency for a Mummer to refuse to be identified by their true name while immersed in their role. On the battlefield, Mummies become experts at adopting other roles, being able to slip into the guise of a Swordmaster or an Alchemist with ease.

Weapon Skill: Performance (A), Hidden (A)

Preferred Stats: Skill, Speed

Promotes from: Thespian

Promotion Item: Fell Contract

Skill:

Method Acting:

In addition to copying the target's Proficiencies, the Mummer copies their Class Skills, any special traits (i.e. Thief's Tools, Vision) and their Character Skill. In addition, *Roleplay* now lasts until dismissed, and will not disappear even if the Mummer is downed. If the target possesses no Character Skills or the same Character Skill as the Mummer, the Mummer maintains their own Character Skill. The Mummer cannot copy Mounts.

Imposter:

The Mummer can copy non-ally targets, such as enemies. Even if the target does not have Class Skills, the Mummer gains the Skills and traits of the Class of the target. The Mummer cannot copy Monsters or inanimate objects that can be targeted by attacks. The Mummer retains the inability to copy enemy Thespians or their promotes.

Promotion Bonuses:

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



Mystic

Soulbinders manipulate the same spirits that allow Mages and other magic users to manipulate the elements. Eventually, with enough time, the Mystics learn how to cast magic of their own in conjunction with their spirits, while also gaining the power to amplify the power of the spirits within them for even greater heights of power. However, such amplification cannot be sustained permanently, lest it damage the Mystic in question; while such power is active, the Mystic reaches highs of power only a few can even hope to attain.

Weapon Skill: Fist (A), Anima (A)

Preferred Stats: Strength, Magic

Promotes from: Soulbinder

Promotion Item: Guiding Ring

Skill:

Awaken:

The Mystic can *Awaken* their Stances as a free action, gaining stronger buffs. The same Stance cannot be *Awakened* again for 3 turns. *Awakenings* last for 1 turn.

- *Pegasus Stance*: Criticals deal x4 damage while Awakened.
- *Titan Stance*: Restores 20% of all DMG dealt as HP while Awakened.
- *Dragon Stance*: Grants Flying while Awakened.
- *Mushi Stance*: +5 Hit/Eva/Dodge/Critical while Awakened.

Stone Skin:

While *Awakened*, the Mystic is immune to status effects and debuffs; they cannot have new ones inflicted on them and existing ones have no effect.

Promotion Bonuses:

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



Nemesis

Every good story needs, as much as a hero, a dastardly villain to root against. The Nemesis fills this role. Lying, cheating and stealing their way to the top, the Nemesis arouses scorn from the audience, cheating the Ace of their rightfully earned victory and making every struggle seem so difficult that the final victory of the Ace seems earned. A good Nemesis, of course, learns to be loved and hated at the same time; hated for being the enemy, but loved for their sense of style and charisma. In particular, their skill at taunting the enemy is, if done well, often praised, equal to the best actors or orators.

Weapon Skill: Axe (B), Fist (B), Hidden (B)

Preferred Stats: Skill, Speed

Promotes from: Gladiator

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Trash Talk:

Nemeses may apply *Trash Talk* to their next combat as a free action; if the Nemesis lands a critical hit or downs their target, the Nemesis gains full stacks of *Approval* instead of a single stack. However, if the Nemesis fails to either land a critical hit or down the target, the Nemesis instead loses a stack of *Approval*.

Wolfhound Hammer:

The Nemesis can apply this skill to their next combat as a free action if the enemy is at 1 range. After their next combat, the Nemesis' opponent is placed on the other side of the Nemesis from their original spot after combat. This also grants two *Approval* stacks if the Nemesis survives the combat.

Promotion Bonuses:

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

Notary

Masters of navigating the delicate networks of magical laws, Notaries have gained much skill in being able to write and enforce a magical contract, being able to bring multiple parties into one or even enforce that one be fulfilled at all costs. While generally preferring to be away from the battlefield, the Notary possesses enough magical knowledge – and skill with a trusty lance- to fight, for the right price; after all, notarial knowledge does not come cheap.

Weapon Skill: Lance (A), Anima (A)

Preferred Stats: Defense, Magic

Promotes from: Jurist

Promotion Item: Guiding Ring

Skill:

On Your Behalf:

Notaries may set up *Exchanges* between two adjacent units instead of between themselves and an adjacent unit. All other rules still apply to *Exchanges*.

Hostile Takeover:

Notaries may target enemies for *Exchange* within two spaces, exchanging their stats between each other or stealing them within the same rules of *Exchange*. When using *Hostile Takeover*, treat the Skill as an Ailment Staff with 30 Hit.

Promotion Bonuses:

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



Officer

The term 'Officer', in context of an army, refers to a figure of authority, anywhere from a lowly platoon leader to the very highest generals. The Officers of an army thus bears a great burden; they have the trust of their men to lead them to victory and away from death, and the trust of their superiors to not fail their task. A good Officer has several roles on the battlefield; as a tactician, as a fighter and as a supportive influence. The first role keeps their men away from pointless deaths that achieve nothing, the second keeps themselves alive and the third is what can make the difference between a rout and an inspirational counterattack, between cowards and iron-hearted men. The wise Officer dispenses both tactical advice and rousing speeches in equal measure; a war is fought not by weapons nor by interests but by men, and men whose wills are broken cannot fight.



Weapon Skill: Sword (A), Fist (A)

Preferred Stats: Skill, Defense

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:

Restore Morale:

Thrice per map, the Officer may, at the cost of their action, restore an adjacent ally at 0 HP to 25% of their MHP rounded down, without the use of healing items or Staves. The same ally cannot be revived more than once using *Restore Morale*. For the purposes of Personal Skills, this qualifies as a Combat Order.

The Men First:

Allies adjacent to the Officer gain an extra 5 HP from all healing. This bonus comes after the reduction from healing an ally from 0 HP.

Promotion Bonuses:

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

Ogre Chieftain

Some Ogre Braves, in seeking to master their tempestuous spirits, have communed with the spirits that govern magic and so have attuned themselves to it. Ogre Chieftains, the result of this odd path, have learned to channel their magicks in a way unique to them, weaving the magic of the elements into their performances. Their thundering roars rage with lightning, their iron clubs bring down boulders and their swift legs are borne aloft by the very wind itself. Ogre Chieftains are rightfully feared by those who trespass upon them; their deliberately wild appearances bely a skill with magic rivaling mages who study the craft for decades.

Weapon Skill: Axe (B), Performance (B), Anima (B)

Preferred Stats: Magic, Strength

Promotes from: Ogre Brave

Promotion Item: Ocean Seal

Special: Sack

Skill:

Roar of the Earth:

The Ogre Chief may use 1 QL from a Tome to enhance a Performance while using a Performance item, buffing themselves and adjacent allies on top of the Performance buff.

- Fire/Earth: +3 DMG
- Wind/Water: +10 Hit/Eva
- Thunder/Nature: +3 DR

Promotion Bonuses:

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

Ogre Hunter

Raging onto the battlefield with fearsome masks and loud voices, Ogre Hunters are Ogre Braves that have become so skilled in their craft as to become elders of the art. Arriving on the battlefield in a whirlwind of music and clubs, Ogre Hunters are rivaled only by Skalds in their thirst for battle and the volume of their voices. Ogre Hunters dress as intimidatingly as possible, resembling demons often in their dress in order to present an assault upon the eyes as well as the ears.

Weapon Skill: Axe (A), Performance (A)

Preferred Stats: Strength, HP

Promotes from: Ogre Brave

Promotion Item: Ocean Seal

Special: Sack

Skill:

Violent Expression:

The Ogre Hunter may use 1 QL from a Performance to inflict the inverse version of that Performance's buffs on the enemy they have attacked and on enemies adjacent to their original target during combat.

Promotion Bonuses:

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

Oniguma Marauder

Oniguma are naturally intimidating beasts, and someone capable of riding one is naturally considered to be a threat over, say, a knight on a horse or a rider on a pegasus. Oniguma Marauders make good use of the terror they strike within the hearts of their opponents. Sailing out of the woods where oniguma alone can make it, Marauders descend upon their enemies in a flurry of claws and steel, the strong frame of their mounts being resilient to all but the mightiest blows, before fleeing back into the woods as quick as they appear.

Weapon Skill: Axe (A), Sword (A)

Preferred Stats: Strength, Health

Promotes from: Oniguma Rider

Promotion Item: Elysian Whip

Special: Oniguma, Canto/Dismount

Skill:

Demon Within the Woods

Oniguma Marauders may enter Forests or Pillars as if they were plains and enter Deep Forests at 3 MOV. While within Forests, Deep Forests or equivalent tiles, +10 Hit/Eva.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+8	+3	0	0	0	+3	0	0	+4	+4	6

Oniguma Mystic

While the oniguma is often associated with brute strength, their riders often remember one very important fact; the oniguma is insanely resilient to both blade and magic alike. While such a property is normally of little use, the Oniguma Mystic remembers this very well. Using the naturally intimidating frame of the oniguma and its natural resilience, combined with magic of their own, the Oniguma Mystic can carve swathes through the enemy, sending their enemies fleeing in fear of either death by being mauled or death by dark magic.

Weapon Skill: Axe (A), Dark (A)

Preferred Stats: Defense, Magic

Promotes from: Oniguma Rider

Promotion Item: Fell Contract

Special: Oniguma, Canto/Dismount

Skill:

Shadow of the Mountain:

Enemy units within two spaces of the Oniguma Mystic lose 3 DEF or RES (on the Mystic's command). In addition, whenever this unit enters battle with an enemy using Dark Magic, +5 RES.

Promotion Bonuses:

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

Onmyoji

The art of creating Shikigami is an extension of the same arts that allow *Ofuda* to be made, and only with serious training can a prospect Exorcist create Shikigami. Those who have advanced so far are called Onmyoji, and are afforded respect equal to Sages and others who have achieved great magical skill. While expertise in their specific form of magic is the primary skill of the Onmyoji, they do serve other purposes; they are often hired as fortune tellers and as court mages. Of course, when pressed into battle, despite the trappings of elegance that so follows an Onmyoji, one is often reminded of the reality; an Onmyoji is a dangerously skilled magic user, and their Shikigami are employed for self-defense.

Weapon Skill: Light (B), Staff (B), Lance (B)

Preferred Stats: Resistance, Magic

Promotes from: Exorcist

Promotion Item: Guiding Ring

Skill:

Shikigami:

The Onmyoji may summon a *Shikigami* as a main action at the cost of 25% MHP and an *Ofuda*. The *Shikigami*, while active, emits the *Ofuda*'s buff to all allies within two spaces, and has all of the Onmyoji's stats. *Shikigami* are equipped with a C-tier Anima tome of the Onmyoji's choice.

Calligraphy:

The Onmyoji may now create *Ofuda* as a free action once per Phase.

Promotion Bonuses:

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



Orator

With a silky voice and a silver tongue, the Orator takes the battlefield with soft speech and a large stick. The Orator has focused their talents onto improving their speech skills, and so has become even more talented at using the power of words to alter the world around them. Changing the very emotions of those around them, the Orator can use their honeyed words to stir the hearts of those around them, or drain the spirits of their enemies.

Weapon Skill: Light (B), Anima (B), Staff (B)

Preferred Stats: Skill, Magic

Promotes from: Cantor

Promotion Item: Guiding Ring

Skill:

Grand Oration

The Orator can use Memory Points (MP) to memorize tomes, staves and performances in their group's inventory. Each MP can be used to memorize one item and grants them a number of uses for that item depending on the type and level:

- E/D level: 5 uses for tomes and performances, 3 for staves
- C/B level: 4 uses for tomes and performances, 2 for staves
- A/S level: 3 uses for tomes and performances, 1 for staves

The Orator starts with 1 MP and gains 1 MP each 4 levels.

Projection:

The Orator may target allies with *Word of Power*, *Grand Oration* or *Staves and Performances* 1 extra tile away.

Promotion Bonuses:

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

Penitent

Those burdened with the curse of the Abomination can choose either to embrace the beast or to balance their newly-found monstrous side with their humanity. Penitents are those who choose to seek a balance. Drawing from a source of power, such as religious faith, determination to do the right thing or even sheer spite, the Penitent holds their inner monster in check. Penitents have the will to resist the transformation, allowing them to fight and maintain their human forms. However, the beast remains within; should too much stress burden the Penitent, the beast within them shall emerge.

Weapon Skill: Fist (A), Light (A)

Preferred Stats: Strength, Magic

Promotes from: Abomination

Promotion Item: Faith Icon

Special: Vision

Skill:

Unleash the Pain:

Every Turn the Penitent does not transform and is attacked by an enemy even if they do not take damage, they gain a stack of *Pain*. When transforming with any stacks of *Pain*, for every stack of *Pain*, they gain 1 DR and 2 Critical during combat for a maximum of 5 stacks granting 5 DR and 10 Critical. For every combat entered while retaining *Pain* stacks, the Penitent loses one stack.

Tame the Beast:

For every stack of *Pain* remaining when the Penitent transforms back to human form, these stacks are consumed and restore 2 HP per stack.

Promotion Bonuses:

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

Physician

Specialists at medical treatment, Physicians are talented healers. From studying work in the field and collaborating with Alchemists and other healers, Physicians have gained skill in producing medicines targeted towards the problems of the patient, and are able to swiftly apply them to protect their patients.. Of course, field work can be fairly dangerous; for that reason, Physicians prefer packing large clubs or walking sticks in order to protect themselves on their journeys. Bludgeoning weapons are easier for Physicians, whose time is better spent learning their art than learning combat arts.

Weapon Skill: Staff (B), Hidden (B), Axe (B)

Preferred Stats: Skill, Resistance

Promotes from: Doctor

Promotion Item: Guiding Ring

Skill:

General Pharmaceuticals:

Physicians have three extra slots specifically for healing items, status restoring items, buffing items and inflicting items. They may also use these items as a free action on their turn.

Emergency Medicine:

Triage now activates on fallen allies at the maximum. In addition, the effects of *Triage* are altered:

- Under 75% HP, +3 HP
- Under 50% HP, +5 HP
- Under 25% HP, +7 HP.

Promotion Bonuses:

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

Plague Doctor

The Pestilence spreads through towns and villages like wildfire, those who come into contact with it falling like flies to an unseen enemy. Not many can fight an enemy that is invisible, unknowable, and omnipresent. Not many can fight the Pestilence, save the Plague Doctor. With lancet and fire, they cleanse the Pestilence from their patients. Yet the Pestilence is all around them, and their job is never over. Any idea that the Pestilence might be carried by the Plague Doctor themselves, or worse yet. imagined is unthinkable; no, the truth must be that the Pestilence is unending, unrelenting and omnipresent. The cancer must be cut out, by the lancet or the flame if necessary.

Weapon Skill: Staff (A), Hidden (A)

Preferred Stats: Skill, Resistance

Promotes from: Priest/Cleric

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Cure the Pestilence:

Plague Doctors reduce the duration of negative status conditions and debuffs on allies they heal by 1 turn. This can result in the duration ending upon healing.

Malady:

The Plague Doctor gains Malady as a Character Skill upon promotion. If the Plague Doctor already has *Malady*, they may select a different Free Character Skill upon Promotion.

Promotion Bonuses:

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

Playwright

Performance takes all sorts and manners of forms, whether it is dance, song or story. The Playwright, however, takes his performances onto the stage, a great spectacle for others to witness. For the Playwright, it isn't enough that people sing or write about their tales, but that people act out their stories for all the world to see. Elaborate costumes, cannons set to fire to simulate the crack of thunder, painted backgrounds and eloquent actors; a Playwright hopes to one day bring their drama to life in front of an adoring, enraptured audience. They turn their experiences into material, their allies and enemies into the *dramatis personae* in their play, and their battles into majestic set pieces to enrapture the audience.

Weapon Skill: Performance (B), Light (B), Dark (B)

Preferred Stats: Magic, Resistance

Promotes from: Wordsmith

Promotion Item: Artistic Mark

Special: Levitation

Skill:

The Script for Your Requiem:

Playwrights may set a *Genre* for the map by using up their main action for that turn. The *Genre* imposes conditions for both sides and applies to all units present. Playwrights can also use this action to remove the *Genre*. *Genres* also grant bonuses to *Compose*.

- *Tragedy*: All units take 3 bonus damage when attacked. +10 Hit to *Compose*.
- *Comedy*: All units resist 3 extra damage. +10 Eva to *Compose*.
- *Romance*: All units have +10 Hit. +10 Dodge to *Compose*.
- *Horror*: All units have +10 Eva. +10 Critical to *Compose*.

Promotion Bonuses:

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

Polymath

There are those that believe that the Philosopher's Stone is not a substance, but embodies a set of skills; the man who can transmute lead to gold, craft brews that extend life and create poisons lethal enough to kill a man with a single drop has no need for the Stone. The Polymath, to that end, seeks to learn all fields of human knowledge to finally attain the Stone. The Polymath has even learned some skill with an axe; axes, being utilitarian tools, are useful for various purposes, from hacking limbs to cutting samples from herbs to emergency amputations.

Weapon Skill: Axe (A), Anima (A)

Preferred Stats: Skill, Magic

Promotes from: Alchemist

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Mastery of Transmutation:

As a free action and at the cost of 10 HP, Polymaths can use Transmutation, allowing them to:

- If they have an open inventory slot, create any healing, status inflicting, buffing, or status restoring item (except Nul Needles and Elixir) at max QL
- Refill any healing, buffing, status inflicting item to max QL

Transmutation cannot be executed in the same turn as Amplify or the free healing action provided by *Power of Alchemy*.

Thaumaturgical Expertise:

The Polymath can use any Tome or Staff not exclusive to another class, including those outside their class skills. They can use any C Rank weapon without penalty, but suffer a +2 WT penalty on the tome for each Rank above proficiency. Archivists can use Staves up to B-rank proficiency. Magical weapons can also be wielded using *Thaumaturgical Expertise*.

Promotion Bonuses:

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

Portraitist

Many of the wealthier persuasion would pay through the nose for a self-portrait or an image in their likeness; some do it as an ego boost, while others wish to establish some method to ensure that the world remembers them forevermore. The Portraitist specializes in this exact skill, using magic to capture the likenesses of their subjects perfectly. Their magic serves the purpose of allowing them to duplicate the capabilities of their subjects, allowing them to use their powers as a mere copy of the original.

Weapon Skill: Staff (A), Light (A)

Preferred Stats: Magic, HP

Promotes from: Artist

Promotion Item: Guiding Ring

Skill:

The Sincerest Form of Flattery:

When summoning the Imago, the Imago now copies the stats and inventory of a designated ally, copying their currently equipped weapon. The Imago defaults to copying the Portraitist's inventory when there is no targeted ally. The Imago cannot copy Performances or weapons restricted by Class and will copy the next eligible weapon; if there is none, the Imago will default to copying the Portraitist. The Imago is considered to have equal weapon skill to the weapon available to them.

Apple of Your Eye:

The Imago inherits any Personal Skills and Class Skills the ally possesses, but not their Character Skills.

Promotion Bonuses:

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

Practitioner

With extended practice in their chosen fields, the Practitioner gains an edge above their opponents. Their spellcasting is just slightly superior. This stems from years and years of practice finetuning spellcrafting, whether it is making slightly faster incantations or finding faster ways of casting the same spells. The Practitioner is no slouch with other fields of magic either, being able to heal and support their allies, though their great love belongs to their main subject of study. Only a rare few casters possess skill superior to the Practitioner; underestimate them at your own peril.

Weapon Skill: Category from Academist (A), Staff or Performance (A)

Preferred Stats: Same as First Class

Promotes from: Academist

Promotion Item: Guiding Ring



Special: Critical Eye

Skill:

Poise:

The Practitioner can use Performances to buff an adjacent ally and debuff an adjacent enemy at the same time, or buff/debuff two targets at once.

Grand Magician:

When fighting opponents of equal or lesser Proficiency rank in their chosen Category, Practitioners gain Weapon Triangle Advantage. If the opponent is superior in their chosen Category, the Practitioner instead gains +3 DMG/DR.

Promotion Bonuses:

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

Prestidigitator

As much showmen as mages, Prestidigitators prefer to use flashy spells to dazzle their enemies. Their mastery of conjuring has granted them the power to transform others; Prestidigitators use this power sometimes to transform their enemies into cute animals, leaving them open for their allies, or transform their allies into fearsome monsters. For those who elude their transformative magic, Prestidigitators remain capable of their old tricks, dishing out curses and debilitating spells when necessary.

Weapon Skill: Staff (S)

Preferred Stats: Magic, Skill

Promotes from: Conjurer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Whimsy:

Prestidigitators may expend 2 QL for special effects upon using Staves.

- Damaging Staves: *Polymorph*: The targeted enemy is Polymorphed for the rest of the Phase, receiving 5 extra damage from all sources, including the initial *Bewitch* that applies *Polymorph*, and being unable to retaliate. Bosses and special enemies resist *Polymorph* and are able to attack but still receive extra damage.
- Healing Staves: *Embiggen*: The targeted ally is Embiggened for one Phase, receiving a temporary (MAG) barrier that takes damage before their HP and dealing 10 extra damage. In the case of multi-target staff effects, the Prestidigitator may select one ally to *Embiggen*. The barrier lasts until the next Turn.

Fey Assistance:

After using *Polymorph*, +3 Damage to the next combat. After using *Embiggen*, +3 DR to the next combat. Both the Prestidigitator and their target gain this buff. Only one *Fey Assistance* buff can be active at once; the active buff is overwritten by a new one when *Whimsy* is used.

Promotion Bonuses:

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

Primadonna/Primouomo

In a musical company to sing an opera, there is a hierarchy of roles assigned to those who take part in the company's performances. The Primadonna and Primouomo are the leading women and leading men, who take center stage, as the best singers in the company in performances that combine acting with song. The Primadonna inspires adoration and love in those who see their performances; many a street brawl has been fought by fans of rival Primadonnas over whose company's leads were better. Lest one believes a Primadonna is good only for singing and acting, their surprisingly athletic frames from stage fighting and long hours of singing should suffice to deter any would-be assailants. The stage is not good enough for any Primadonna; they crave the spotlight, and aspire to fame and being loved by all around them.



Weapon Skill: Performance (B), Lance (B), Sword (B)

Preferred Stats: Skill, Speed

Promotes from: Songstress

Promotion Item: Artistic Mark

Skill:

Adoration:

After *Singing*, allies adjacent to the Primadonna gain +3 DMG and DR on top of other buffs until the Primadonna's next Phase.

Charisma:

The Primadonna gains Charisma as a free Character Skill upon promotion. If the Primadonna already has Charisma, they may select a different Free Character Skill.

Promotion Bonuses:

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

Privateer

The bane of pirates, the Privateer hunts down Pirates and all manner of other would-be bandits under the auspices of government protection. Often leading their own crew, Privateers are merchants and pirate hunters who gain their income not only by trading but by capturing bandits and returning their supplies. Of course, Privateers necessarily operate in a grey area; cargo may go missing when they recover them and cooperative pirates may slip away to be captured later. The Privateer's focus is profit and sharing their loot among their crew.

Weapon Skill: Lance (B), Bow (B), Sword or Axe (B)

Preferred Stats: Luck, Defense

Promotes from: Merchant

Promotion Item: Hero's Crest

Special: Thief's Tools

Skill:

Ransack:

Privateers gain two Gold Bars for defeating enemies in combats they have initiated.

Requisition:

Gold Bars can be consumed to trade for any consumable item that isn't an Elixir or a Nul Needle at 1 QL, with each bar sold granting an extra QL up to the maximum. In addition, the Privateer can apply items as a free action, or directly after trading.

Promotion Bonuses:

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

Provocateur

Many who associate with the underworld may inevitably fall afoul of those who sit atop the dregs of society. Those who run afoul of the underworld's bosses are invariably good at hiding, or good at concealing the dirt they would prefer stay hidden. To expose their targets, Provocateurs are often used. Skilled at espionage, Provocateurs make it their job to track down their targets, unveiling their dirtiest secrets for them to exploit, whether it is to reveal it to the world, or use their secrets against them for some more nefarious purpose. Master blackmailers and assassins, Provocateurs are the bloodhounds of criminal masterminds, the scourge of those with skeletons in their closets.

Weapon Skill: Axe (B), Hidden (B), Fist (B)

Preferred Stats: Skill, Defense

Promotes from: Investigator

Promotion Item: Fell Contract

Special: Thief's Tools, Vision

Skill:

Coercion:

The Provocateur can select an enemy unit within two spaces as a *Mark* as a free action. When in combat with the *Mark*, the Provocateur gains +5 DMG and +10 Critical in addition to their Clue bonuses. When using *Cornering Pursuit* against the *Mark*, the Provocateur gains an additional +3 AS while in *Pursuit*. The Provocateur can only have one active *Mark*; upon defeating their *Mark*, the Provocateur may *Mark* another target. If the *Mark* defeats their Provocateur, the *Mark* is no longer affected by *Coercion* and the Provocateur must select a different target.

Bloodhound:

While in *Pursuit* of a *Mark*, the Provocateur has +3 DR and +15 EVA against all targets that are not the *Mark*.

Promotion Bonuses:

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



Pugilist

Where their Ruffian cousins descended into the chaos they merely explored the shallows of, the Pugilist rose from their humble origins to achieve greatness in the arena of combat. Combining grace and power into their fighting style, a Pugilist eschews the use of other weapons to focus solely on their pure physical gifts. Pugilists come in different shapes and sizes; some large, strong and charging through whatever blow the enemy may inflict upon them, some small, weak and lithe, even the underdog and relying on their swiftness and speed to win the day.

Weapon Skill: Fist (S)

Preferred Stats: Strength, Speed

Promotes from: Brawler

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Jolt Counter:

In lieu of attacking, a Pugilist may prepare Jolt Counter instead, sacrificing their action for the turn. On the first enemy to initiate an attack on the Pugilist, the Pugilist will strike first with +10 Crit. The normal follow-up effect on Fists does not activate on a Jolt Counter. The Pugilist may store *Jolt Counter* after performances to be activated on the enemy phase. Jolt Counter's Critical chance stacks with Underdog boosts.

Boxer's Roll:

For every point of AS the Pugilist has over their enemy, +2 Critical to a maximum of +10 Critical. Boxer's Roll does not trigger on Jolt Counter attacks.

Promotion Bonuses:

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



Racketeer

Magical artifacts are worth their weight in gold on the black market. The right artifact can make a man invincible, once it is properly treated. Individuals who can recover them and sell them on the black market are paid handsomely. Racketeers are those individuals; masters of breaking into valuable historical sites to steal the priceless relics within, Racketeers use their tools to steal the relics to sell to the highest bidder. With their magical talents, they can even enact short repairs upon the relics for their own use.

Weapon Skill: Anima (B), Whip (B),Hidden (B)

Preferred Stats: Skill, Magic

Promotes from: Explorer

Promotion Item: Treasure Mark

Special: Vision, Sack, Thief's Tools

Skill:

Looting:

When killing an enemy, there is a SKL+LCK% chance of getting a Relic Fragment. When getting a Relic Fragment through *Looting*, there is a further LCK % chance of getting an additional Relic Fragment.

Forgery:

The Racketeer gains two Fragments when activating the effect of *Treasure Sniper*.

Promotion Bonuses:

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

Reaper

Spies and assassins may choose to dabble with dark magic to improve their ability to stay within darkness, cloaking their bodies such that eventually, their bodies become as shadows. The Reaper possesses the power to fuse with the shadows, turning themselves into a shadowy beast capable of darting from shadow to shadow. Using their affinity with the shadows, the Reaper conducts assassinations by dragging unsuspecting targets into the darkness, never to be seen again save a bloodstained scrap of clothing. Yet even a Reaper should be careful; too long in the darkness, and the Reaper may fade into shadow forever.

Weapon Skill: Dark (B), Hidden (B), Bow (B)

Preferred Stats: Magic, Skill

Promotes from: Spy

Promotion Item: Fell Contract

Skill:

Devouring Dark:

The Reaper may, as a free action once per Turn, transform into a shadow monster. While transformed, they lose the power to attack at 2 range, but gain +2 MOV and +5 DMG and DEF. In addition, the Reaper automatically enters *Shadow* when Transformed, and reenters it after successfully killing a target. Upon either reaching 0 HP or using this skill to do so, the Reaper will return to their normal form.

Stalking Shadow:

The Reaper, while in *Shadow*, may teleport to any defensive terrain within 3 spaces for 3 MOV once per turn. If Transformed, the *Reaper's* range increases to their entire MOV. Upon teleporting, they may act as if they had just finished a normal movement action (i.e. use their free and main actions).

Promotion Bonuses:

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

Reveler

With liquor comes loosened inhibitions, and with these comes revelry. The Reveler practically thrives in these conditions. Bringing their own brews wherever they may go, the Reveler brings with them enough energy to rouse any rabble, charging through anyone foolish enough to stand in the way. Lest one thinks the Reveler is foolish for taking a fight alone, the Reveler is strong enough to slam their way through anything, and stout (and drunk) enough to take anything short of the harshest blows. Furthermore, the Reveler never simply brings enough for themselves; by allowing their allies to share in the good times, the Reveler can rouse a rabble so fierce that nothing can get in the way.

Weapon Skill: Fist (A), Axe (A)

Preferred Stats: Defense, Resistance

Promotes from: Brewkeeper

Promotion Item: Hero's Crest

Special: Armored, Sack

Skill:

Rabble Rouser:

While using *Happy Hour's* free action, the Reveler may use the item on an adjacent ally as well as themselves. Both themselves and the targeted ally will become *Drunken*. In addition, *Drunken* now grants +5 DR/DMG, and the Reveler gains +10 Critical while *Drunken*.

Scrounger:

Revelers have a (10+LCK)% chance of not using QL while using an item that can induce *Drunkeness*. They also gain two extra inventory spaces for healing, buffing or restoring items.

Promotion Bonuses:

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

Rhetorician

Delving deeper into the language of existence itself, the Rhetorician has learned to recreate magical effects through speech alone. Speaking tides of water and falling rocks into existence upon the enemy, the Rhetorician has expanded their mystical talents to the point that magic and speech is one and the same to them. With one word, they could raise the spirits of those around them, with another, subsume an enemy in flames. Nothing is beyond the Rhetorician that understands the tongue of the world's creation.

Weapon Skill: Light (A), Staff (A)

Preferred Stats: Resistance, Magic

Promotes from: Cantor

Promotion Item: Guiding Ring

Skill:

Language of the Gods

The Rhetorician may use their main action to cast *Godspeak*. *Godspeak* can be used to do the following:

- Forcibly cancel the transformations of any adjacent transformed enemies.
- Banish Summoned enemies adjacent to the Rhetorician, removing them from the map and returning them to their summoners.
- Seal the Skills and traits of an adjacent enemy for two turns, preventing them from activating their effects and canceling any existing effects from them.

Godspeak has a cooldown of 3 turns.

Practiced Rhetoric:

Word of Power can now be used to target two units at once.

Promotion Bonuses:

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

Ruffian

Rough, fierce and seasoned fighters, Ruffians are at home in the criminal underworld where Thieves and Assassins gather. Where Brawlers engage in mere bar fights and underground fight clubs, Ruffians dive fully into the criminal life for various reasons; for bloodlust, for women or for honor. The Ruffian has mastered both fist and knife in battle; the fist to show their strength, the knife as insurance when the fist fails to serve them. However, a Ruffian will use whatever weapon they can find in practice, whether it be a bar stool or a spare bottle of beer, to gain an advantage on an enemy; chivalry is dead in the world of the Ruffian. Of course, even in the deepest darkness, one can still live like a dragon. However, those who walk the path of the Ruffian must be careful; there are no knock-outs in the life of a criminal.



Weapon Skill: Fist (B), Hidden (B), Axe (B)

Preferred Stats: Strength, HP

Promotes from: Brawler

Promotion Item: Ocean Seal

Special: Vision, Thief's Tools, Sack

Skill:

Bloody-Minded Determination:

For every 5 HP lost, +1 DR/DMG.

Like a Dragon

Once per battle, the Ruffian may survive one hit that would normally be fatal, leaving them at 1 HP, separate from and triggering before the Miracle skill and any other effects that would allow them to survive lethal damage.

Promotion Bonuses:

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

Sapper

There are many approaches to siege warfare. One of them is to assail the enemy fortifications through overwhelming force; the Siege Engineer specializes in building the engines of destruction necessary to bring down these fortifications. Another is to subvert defenses, destroying fortifications through means of undermining them. It is this approach that Sappers specialize in, building tunnels to undermine walls, or building trenches to allow their allies to get closer to enemy fortifications under fire. Such work is of course dangerous; enemy defenders will do their best to rain fire upon Sappers, tunnels can be collapsed and trenches flooded. It is for this reason that Sappers can often be the best-paid soldiers in a siege.

Weapon Skill: Axe (B), Fist (B), Hidden (B)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Great Leveler:

The Sapper may clear all terrain in a square around them as a main action. Squares that have this applied to them turn into Plains or Road for a turn, and enemies and allies alike on these tiles lose terrain bonuses and penalties. This can be used to open up Walls or Mountains, or create a temporary passage over Rivers. *Great Leveler* has a cooldown of 2 turns.

Sabotage:

When the Sapper initiates combat, defensive terrain stat bonuses are inverted; instead of gaining EVA, enemies lose EVA, and instead of gaining DR, enemies take extra damage. Healing as a result of terrain, however, is not reversed and takes place as normal.

Promotion Bonuses:

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

Savant

The mythical 'peak' of martial arts, the Savant has ascended even beyond their fellow Artisans. Like a Sage masters magic, a Savant masters weapons, studying the perfect forms and perfect techniques to wield them. Where a Bounty Hunter bluffs their way through wielding many weapons, a Savant genuinely understands all the weapons they wield, and does so with finesse. The old saying, to fear a man who has practiced one kick a thousand times over one who has practiced a thousand kicks once, applies not to the Savant, who has practiced a hundred kicks a hundred times.

Weapon Skill: All Physical Categories (C)

Preferred Stats: Skill, Speed

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Perfection of Knowledge:

When entering combat with Weapon Triangle Disadvantage, neither combatant gets penalties or bonuses. When entering combat with Weapon Triangle Advantage, the Savant gains doubled bonuses.

Lead by Example:

When the Savant makes a successful hit on a target, allied units gain +10 Hit/Evade and +3 DMG in combat against that target until the end of the Phase.

Promotion Bonuses:

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

Sergeant

The Sergeant is often the officer put in charge of a group of new soldiers, teaching them the basics of battle and drumming into them the importance of remembering such things, with a foul mouth and a slap aside the head if necessary. The Sergeant's lessons are never forgotten, however; many a soldier credits their Sergeant with their survival in battle, understanding the necessity of such quick and dirty educational methods.

Weapon Skill: Whip (A), Sword (A)

Preferred Stats: Skill, Defense

Promotes from: Instructor

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Combat Drill:

Upon downing an enemy, the Sergeant's *Instruct* buffs are doubled for a turn.

Spur:

If the Sergeant activates *Instruct* (instead of activating its doubled effects through *Combat Drill*), all buffed allies become immune to stat penalties and negative statuses, whether inflicted by terrain, skills or other sources, for the duration of *Instruct*. Any negative statuses currently on allies buffed by *Spur* are purged. *Spurred* allies can ignore movement penalties on terrain, but not move through impassible terrain unless other buffs allow them to.

Promotion Bonuses:

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

Siege Engineer

The use for siege engines in warfare is highly prized. Ballistae are excellent tools for striking enemies down from a distance, while trebuchets are incredibly useful for breaking down castle walls and fortifications. Of course, someone must be present to build the siege engines, and Siege Engineers, so aptly named, are those very individuals. It takes great mathematical skill as much as great strength to build these engines, and so Siege Engineers bring both to the table. Often placed in charge of groups of Pioneers to aid their construction efforts, Siege Engineers play an invaluable role in ending long sieges.

Weapon Skill: Axe (A), Hidden, (A)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Battlefield Engineering:

Siege Engineers extend the effects of defensive terrain they are on to all tiles within a square around the Siege Engineer instead of one. While combat is initiated on the Siege Engineer, the Siege Engineer is always considered to be standing in a Fort even if *Motte and Bailey* has not been used.

Motte and Bailey:

Siege Engineers may use their main action to turn the tile they are in into a temporary Fort; this Fort lasts for three turns or as long as the Siege Engineer is on the tile and carries the same bonuses as a normal Fort. Siege Engineers can use a free action to remove the temporary Fort.

Promotion Bonuses:

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

Skald

Many Bards choose the path of Lore Masters or Enchanters; either a seeker of knowledge and master storyteller, or a silver-tongued, charismatic man of the world. Skalds, however, are very different from their fellow singers and poets. Preferring the heat of battle, a Skald prefers to be in the very middle of the battles they sing of, believing no victory was worth singing about unless they themselves partook of the glory. Skalds are skilled singers and poets, but they prefer to perform double duty in their songs; their songs are as insulting and taunting to the enemy as they are heartening to their allies. Indeed, a popular pastime among Skalds is a contest of insults and taunts, each Skald attempting to come up with more creative insults than their counterparts and the winner coming up with an insult that can't be countered.

Weapon Skill: Performance (A), Axe (A)

Preferred Stats: Strength, Defense

Promotes from: Bard

Promotion Item: Artistic Mark

Skill:

Flying:

After Playing, all enemies within 2 spaces of the Skald have -10 Hit/Eva until the next Turn.

War Chant:

Units performed by the Skald regain 10 HP on top of whatever healing the Performance item may grant.

Promotion Bonuses:

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

Slayer

Masters of the whip, Slayers are skilled hunters of those who walk in the night. Honing their skill in the infamously difficult art of whip-fighting, Slayers convert the whip into a sword that strikes at unpredictable angles. They are the other side of the coin to their Crusader cousins; Crusaders are noble figures, protectors who believe in valor, where Slayers are feared figures, punishers and accusers who smite the wicked. To their enemies, the whip regains its use as a tool of punishment, to smite the wicked and crush the enemy.

Weapon Skill: Whip (S)

Preferred Skills: Strength, Skill

Promotes from: Flagellant

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Punishment:

If an opponent successfully damages the Slayer in combat, the Slayer gains +10 Hit and +10 Critical against this opponent. Punishment only activates on the first opponent who successfully damages the Slayer in combat; if this opponent is reduced to 0 HP, the next opponent to successfully damage the Slayer in combat is marked for Punishment. In addition, Slayers gain +3 DMG and +10 Hit against Monsters and Undead.

Bane of the Darkness:

+3 DR against Monsters, Undead and Dark Magic.

Promotion Bonuses:

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

Spiritualist

Communing with spirits beyond the comprehension of others, Spiritualists have mastered an art only equaled by a rare few; the capturing of a spirit to place in a vessel. Spiritualists choose to place this loyal spirit inside an animal to bind that animal to themselves as a familiar, which then possesses unnatural intelligence and skill, even being able to use magic despite being seemingly nothing more than a mere animal. Spiritualists themselves thus possess a skill with spirits rivaled only by Necromancers, leading to no shortage of rivalries between the two disciplines, with Necromancers often seeing Spiritualists as wasting their talents and Spiritualists seeing Necromancers as defilers of the dead.

Weapon Skill: Dark (B), Anima (B), Staff (B)

Preferred Stats: Magic, Resistance

Promotes from: Witch/Wizard

Promotion Item: Fell Contract

Skill:

Conjure Familiar:

Spiritualists may summon a Familiar into an empty adjacent space, costing 25% of their max HP rounded down. The Familiar's stats are based on the Spiritualist's, bar their STR, which is set to 0. The Familiar can be dismissed as a primary action while adjacent to the Spiritualist. Familiars have no Skills. Familiars disappear upon being reduced to 0 HP. The Spiritualist must pick from one type of Familiar to summon at Promotion.

- Black Cat: Cavalry movement and weakness, 6 MOV.
- Loyal Bat: Flying movement and weakness, 5 MOV.
- Grim Hound: +3 DR, 5 MOV.

Familiars are automatically equipped with whichever tome the Spiritualist is currently equipping. Familiars have equal weapon skill to the highest level weapon available to them.

Unnatural Knowledge:

The Familiar can be traded with and can use consumable items, but not weapons aside from whatever weapon the Familiar was summoned with. If the Familiar is defeated, the contents of its inventory aside from its weapon are sent to the Spiritualist, nearest allied unit with an open space or the convoy, whichever is available. If none exist, the items are destroyed. Familiars maintain inventory across summonings.

Promotion Bonuses:

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

Stargazer

Gazing upon the stars, Stargazers interpret the skies to portend great victory for themselves and great defeat for their enemies. Their master of astrology is such that, though not all of their predictions come true, enough do that they are often seen as masters of fate. It is said that Stargazers even possess the power, for mere moments, to darken the skies and bring the downfall of those foolish enough to question them. Perhaps this is but coincidence, or perhaps the manipulation of fate itself has become the art of the Stargazer.

Weapon Skill: Light (B), Dark (B), Anima (B)

Preferred Stats: Resistance, Magic

Promotes from: Astrologer

Promotion Item: Guiding Ring

Special: Vision

Skill:

Rhetorics of Calamitas:

Stargazers may now select from different types of *Omens* to inflict in addition to their original Omen, which is designated as a *Sky Omen*.

- *Sun Omen*: +3 DMG to allies, -3 DMG to enemies.
- *Moon Omen*: +3 DR to allies, -3 DR to enemies.
- *Star Omen*: Allies regain 3 HP every Turn, enemies lose 3 HP every Turn. Enemies cannot be killed using *Star Omen*.
- *Void Omen*: Allies gain doubled WTA bonuses, enemies invert WTA bonuses into WTD.

Last Word of Wisdom:

If a Stargazer has an allied *Omen* active, +15 Hit to the Stargazer. If the Stargazer has an enemy *Omen* active, +3 DMG.

Promotion Bonuses:

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

Surgeon

Surgery requires a delicate touch and an understanding of anatomy. Surgeons are those Doctors that have gained sufficient skills in this area to offer their services as surgical experts. Operating in dangerous conditions, the Surgeon normally prefers a more stable setting, but operates when and where they must. Their knowledge of anatomy, of course, grants them a greater advantage than their peers when it comes to combat; when one knows where to cut to sever a tendon, or to open an artery, combat suddenly becomes a lot more lethal for the opponent. Another prized quality is steel under stress; a Surgeon with trembling hands can be deadly for the patient. Surgeons can thus weather the harshest conditions, all to stand beside their patients.

Weapon Skill: Staff (B), Hidden (B), Sword (B)

Preferred Stats: Skill, Strength

Promotes from: Doctor

Promotion Item: Guiding Ring

Special: Critical Eye

Skill:

Bonesaw:

Surgeons ignore 20% of the enemy's defensive stats with a minimum of 2 bonus damage as a result of *Bonesaw*. This can result in the Surgeon dealing damage even if the Surgeon otherwise would not.

Steady Hands:

For every 5 HP under Maximum, +1 HP healed and +2 DMG.

Promotion Bonuses:

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

Theurgist

The forces that grant Occultists their unnatural magic are not stationary beings. Occasionally, though Occultists may offer their services to their patrons, there comes a time when those forces feel the need to take direct action. The Theurgist possesses the power to invoke a shard of their patrons onto the world, allowing them to act in concert with the Theurgist, to enact their will on the world at the cost of some of the Theurgist's life essence; power comes at a price for those who make deals with greater powers.

Weapon Skill: Fist (B), Dark (B), Anima (B)

Preferred Stats: Magic, Skill

Promotes from: Occultist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Incarnation:

The Theurgist can use their action to summon an Incarnation into an empty adjacent space, costing 25% of their max HP rounded down. If the Theurgist is reduced to zero HP, the Incarnation is automatically dismissed. Incarnations have no skills except *Sacrifice* and *Soul Eater*. Only one Incarnation can be active at a time. The Incarnation shares the Theurgist's stats, except STR which is 0. The Incarnation's bears the weapon *Fury* with the following properties:

+8 MT, 80 Hit, 0 Critical, 10 WT, targets lower of RES or DEF, Dark category.

Every 5 levels, *Fury* gains +1 MT, and every 10 levels, +5 Critical.

Soul Eater:

If the Theurgist or Incarnation successfully reduces an enemy to 0 HP while *Sacrifice* is active, half of *Sacrifice's* cost is returned. This only activates once per instance of *Sacrifice*.

Promotion Bonuses:

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

Thieftaker

Within the darkness of the criminal underworld, individuals are valued who have connections to or an understanding of the criminal world. The Thieftaker is one such individual. Operating in the grey area of the law, the Thieftaker operates by finding and returning stolen contraband to their owners with little fuss and no questions. Thieftakers are employed to hunt criminals, but their links to the criminal world are risky. While their understanding of the criminal mind lets them be the best hunters of criminals, it also leads them to be skilled criminals in and of themselves; no shortage of Thieftakers have been caught running their own ring of criminal activity, fencing stolen contraband from thieves they have handed over to the law.

Weapon Skill: Bow (B), Hidden (B), Fist (B) or Axe (B)

Preferred Stats: Skill, Strength

Promotes from: Sentry

Promotion Item: Fell Contract

Special: Thief's Tools

Skill:

Criminal Expertise:

Against enemies that have Thief's Tools, enemies under the effect of *Stakeout*, or units promoting from Drifter, +3 DMG and +3 DR.

Confiscate:

After combat, if the Thieftaker successfully reduced the opponent to 0 HP, they may select one item from the enemy's inventory to take for their own as if they had used *Steal*; the Thieftaker can also steal the enemy's equipped item, but not a weapon that can only be used by that enemy. If the target is one against whom *Criminal Expertise* can activate, the Thieftaker may take two items.

Promotion Bonuses:

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

Tinkerer

A Demolitionist's art is never perfected, until every possible means to the destruction of buildings has been perfected. The Tinkerer takes this to its logical conclusion, armed to the teeth with hammer and tome, even engaging in the same sort of mechanical gadgetry their Mechanist cousins utilize. By these means, Tinkerers have mastered mechanical methods of extending the range of their tome-fueled magic, and created methods of piercing armor with the same sort of blasts that level buildings.

Weapon Skill: Anima (A), Axe (A)

Preferred Stats: Magic, Strength

Promotes from: Demolitionist

Promotion Item: Guiding Ring

Special: Sack

Skill:

Explosive Launcher:

The Tinkerer may expend an extra QL to extend their tome's attack range by 1. *Explosive Launcher* cannot be used with any weapon that is not a Tome.

Obliterate:

The Tinkerer ignores the defensive bonuses received by Armored units and Shields. Other forms of defensive stat increase such as Rings, non-Armored class skills and bonuses not ignored by *Bulldoze* are unaffected by *Obliterate*.

Promotion Bonuses:

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

Toymaker

One might ask the question; what place does a Toymaker have on the battlefield? Much of the same talents that can be used to make toys can be used to create explosives, dangerous clockwork traps and mechanisms to disrupt the enemy. With a legion of wonderful toys, the Toymaker takes the battlefield. In case toys are not enough to break an enemy down, the Toymaker themselves possesses some talent with staves and knives, enough to defend themselves adequately.

Weapon Skill: Staff (A), Hidden (A)

Preferred Stats: Skill, Defense

Promotes from: Puppeteer

Promotion Item: Treasure Mark

Special: Karakuri, Canto/Dismount

Skill:

Arsenal of Wonderful Toys:

The Toymaker may use a main action to create consumable items:

- Jack in the Box: When deployed on a tile, the Jack in the Box will deploy one Puppet independent of the limit per turn for three turns. If an enemy steps on a Jack in the Box, the box will detonate, dealing as much damage as if they had been attacked by a Puppet. 1/1 QL
- Clockwork Toy: When used by an ally, this extends the duration of buffs by 1 turn. 3/3 QL
- Handheld Firecracker: When used, inflicts -5 DEF and -10 Eva on an enemy within 2 spaces for 1 turn. 3/3 QL

Improved Puppetry:

Non-Marionette Puppets now have 3 HP. In addition, Puppets may inflict 10 damage on a target within two spaces without detonating as a main action, and inflict an additional 5 damage upon detonation. The Toymaker may also deploy five Puppets.

Promotion Bonuses:

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

Tutor

Dedication to education is a worthy pursuit. The Tutor embodies that virtue. A dilettante in various topics from magic to swordsmanship to more mundane topics, the Tutor provides a more holistic education and focuses upon enriching their charges. Whether they are stern taskmasters, nurturing parental figures or shifty, stealthy mentors, the Tutor approaches their task with gusto, and is as much enriched by their students as they enrich them.

Weapon Skill: Whip (B), Anima (B), Sword (B)

Preferred Stats: Skill, Magic

Promotes from: Instructor

Promotion Item: Hero's Crest

Special: Levitation

Skill:

Students Educating the Master:

The Tutor gains whichever buffs they grant through *Instruct*, and are affected by its doubling effect.

Trusted Counsel:

The Tutor may designate an ally at the beginning of the map as their *Student*. That Student, even if they are not otherwise eligible under their selected *Instruct* buff due to lacking the proficiency, benefits from *Instruct*. Furthermore, the *Student* receives tripled buffs instead of doubled buffs when *Instruct* is activated.

Promotion Bonuses:

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

Venator

Venators walk the thin line between darkness and the light. The same focus that gained them such skill with the whip has allowed them to tame the darkness and also granted them a perspective on life that approaches serenity. This serenity aids their cause; Venators understand that those who crawl at the edge of society may see that which those in the light above do not, and so befriend those at the fringe to better fight the monsters that endanger all others; the criminals, the outcasts and the wanderers. Their ability to fight with the same weapons such people fight with is a testament to their alliance with such figures.

Weapon Skill: Whip (B), Hidden (B), Dark (B)

Preferred Skills: Magic, Skill

Promotes from: Flagellant

Promotion Item: Fell Contract

Skill:

Tame the Chaos:

When facing Dark Magic, the Venator has Weapon Triangle Advantage no matter what weapon they are wielding and the enemy has Weapon Triangle Disadvantage. Against Monsters, Undead, and enemies affected by Tame the Chaos, +3 DMG and +10 Hit in addition to other bonuses.

Shadow Dance:

Venators may enter *Shadow* if they fulfill the necessary conditions to do so (3 tiles away from the nearest enemy, 2 if within defensive terrain). When attacking any foe from *Shadow*, *Tame The Chaos* activates as if attacking a Monster, even if the enemy is not a Monster.

Promotion Bonuses:

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

Ventriloquist

Ventriloquists have mastered the art of puppetry. Improving upon their previous talents, Ventriloquists have created larger, life-like puppets resembling people. These are used for a variety of purposes, from entertainment to target practice, but their most useful applications for Ventriloquists are to use them as an extra hand in combat, being able to fight opponents in tandem with their creators.

Weapon Skill: Staff (B), Hidden (B), Bow (B)

Preferred Stats: Skill, Resistance

Promotes from: Puppeteer

Promotion Item: Hero's Crest

Special: Karakuri, Canto/Dismount

Skill:

Marionette:

The Ventriloquist may create a Marionette in an adjacent space, at the cost of 25% MHP and their main action. This Marionette copies the stats of either the Ventriloquist themselves or a targeted ally, but does not inherit any equipment such as Rings or Shields, their Skills or any other mechanics unique to that character. While deployed, the Ventriloquist cannot deploy a second Marionette. The Marionette is automatically equipped with Iron weapons of the target's chosen Proficiencies or their closest equivalents. Marionettes cannot also inherit the ability to Perform. Marionettes can also be detonated like Puppets to inflict the same damage as Puppets at the cost of themselves. The Marionette does not count towards the Puppet limit.



Golemsbane:

Against enemy Karakuri units and Summon units, +10 Critical.

Promotion Bonuses:

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

Warlock

The unnatural energies and rituals exploited by Occultists give rise to magical arts, the likes of which are unseen within others. The Warlock exploits powerful rituals to warp the very shape of their bodies in the form of those that grant them unfathomable power, allowing the Warlock to attain monstrous forms to rend apart their opponents. Their monstrous forms lack the intelligence to attack their opponents at long range, but the sheer might, resilience and speed conferred upon them as a result of their unnatural form, however, more than makes up for their losses.

Weapon Skill: Fist (A), Dark (A)
Preferred Stats: Strength, Magic
Promotes from: Occultist
Promotion Item: Guiding Ring



Special: Levitation, Transforming

Skill:

Beast of the Ritual:

The Warlock may, as a free action once per Turn, transform into an otherworldly beast reflecting their patron. While transformed, they lose the power to attack at 2 range and Levitation but gain +2 MOV and +3 DMG/DEF and become weak to anti-Monster weapons and are counted as Monsters for skills targeting them. Upon either reaching 0 HP or using this skill to do so, the Warlock will return to their normal form.

Soul Rend:

When the Warlock is in combat against enemies under 50% HP, ignore 5 points of the enemy's RES or DEF depending on which weapon the Warlock is attacking with. This can result in the enemy having 0 effective DEF/RES.

Promotion Bonuses:

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

Watcher

Some Wilders feel that, in lieu of assailing those who would tarnish the wild places of the world, they should be tended to, healed and protected. Rather than acting as avengers, they act as guardians, even teaching others to avoid harming nature. These Watchers are the closest to humanity of the Wilders; unlike Hellions, who focus themselves on attuning themselves with nature to channel its wrath, Watchers focus on healing wounds and guardianship of nature, and seek to do this through working with their fellow humans to help protect nature while allowing humans to continue a semblance of their lifestyle.

Weapon Skill: Fist (B), Staff (B), Anima (B)

Preferred Stats: Magic, Strength

Promotes from: Wilder

Promotion Item: Guiding Ring

Skill:

Animal Friend:

Beast allies, Mounted allies, Animal Companions and allies of the Tamer line regain 10 HP while adjacent to the Watcher at the beginning of the Phase. Wilders and their promotions in Wild Shape also benefit from Animal Friend. While transformed, this instead changes to a +3 DMG bonus to adjacent allies.

Magical Beast:

Watchers may use Staves and Tomes in Wild Shape, but are locked to range 1.

Promotion Bonuses:

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

Wild Ranger

Monsters and other wild animals pose a definite threat to others, but are also essential parts of any local ecosystem. As such, some have begun protecting the creatures, with Wild Rangers being at the forefront. With their tamed monsters at their side, the Wild Ranger protects the wild from poachers and those who would exploit the natural balance, with a close enough bond to their monsters to even mount them like others would mount horses or a pegasus, fighting alongside them even while mounted. Wild Rangers venture into the wild places of the world, and have a healthy, if slightly unnerving, respect for the beasts they work with; only a fool would unnecessarily hurt an animal in their presence.

Weapon Skill: Lance (A), Sword (A)

Preferred Stats: Skill, Strength

Promotes from: Trainer

Promotion Item: Orion's Bolt

Special: Dismount/Canto

Skill:

Mounting:

The Wild Ranger may ride atop their Monsterling as a main action and Dismount in the same way. While Mounted, they are considered Mounted and Monster units, and have access to Canto. The Wild Ranger's Monsterling, while Mounted, does not have a separate movement action. The Wild Ranger may use the Monsterling's movement traits while mounted; this extends to Crushing and Gigantic. If the Monsterling is currently summoned, the Wild Ranger may only mount them if they are adjacent to the Monsterling.

Synchronised Strike:

While Mounted, after combat if the Monsterling can attack from that range, the Monsterling launches one attack after the normal order of combat, ignoring Speed modifiers. The Monsterling's own stats and traits are used when calculating this attack.

Promotion Bonuses:

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

Witch Doctor

Some afflictions are not afflictions of the body, but afflictions of the soul; evil spirits within the body causing illness, dark curses lowered by others to strike their enemies down. The Witch Doctor specializes in curing such afflictions, combining their understanding of dark magic with a new talent for healing. With their staves, they heal the physical illness; with their magic, they banish the metaphysical affliction. The Witch Doctor has even mastered sympathetic magic, allowing them to inflict wounds on their enemies using themselves as a medium – or to heal an ally through the same.

Weapon Skill: Dark (B), Staff (B), Hidden (B)

Preferred Stats: Skill, Resistance

Promotes from: Shaman

Promotion Item: Fell Contract

Skill:

Sympathetic Magic:

The Witch Doctor may use a main action to *Bind* a unit within three spaces to themselves. Allies *Bound* to them receive all healing and buffs that the Witch Doctor gains and redirect all debuffs and status effects to the Witch Doctor. Enemies *Bound* to the Witch Doctor gain any status effects or debuffs the Witch Doctor does and are damaged when the Witch Doctor is, and redirect any healing and buffs to the Witch Doctor. The Witch Doctor can only *Bind* two units at once, one ally and one enemy.

Affliction:

The Witch Doctor may, as a main action, target themselves with a non-movement Staff or a Weapon, hitting automatically. If they target themselves with a Staff, they inflict whatever buff or debuff that the Staff confers; this is also true of Weapons. Healing and damage inflicted through *Affliction* is at half potency on the Witch Doctor, but at full potency against any *Bound* targets. The Witch Doctor only uses 1 QL and only strikes once against themselves. *Bound* allies do not take damage or debuffs.

Promotion Bonuses:

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

Xenomancer

Rather than simply copying the spells they see, the Xenomancer takes their craft one step further. Taking inspiration from the very nature of their enemies, the Xenomancer crafts a spell based on the nature of their enemy, gaining the fangs of beasts from copying wild monsters, or mimicking the knightly aura of chivalrous warriors. The Xenomancer straddles the line between mimicry and creation; some more scholarly circles argue that the Xenomancer is no longer mimicking but creating all on their own, evidenced by the fact that many xenomantic spells have never been recorded the same way as other types of magic.

Weapon Skill: Anima (A), Hidden (A)

Preferred Stats: Skill, Magic

Promotes from: Mimic

Promotion Item: Guiding Ring

Skill:

Xenomancy:

In addition to *Lore of Mimicry*'s ability to copy spells, the Xenomancer may elect instead to invoke *Xenomancy* as a main action. *Xenomancy* is a main action, and can be executed either targeting an enemy or an ally unit; depending on the trait possessed by the target, the Xenomancer gains a new spell that is otherwise treated like a *Lore of Mimicry*. *Xenomancy* spells take up the same slots as other mimicked spells. While using *Xenomancy* spells, Xenomancers use the higher of their offensive stats to calculate damage.

Promotion Bonuses:

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

Target Type	Xenomancy Spell
Armored	<p>Iron Barbs: Range 1-2, 12 WT, 8 MT, 70 Hit, 15 Crit, Rank C, Earth/Anima.</p> <p>Special Effect: After combat, enemies that target caster take 5 damage if they attacked at 1 range. This damage cannot kill an enemy. This lasts for 1 turn.</p>
Flying or Flying Mount (Pegasus, Wyvern, Kinshi)	<p>Barbatos: Range 1-2, 12 WT, 7 MT, 70 Hit, 15 Crit, Rank C, Wind/Anima.</p> <p>Special Effect: Enemies struck by Barbatos lose 15 Eva for 3 turns.</p>
Mounted or Beast	<p>Rend Claw: Range 1, 10 WT, 12 MT, 75 Hit, 15 Crit, Rank C, Fist</p> <p>Special Effect: Inflicts Poison for 2 turns.</p>
Monster or equivalent tags (i.e. Demon, Undead)	<p>Humbaba: Range 1-2, 12 WT, 8 MT, 65 Hit, 10 Crit. Rank C, Sword</p> <p>Special Effect: Effective vs. Levitation.</p>
Levitation or Magical Proficiencies	<p>Quintessence: Range 1-2, 10 WT, 8 MT, 70 Hit, 10 Crit. Rank C, Anima.</p> <p>Special Effect: Ignores DR.</p>
Performers	<p>Memory of Love: Allies gain +5 to all battle stats for 3 turns and restore 10 HP. Inversion: enemies lose 5 to all battle stats for 3 turns and lose 10 HP. Rank C, Performance.</p>
Thief's Tools/Lockpick	<p>Leech: Range 1-2, 12 WT, 7 MT, 70 Hit, 10 Crit, Rank C, Hidden</p> <p>Special Effect: Drains HP. After combat, caster deals +5 DMG until next turn and target loses -5 DMG until next turn.</p>
Physical Weapon Triangle	<p>Knightly Standard: Range 1, 10 WT, 11 MT, 70 Hit, 0 Crit. Rank C, Lance.</p> <p>Special Effect: +3 DR when equipped and bonus is granted to all adjacent allies.</p>
Ranged Weapons (Guns, Bows or Hidden)	<p>Sagittae: Range 1-2, 9 WT, 8 MT, 70 Hit, 15 Crit. Rank C, Light.</p> <p>Special Effect: Magical Weapon (Bow/Light).</p>

Yamabushi

There are skilled Exorcists who choose a life of asceticism or a life of wandering, using their abilities to aid others. Yamabushi live a lonely, albeit fulfilling life in this way. Their mastery over their unique form of magic has granted them the ability to seal the powers of enemies or bar the entry of unholy creatures, while their experience fighting magical beings gives them an edge against them. With a lance at their side, their spell tags at the ready, and the strength imbued within them by the mountain air, the Yamabushi banishes the beings that would plague others in the night.

Weapon Skill: Lance (A), Light (A)
Preferred Stats: Defense, Magic
Promotes from: Exorcist
Promotion Item: Guiding Ring

Skill:

Spell Seal:

In addition to the other *Ofuda*, the Yamabushi may use 10 HP instead of 1 QL from a buffing item to create new types of *Ofuda*. All *Ofuda* last 3 turns.

- *Warding*: All allies become immune to status conditions such as Sick or Backfire and debuffs while within two spaces of an *Ofuda*. Units that are already afflicted with one do not have it removed, but do not suffer from its effects.
- *Banishing*: Summoned, Monster (or equivalent) and Undead units cannot enter within two spaces of a deployed *Banishing Ofuda* and cannot target units within its aura.
- *Sealing*. Within the area of effect of two spaces, enemy Skills, Tomes, Performances and Staves are sealed and cannot be used.

Exorcism:

Against Monsters and Summoned units, gain WTA.

Promotion Bonuses:

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



Yojimbo

The Swordmaster is the master of offensive attack, devastating an enemy with a flurry of strikes faster than the eye can see. The Samurai is the master of standing their ground, unfailing and unyielding. The Yojimbo, then, is a master of patience. The Yojimbo prefers to wait, evading hits while looking for an opening to hit an enemy. Then, with practiced poise, the Yojimbo strikes once to end the fight with a single blow, before sheathing their blade. For when a sword fails, of course, a Yojimbo also wields other weapons such as knives and small caltrops to ward off their enemies. The skills of a Yojimbo allow them to be excellent bodyguards, who remain waiting in the background incognito, waiting for the right moment to strike down someone threatening their principal.

Weapon Skill: Sword (A), Hidden (A)*

Preferred Stats: Skill, Speed

Promotes from: Myrmidon

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Patience:

For every turn a Yojimbo does not initiate an attack, build one stack of *Patience* to a maximum of three. Each stack of *Patience* grants +5 DMG for a total of 15 DMG. When initiating combat with at least one stack of *Patience*, the Yojimbo may expend a stack of *Patience* as a free action and deal the extra damage per attack in that combat. If the Yojimbo deals a critical hit, no *Patience* stacks are lost. The Yojimbo loses all stacks upon being downed.

Waiting Game:

For every stack of *Patience*, the Yojimbo gains +2 Eva. At max stacks of *Patience*, the Yojimbo gains an additional +4 Eva.

Promotion Bonuses:

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

*Yojimbos may swap Hidden for Light Guns if the Gun supplement is in play. If this is the case, Yojimbos gain +2 to MAG instead of STR upon promotion.

~Weapons Overview~

~Fists~

Fists are the weapons for those who want to get up close and personal with their enemies, being fairly light and easy to hit with, but with generally low Might to compensate. Fists are unique in that **when initiating combat, if the wielder would make a follow up attack, they do so immediately.**

~Whips~

Whips are long, flexible and light weapons, best wielded by those who feel the need to turn combat into performance. They do, however, have an odd quality; **Whips can strike enemies in spaces diagonal to the wielder, but only within the eight squares around the wielder.**

~Trick~

Trick Weapons are a catch-all term for various elaborate and esoteric weapons that do not fall under the scope of either Fist, Whips or the classic systems found in the core Handbook. Unlike Whips or Fists, there is no devoted Class to wielding these weapons alone. To compensate, their unique gimmick is that the categories correspond to the classic Sword/Axe/Lance triangle; if your character has proficiency in any of these categories, **they may take a Trick category in lieu of taking a conventional category from Sword, Axe or Lance.** To compensate, **Trick weapons are within the Weapon Triangle and the normal Weapon Triangle mechanics apply to them.**

Trick weapons are divided into Gunsen, ornate war fans and corresponding with Swords, Scythes, slashing implements corresponding with Lances, and Nunchaku, chained rods corresponding to Axes. Each tree has a unique gimmick that will be discussed in further detail here.

~Gunsen~

Gunsen are war fans carried by soldiers and officers at times of war, often made from metal or wood and decorated for various purposes, used for things from cooling oneself down to fighting like any other weapon. Unlike swords, they are rather light, with low Might and so not doing very much damage to others. To compensate for their low Might, however, Gunsen can **buff the wielder and adjacent allies after combat.** They can be taken in lieu of any Sword subcategory. Gunsen are weak to Lances and Scythes, and strong against Axes and Nunchaku.

~Gunsen Buff Mechanics~

Gunsen buffs are applied to the **wielder's allies and the wielder themselves** and **decay over time**. If the Iron Gunsen's buff (+5 EVA) applies for instance, the wielder of the Gunsen and their adjacent allies would gain +5 EVA after combat, and lose 2 EVA every turn until the buff is no longer active. Furthermore, **only one Gunsen buff may be active on a character at any one time**. When two Gunsen that buff the same stat buff the character, **only the stronger Gunsen buff applies**.

~Scythes~

Unlike Nunchaku or Gunsen, Scythes do not carry much in the way of unique behavior in combat. To compensate, a scythe wielder has access to two different options; the long-ranged, but weak Kama or the stronger, but short-ranged Scythe. They can be taken in lieu of any Lance subcategory. Furthermore, Scythes are **doubly affected by the Weapon Triangle**; when at an advantage, they gain +30 Hit and +2 Damage, but when at a disadvantage, they lose -30 Hit and -2 Damage. Scythes are strong against Swords and Gunsen, and weak against Axes and Nunchaku.

~Nunchaku~

Nunchaku are generally two wooden sticks, bound together by a chain, used not dissimilarly to a flail or a morning-star. Nunchaku occupy an odd niche in blunt weaponry. **Nunchaku possess the same ability as Whips to strike diagonally, as long as the enemy is within the eight spaces around the wielder**. They can be taken in lieu of any Axe subcategory. Nunchaku are strong against Lances and Scythes and weak against Swords and Gunsen.

~New Anima Categories~

This supplement also contains three new categories for Anima users looking to expand their horizons; Water, Earth and Nature.

~Water~

Water is similar to Wind Magic in strength and weight, falling somewhere between Wind and Fire Magic in terms of power and accuracy, lacking the pure range of Wind but allowing a Water user to defend themselves from attack. Water Magic has a mild focus on health restoration, as Water Magic contains multiple tomes that drain the health of enemies.

~Earth~

Earth Magic exists in an intermediate state of strength between Anima and Dark Magic. While not as powerful as Grimoires, Earth Magic makes up for it in sheer durability; many Earth tomes focus on buffing their wielder's defenses, turning them as hard as the rocks they throw at their opponents, or debuffing their enemies, blinding them with the sands of the desert, while some are reliant on overwhelming power to crush the enemy.

~Nature~

Nature Magic is, in many respects, a lot closer to Dark magic than its Anima cousins in that the vast majority of Nature Magic **inflicts statuses on the target**, with many spells inflicting *Backfire*, *Drain* or *Sick*.

~Spell Weapons~

Spell Weapons are another alternative option open to Sword, Lance, Axe and Fist users. They are divided into **Spell Swords**, **Spell Lance**, **Spell Axes** and **Qi Arts** weapons, and act similarly to Trick weapons, allowing those who have the appropriate Proficiencies (Spell Swords = Swords, Spell Lance = Lances, Spell Axes = Axes, Qi Arts = Fists) to wield them. Spell Weapons have a few traits that make them different from their counterparts.

Firstly, Spell Weapons **target RES** instead of **DEF**. They are thusly similar to magical weapons. Unlike Magical Weapons or skills that convert damage types, Spell Weapons **retain their normal position in the Weapon Triangle**, and only qualify as their default types unless altered by Skills (such as the Dark Knight's *Darkside*). They also do not have 1-2 range, unlike Magical Weapons and are restrained to Range 1.

Secondly, Spell Weapons are weaker than their normal counterparts, as a consequence of being able to target defenses outside their usual oeuvre. They are also heavier than their average counterparts.

For weapons that lack Spell Weapon counterparts, the **Spellblade Ring** exists, which while equipped, takes away 3 MT from your weapon, but converts the damage to Physical as long as it is not already a Magical Weapon.

~Fist Category~

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Leather Cestus	E	1	4	5	90	5	40
Iron Gauntlets	E	1	6	5	85	0	40
Devil Cestus	E	1	12	15	70	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Cestus	D	1	7	6	80	10	35
Brass Knuckle	D	1	7	4	80	10	35
Effective vs. Armor							
Silver Cestus	C	1	8	8	80	0	30
Killer Gauntlets	C	1	10	8	75	25	30
Bull Breaker	C	1	9	7	85	0	30
Effective vs. Mounted and Beast							
Yawara	B	1	10	9	80	10	25
Raging Demon	B	1-2	13	8	70	10	25
Magic Weapon (Dark/Fist)							
Swordcatcher	B	1	10	7	75	0	25
Weapon Triangle Advantage vs. Swords							
Magma Knuckle	B	1-2	12	7	75	0	25
Magic Weapon (Fire/Fist)							
Brave Cestus	B	1-2	12	5	70	0	25
Doubles attacks made							
Phantasm Breaker	B	1	14	8	75	0	25
Effective vs. Monsters, Undead, Summons, Transforming and Levitation							
Tiger Strike	A	1	13	11	70	10	20
Blizzard Knuckle	A	1-2	13	8	70	0	20
Magic Weapon (Wind/Fist)							
Genji Gloves	A	1	15	0	70	0	20
Ignores DEF							
Uno Omnibus	S	1-2	15	9	65	10	15
Magic Weapon (Thunder/Fist)							
North Star	S	1	13	10	65	25	15
+3 AS when equipped							
Platinum Aster	S	1	15	7	65	0	15
Doubles attacks made							
Ashen Heaven	S	1-2	16	15	65	15	15

~Whip Category~

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Leather Whip	E	1	4	4	90	5	40
Chain Whip	E	1	5	5	85	0	40
Devil Whip	E	1	16	16	65	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Plaited Whip	D	1	7	8	80	0	35
Bullwhip	D	1	7	6	70	0	35
Effective vs. Horseback							
Knotted Whip	C	1	9	9	75	0	30
Tormentor	C	1	8	6	70	0	30
Weapon Triangle Advantage vs. Levitation							
Arming Whip	C	1	9	7	70	0	30
Weapon Triangle Advantage vs. Swords							
Killer Whip	C	1	10	7	75	25	30
Montana	B	1	12	10	70	0	25
Stockwhip	B	1	12	8	70	0	25
Effective vs. Pegasus							
Balor's Flame	B	1-2	13	9	70	0	25
Magic Weapon (Fire/Whip)							
Chuttuval	B	1	13	7	75	0	25
Doubles attacks made							
Sjambok	A	1	12	10	70	0	20
Effective vs. Levitation							
Pralaya	A	1-2	15	9	70	0	20
Magic Weapon (Thunder/Whip)							
Valentine	A	1	14	9	75	0	25
Effective vs. Armored							
Penance	S	1	14	14	65	0	15
Weapon Triangle Advantage vs. Devil Weapons, Eff. vs. Levitation							
Puer Litus	S	1-2	15	13	70	0	15
Vampire Killer	S	1	16	12	70	10	15
Effective vs. Monsters and Undead							

~Trick Category~

Gunsen:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Gunsen	E	1	6	4	90	5	40
Grants +5 EVA, decaying by 2 every turn							
Devil Tessen	E	1	13	11	70	0	40
Grants +10 Hit/5 DMG, decaying by 5/2 every turn			Every attack has a 31-LCK% chance of backfiring on the user				
Steel Gunsen	D	1	7	6	80	5	35
Grants +3 DMG, decaying by 1 every turn							
Elegant Tessen	D	1	8	5	80	0	40
Grants +5 Hit, decaying by 2 every turn						Effective. vs. Armored	
Silver Gunsen	C	1	8	7	75	5	30
Grants +3 AS, decaying by 1 every turn							
Ox God	C	1	9	6	75	0	30
Grants +3 DR, decaying by 1 every turn						WTA vs. Dark	
Blade Tessen	C	1	10	6	75	25	30
Grants +5 CRIT, decaying by 2 every turn							
Horse God	B	1	12	6	70	5	25
Grants +5 HIT/EVA, decaying by 2 every turn						WTA vs. Anima	
Iron Princess	B	1-2	14	7	70	0	25
Grants +5 AS, decaying by 2 every turn					Magic Weapon (Light/Gunsen)		
Snake God	A	1	15	8	65	0	20
Grants +5 DMG, decaying by 2 every turn						WTA vs. Light	
Kachidoki	A	1	15	10	65	0	20
Grants+5 DR, decaying by 2 every turn						Effective vs. Mounted	
Kiwami	A	1-2	16	8	65	35	20
Grants +10 CRIT, decaying by 5 every turn							
Susano-o	S	1-2	19	13	65	30	20
Grants +15 HIT/EVA, decaying by 5 every turn						Magic Weapon (Thunder/Gunsen)	
Amaterasu	S	1-2	17	12	65	15	15
Grants +5 DMG/AS, decaying by 2 every turn					Magic Weapon (Fire/Gunsen)		
Tsukiyomi	S	1-2	18	11	70	10	15
Grants +15 Crit/Dodge, decaying by 5 every turn					Magic Weapon (Wind/Gunsen)		

Scythe:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Scythe	E	1	5	5	90	5	40
Iron Kama	E	1-2	6	3	85	0	40
Devil Scythe	E	1	15	13	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Scythe	D	1	8	9	85	5	35
Steel Kama	D	1-2	10	7	75	0	35
Dueling Scythe	D	1	10	8	85	0	35
Reverses Weapon Triangle							
Silver Scythe	C	1	10	11	80	5	30
Silver Kama	C	1-2	11	9	70	0	30
Killer Scythe	C	1	11	8	80	25	30
Crescent Sickle	B	1	14	12	75	0	25
Prancing Mantle	B	1-2	13	7	70	0	25
Doubles attacks made							
Ankou	B	1	14	10	75	0	25
Effective vs. Armored							
Sinmara	B	1-2	15	10	70	0	25
Magic Weapon (Fire/Scythe)							
Scythe of Sariel	A	1	15	13	70	15	30
Demilune Rosette	A	1-2	16	10	70	0	20
Ignores Armored DR							
Kosa Bojowa	A	1	15	10	70	0	20
Effective vs. Mounted							
Crocea Mors	A	1	16	7	60	0	20
Ignores DEF							
Thanatos	S	1-2	18	15	60	0	15
Magic Weapon (Dark/Scythe), inflicts Poison for 3 turns							
Cronus	S	1	18	12	60	0	15
Drains HP							
Eris	S	1-2	19	15	60	20	15

Nunchaku:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Nunchaku	E	1	6	4	80	0	40
Devil Nunchaku	E	1	15	15	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Nunchaku	D	1	9	7	70	0	35
Steel Clackers	D	1	11	8	70	0	35
Guarantees follow-ups							
Meteor Hammer	D	1	10	7	70	0	35
Effective vs. Armored							
Silver Nunchaku	C	1	14	12	65	0	30
Slungshot	C	1	15	10	65	25	30
Ball and Chain	C	1	16	14	65	0	25
Ignores Armored DR							
Changxiaobang	B	1	15	13	70	0	25
Tabak-Toyok	B	1	16	11	70	0	25
Effective vs. Horseback							
Varunapasha	B	1-2	17	13	65	0	25
Magic Weapon (Light/Nunchaku)							
Meteor Hammer	A	1	16	15	65	10	20
Sansetsukon	A	1	16	11	65	0	20
Doubles attacks made							
Gridarvor	A	1	17	12	65	0	20
Effective vs. Wyvern							
Agneyastra	A	1-2	17	12	60	0	20
Magic Weapon (Fire/Nunchaku)							
Gada	S	1	17	14	60	10	20
Drains HP							
Kaumodaki	S	1-2	18	15	60	0	15
Magic Weapon (Thunder/Nunchaku)							
Ruyi Jingu Bang	S	1-2	18	16	60	0	15
+3 DR, Effective vs. Levitation							

~New Anima Categories~

Water:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Wave	E	1-2	4	4	85	0	40
Fountain	E	1-2	4	3	80	0	40
Regenerates 5 HP after combat while equipped							
Elwave	D	1-2	5	5	80	0	35
Yliaster	D	1-2	6	4	75	0	35
Drains HP							
Arcwave	C	1-2	8	6	75	0	30
Manna	C	1-2	9	5	70	0	30
Drains HP							
Undertow	C	1-2	7	4	75	20	30
Flood	B	1-2	12	9	70	0	25
Water Wheel	B	1-2	14	34	70	5	25
Ignores user MAG							
Ambrosia	B	1-2	13	8	65	0	25
Drains HP							
Nagamani	B	1-2	13	10	70	0	25
Magic Weapon (Water/Axe)							
Tsunami	A	1-2	14	10	65	0	20
Amrita	A	1-2	15	10	60	0	20
Drains HP							
Maelstrom	A	1-2	14	10	60	0	20
Inflicts Paralyze for 1 turn							
Deluge	S	1-2	15	13	60	20	15
Apostolus Viridi	S	1-2	15	12	60	10	15
Magic Weapon (Water/Whip)							
Eitr	S	1-2	17	12	60	0	15
Drains HP							
Neptune	S	1-2	16	14	60	15	15
Magic Weapon (Water/Lance)							

Earth:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Quake	E	1-2	6	5	85	0	40
Stalagmite	E	1-2	7	5	80	5	40
+1 DR while equipped							
Elquake	D	1-2	8	8	75	0	35
Orichalchos	D	1-2	7	6	75	0	35
+2 DR while equipped							
Arcquake	C	1-2	10	10	70	0	30
Sandstorm	C	1-2	10	8	65	0	30
Reduces enemy's Hit by 10 for 1 turn							
Faultline	C	1-2	12	8	65	20	30
Tremor	B	1-2	12	11	65	0	25
Landslide	B	1-2	13	9	65	0	25
Reduces enemy's DMG by 5 for 1 turn							
Earthshock	B	1-2	13	-	65	0	25
MT is ½ of STR							
Labrys	B	1-2	14	12	65	0	25
Magic Weapon (Earth/Axe)							
Fissure	A	1-2	15	13	65	0	20
Adamant	A	1-2	14	10	65	0	20
+4 DR while equipped							
Rockfall	A	1-2	16	12	60	0	20
Prevents enemy counters for 1 turn							
Tartarus	A	1-2	17	43	60	15	20
Ignores user's MAG							
Gaea	S	1-2	17	15	60	10	15
Gehenna	S	1-2	17	13	60	0	15
+5 DR while equipped							
Brynhildr	S	1-2	16	12	60	0	15
Inflicts Paralyze for 1 turn							
Xirang	S	1-2	18	15	60	0	15
Magic Weapon (Earth/Sword)							

Nature:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Pollenbloom	E	1-2	6	4	75	0	40
Reduces enemy Hit by 10 for 1 turn							
Strangleroot	E	1-2	7	5	75	0	40
Reduces enemy Evade by 10 for 1 turn							
Belladonna	D	1-2	9	6	70	0	35
Inflicts Poison for 2 turns							
Ingrain	D	1-2	10	6	70	0	35
Inflicts Paralyze for 1 turn							
Corpsebloom	C	1-2	11	8	70	0	30
Inflicts Sick for 1 turn							
Hayseed	C	1-2	10	7	70	0	30
Inflicts Backfire for 1 turn							
Vampireroot	B	1-2	12	8	70	0	25
Inflicts Drain for 2 turns							
Dry Bramble	B	1-2	13	8	70	0	25
Inflicts Backfire for 2 turns							
Acrid Sap	B	1-2	13	9	70	0	25
Reduces target DEF by 5 for 2 turns							
Bai Zhu	B	1-2	14	10	70	0	25
Magic Weapon (Nature/Axe)		Inflicts Drain for 3 turns					
Frenzy Plant	A	1-2	15	37	65	0	20
Ignores user MAG		Inflicts Sick for 2 turns					
Dandelion	A	1-2	14	10	65	0	20
Inflicts Backfire for 3 turns, inflicts on adjacent targets to enemy							
Fangorn	A	1-2	16	11	60	0	20
Magic Weapon (Nature/Lance)		Inflicts Sleep for 1 turn					
Rage Blossom	S	1-2	14	12	60	0	15
Inflicts Berserk for 2 turns							
Yggdrasil	S	1-2	16	12	60	0	15
Reduces enemy DR by 5 for 2 turns							
Bacchus	S	1-2	16	13	60	0	15
Magic Weapon (Nature/Sword)		Inflicts Addle and Silence for 2 turns					

~Qi Arts Category~

[illegible]

~Spell Weapons Category~

Spell Swords:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Enchanted Sword	E	1	4	3	80	0	40
Meteoric Sword	D	1	6	4	80	0	35
Titan Edge	D	1	8	4	80	0	35
Effective against Flying							
Crystal Sword	C	1	7	5	80	0	30
Null Edge	C	1	9	5	80	0	30
WTA vs. Anima							
Scarletite Sword	B	1	10	7	75	0	25
Nichirin	B	1	13	7	70	0	25
Effective against Monsters							
Orichalcite Sword	A	1	12	9	70	0	30
Lifeworld	A	1	15	9	70	0	20
Drains HP							
Airgetlam	S	1	14	10	70	20	15
Curtana	S	1	16	9	70	10	15
Ignores 5 DR							

Spell Lances

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Enchanted Lance	E	1	7	4	80	0	40
Meteoric Lance	D	1	8	6	75	0	35
Pegasus Spear	D	1	9	5	70	0	35
Effective against Horseback							
Crystal Lance	C	1	10	7	70	0	30
Purge Lance	C	1	11	7	70	0	30
WTA vs. Dark							
Scarletite Lance	B	1	12	9	70	0	25
Bradamante	B	1	14	9	70	0	25
Effective against Horseback							
Orichalcite Lance	A	1	14	11	70	0	30
Lifeglaive	A	1	15	9	70	0	20
Drains HP							
Igalima	S	1	16	12	70	20	15
Frostfair	S	1	18	12	70	10	15
Effective against Armored							

Spell Axes:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Enchanted Axe	E	1	8	5	75	0	40
Meteoric Axe	D	1	11	8	70	0	35
Dragon Axe	D	1	12	8	70	0	35
Effective against Armored							
Crystal Axe	C	1	12	10	70	0	30
Dread Axe	C	1	14	9	70	0	30
WTA vs. Light							
Scarletite Axe	B	1	15	12	65	5	25
Gobhan Saor	B	1	16	12	65	0	25
Effective against Levitation							
Orichalcite Axe	A	1	18	14	60	10	30
Lifeaxe	A	1	18	10	60	0	20
Drains HP							
Kresnik	S	1	20	16	65	10	15
Gambanteinn	S	1	18	13	60	0	15
+5 DR when equipped							

~Unique Weapons~

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Ameno Uzume	Gunsen	Dancer	1	8	6	80	15	40
Grants +5 DMG, decaying by 2 per turn		Performed allies gain +10 Crit while buff is active						
Ogmios	Whip	Flagellant	1-2	9	8	80	15	40
Magic Weapon (Light/Whip), eff. vs. Undead and Monsters								
Parashu	Scythe	Soldier	1	8	7	75	20	40
Effective vs. Flying								
Citrinitas	Hidden	Alchemist	1-2	12	6	80	10	40
Magic Weapon (Fire/Hidden), Drains HP								
Enma's Promise	Fist	Brawler	1	9	7	85	10	40
+1 MT per 5 HP lost								
Uchide no Kozuchi	Nunchaku	Disciple	1	8	8	75	10	40
Reverses Weapon Triangle								
Coach Whip	Whip	Tamer	1	7	5	80	10	40
Effective vs. Mounted/Beast, +5 DR vs. Mounted/Beast units								
Hameln's Pipe	Perform	Bard	-	-	-	-	-	40
Target gains Effective damage against Mounted and Beast units for 3 turns								
The Bard's Song	Light	Wordsmith	1-2	9	8	80	15	40
+3 MT while a <i>Genre</i> is active								
Earthbreaker	Axe	Pioneer	1	9	10	80	15	40
+5 MT when fighting enemies in defensive terrain								
Nostradamus	Perform	Seer	-	-	-	-	-	40
Target is rendered immune to critical hits and gains +5 DMG for 3 turns								
Alharzed	Dark	Occultist	1	18	15	75	10	40
When <i>Sacrifice</i> is active, +5 DR								
Zanni	Whip	Jester	1	11	9	85	0	40
Inflicts -15 Eva for 1 turn								
Baetylus	Fist	Warden	1-2	10	9	80	10	40
Magic Weapon (Earth/Fist), restores 10 HP to the Warden every turn								
Infantry Sword	Sword	Cadet	1	9	9	80	10	40
+10 Critical to adjacent allies								
Pixie Staff	Staff	Conjurer	1-3	-	-	40	-	40
Can copy any non-S rank debuff staff or apply the effects of Polymorph								
Fairy Staff	Staff	Conjurer	-	-	-	-	-	40
Can copy any non-repositioning, non-S rank Buff staff or apply the effects of Embiggen								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Black Fiend's Promise	Sword	Warden Knight	1	8	8	80	0	40
+5 DEF to wielder and adjacent allies								
White Fiend's Salvation	Staff	Warden Knight	-	-	-	-	-	40
Heals (MAG) HP to all adjacent allies and grants +5 RES to user and targeted allies for 1 turn								
Thrysus	Staff	Geomancer	-	-	-	-	-	40
Grants <i>Nature Power</i> buffs to the target depending on the target's surrounding terrain for 3 turns								
Ullr	Axe	Artificer	1-2	12	10	75	20	40
Magic Weapon (Thunder/Axe)								
Galatea	Staff	Artist	1-5	-	-	-	-	40
Deploys or redeploys the Imago at any target square within the Staff's range								
Carnwennan	Hidden	Infiltrator	1-2	9	9	70	10	40
Inflicts -30 Hit for 3 turns, restoring hit at 10 per turn								
Iago	Hidden	Thespian	1	8	8	80	30	40
Inflicts Poison for 3 turns			Poison damages twice					
Discombobulator	Axe	Investigator	1	14	10	70	0	40
Paralyses for 1 turn								
Geppetto	Staff	Puppeteer	1-3	-	-	40	-	40
Inflicts Turncoat for 2 turns								
Yamato Takeru	Gunsen	Kinshi Rider	1	8	6	80	15	40
Grants +15 Hit/Eva, decaying by 3 per turn								
Shiranui	Axe	Ogre Brave	1-2	15	10	65	0	40
Magic Weapon (Fire/Axe)								
Astolfo	Sword	Griffon Rider	1	12	10	75	10	40
Effective vs. Levitation								
Enervate	Staff	Witch	1-3	-	-	40	-	40
Inflicts Poison and -10 Hit/Eva for 3 turns								
Raider's Whip	Whip	Explorer	1	8	7	75	30	40
Mons Meg	Fire	Demolitionist	2-10	20	13	70	-	10
Can't follow up								
Mappa Mare	Water	Astrologer	1-2	13	9	70	0	40
Seals Class Skills and seals Transformations for 2 turns								
Sandstorm	Lance	Dromedary Rider	1	11	10	70	30	40
+3 DR while in Deserts or adjacent to Hills/Mountain								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Nue	Axe	Oniguma Rider	1	14	10	65	10	40
Inflicts Fear for 1 turn								
Snipe Hunter	Lance	Landstrider Knight	1-2	10	8	75	15	40
Herald of Order	Earth	Jurist	1-2	13	10	70	0	40
Magic Weapon (Earth/Lance), disables buffs on the target for 2 turns								
Ace of Spades	Hidden	Gambler	1-2	11	10	70	0	40
Magic Weapon (Hidden/Light)			User is immune to crits and statuses					
Lone Prayer	Light	Cantor	1-2	13	12	70	10	40
Ignores equipment effects								
Undertaker	Fist	Gladiator	1	11	11	70	10	40
Effective against units under 50% HP								
Zofia	Whip	Instructor	1-2	9	10	70	10	40
Magic Weapon (Light/Whip)								
Colzione	Lance	Merchant	1-2	10	12	70	10	40
Magic Weapon (Wind/Lance)								
Fuuma Shuriken	Hidden	Shinobi	1-2	13	12	75	10	40
Magic Weapon (Wind/Hidden)			Reduces target DEF/RES by 5, recovering 2 per turn					
Homa Lance	Lance	Mortician	1	8	8	75	10	40
+15 Critical under 50% HP								
Kraken Slayer	Bow	Ranger Knight	2	10	12	75	10	40
Ignores 5 DR								
Caduceus	Staff	Nurse	1-2	-	-	-	-	40
Heals (10+MAG) HP, if target is under 50% HP grants them +5 DR for 2 turns								
Thiefcatcher	Hidden	Sentry	1	8	8	70	10	40
WTA vs. Hidden, Effective vs. Thief's Tools								
Mutoryu	Fist	Proselyte	1-2	9	9	70	10	40
Carmen	Perform	Singer	-	-	-	-	-	40
+3 DR and +3 AS for 3 turns								
Saltimbanco	Perform	Acrobat	-	-	-	-	-	40
+15 Hit/Eva for 3 turns								
Joi Kuen	Fist	Brewkeeper	1	12	11	70	10	40
+10 Hit/Eva while Drunken								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Benkei	Lance	Exorcist	1-2	12	10	75	5	40
Magic Weapon (Lance/Light), eff. vs. Summons and Monsters								
Magia Gear	-	Magical Maiden	1-2	10	8	75	10	40
Magic Weapon (Anima/-), weapon type changes to fit the wielder's proficiency								
Soul Rouzer	-	Masked Hero	1-2	10	10	70	0	40
Magic Weapon (Anima/-), weapon type changes to fit the wielder's proficiency								
Boar Hunter	Lance	Trainer	1	11	12	70	10	40
Eff. vs Monsters, Mounted and Summons								
Levisterio	-	Academist	1-2	10	10	70	10	40
Can be wielded by any Tome proficiency, magic type can be changed freely								
Khonsu	Fist	Abomination	1	11	12	70	10	40
Ignores DR								
Blight	Staff	Cleric	1-Mag/2	-	-	40	-	40
Inflicts Sick and Poison for 2 turns								
Penzance	Perform	Composer	-	-	-	-	-	40
+3 AS and +10 Crit for 3 turns								
Arcle	Fist	Soulbinder	1	12	11	70	10	40
After changing Stances, +3 DMG								
Mimesis	Anima	Mimic	1-2	13	9	70	10	40
After combat, Mimic gains +3 DEF/RES for 1 turn if enemy was wielding a Physical or Magical weapon, and the lower of both if a Magic Weapon								
Animus	Anima	Arcanist	1-2	13	8	70	25	40
While equipped, summons gain +3 DMG								
Deathbringer	Sword	Dark Knight	1	12	10	70	10	40
SKL% chance to ignore all death-preventing and defense-boosting effects								

~Ported Weapons~

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Emerald Axe	Axe	C	1	10	10	70	0	30
+20 Hit and +2 DMG against Lances, -20 Hit and -2 DMG against Swords (replacing normal WTA/WTB)								
Ruby Sword	Sword	C	1	8	8	70	0	30
+20 Hit and +2 DMG against Axes, -20 Hit and -2 DMG against Lances (replacing normal WTA/WTB)								
Sapphire Lance	Lance	C	1	9	9	70	0	30
+20 Hit and +2 DMG against Swords, -20 Hit and -2 DMG against Axes (replacing normal WTA/WTB)								
Gronnraven	Wind	C	1-2	8	8	75	0	30
Weapon Triangle Advantage against Hidden, Bow and Staff								
Rauthrowl	Dark	C	1-2	11	11	65	10	30
+3 Critical per adjacent ally								
Blarblade	Light	C	1-2	6	6	75	10	30
+5 MT if the user has any buffs on them								
Eldrserpent	Fire	C	1-2	8	8	70	0	30
Against enemies at >= 2 range, +5 DR								
Dauthifox	Dark	C	1-2	9	6	70	0	30
After combat, reduces enemy AT by 4 for 2 turns								
Hrimwolf	Light	C	1-2	8	8	80	0	30
+5 DR against Mounted units								

~Items~

Shields:

Name	Effect
Leather Shield	Grants +1 DEF and +1 WT.
Iron Shield	Grants +2 DEF and +2 WT.
Steel Shield	Grants +3 DEF and +3 WT.
Silver Shield	Grants +4 DEF and +4 WT.
Tower Shield	Grants +5 DEF and +5 WT.
Hexlock Shield	Grants +2 DEF, +2 RES and +4 WT.
Barrier Shield	Grants +3 RES and +3 WT.
Pavise Shield	Grants +3 DEF and +5 WT. Has a (SKL+LCK)% chance of halving physical damage taken. Does not stack with Pavise.
Sraosha Shield	Grants +3 RES and +5 WT. Renders the wearer immune to status effects and debuffs while equipped.
Ochain Shield	Grants +3 DEF and +5 WT. 25% chance to degrade critical hits to normal hits. Does not stack with Iron Rune.
Svalinn	Grants +3 DEF, +3 RES and +6 WT.
Pridwen	Grants +3 DEF and +6 WT. Restores 1/5 th of maximum HP at the beginning of the Phase. Does not stack with Renewal.
Listener	Grants +3 DEF, +15 EVA and +5 WT.
Rho Aias	Grants +7 DEF and +7 WT.

Rings:

Name	Effect
Accuracy Ring	Grants +10 Hit.
Evasion Ring	Grants +10 Eva.
Speed Ring	Grants +2 AS.
Dispel Ring	Grants +2 RES.
Goddess Ring	Grants +2 LCK. Allows the wielder to use up their action to restore 10 HP.
Ward Ring	Grants +1 RES, renders the wearer immune to status ailments and debuffs.
Prayer Ring	Restores 5 HP at the beginning of the Phase.
March Ring	Grants +1 MOV.
Critical Ring	Grants +5 Crit.
Nibelung	Restores 1/4 of damage dealt as health, but inflicts-5 Defense/Resistance while equipped.
Aegis Ring	Has a (SKL+LCK)% chance of halving magical damage taken. Does not stack with Aegis.
Summoner's Ring	This unit's summoned units gain +15 Hit/Eva.
Mairon/Devil Ring	Grants +6 MT, but every attack has a 31-LCK% of backfiring.
Spellblade Ring	While equipped, -3 MT for all physical weapons, but all damage is converted to MAG.

Consumable Items

All: Unless noted, status-inflicting items work only for Physical weapons.

Name	QL	Effect
Nightshade Extract	3	The user's next successful attack inflicts Poison for three turns, Poison ticks twice
Lacrima Extract	5	The user's next successful attack inflicts -10 Hit/Eva for three turns
Hellish Talisman	3	Deals 10 fixed DMG when thrown at an enemy within 2 spaces; this damage is considered Magic
Demon Mark	1	Deals 10 fixed DMG when thrown at an enemy within 2 spaces; this damage is considered Magic. Also inflicts Doom lasting 2 turns.
Aqua Regia	5	The user's next successful attack inflicts -3 DEF/RES for three turns
Whetstone	5	Repairs a weapon by 5 QL
Cleanse Tag	1	Dismisses a single enemy summon within 2 spaces.
Firebomb	1	Sets a tile within 2 spaces and all adjacent tiles on fire for 2 turns; any unit that passes through or stops on these tiles takes 5 damage, units cannot die from Firebomb damage
Soporific Mixture	5	The user's next successful attack inflicts Sleep for three turns
Everfrost Potion	1	Freezes over a Water tile within 2 spaces and adjacent Water tiles for 3 turns, turning it into Plains
Lucky Coin	1	Grants 3 stacks of the unit's Resource, if they have one (i.e. <i>Approval</i> , <i>Relic Fragments</i> , <i>Magia</i>)
Cursed Tag	5	The user's next successful attack inflicts Silence for 2 turns
Feebling Extract	5	The user's next successful attack inflicts Addle for 2 turns
Neverending Ice	5	The user's next successful attack inflicts Frozen for 1 turn
Dizzying Incense	5	The user's next successful attack inflicts Confusion for 2 turns
Reaper Essence	1	The user's next successful attack inflicts Doom lasting 2

		turns.
Enervation Orb	5	The user's next successful attack inflicts Exhaust for 2 turns.
Thunder-Ice Orb	5	The user's next successful attack inflicts Fragile for 2 turns.
Blight Potion	5	The user's next successful attack inflicts Sick for 2 turns.
Reverse Tag	1	Forcibly transforms an enemy unit within 2 spaces into their default form.
Pure Incense	5	Cures Backfire and prevents it for 1 turn
Bandages	5	Cures Drain and prevents it for 1 turn
Leek Soup	5	Cures Sick (and Contagious Sickness) and prevents it for 1 turn
Shimenawa	5	Cures Doom and prevents it for 1 turn
Bracing Essence	5	Cures Confusion and prevents it for 1 turn
Goulash	5	Cures Freeze and prevents it for 1 turn
Strengthening Potion	5	Cures Fragile and prevents it for 1 turn
Coffee	5	Cures Exhaust and prevents it for 1 turn

~Core Additions~

Weapons:

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Bonesmasher	Sword	C	1	10	8	70	0	30
Weapon Triangle Advantage against Fists								
Kohryu	Sword	C	1	11	9	70	0	30
Weapon Triangle Advantage against Whips								
Ji Zhua Lian	Axe	C	1	14	12	70	0	30
Weapon Triangle Advantage against Fists								
Monk's Spade	Lance	C	1	13	11	70	0	30
Weapon Triangle Advantage against Fists								
Gako	Hidden	D	1	9	6	70	0	35
Weapon Triangle Advantage against Whips								
Pale Horse	Dark	D	1-2	12	9	65	0	35
Inflicts Sick for 2 turns								
Lamia	Dark	D	1-2	12	7	65	0	35
Inflicts Drain for 2 turns								
Empusa	Dark	B	1-2	14	9	65	0	15
Magic Weapon (Dark/Lance), inflicts Drain for 2 turns								
Gremlin	Dark	D	1-2	13	8	70	0	35
Inflicts Backfire for 2 turns								
Plague	Staff	C	1-3	-	-	30	-	20
Inflicts Sick for 3 turns								
Drain	Staff	C	1-3	-	-	30	-	20
Inflicts Drain for 3 turns								
Dusting	Staff	C	1-3	-	-	30	-	20
Inflicts Backfire for 3 turns								
Cold Iron	Sword	C	1	11	8	70	0	30
Effective against Transforming								
Corseque	Lance	C	1	12	9	70	0	30
Effective against Transforming								
Otsuchi	Axe	C	1	14	11	70	0	30
Effective against Transforming								

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Fiery Seal	Fire	C	1-2	8	8	70	0	30
Effective against Transforming								
Remove	Staff	C	1-3	-	-	30	-	20
Removes all buffs and beneficial effects on the target and prevents them from being affected by them for 2 turns								
Demorph	Staff	C	1-3	-	-	30	-	20
Dispels transformations and seals them for 2 turns								
Freeze	Staff	C	1-3	-	-	30	-	20
Inflicts Frozen for 2 turns								
Doom	Staff	C	1-3	-	-	30	-	20
Inflicts Doom lasting 2 turns								
Befuddle	Staff	C	1-3	-	-	30	-	20
Inflicts Confusion for 2 turns								
Exhaust	Staff	C	1-3	-	-	30	-	20
Inflicts Exhaust for 2 turns								
Shatter	Staff	C	1-3	-	-	30	-	20
Inflicts Fragile for 2 turns								
Equalize	Staff	B	1-3	-	-	30	-	20
Adds target and user HP together, divides the total in half rounded down and sets target and user HP to this number								

Items:

Name	Effect
Expert Gem	Increases all Fist Proficiencies by 1 Rank
Lash Gem	Increases all Whip Proficiencies by 1 Rank

~Appendices~

~Appendix A: List of Skills Invalid for *Improvisation*~

All Variants of <i>Perform</i>
All Summoning Skills
All Transforming Skills (including <i>Soul Change</i>)
All <i>Memory Magic</i> Variants or Skills that use MP
All Thespian Class Skills
All Skills that require other Class Skills to activate (i.e. <i>Zeal</i> , <i>Awaken</i>)
All Skills dependent on specific Weapon Categories (i.e. <i>Bewitch</i> , <i>Magic Launcher</i> , <i>Sniping</i>)
All <i>Pouch</i> Skills
All resource-based Skills (i.e. <i>Investigate</i>)
All Skills that require a certain Trait to be possessed (i.e. <i>Hit and Run</i>)

~Appendix B: List of Skills Invalid for *Omni-Discipline*~

All Variants of <i>Perform</i>
All Skills that require other Class Skills to activate (i.e. <i>Zeal</i> , <i>Awaken</i>)
All Skills dependent on specific Weapon Categories (i.e. <i>Bewitch</i> , <i>Magic Launcher</i> , <i>Sniping</i>)
All <i>Pouch</i> Skills
All resource-based Skills (i.e. <i>Investigate</i> , <i>Honey Flash</i>)
All Skills that require a certain Trait to be possessed (i.e. <i>Hit and Run</i>)
All Skills belonging to classes with no Staff or Tome Proficiencies

~Changelog~

v.1.32:

- Skills across the board brought in line with future updates of PHB.
- New classes added: Yojimbo, Magical Knight, Masked Hunter and Arithmetician.
- Spell Weapons and Qi Arts added.
- New status effects added: Exhaust, Fragile, Doom, Confusion and Contagious Sickness.

v.1.2:

- Reinforce changed. Now grants the user a single NPC summon and brought in line with other Summon skills.
- The Onmyoji's *Shikigami* changed to fall in line with other Summon skills. Now summons a *Shikigami* that buffs allies with the *Ofuda* while active.
- The Yamabushi's unique *Ofuda* changed:
 - Warding now grants protection from status to all allies within two spaces, and prevents currently existing status from affecting their targets.
 - Banishing now prevents targeted units from attacking allies within the range of the *Ofuda*.
- The Kisho may now use *Shadow Walk* twice per Phase, once by themselves and once by the Branch Shade.
- The Gamekeeper's *Veterinary Care* changed to heal Mounted, Beast and Summon units by 5 extra HP when using items on them.
- Puppeteer class changes:
 - The Puppeteer's Puppets have been changed to inventory items, which can be traded and deployed by others.
 - The Dollmaker changed to Toymaker, and given *Arsenal of Wonderful Toys*. *Mastery of Puppetry* removed and replaced with *Improved Puppetry*.
 - The Ventriloquist now given *Golemsbane*. *Improved Puppetry* removed.
- Magical Maiden class changes:
 - Levitation and Flying now default specials.
 - *Honey Flash* effect changed; now allows Magical Maiden to double transformation bonuses for *Magia*.
 - *Walkure Chant* changed to *Eternal Walkure*. Now grants Performance self-application by default.

- *Starlight Breaker* now grants its bonuses by default, and doubles *Magia* gain.
- Masked Hero class changes:
 - Armored now a default special.
 - *Morphing Time* changed to *Chou Henshin*; now allows Masked Hero to double transformation bonuses for *Magia*.
 - *Ranger Power* now grants doubled *Magia* gain for the Masked Ranger and to all Masked Hero/Magical Maiden allies.
 - *Warrior of Justice* now grants its bonuses by default, and doubles *Magia* gain.
- Reveler and Brewmaster granted an extra inventory slot.
- The Forester's Monsterling granted an extra inventory slot.
- The Sapper's *Great Leveler* changed to clear terrain in the surrounding area and allow passage over rivers and impassible tiles.
- The following classes added: Arcanist, Dark Knight and Mimic class lines, Reaper as Spy/Thief promote with unique weapons for the above.
- Transforming trait added to make interactions simpler to write.
- Following Character Skills added: Aether, Astra, Awakening, Bane, Bond, Corrosion/Corrosion+, Dawn/Dawn+, Dragonskin, Insight, Invocation, Lethality, Mantle/Mantle+, Masquerade, Paragon, Pledge, Potency, Restraint, Serenity, Solidarity, Tempest, and Vigilance. Colossus and Colossus+ images changed.
- Images to match the classes have been added, but not all classes have been added due to difficulty sourcing images. This will be completed in later versions.
- Wording changes for Summon and Transformation skills to make them less wordy; rules that are consistent across all summons and transformations have been left to the rules sections on them.

v.1.1:

- Minor errors fixed.
- Geomancers no longer use MP. Skills changed accordingly.
- Chroniclers now use MAG instead of STR for Physical weapons drawn from the use of *Imaginations from the Other Side*.
- Appendices rewritten for clarity.
- Shifter/Transform Trainee added, now the base class for Abomination, Magical Maiden, Masked Hero and Wilder. Bases changed accordingly.
- All Transforming classes tweaked. Magical Maidens and Masked Heroes no longer use Resources to transform and all classes given extra skills.

- Weapons added to target Transforming characters.
- Minor tweaks:
 - Gambler: Character Skills changed to all chance Skills.
 - Puppeteer: Puppeteers may now summon two Puppets at once and do not lose damage from RES.
 - Shinobi: *Snake Venom* damage formula altered.
- Soulbinder and Composer classes added. Witch Doctor promote added for Shamans.

v1.0:

- A Character Skills section added with the following skills: Boon, Boon+, Colossus, Colossus+, Dragon Fang, Dragon Fang+, Fortitude, Fortitude+, Malady and Reinforce.
- Summons can now be healed except where noted (i.e. the Kisho's Branch Shade).
- First class stats adjusted to bring base stats in line with bonuses.
- The following class lines received reworks: Occultist, Artist, Investigator, Wild Druid (renamed to Wilder), Mortician, Jester, Conjuror, Geomancer, Cantor, and Gambler. Reworks aimed at preserving class identities while differentiating promotes.
- Occultist reworked: *Sacrifice* now grants multiple stats in exchange for HP. Theurgist now summons an *Incarnation* and *Soul Eater* returns HP used for *Sacrifice*. Warlock can now transform using *Beast of the Ritual* and retains *Soul Rend*.
- Illustrator reworked: Now uses *Illustrate* and *Ink Spring*. *The Color of Life* and *The Art of War* removed.
- Harlequin and Jongleur reworked: *Adroit* given to *Harlequin* and renamed *Switcheroo*. Old *Switcheroo* removed. Jongleur's new skill is *Me First*.
- Wild Druid reworked: Now called Wilder. *Wild Shape* is now a persistent transformation similar to *Beast of the Ritual*. Hellion and Watcher's Class Skills reworked to adapt new *Wild Shape*.
- Interdictor reworked: Interdictor's *Interdiction* now buffs all allies instead of reducing enemy MOV to 1 while granting the Interdictor a shield, and Shadow Assault grants Hit/Eva instead of Critical.
- Geomancer line reworked: Old *Terraform* given to Diviner, old *Nature Power* removed and replaced with old *Terraform*. New *Terraform* now changes tiles around the Elementalist and removes costs to use *Earth Divination* while drawing from these tiles. *Earth Divination* reworked to work with the MP system introduced for Memory Magic.

- All instances of Memory Magic changed to match with 3.0/3.Elf+. Changes extend to *Imaginations from the Other Side*, *Hex* and *Earth Divination*.
- Mesmerist reworked: Now a Staff/Performance class, with *Spellbind* allowing Performances to be cast alongside Staves.
- Artist reworked; Artists no longer share a health pool with their summons; in return, their summons have capped MHP at the MHP used to summon them.
- Explorer class reworked: Warping Tome removed, Relic Shield changed, Racketeer and Archaeologist proficiencies swapped, *Temporary Grafting* removed and replaced with *Reliquary*, Archaeologist's *Reliquary* renamed to *Diamond in the Rust*.
- Tamer reworked; Tamer now can summon from First Class, while Beastmaster summons two Companions.
- Cantor class reworked: Cantor's *Word of Power* changed to be more consistent, Rhetorician's *Memory Magic* given to Orator, *Grand Oration* removed, Rhetorician given *Language of the Gods*.
- Medium reworked; *Lingering Carmine* removed and *Gateway to Afterlife's* effect changed to become a summoning skill.
- Health threshold skills tweaked overall.
- Heralds gain Sword proficiency.
- Magical Maiden, Masked Hero, Trainer, Abomination, Academist and Exorcist class lines added.
- Caster Trainee added, now being the Trainee Class for Alchemist, Academist, Magical Maiden, Occultist and Wilder. Base stats changed as appropriate.
- Added a section explaining the expanded Summoning, Resource Management and Transformation mechanics, as well as the new status effects.
- Plague Doctor promote added for Priests.

v0.9:

- Ballistician class removed, replaced with Monster Hunter to coincide with 3.0/3.Elf including Ballistician class as its own line.
- Compatibility with Mainline Game Canon supplement added to Merchant.
- Inventor class removed from *Untested*, *Unconventional* and *Unarmed*, transferred to *Gun-Totin'*, *High-Falutin'* for rework. See that supplement for further details.
- Added more consumable items. Alchemist class line skills reworked for compatibility.
- Griffon Lord's *Lionheart* replaced with *Nullify*.

- Merchant classes changed; Great Merchant and Magnate renamed to Privateer and Merchant Prince, Privateer's skills renamed to *Ransack* and *Requisition*, Merchant Prince's *Investment Opportunity* removed.
- Adjudicator and Notary reworked. Notary given a nerfed Nullify Contract, Adjudicator replaced with Judge and given a new Class Skill (Enforce Judgment).
- Kinshi Rider reworked; now promotes to Kinshi Lord and Storm Knight. Kinshi Rider overhauled. Kinshi Flagbearer removed.
- Spy class reworked, now called Sentry. The currently existing Sentry class was renamed to Infiltrator.
- Physician's *General Pharmaceuticals* reworked; skill now grants three extra item slots for consumable items and free use of said items.
- Acrobat, Proselyte, Singer and Brewkeeper classes added.
- Performances altered to conform with 3.0/3. Elf Performance changes; all Performance-wielding classes have been altered to compensate.
- Subcategories scrapped to conform with 3. Elf and proposed 3.0+ alterations. Classes with subcategory-based skills altered to conform.

v0.85:

- Earth Magic no longer targets Defense. Earth Magic MT and WT increased across the board.
- Added the Ranger Knight, Mortician and Doctor classes with associated weaponry.
- Buffed Conjurers; Conjurers now receive 30 Hit instead of 20 Hit while using Ailment staves.

v0.80:

- Removal of promotion bonuses across First and Promoted Class units to bring them closer in line with vanilla Handbook classes.
- Earth Magic changed; Earth Magic is no longer restricted to 1 range but now inflicts Physical damage.
- New category of Ported Weapons added based on weaponry from Fire Emblem Heroes.
- Nature Magic added.
- Addition of the Thespian, Investigator, Puppeteer, Kinshi Rider, Ogre Brave, Griffon Rider, Witch, Explorer, Demolitionist, Astrologer, Dromedary Rider, Oniguma Rider, Landstrider Knight, Jurist, Gambler, Cantor, Spy, Gladiator, Instructor, Merchant, Inventor and Shinobi class lines with associated unique weapons.

- Cestus and Claw numbers brought down in line with other Fist weapons.
- Seer changes:
 - *Thou Shalt Not Die* removed, replaced with *Conviction* and *Zeal*.
- Warden Knight changes:
 - *Follower's Blessing* no longer interacts with *Redeemer's Creed*.
- Conjurer changes:
 - *Embiggen* only grants a temporary (MAG) barrier.
- Pioneer changes:
 - *Adaptive Engineering* now only grants +5 EVA/+2 DR.
- Cadet changes:
 - Combat Orders: *Take Cover* only grants +5 EVA/+2 DR in defensive terrain and *Concentrate Fire* only grants +5 points to healing and damage.
- All-around reduction of stat buffs.
- Reduced the Contents page due to ridiculous size.

v.0.75:

- General CON/AID increase to allow more effective use of Fist/Whip weaponry across the Brawler and Disciple trees, as well as buffing Skalds and Chroniclers.
- Added the Conjurer, Warden Knight, Geomancer, Artificer, Artist and Infiltrator lines with associated unique weapons (Pixie Staff, Fairy Staff, Black Fiend's Promise, White Fiend's Salvation, Thrysus, Ullr, Galatea and Carnwennan).
- Flagellant tree tweaks:
 - Flagellants now gain *Magical Corrosion*, reducing enemy mage EVA.
 - Venators gain *Shadow Dance*, gaining bonuses to Crit in EVA-boosting terrain.
- Disciple tree tweaks:
 - Disciple's *Meditate* changed to only remove 3 damage instead of 5.
- Seer tree tweaks:
 - *Foresight's* effect changed to an active skill that changes dice rolls.
 - Seers now have Performance/Staff (D) instead of Performance (C/D).
- Occultist tree reworked:
 - Occultists are now based around the skill *Sacrifice*, allowing them to sacrifice HP for additional unresisted damage.
 - Theurgists no longer have *Patron's Blessing* and *Transubstantiation* and gain *Soul Eater* and *Emboldened Spirit* instead, boosting stats while using *Sacrifice*.

- The Warlock's *Symbiotic Possession* has been renamed to *Symbiosis*. Warlocks also gain *Soul Rend* instead of *Strength of the Will*, increasing damage against low-health enemies.
- Cadet tree tweaks:
 - Combat Orders can also target the Cadet themselves.
 - *Withstand* now no longer deactivates upon movement and remains active until the Commissar's next Phase.
 - Commissars gain *Forlorn Hope* upon promotion, buffing them and nearby allies if they are outnumbered by enemies.
- Tamer tree tweaks:
 - Beastmaster Companions now have stats equal to the Beastmaster -5.
- Seer tree tweaks:
 - Heralds no longer gain *Sword of the Faithful* and instead gain *Divine Retribution*, dealing damage to enemies that engage them directly. *Thou Shalt Not Die* also protects a buffed ally for the entire Phase.
- Wordsmith tree tweaks:
 - Chroniclers now get *Legacy of War*, increasing Hit/Eva after Performing or using their class skill.
 - Nostradamus buffed to grant 5 DMG instead of 3.
- Fist Category tweaks:
 - Removed 15 Crit from Platinum Aster.
 - Changed Dragon Claws to effective vs. Pegasus.
 - All Gauntlets received MT increases.
 - Tweaked general MT over all subcategories.
 - Baetylus buffed to grant 10 HP healing per turn.
- Whip Category tweaks:
 - Tiro Finale's effect changed to deal more damage when the enemy is under 50% HP.

v.0.70:

- Rebalanced all weapons to fall in line with PHB 2.3. Raging Demon is no longer a Druidic weapon in line with Druidic weapons being removed.
- General weapon and class tweaks.
- Whips can now strike diagonally from their original location, and Nunchaku possess the same ability.
- Water and Earth Magic trees added.
- Grandmaster renamed to Savant to prepare for future compatibility with BMM42's Third Tier supplement. In addition, the Disciple and Artisan's skills have changed:

- Disciple's *Perfection of Form* is now changed to an active action (Meditate) to gain +10 Hit/Crit.
- Artisan's *Realized Potential* now adds +3 AS to the bonuses from Meditate. In addition, *Perfection of Technique* now grants Weapon Triangle Advantage instead of Hit/Eva.
- Tamer tree changes:
 - Aveners renamed to Gamekeepers.
 - Tamer's *Man's Best Friend*: The bonuses granted by Hounds are now granted when Tamers initiate combat, and the bonuses have been changed to negating terrain bonuses and gaining +3 DMG.
 - Beastmasters no longer gain *Field Medicine* and instead gain *Hunter-Seeker*, allowing them to summon their pets as active units. They also gain *Hunting in Tandem* instead of *Beast Hunter*, boosting the stats of Beastmasters if they attack in tandem with their companions.
 - Gamekeepers now gain *Mastery of Taming* instead of *Veterinary Medicine*, boosting the effects of *Man's Best Friend*.
- Performer changes:
 - Skalds gain *War Chant* instead of *Bellow*, healing allies for 10 HP after performance.
 - Playwrights gain *Muse's Inspiration* instead of *All The World's A Stage*, gaining damage after Performance or use of Performance items.
- Scythe of Sariel and Crescent Sickle added to the Scythe tree.
- Aura Knuckles added to the Claws tree.
- Added Shields and Rings as accessories.
- Added the Seer, Pioneer, Occultist, Jester, Warden and Cadet trees with the requisite class-only weapons (Nostradamus, Earthbreaker, Alharzed, Zanni, Baetylus and Infantry Sword.)

v.0.67:

- Tweaked Raging Demon's stats and rank to place it in line with other Magic Weapons from the Player's Handbook.
- Added the Wordsmith line and associated unique weapon (The Ninth Wave).
- Added the Skald promotion for Bards.
- Added a unique weapon for the Bard promotion line (Hameln Pipe).
- Changed the wording on the Artisan's *Perfection of Technique* to clarify its effects and added an additional 5 Hit/Eva to its buff.

v.0.65:

- Damage numbers on Cestus and Claws tweaked to bring them in line with other weapons. Experientia Aurum is now a Judgment/Gauntlet weapon.
- Added the Hermeticist class as a promotion to Alchemists.
- Changes made to the Alchemist and Polymath:
 - Alchemists no longer receive *Law of Equivalent Exchange* and instead receive *Power of Alchemy*.
 - *Mastery of Transmutation* now takes HP instead of Tome QL.
- Added the Tamer class line and requisite signature weapon (Coach Whip).
- Tweaked Pugilists and Ruffians:
 - Ruffians now have *Sack* instead of *Raid*.
 - Pugilists gain *Critical Eye* upon promotion.

v.0.60:

- Weapon effects changed:
 - Vajrastra is now effective against Wyverns and Dragons (futureproofing for whenever anyone works on a Manakete supplement or Dragon Laguz) and grants +3 DR to compensate for limited utility outside of Dragons and Wyverns.
 - Mohinastra is now effective against Levitation.
- Added the Alchemist classes with unique weapon (Citrinitas).
- Changes made to the Disciple, Ruffian, Artisan, Savant, Slayer and Venator:
 - The Disciple's *Perfection of Form* now grants 10 Hit or 10 Eva.
 - The Ruffian's *Bloody Minded Determination* now grants 2 DR and 2 DMG.
 - The Artisan's *Realised Potential* can now trade up to 5 QL for 5 DMG. In addition, *Perfection of Technique* now grants 10 Hit/Eva.
 - The Grandmaster's *Perfection of Knowledge* now negates WTD and grants doubled WTA bonuses. In addition, *Lead by Example* grants 15 Hit/Eva.
 - Slayers now have +10 Hit against Monsters and Undead in line with the Venator.
 - Venator's *Tame the Chaos* now has a special interaction with Druidic weapons.

v.0.55:

- New weapons added to Core Additions (Bonesmasher, Kohryu, Gako, Ji Zhua Lian and Monk's Spade).
- Weapon effects changed:
 - Crocea Mors and Genji Gloves now passively ignore DEF but have lower stats to compensate.

- Raging Demon is now a Fist/Druidic weapon.
- Tiro Finale's effect and stats overhauled completely.
- Platinum Aster's stats lowered to compensate for its Brave effect.
- The Grandmaster's *Flourishing of Technique* was removed and replaced with *Lead by Example*.

v.0.50:

- Supplement officially released.

~Image Sources~

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