Class of Heroes Affinity Guide

by Kazamu   Updated to v1.1 on Jun 19, 2009

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                     C L A S S   O F   H E R O E S
                          Affinity Guide

                            Version 1.1
                             By Kazamu


                      Last Updated on June 18, 2009


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2. VERSION HISTORY [VER]
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Version 1.1 (June 18, 2009)

- Added some notes regarding how affinity affects the Tension Gauge and stats
  in the What is Affinity? section (both high and low affinity)

Version 1.0.1 (June 15, 2009)

- Fixed some grammar mistakes
- Added/Modified a few notes

Version 1.0 (June 12, 2009)

- This guide was started

3. INTRODUCTORY NOTES [INT]

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This guide is dedicated to all Class of Heroes players. I hope that it will
enlighten players to get a better understanding of the affinity system and how
to use it to their advantage.

On another note, I remember reading a post on GameSpot about people choosing
a Drake first and basing their team around that. Personally, I chose 2 Drakes
at the start because they greatly resemble the 2 main characters in a story
I've been writing (and drawing the characters for). So, that's my reason.

4. WHAT IS AFFINITY? [WAI]
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Affinity is a system in Class of Heroes that governs how "well" characters in a
party can work together on the field of battle in a few different ways.

Firstly, affinity affects the stats of your party members. The higher a
character's affinity, the more their stats are amplified (to a maximum of
200% of the character's base stats as far as I am aware, i.e. the stats they
started with, plus any additional bonus points you distributed, plus/minus any
stat fluctuations).

The effects of affinity caused by the use of Gambits will be noticeable from
the first time that you use one. Note that since your stats are generally low,
an increase of 1% or 2% will not look like anything. I tested this with a
cheat that increases party affinity. The length of the Tension Gauge and the
characters' stats did not change until after performing a Gambit.

On the other hand, the effects of affinity caused by the other party members'
races and alignments will not actually kick in right away. Stat increases and
stat decreases each seem to occur at different times, giving the player some
time to make heavy use of Gambits to counteract the effects of low affinity.

Stat increases start to become noticeable when you reach level 2, whereas stat
losses won't start to become noticeable until you reach level 6. I tried
testing this with a party of 6 Diablons (3 Good and 3 Evil), which took their
affinity ratings down to 71%.

I leveled the first to 99, the second to 6 and kept the rest at 1. After
applying the high affinity code, I found that the same variations in stats
still existed, despite the increase from Gambit usage.

Original stats (before high affinity code applied):

                 STR   WIS   FTH   VIT   AGI   LUC
Diablon (Lv99)   13   16   13   14   12   12
Diablon (Lv6)   18   21   17   19   17   16
Diablon (Lv1)   19   22   18   20   18   17

Results (after high affinity code applied + 1 Gambit):

                 STR   WIS   FTH   VIT   AGI   LUC
Diablon (Lv99)   32   37   31   34   29   29
Diablon (Lv6)   37   43   35   39   35   33
Diablon (Lv1)   38   44   36   40   36   34
```

The first Diablon (at level 99) suffered the greatest effect, reducing some stats as much as 7 points. The second Diablon (at level 6) suffered a little, with stats reduced 1 point. The rest of the Diablons had not experienced any effect yet (other than the amplification from the high affinity by Gambit use).

Secondly, affinity affects the size of your Tension Gauge. The Tension Gauge is a bar for special attacks called Gambits. These Gambits are key to increasing affinity. Affinity levels less than 100% will have no effect on the length of the Tension Gauge, but levels higher than 100% will cause an increase in the length of the bar, allowing your party the capacity to perform more Gambits. This bar can get as long as 200.00.

The Tension Gauge can be used as a crude estimation of where your team's affinity ratings are at. It is roughly calculated by the sum of all party members' affinity ratings divided by the number of party members. Note that the Tension Gauge's maximum will always be a whole number. Because affinity can actually decrease, it's possible that if you have your Tension Gauge filled, after you perform another action (aside from a Gambit), the Tension Gauge may actually drop.

For example, with the party of Diablons (everyone leveled up to at least 2, so I didn't see the effect of a level 99 and level 6 and a team of level 1s), the Tension Gauge reached a maximum of 193.00. After leveling the others to level 6 (and attacking), the Tension Gauge maximum dropped to 190.00.

Naturally, this should lead one to think that if the Tension Gauge max can get affected in this manner that it may be possible for some parties to have Tension Gauges shorter than 100.00. In order to test this, I recreated the party of Diablons (to get rid of their high affinity by Gambit usage) and leveled them all up to 99 and set out for battle.

As mentioned before, normally, if the Tension Gauge was to drop, it could be seen by having the Tension Gauge filled and performing actions that would normally fill the Tension Gauge. The max did not waver from 100.00, meaning that low affinity will not result in shorter Tension Gauges. However, what it does mean is that it will take that much longer for it to start growing.

Thirdly, affinity affects how much your Tension Gauge increases when actions are performed in battle. Generally all actions that deal damage to enemies will fill the Tension Gauge. This amount is slightly improved with higher affinity.

There are several factors that can change affinity amongst party members. Characters' races and alignments play the biggest initial role, while the use of Gambits plays the largest role of all.

5. WHAT IS AFFINITY NOT? [WAN]
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Affinity was once rumoured, or hoped, to affect actions off the battlefield, such as interactions between characters, choices that could be made, etc. Unfortunately (or perhaps fortunately, for some people), this is not the case.

Affinity only truly affects character stats and the length of the Tension Gauge.

As far as I am aware, affinity does not affect the random fluctuations in stats

when a character levels up. Despite having a very high affinity level,
characters were still sometimes reporting stat losses when they leveled up. So
I believe it's more of a separate system and not so much one controlled by
affinity, if at all.


6. BASE AFFINITY -- RACES [BAR]
===============================================================================

Creating a party that can work well together starts with the choices of races
and alignments. Some races can naturally work well with one another, while
others simply hate one another's guts, and yet others are indifferent.

Below is a chart of the different races and how they view characters based on
race.

```
            Hum  Elf  Dwa  Erd  Hal  Spr  Fel  Dra  Dia  Cel
Human        0   -2   -2   +4   +2   +2    0   -3   -3   +2
Elf         -2    0   -5   +4   +4   -3   -1    0   -5   +1
Dwarf       -2   -6   +2   +4   +4   -5   -3    0   -3   +2
Erdgeist    +2   +2   +2   +4    0    0   +2   +2    0   +2
Halfling    +2   +2   +2    0   +4    0   -3   -1   -5   +2
Sprite      +5   -3   -3    0    0   -4   +1   -4   -1   +1
Felpier     +1   -1   -5   +4   -1    0   +4    0   -3   +1
Drake       -5    0    0   +2    0   -5    0   +1   -1    0
Diablon     -3   -5   -3    0   -3   -1   -3   -1   -1   -6
Celestian   +2    0   +2   +4   +2   +1   +1    0   -5    0
```

If you examine the chart carefully, you'll notice that there is no pattern to
it. You cannot simply take one half of the chart and mirror it to get the
values on the other half.

In order to understand this chart, you need to look at each character
individually. The character you want to know the effect on the affinity level
with is the one along the left side. Those you plan to place (or have placed)
in your party are along the top.

Let's say you chose 2 Drakes, a Felpier, Halfling, Elf and a Celestian. The
"Base" will always be 100, as you start at 100%. Races in the party effect
this base amount by adding or subtracting from it.

```
Drake1     Base + (Drake2 + Felpier + Halfling + Elf + Celestian)
Drake2     Base + (Drake1 + Felpier + Halfling + Elf + Celestian)
Felpier    Base + (Drake1 + Drake2 + Halfling + Elf + Celestian)
Halfling   Base + (Drake1 + Drake2 + Felpier + Elf + Celestian)
Elf        Base + (Drake1 + Drake2 + Felpier + Halfling + Celestian)
Celestian  Base + (Drake1 + Drake2 + Felpier + Halfling + Elf)
```

Now to substitute with the effects

```
Drake1     100 + (1 + 0 + 0 + 0 + 0)    = 101
Drake2     100 + (1 + 0 + 0 + 0 + 0)    = 101
Felpier    100 + (0 + 0 + -1 + -1 + 1)  =  99
Halfling   100 + (-1 + -1 + -3 + 2 + 2) =  99
Elf        100 + (0 + 0 + -1 + 4 + 1)   = 104
Celestian  100 + (0 + 0 + 1 + 2 + 0)    = 103
```

At first glance, this doesn't look like a very good party. 2 characters are
below 100%. Let's move on to character alignments now to see how it can change

things.

7. BASE AFFINITY -- CHARACTER ALIGNMENT [BAA]
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Similar to the real world, people looking to do good, like priests, can't get
along well with people looking to do evil, like serial killers. It's pretty
much the same principals here. Luckily, in Class of Heroes, we have mediators
as well, otherwise known as the "Neutral" category.

```
         Good  Neut  Evil
Good       0    +2    -8
Neutral   +2     0    +2
Evil      -8    +2     0
```

This chart, unlike the previous, can be read in any way you want to, because
they are symmetric.

Continuing on from the previous example, the 2 Drakes and the Celestian are
Good and the others are Neutral. Here, the "Modified Base" is the value that
we calculated previously.

```
Drake1     Modified Base + (Drake2 + Felpier + Halfling + Elf + Celestian)
Drake2     Modified Base + (Drake1 + Felpier + Halfling + Elf + Celestian)
Felpier    Modified Base + (Drake1 + Drake2 + Halfling + Elf + Celestian)
Halfling   Modified Base + (Drake1 + Drake2 + Felpier + Elf + Celestian)
Elf        Modified Base + (Drake1 + Drake2 + Felpier + Halfling + Celestian)
Celestian  Modified Base + (Drake1 + Drake2 + Felpier + Halfling + Elf)
```

Now to substitute with the effects

```
Drake1     101 + (0 + 2 + 2 + 2 + 0) = 107
Drake2     101 + (0 + 2 + 2 + 2 + 0) = 107
Felpier     99 + (2 + 2 + 0 + 0 + 2) = 105
Halfling    99 + (2 + 2 + 0 + 0 + 2) = 105
Elf        104 + (2 + 2 + 0 + 0 + 2) = 110
Celestian  103 + (0 + 0 + 2 + 2 + 2) = 109
```

As you can now see, we were able to redeem everyone of sub-100% affinity levels
simply by varying their alignments between Good (or Evil) and Neutral.

This does not mean that you cannot have a party with at least one Good and one
Evil character and expect to always get sub-100% affinity levels though. If you
make one character Good and one character Evil, they subtract 8 from one
another. However, if the other 4 characters are made Neutral, they can make up
the 8% lost, resulting in no change in affinity.

Of course, to do this and expect to still have 100%+ affinity, the races in the
party need to do the bulk of the work in keeping it above 100%.

Any more than 1 Good and Evil in a party (e.g. 2 Good, 1 Evil) will definitely
lead to disastrous effects on affinity and is therefore not recommended.

8. MODIFYING AFFINITY -- GAMBITS [MAG]
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Once you've created your party, do not be afraid that you may be stuck with any sub-100% affinity levels that may exist in your party. With continued playing, and the vast use of Gambits, the affinity levels of characters in any party will ultimately rise.

There exists a hidden system in Class of Heroes that cannot be viewed. That is, aside from the already mostly-hidden affinity system (Yes, you can see a percentage on each character's Status page, but it's limited to showing you percentages UP TO 100%, meaning that you can't actually see if you've got 101% or 102%, or higher, for that matter).

In the Japanese version of the game (Ken to Mahou to Gakuen mono), this hidden system that I am now mentioning was called "Con EXP" in the debug menu and below it was a value called "Congenial", which showed a crude calculation of the current affinity rating.

"Con EXP" is a special type of experience that can only increase through the use of Gambits. Gambits use up a certain amount of Tension each time they are performed. This amount is the number of "Con EXP" awarded to the characters involved in the Gambit (some Gambits can be performed between as few as 2 characters, i.e. casters, but all others require the whole party).

Like any type of level in an RPG, the "Con EXP" required to add an additional percentage towards a character's affinity level increases. Even with 77,890 "Con EXP", I've only gained 71%.

9. MODIFYING STATS -- SATORI [MSS]
==

For those looking to spend hours and hours of button mashing and roaming through the dungeons, Class of Heroes features an additional way to increase the stats of your characters.

The Satori ability is an ability learned very late in the development of every major, so it is available to everyone. What it does, basically, is reset a character to level 1, meaning that they also lose their current Max HP. However, everything else is kept. Their affinity levels, "Con EXP", stats, etc. all stay as they were before using the ability.

Now, what good is Satori? I haven't even mentioned it yet.

Satori not only resets your level, it also adds a total of 3 stat points to any number of stat categories (i.e. STR, VIT, AGI, etc. etc.). These stat point gains are completely random and cannot be controlled in any way, other than perhaps reloading and trying again.

You can gain a maximum of 10 points to each and every stat category, just like with bonus points during character creation. What this means is that after 20 uses of Satori (i.e. leveling up to the high-80s to 99, using Satori and doing the process all over again), the benefits of using it stop.

You can use Satori up to 24 times, but you will not gain any more stat points during the last 4 uses. Rather, the character's Evade rating will increase by 3 during the 21st to 24th reincarnation, giving you a total bonus of 12 Evade.

*** SPOILER WARNING ***

Note that Satori is not a skill that can be used in battle. It can only be used at one location, the floating island of Zeifair. In order to get to Zeifair, you must first complete the main story ("Into the Labyrinths", and "Defeat Demoria!" are the last 2 story quests). After you complete the "Defeat Demoria!" quest, you will return to Particus automatically and Nina will tell everyone that she's started her own school on the floating island which will open up the quest "To Zeifair". Once you get this quest, the way to Zeifair will be open. To get there, return to Sky Gate and go the long trek (11 floors) to Zeifair.

The option of "Reincarnate" will be available at the Infirmary in Zeifair. Note that this option is ONLY available here. No other Infirmary has this capability. They also have the Donate option for some quick leveling to get your team back up on their feet.

After using the "Reincarnate" option for the first time, you may notice that the character will have an "a" by their race. This is the Greek letter "alpha". As I said earlier, you can perform reincarnation for any character up to 24 times, which basically goes through the Greek alphabet.

10. CREDITS AND THANKS [CRE]
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Big thanks goes to Atlus, Acquire and ZeroDiv for making this game, and making it available to English players in a form that the greater population ENJOYS Japanese games (i.e. English text, original Japanese voices), unlike MANY OTHER localization companies... <_<

Thanks goes to the Japanese code wizards for giving me access to the debug menu in the Japanese version of the game (Ken to Mahou to Gakuen mono). Hopefully someone can figure out how to access it in the English version too.

Thanks to CWCheat for creating such a wonderful tool that I could use in order to activate the debug menu in the first place.

Thanks to the Japanese wiki for this game for the initial insights into the affinity system.

This guide was written by yours truly (Kazamu).

11. CONTACT INFO [CON]
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You can contact me by sending a message to Kazamu on GameSpot, or sending an e-mail to Illusion.Subs@gmail.com