

# Tactics Ogre: Let Us Cling Together Class FAQ

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Tactics Ogre: Let Us Cling Together (PSP)  
Character FAQ  
Version 1.1  
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This FAQ seeks to primarily offer an analysis on each of the classes in the game, something that apparently is sorely needed if the topics that crop up every day on the boards mean anything.

A crude version for now, input is appreciated. My first attempt at a FAQ so I bear with me please.

Use Ctrl+F [whatever] to find the specific section for a class or ability.

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## Version History

Version 1.1: -Skills added to class section.  
-Small updates, typo fixes, etc.

Version 1.0: -Initial release, human classes and action skills all done!

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## Max Level Stat Chart

HP: Self explanatory. When it reaches 0 the unit becomes incapacitated. (or just dies if its an enemy unit)

MP: Your spell casting resource, it functions differently than most

games. MP starts at zero at the beginning of every battle, and will slowly accumulate over time.

Str: Affects your physical attack power.

Full value towards melee, half value towards ranged.

Vit: Affects your physical defense.

Dex: Affects your physical accuracy and physical attack power.

Half value towards melee, full value towards ranged and daggers.

Agi: Affects physical accuracy and evasion.

Avd: Affects physical evasion.

Int: Affects magic attack power.

Mnd: Affects skill and magic accuracy.

Half value affects magic defense.

Res: Affects magic defense.

ATK: Base Attack value.

DEF: Base Defense value.

These will give you an idea of how well the class deals and takes physical damage.

WT: The class WT. Final unit RT is (Class WT + Race WT + Special Character Mod + Equipment WT)

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+=====+
|Class      |HP|MP|Str|Vit|Dex|Agi|Avd|Int|Mnd|Res|ATK|DEF|WT|
+=====+
|Warrior    |299|0|126|118|118|119|116|117|119|114|8|6|32|
|Archer     |279|0|117|117|128|121|113|113|121|117|8|6|26|
|Wizard     |244|166|116|117|117|111|113|123|116|135|7|7|25|
|Cleric     |250|160|111|116|114|110|115|119|132|129|7|7|24|
|Rune Fencer|277|105|115|121|115|117|119|119|115|126|6|8|26|
|Knight     |297|81|117|119|116|116|123|113|121|121|5|9|36|
|Terror Knight|301|77|124|118|113|114|124|120|114|120|8|6|38|
|Berserker  |298|0|130|117|117|111|120|112|124|126|8|6|34|
|Swordmaster|287|0|118|113|123|113|121|117|122|120|9|5|26|
|Draagoon   |291|0|122|123|113|117|122|120|116|115|7|7|28|
|Ninja      |288|0|116|114|125|118|125|119|112|117|8|6|22|
|Rogue      |287|0|121|115|122|121|121|119|117|111|10|4|23|
|Fusilier   |273|0|115|132|120|122|127|115|119|98|6|8|32|
|Beast Tamer|285|0|127|114|116|122|115|113|125|115|8|6|30|
|Warlock    |246|189|112|118|118|112|111|126|118|132|7|7|26|
|Necromancer|228|232|103|115|114|112|113|132|117|142|6|8|22|
|Lich       |212|181|114|122|109|108|122|137|119|137|5|9|30|
|Divine Knight|281|103|124|118|122|114|120|125|117|127|7|7|28|
|Lord       |288|152|124|119|123|118|118|118|118|118|8|6|25|
|Ranger     |284|0|120|118|130|121|127|113|111|118|7|7|25|
|Priest     |260|162|114|115|117|115|112|116|135|134|5|9|26|
|Princess   |275|178|118|118|118|118|118|124|118|124|6|8|25|
|Dark Priest|266|167|115|114|112|115|117|135|116|134|5|9|25|
|Paladin    |296|83|125|132|119|119|113|116|118|120|6|8|33|
|Astromancer|243|175|108|112|115|110|113|137|125|138|6|8|25|
|Vartan     |281|98|116|110|124|117|134|120|117|119|8|6|26|
|White Knight|290|81|125|127|118|112|118|115|124|118|6|8|34|
|Shaman     |270|175|109|116|119|114|120|128|127|125|5|9|25|
|Wicce      |273|179|110|115|117|110|120|131|123|132|5|9|25|
|Songstress |279|88|119|120|119|119|120|121|123|118|7|7|25|
|Buccaneer  |283|0|125|121|122|120|128|108|114|120|8|5|25|
|KnightCommander|296|83|117|123|117|119|120|121|117|128|7|7|20|
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WT: The class WT.

Final unit RT is (Class WT + Race WT + Character Mod + Equipment WT)

Race RT is 50 for humans.

Special Character Mods are as follows:

Ozma: -15

Ravness, Hobyrim: -12

Gildas, Folcurt: -10

Oliyva, Sherri, Lendl: -9

Cerya, Jeunan, Lancelot, Iuria, Cistina: -8

Canopus, Mirdyn, Ganpp, Denam: -7

Arycelle, Occione: -6

Warren, Vyce, Azelstan, Xapan, Catiua, Cressida, Deneb: -5

Voltare, Felicia, Rudlum: -4

Sara, Oelias: -3

Dievold, Donnalto, Phaesta, Bayin: -2

Ehrlig: -1

Tamuz: 0

Chamos: 1

Movement: This class' movement capabilities, indicating how far this unit can move and how well it can traverse terrain.

Classmark: Where to get the classmark for this class.

Equip: What equipment this class can equip. These are usually somewhat generalized, as some equipment have random restrictions. A \* denotes that certain equipment within this category are not usable. Most of the time this means the class can only use one handed weapons of this type.

Magic: What spells this class can use. Categorized like so:

Standard Mage Set: All non-Light Missile Magic, Targeted Magic, Support Magic

Missile Magic: Deadshot, Vulcan Lance, Lightning Bow, Aquablast, Flamespark, Iceblast, Spiritsurge, Word of Pain

Targeted Magic: Tornado, Cragfall, Thunderflare, Acid Rain, Firestorm, Avalanche, Judgement, Meteor Strike

Support Magic: Whirlwind, Guarding Gale, Balmy Breeze, Black Wiliwaw, Protect, Blade Ward, Duststorm, Petrifog, Galvanize, Stormspark, Stunbomb, Stunslay, Quench, Stagnate, Poison Mist, Sludgebind, Flame Fusion, Pyroclastic Flow, Misery, Brimstone, Icy Focus, Indomitable Will, Numbing Cold, Freezing Gust, Drain Heart, Drain Mind, Drain Power, Spellcharge, Paradigm Shift, Torpor, Petriburst, Paralytic Wave, Poison Cloud, Deadly Poison, Sleep, Charm, Dominate, Shackle, Fixate, Gravity Flux, Deadscream, Dead Man's Ivy

Forbidden Magic: Aeroflux, Quake, Thunderburst, Dread Vapor, Supernova, Ice Requiem, Heavenly Judge, Abyss

Summon Magic: Sylphide, Gnome, Thunderbird, Undine, Salamander, Wendigo, Wisplight, Hellhound

Elemental Augments: Instill Air, Aeroguard, Instill Earth, Petroguard, Instill Lightning, Electrigoard, Instill Water, Aquaguard, Instill Fire, Pyroguard, Instill Ice, Frostguard, Instill Light, Lightguard, Instill Shadow, Shadow Guard

Skills: Any action and special skills this class can use, the followed by the level learned in brackets. Skills marked with a \* indicate that the class can use the skill, but not learn it. Cross class persuasion skills are not included.

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## Generic Classes

### [Warrior]

WT: 32

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: Fist, Dagger, 1H Sword, 2H Sword, Axe, Hammer, Cudgel\*, Whip, Heavy Armour

Magic: None

Skills: Mighty Impact(3), Vigorous Attack(15), Double Impact(25)

Seemingly the most basic and forgettable class, the Warrior is actually now quite different from its first appearances. Although this class can use a very wide variety of different weapons it is best to give them something 2 handed. Their advantages largely revolve around Mighty Impact (100% crit and hit, suppress counter), and Double Impact (Attack twice!), liberal usage is important to keeping up with other classes. Nonetheless, for most of the game until Double Impact becomes available, the Warrior may find himself overshadowed. Sadly, there is not much to say about this class, as admittedly it is the most basic one in the game despite its overhaul.

### [Archer]

WT: 26

Movement: 3 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: Dagger\*, Bow, Crossbow, Thrown, Medium Armour

Magic: None

Skills: Tremendous Shot(3), Eagle Eye(15), Double Shot(25)

In the original game Archers were the most overpowered basic unit by far, and this time around...they might be even better. Compared to the old Archers you can actually see the developers tried to give them some weaknesses, like 3 Movement and a dead zone for bows, as well as defenses that aren't absurdly high. Despite these nerfs, the Archer continues to enjoy incredible offensive potential, unerring accuracy, insane range, and great weapon options. They are easily the best damage dealers for the first chunk of the game, when your melee units may be struggling to deal much damage or even just land attacks. Some of their advantages are more subtle, such as often being able to stand in place to quicken their turns, which in turn gives them more opportunities to attack and increase weapon rank. More likely than not, Archers will be your only units that come close to maxing weapon rank by the end of the main game. Tremendous Shot (100% crit and hit) is amazing, but Double Shot (Attack twice!) simply feels incredibly cheap. Oftentimes Archers can snipe off fragile enemy leaders or even not so fragile ones and end battles very quickly; deploying

multiple archers is a good way to ensure a smooth and easy playthrough of the game. Consider not using more than 1 Archer (or even any...) in your squad if you want a challenge from the game.

[Wizard]/[Enchantress]

=====  
WT: 25  
Movement: 3 Slow, 1 Up, 2 Down  
Classmark: Shop  
Equip: Dagger\*, Cudgel\*, Hammer\*, Caster Armour  
Magic: Standard Mage Set  
Skills: Meditate(3), Conserve RT(15), Engulf(25), Coax(5)

The Wizard and 'Witch' are now merged into the same class, fulfilling the role of both attack and support with access to the majority of magic spells. This is the basic primary caster for a good portion of the game, and performs well at what it does until the more advanced casters become available. It's rather unfortunate that Conserve RT (No RT cost on next spell, but this skill costs 16 RT itself...) comes early in the game when it is not worthwhile, while Engulf (+3 magic range) has a hefty TP cost that makes it hard to abuse. Nonetheless this unit can offer important utility by shutting down tough units until you can deal with them such as dragons, while eventually becoming a formidable attacker in its own right. It's important to select 1 primary element to attack with and train up the Augment Element skill throughout the unit's career, or offensive potential will taper off in the late game. The true 'problem' with this class is that it is largely obsoleted by its counterparts the Warlock, Necromancer, and Lich. If not for the game's leveling system and the difficulty of changing into the other casters it would be wise to abandon this class the moment the others become available, but fortunately this is somewhat discouraged.

[Cleric]

=====  
WT: 24  
Movement: 3 Slow, 1 Up, 2 Down  
Classmark: Shop  
Equip: Hammer\*, Cudgel\*, Caster Armour  
Magic: Exorcism, Silent Light, Boon of Swiftness, Dispel, Awaken, Innervate, Singing Light, Awaken Stone, Liberate, Cleanse, Cleanse II, Unburden, Hearten, Ease, Heal, Major Heal, Resurrect  
Skills: Mother's Blessing(12), Mother's Mercy(25), Recruit(1), Seraph's Pact(10)

This is your standard healer class, and it serves its role...adequately. Simply due to the nature of healing spells the Cleric can not single handedly keep your whole squad healed on its own when you're taking heavy damage, but it still is the most effective at attempting to do so. Mother's Blessing (double HP recovered by next spell) can be an incredible life saver when used with Major Heal and is really the best reason to keep one of these guys around. It is a good idea to give your Cleric a Lobber and Field Alchemy to compliment his spells, especially later on when there's no way this class can keep units up with just spells if not fueled by MP items. Having been merged with the old Exorcist, this class is also your undead destroyer, even though this job is sufficiently covered by Exorcism scrolls...but thats probably where all those complaints about money troubles come from.

[Rune Fencer]/[Valkyrie]

WT: 26

Movement: 4 Agile, 2 Up, 3 Down, Swim

Classmark: Shop

Equip: 1H Sword, Spear, Bow\*, Crossbow\*, Thrown, Heavy Armour

Magic: Missile Magic, Summon Magic, Elemental Augments, Boon of Swiftmess, Dispel, Ease, Heal

Skills: HP Infusion(8), Barricade(10), Conserve MP(16), MP Infusion(24), Recruit(1)

Although descended from the well known Valkyrie class from all the games from the series, this incarnation is strangely completely different. Frustratingly it no longer functions well as a dual physical-magic attacking hybrid, even though it may appear to be one on the surface. For most of the game this class' offensive ability is very poor, relegating the Rune Fencer to a support role. As you would expect, attempting to cover all fronts in a hybrid role is a difficult proposition in a game with limited skill slots, so this class becomes further hampered by these restrictions. That said, in the support role the Rune Fencer can perform very well, having access to essentially all the best Divine spells like Boon of Swiftmess and Ease, and backed by the means to cast them with Conserve MP. Note that while this class technically has access to all elements it has no reason to ever use those elements other than Divine, as Divine offers the class far more options, somewhat inexplicably.

[Knight]

WT: 36

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: 1H Sword, Axe\*, Hammer, Heavy Armour

Magic: Heal, Light Augments

Skills: Phalanx(5), Rampart Shadow(12), Sanctuary Shadow(16), Guardian Force(20), Recruit(1)

This is your tank unit, and is actually the very best at what he does, which is absorbing damage. The actual value of this may be somewhat dubious later, but there's no doubt that this is the game's premier tank. As a tank, they almost always want to go sword and board, especially since their 2 handed options are very slim anyway. This, combined with their natural slowness, results in typically the slowest unit in the whole game. Do not expect respectable damage from this class for long, made worse as this unit often finds that its turns better used doing something else, resulting in slower than normal weapon ranking. Phalanx (Reduce damage taken by 90%) sounds amazing on paper but you're almost always better off using a healing item on yourself. By using Phalanx you do almost guarantee the survival of the Knight, but do so by directing attention towards your other units, which is the opposite of what you want from a tank. Generally much more effective is their Rampart Aura, but most front line melee classes can inherit the first two ranks of this skill, which are the only ones you'll see for most of the game. Consequently it is easy to find yourself overlooking this class despite its unique advantages.

[Terror Knight]

WT: 38

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: 2H Sword, Axe\*, Hammer, Cudgel\*, Crossbow\*, Heavy Armour

Magic: Drain Heart, Drain Mind, Drain Power, Dark Augments, Paralytic

Wave, Sleep, Gravity Flux

Skills: Fearful Impact(3), Shadowbreak(13), Squash(15), Lament of the Dead(20),

A somewhat awkward class that takes a lot of work to get the most out of, the Terror Knight seeks to tank via disabling status magic and skills. Despite being a tank the Terror Knight does not take damage very well, and can be pretty easy to snipe off before it starts shutting down the enemy. Spellstrike is absolutely crucial to this class' success, as otherwise status magic accuracy will be very low. The Terror Knight will only really start to shine once you get Lament of the Dead, inflicting Frightened on many enemies at once can be very tide turning. Although this is the slowest class in the game, it does not perform well with a shield so in practice it is at least slightly faster than the regular Knight. Once in the fray the Terror Knight can contribute reasonable but not overly impressive damage while impeding enemies with Rampart Aura.

[Berserker]

WT: 34

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: Fist, Dagger, Axe, Hammer, Cudgel\*, Thrown, Heavy Armour

Magic: None

Skills: Berserk(7), Sanguine Assault(14), Risk Management(18)

Your 'all out attacker' unit, the Berserker struggles to perform in the early stages but once it gains access to Sanguine Assault you should be very pleased with its damage output. Berserk has its moments as well, giving this solid class some versatility. This class does not take damage very well, and a shield only goes so far, so it is highly recommended to stick with 2 handed weapons. The Berserker may seem like it requires a lot of babysitting, but think of it as the enemy feeding him TP instead. Their efforts only empower him to wreck havoc with Sanguine Assault afterall. Still, you should be cautious with the Berserker, as it admittedly is the most fragile among the heavy front line classes.

[Swordmaster]

WT: 26

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: 2H Katana, Medium Armour

Magic: War Dance

Skills: Preempt(8), Mighty Strike(16), Mind's Eye(24)

At first glance this appears to be an awful class, taking damage like a Berserker while not dishing out as much. War Dances have a few gems but are largely crap, mass Strengthen is hard to deny as good though. However, as you build up this class you'll see its clear the Swordmaster isn't meant to tank damage, but to avoid it. By combining Preempt with the Knockback skills you can greatly improve this class' melee survival abilities. Used with Sidestep the Swordmaster becomes a decent evasion tank that is overall quite survivable. However, damage is not quite comparable to other premier attackers especially since it must conserve TP to Preempt every turn to avoid risking really eating it from accurate attackers.

[Dragoon]

WT: 28

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Shop

Equip: 1H Sword, 2H Sword, Axe, Spear, Cudgel\*, Crossbow, Thrown\*, Heavy Armour

Magic: None

Skills: Dragonslayer(8), Beastslayer(8), Dragonsbane(17), Beastbane(17),  
Dragon's Wound(21)

The Dragoon's role is perhaps the most clearly defined in the game, at least compared to the rest of the melee fighters. Very different from its previous incarnations where it was a premier all purpose attacker, the Dragoon is now a Dragon and Beast slaying specialist, and it definitely excels in that role. Against other targets performance is merely average, which leads to some issues with training up this class. This is not a class you want to deploy in every battle, yet can make life dramatically easier for the ones you do want them in ...if they're kept adequately leveled. It's somewhat of a dilemma to decide whether you want to deal with a mediocre unit in battles without dragons or beasts in order to have an easier time in battles that do. The Dragoon is somewhat more durable than most of the standard melee fighters, but it is not exactly a tank either. A common strategy is to give the Dragoon a 2 handed crossbow, letting it build TP effectively on squishy targets it otherwise would have difficulty reaching in order to unleash slayer skills. Other 2 handed weapons still work well though.

[Ninja]

WT: 22

Movement: 5 Agile, 3 Up, 4 Down

Classmark: Shop

Equip: Dagger\*, Hammer\*, 1H Katana, Bowgun, Bow\*, Crossbow\*, Thrown, Medium  
Armour

Magic: Ninjutsu

Skills: Concentration(3), Steelstance(16), Evanescence(25)

And now we come to the game's other really overpowered generic class. It's not too surprising that dual wielding is very damaging, especially when on the fastest class...its like they didn't learn anything from FFT at all. Anyway, this class ends up with disgustingly few weaknesses in the long run, capable of withstanding stupid amounts of punishment (for a unit with so much power) with Steelstance on top of evasion skills, and it even gets Spell Ward IV. Ninjutsu's effectiveness is oft debated, but in reality it just adds more utility to this already insane class. The attack spells can even be tweaked to do respectable damage if you so desire, but they don't really add a whole lot when the damage output from the Ninja's physical attacks is so good. Highest mobility among humans, absurd damage, doesn't really die all that easily...its no shocker that the difficulty of this game goes down the gutter simply by employing a ninja death squad. Consider not using many or any Ninjas if you like to have fun.

[Rogue]

WT: 23

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Deneb's Shop

Equip: Fist, Dagger, Hammer\*, Blowgun, Bow\*, Crossbow, Thrown, Medium Armour  
+Shields

Magic: None



Skills: Steal(1), Sneak Attack(8), Speedstar(9), Sparagmos(10), Booby Trap(16), Disarm(20), Fey Pact(5)

This is a interesting class that can do a lot of damage and has a lot of nifty tricks up its sleeve. It is perhaps the most fragile class in the game, even though it very oddly can equip the higher end shields, relying heavily on evasion for survival as it can not abuse Steelstance like the Ninja. It is best suited to sneak attacking with a dagger or using a 2 handed crossbow to stay out of the fray. Sparagmos and Speedstar are both very useful abilities, to the point where the Rogue may be hard pressed finding slots to fit all its skills. And of course, the Rogue is the only class that can Steal, even though there's only a handful of items worth stealing, and ranking up Steal is incredibly slow and painful.

[Fusilier]

=====  
WT: 32  
Movement: 3 Agile, 2 Up, 3 Down  
Classmark: Event - Chapter 4 sidequest  
Equip: Dagger, Crossbow, Fusil, Medium Armour  
Magic: None  
Skills: Sharpshoot(3), Barricade(8), Course Correction(16)

This is an odd class that suffers from many issues, foremost of which is attempting to fulfill a role that is already served by an extremely powerful class, the Archer. The Fusilier also becomes available much later, at a point where your roster is likely already firmly established. Should you attempt to use one regardless, you will find that the Fusilier is in many ways similar to an Archer with a crossbow, except it doesn't do as much damage, is slower, more vulnerable to damage especially magic, have worse weapon options, and is generally underwhelming. Alternatively you can think of this as a more balanced(as in less blatantly overpowered) Archer, as certainly this can be a very fun class to play around with.

[Beast Tamer]

=====  
WT: 30  
Movement: 4 Agile, 2 Up, 3 Down  
Classmark: Shop  
Equip: Fist, Axe, Hammer, Cudgel\*, Whip, Medium Armour  
Magic: None  
Skills: Empower Beast(8), Empower Dragon(12), Repel Beast(24), Repel Dragon(24), Subdue(5), Tame(7)

This is one of the weaker classes, which is comparable to the old Dragon Tamer but a tragic fall for the old Beast Tamer. Understandably this class is meant to support Beasts and Dragons, but it usually does so best with a Lobber and so often finds itself reduced to chucking items the entire time. The Beast Tamer is not awful at attacking, but it certainly is not impressive either, generally only doing so to generate TP for Empowering or persuading. The Empower skills can lead to impressive damage if employed well, but even if you really like Beasts and Dragons it is somewhat difficult to justify fielding this class. You're probably better off grabbing the Subdue and Tame skills and sticking to something else, but that doesn't mean this is a horrible class.

[Warlock]/[Witch]

WT: 26

Movement: 3 Slow, 1 Up, 2 Down

Classmark: Drop/Steal - Best to farm the Mage Gildora

Equip: Dagger\*, Cudgel\*, Spellbook, Caster Armour

Magic: Standard Mage Set + Draconic Magic(All)

Skills: Empower Golem(8), Control Golem(1), Gordian Key(14), Golemsbane(18),  
Meditate\*

The Warlock is in many ways the same as the Wizard, but it becomes available much later. It can essentially do everything the Wizard can minus Conserve RT and Engulf, but enjoys a number of different advantages. The most noteworthy point is that they are the only standard class that learns the Draconic Magic command, the only other class period being the Lich. Additionally they get a number of skills related to Golems, but frankly Golemsbane and Gordian Key fall under the 'neat but way too narrow to warrant a skill slot' category. Empower Golem is decent if you're into that sort of thing, but unlike Beast Tamers Warlocks will have difficulty generating that much TP without getting hit, and probably prefers to be Meditating anyway.

The Warlock is capable of using Divine Magic if learned from another class, but actually suffers from an issue that is essentially the opposite of the Rune Fencer or Princess. It can only cast the Spiritsurge and Judgement spells, meaning it loses out on a great deal of utility compared to using another element, made worse by the fact that you can't have both Divine and Dark Magic commands at the same time. However, this doesn't mean that Divine Magic is completely useless for the Warlock, due to Draconic Magic. While the other elemental Draconic attack spells are merely strong attack spells, the light element Starfall has a unique advantage: It exorcises any undead it hits if they are stilled or dealt lethal damage by the spell. This actually means a Divine specialist Warlock can be the most effective generic undead destroyer in the game, but Starfall is not available until a good ways into the Palace of the Dead. Without Augment Light Starfall still gives the Warlock a significant advantage over the Wizard and even Necromancer, allowing it to destroy undead very efficiently. Should you acquire the Starfall II spell... undead will cease to be a problem ever again.

Starfall aside, Draconic Magic is actually...not all that interesting. The attack spells are merely a small upgrade over normal attack spells until the second rank ones, which are rather annoying to obtain and have extremely high level requirements. The best utility Draconic spells like Teleport and Springboard are also usable by the other high end casters like the Lich and Wicce, leaving the Warlock with exclusive access to...a bunch of crappy buff spells that are almost strictly worse than the store bought buff items. It's still a nice advantage over the Wizard and Necromancer at least.

[Necromancer]

WT: 22

Movement: 3 Slow, 1 Up, 2 Down

Classmark: Event - Chapter 4 Chaos sidequest, recruiting Cressida

Drop - Necromancers at PotD 18th Floor, after recruiting Cressida

Equip: Dagger\*, Cudgel\*, Caster Armour

Magic: Standard Mage Set + Necromancy

Skills: Animate Dead(3), Condemn(15), Consecrate Dead(22), Master Undead(1),  
Meditate\*

Somewhat absurdly this class is equally fast as the Ninja, and in practice faster due to not having to dual wield weapons. Like the Warlock, this class is essentially an improved Wizard, boasting significantly higher Int to go with

the of course titular Necromancy command. This is however a very elusive class, so just upgrading all your Wizards into Necromancers is not a simple task. Like Draconic Magic, Necromancy is nearly non-existent until the Palace of the Dead, but once you do get it rolling it offers a fairly interesting variety of effects. While the Curse series is of dubious use, Life Force turns the Necromancer into a potent self sustained caster. Horrific Love can be very powerful, even though the Bewitched status seems to be much less effective when used by the player. As one would expect, the Necromancer works well with Undead, Animate Dead being one of the cheaper TP skills around, and Putrify II being quite effective. Even without Undead or Necromancy this class largely surpasses the Wizard, being an effective mage in all ways.

[Lich]

=====  
WT: 30  
Movement: 3 Slow, 1 Up, 2 Down  
Classmark: None\*  
Equip: Dagger, Cudgel\*, Spellbook\*, Caster Armour  
Magic: Standard Mage Set + Non-Light Forbidden Magic + Necromancy + Draconic  
Magic(Attack spells, Springboard, Teleport, Negate Spell)  
Skills: Salvation(8), Reflection(24), Demon's Pact(1), Meditate\*

Although comparatively difficult to acquire the Lich is usually considered the most powerful generic caster, actually even rivaling the various special caster classes. Although quite slow, the Lich possesses the highest Int in the game to compliment its extensive spell repertoire. In addition to the standard spells, the Lich may cast Forbidden Magic, all Necromancy spells, and some Draconic spells, a powerful arsenal indeed. No matter what magics you choose to have your Lich specialize in, it will do well. The Lich's special skills are an odd bag, the bizzarely named Salvation is unlikely to be all that useful, while Reflection is pretty neat if not for the TP cost. Note that this incarnation of the Lich is not at all that durable, but other than that the Lich should be everything you expect it to be.

\*This is a special class that has to be transformed into.  
To transform a character into a Lich, bring the character to the 41st floor of the Palace of the Dead and have them use the Ring of the Dead item. The Ring of the Dead can be gotten from a number of places, but most easily being the 33rd floor of the Palace of the Dead, from the female Cenobite that starts at elevation 13. You can also acquire another from the male Death Eater starting at elevation 20, on the 53rd floor of the Palace of the Dead. Semi-generics are ineligible to becoming this class.

[Divine Knight]

=====  
WT: 28  
Movement: 4 Fly, 23 Up, 23 Down  
Classmark: None\*  
Equip: 1H Sword, Bow\*, Crossbow\*, Heavy Armour  
Magic: Exorcism, Spiritsurge, Judgement, Starfall, Gift of Restoration, Nullify  
Strike, Dodge Blades, Ballistics, Enlighten, Phantom Shell, Holy Shield,  
Sacrifice  
Skills: Poignant Melody(4), Evilsbane(6), Silent Song(8), Rampart Shadow(11),  
Requiem(15), Absolution(15), Sanctuary Shadow(15), Day of  
Reckoning(25), Celestial Song(30), Seraph's Pact(1)

A disappointing class to many, this incarnation of the 'Angel Knight' is rather different. Although it can learn a number of offensive light spells, it is

very poorly suited to actually using them due to the lack of Spellcraft. Its weapon options are also very limited, generally forcing them into a sword and board setup like their OB64 appearance. Overall, this class is somewhat puzzling for those who already have expectations of it. Nonetheless, the Divine Knight can be very useful thanks to its special skills which are much better than before. Poignant Melody (Charm), Requiem (Heavy light damage to undead), and Day of Reckoning (MP/TP reset) can be amazingly effective, especially with this class' flight. Additionally, as a 'Knight', this class has access to all levels of Rampart Aura if learned before hand, and as a hybrid it can learn Spell Ward IV, which is a unique combination that allows this class to frontline effectively. Don't try to think of the Divine Knight as an attacker and you should be able to find many uses for this unique class.

\*This is a special class that has to be transformed into.

To transform a character into a Divine Knight, have a skeleton or ghost use the Ensanguined Rood item on the 3rd floor of the San Bronsa Ruins. The rood can be acquired from various battles within the ruins themselves, most easily the first, from the Lamia Witch.

If you want an existing human character to become a Divine Knight, you must first turn them into a skeleton or ghost, an annoying task itself. To do so you must first zombify the character with the Necromancy spell, which is buyable from the shops in the Palace of the Dead. (Remember, anyone can directly use the arcana to cast the spell without being a Necromancer) Next, acquire a Book of the Dead. The earliest you can get one is on the 37th floor of the Palace of the Dead, from the Gorgon who starts at elevation 17, although the book also drops elsewhere. Finally you must bring the zombie character to the 22nd floor of the Palace and have them use the book. Only after all this will your candidate be ready for rebirth into their glorious divine state.

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## Special Classes

[Lord]

WT: 25

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Event - Chapter 4 story

Equip: Almost everything except fusils, robes, and some restricted equipment.

Magic: ALL! Except the restricted spell commands.

Skills: First Aid(10), Phalanx\*, Mighty Impact\*, Tremendous Shot\*

This is Denam's special class.

A unique case to be sure. The Lord is capable of using all support skills, all elemental magic commands plus Draconic, and a variety of action skills such a Mighty Impact, Tremendous Shot, and Phalanx. However, this class doesn't learn much of anything on its own, essentially completely relying on learning skills from other classes first in order to enhance its abilities. Noticeably this class can employ together many different skills that you normally wouldn't see on a heavy fighter, such as Rampart Aura IV, Spell Ward IV, Swiftfoot II, and the ever popular Double Attack. Although magic power is not wonderful, he is able to cast every single spell available, which is a considerable perk. Obviously this is the most flexible class in the game, and there are many ways to customize your Lord. You'll likely end up wishing you had more skill slots!

[Ranger]

=====  
WT: 25

Movement: 4 Agile, 2 Up, 3 Down, Swim

Classmark: Event - Chapter 3 Lawful story

Equip: Fist, Dagger, 1H Sword, Axe, Bow, Crossbow, Fusil\*, Thrown, Medium  
Armour

Magic: None

Skills: Back Attack(8), First Aid(13), Disarm(18), Recruit(1)

This is Vyce's class. Also usable by Azelstan.

This is one of the most interesting special classes in the game. In addition to a wide array of weapon options, the Ranger may dual wield, just like its predecessor could in the original. Thanks to the highest Dex in the game, dual wielding daggers is no doubt highly effective, but this class can perform well with swords, axes, or bows as well. Noticeably this class can equip Archer exclusive equipment, including the Ji'ygla Bow, which outperforms even the dual dagger setup. The Ranger unsurprisingly gets a number of mobility perks as well, such as learning Swiftfoot II and being able to naturally walk in water. This class is very vulnerable to magic however, especially since the characters that use this class have poor Mnd. Overall the Ranger is a very versatile and effective fighter that should serve your squad well.

[Priest]

=====  
WT: 26

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Steal from various Clerics in the Phorampha Wildwood, most easily  
the Male one on the first map.

Equip: Hammer\*, Cudgel\*, Caster Armour

Magic: Spiritsurge, Judgement, Exorcism, Silent Light, Boon of Swiftmess,  
Dispel, Awaken, Innervate, Singing Light, Awaken Stone, Liberate,  
Cleanse, Cleanse II, Unburden, Hearten, Ease, Heal, Major Heal,  
Resurrect

Skills: Holy Water(6), Absolution(15), Break Curse(18), Seraph's Pact(5)

This is Catiua's class.

In a lot of ways you can think of this as a super Cleric that can cast Divine attack spells. For the most part it functions the same, except that the lack of Mother's Blessing hurts the Priest's healing potential. Mnd is especially exceptional, and overall you can expect some pretty potent Spiritsurge and Judgement damage. The Holy Water skill is a fine supplement to the Priest's undead destroying capabilities, even though generating the TP can sometimes be difficult especially for successive uses. Absolution counters the scary sounding Condemn, but in practice it is never necessary. Break Curse is yet another one of those highly narrow skills that can't possibly justify taking up a precious skill slot. In the end this class should serve you well as a healer/attacker hybrid, although personally I feel that its counterpart class is more useful.

[Princess]

=====  
WT: 25

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Event - Chapter 4 story

Equip: Dagger\*, 1H Sword\*, Axe\*, Hammer\*, Cudgel\*, Whip, Medium Armour

Magic: Non-Dark Targeted Magic, Non-Dark Forbidden Magic, Silent Light, Boon of

Swiftness, Dispel, Awaken, Innervate, Singing Light, Awaken Stone, Liberate, Cleanse, Cleanse II, Unburden, Hearten, Ease, Heal + Draconic Magic(Attack spells, Gift of Restoration, Enlighten, Phantom Shell, Holy Shield)

Skills: Princess' Whim(10), Lucky Star(20), Holy Water\*, Absolution\*, Meditate\*, Recruit(1), Seraph's Pact(5)

The Princess is best compared to the Priest, and generally it performs better. Statistically they are very similar, with the Priest coming out very slightly on top in the magical areas. The Princess loses Spiritsurge, Exorcism, Major Heal, and Resurrection, gaining instead Heavenly Judge and some Draconic Magic. Generally speaking this is a good trade, since Heavenly Judge and Starfall eclipse Spiritsurge and Exorcism, making the only real loss Major Heal. Damage output is not as high as the Priest at first glance, but the Princess' access to the much more powerful Heavenly Judge and Starfall spells means she wins overall. The Priest's best skill, Holy Water, is luckily cross class usable, making the Princess easily the best undead destroyer in the game. Much like the Valkyrie the Princess can use different elements, but it'd be stupid to do so. Also much like the Valkyrie the Princess is advertised as a 'mage-knight', but naturally suffers from all the same problems. Regrettably her weapon options are even more restricted, but should it find itself available the Brynhildr can be put to some good use in her hands, further cementing her position of supreme undead slayer. It is worth noting that the Princess has access to the Meditate skill, which is a great advantage over the Magic Seed reliant Priest. Ultimately the Princess can be a sturdy and flexible character, even if she is no longer the offensive powerhouse from the original.

[Dark Priest]

WT: 25

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Drop - Cleric in Hanging Gardens Floor 8

Drop - Cleric Templar Knight in Hanging Gardens Floor 18

Equip: Cudgel\*, Spellbook, Caster Armour

Magic: Non-Light Targeted Magic, Non-Light Forbidden Magic, Drain Heart, Drain Mind, Drain Power, Spellcharge, Torpor, Paralytic Wave, Poison Cloud, Sleep, Charm, Gravity Flux, Whirlwind, Protect, Galvanize, Quench, Flame Fusion, Icy Focus

Skills: Bloody Gag(10), Iron Maiden(20), Meditate\*

This is a top tier attack caster statistically, but the spell options are... very odd and restrictive. Basically the Dark Priest suffers from another case of the Valkyrie issue, being able to cast from elements other than Dark, but gains little from doing so. Even within Dark magic itself the Dark Priest's options are very pick and choose, randomly being able to cast some spells and not others. Its special skills are fairly pointless as well, suffering from poor range and accuracy. Sadly this class is largely a waste of time unless you like the sprite. It IS a pretty cool sprite though.

[Paladin]

WT: 33

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Deneb's Shop after recruiting this class AND Deneb

Equip: 1H Sword, 2H Sword, Axe\*, Spear, Hammer, Cudgel\*, Crossbow\*, Heavy Armour

Magic: Awaken, Innervate, Singing Light, Awaken Stone, Cleanse, Unburden,

Hearten, Heal

Skills: Phalanx(4), Consecrate Edge(3), Rampart Shadow(10), Sanctuary  
Shadow(14), Guardian Force(18), Sublime Sacrifice(20), Recruit(1)

This is Lancelot's special class.

The final class to be unlocked, so how does it measure up? Its pretty clear that this class is a Knight variant, enjoying many of the same benefits. It trades Instill Light for Consecrate Edge, which I'd reluctantly call a good trade, but each has their pros and cons. The Paladin tanks damage about as well as the White Knight, but it does get Phalanx unlike the White Knight, and granting itself Light-touched means its a better damage dealer than both the Knight and White Knight. He'll probably want a strong light element weapon to make good use of his high rank default Augment Light. Sadly the game is nearly done with by the time you get the Paladin, but you will likely be impressed with him if you take the time to play around with the class.

[Astromancer]

WT: 25

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Deneb's Shop after recruiting this class AND Deneb

Equip: Dagger\*, Cudgel\*, Spellbook, Caster Armour

Magic: ALL Missile Magic, ALL Targeted Magic, ALL Forbidden Magic, All Dark  
Support spells, +Draconic Magic(Attack spells, Detect, Springboard,  
Teleport)

Skills: Eyes of Heaven(3), Stardust Grace(10), Meditate\*

This is Warren's special class.

Statistically the Astromancer is the most powerful caster class in the game, and you'd certainly hope so considering how arduous a task it is to recruit him. For some strange reason this class cannot cast any Support spells except the Dark ones, which is an annoying drawback. Stormspark and Stunslay would've been good additions to its repertoire... The Astromancer can use the elemental Resonance skills, which are direct ports from the Dragon skills, except even less useful due to the usual TP issue. Stardust Grace isn't too awful, since compared to similar skills it at least can't fail, but is nonetheless a dubious use of a skill slot. The Astromancer should be a pretty impressive class overall, if not for the fact it comes so late.

[Vartan]

WT: 26

Movement: 5 Fly, 32 Up, 32 Down

Classmark: Dropped by many Hawkmen in Chapter 1

Equip: Fist, , Dagger, Axe\*, Hammer, Cudgel\*, Bow\*, Crossbow, Medium Armour

Magic: Non-Dark Missile Magic

Skills: Huapango Winds(10), El Colas Winds(15), Fey Pact(5)

This is Canopus' class, but generic hawkmen can use it too.

This is actually sort of a generic class I guess, but whatever. The Vartan exhibits a number of obvious advantages off the bat, such as high movement and of course flight. It is adept at both melee and ranged combat, so it would be wise to play off this strength. As a flyer the Vartan can fly up high to gain an elevation advantage and shoot much farther than normal, a powerful ability indeed. The default setup of Axe+Bow will remain highly effective

for most of the game. This class gets two unique abilities, El Colas Winds being by far the more useful of the two. It grants himself and nearby allies Air-touched and Truestrike, adding a good bit of extra damage and accuracy to your attacks. Sadly, at very high levels one handed bows cease to upgrade, a concern that drives many players to resorting to crossbows for this class, or simply abandoning it completely. While this is reasonably effective, this wastes many of the Vartan's best features such as flight and flexibility. There are pros and cons to whichever setup you choose, but careful consideration should be made as switching on the fly to a weapon you have no skill rank in will greatly hamper performance. Just remember: Even without a powerful end game bow this class' damage is more than good enough.

#### [White Knight]

WT: 34

Movement: 4 Agile, 2 Up, 3 Down

Classmark: Event - Chapter 3 story

Equip: Fist, 1H Sword, 2H Sword, Axe\*, Spear, Hammer, Cudgel\*, Crossbow\*, Heavy Armour

Magic: Awaken, Innervate, Singing Light, Awaken Stone, Cleanse, Hearten, Heal

Skills: Paralysis Blade(3), Rampart Shadow(11), Sanctuary Shadow(15), Velocity Shift(18), Guardian Force(19), Recruit(1)

This is Gildas, Mirdyn, and Ravness' special class.

As the name may suggest, this is an upgrade of sorts to the regular old Knight, yet it doesn't actually strictly improve on it, not in all ways at least. Noticeably this class doesn't actually take damage as well as the Knight, in addition to not getting Phalanx. The White Knight trades Instill Light and Lightguard for a number of status curing spells, which is generally a good trade. This class is offensively superior however, being capable of dealing some decent damage with a strong 2 handed weapon. Generally the White Knight is a lot more useful than its generic counterpart as an almost purely defensive unit is of, as discussed in its section, somewhat dubious value in this game. Instead of Phalanx the White Knight gets 2 unique skills, Paralysis Blade and Velocity Shift. Paralysis Blade is more effective than you might think, effectively nullifying counterattacks and capable of being spread around to many enemies through the White Knight's own counterattacks. With a bit of luck, stunning a lot of your enemies can greatly reduce their offensive potential, so this skill is in fact a pretty strong defense. Velocity Shift is very different, but very powerful if well utilized, almost being a fully accurate Paradigm Shift in many situations. This is a solid class that should serve you very well, as long as you aren't expecting it to be a primary damage dealer.

#### [Shaman]

WT: 25

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Chapter 4 Sidequest drop

Equip: Hammer\*, Cudgel\*, Spellbook, Caster Armour

Magic: ALL Air, Earth, Lightning, Water, Fire and Ice spells + Draconic Magic (attack spells only)

Skills: Nature's Whisper(3), Nature's Touch(10), Meditate\*, Fey Pact(1)

This is Cistina, Olivya, Sherri, and Cerya's special class. Also usable by Deneb and Iruria.



This is an interesting mage variant that is quite powerful. The Shaman trades access to Dark magic for the entire spell sets of the other non-light elements, including the otherwise fairly exclusive Summon, Forbidden, and Instill Element spells. Magic power is lowest of the special character classes, but this is easily made up in other ways. Summon spells offer the highest single damage potential of all spells, often to the point of insane overkill with the level II versions. This class is one of the casters that gets a very worthwhile TP skill in Nature's Touch, significantly boosting the damage of their next spell. A Nature's Touch'd level II Summon will utterly obliterate anything. Consequently this class should consider foregoing the Meditate skill, instead using Magic Seeds and saving TP for Nature's Touch.

[Wicce]

WT: 25

Movement: 4 Slow, 1 Up, 2 Down

Classmark: Deneb's Shop after recruiting this class AND Deneb

Equip: Dagger\*, Hammer\*, Cudgel\*, Whip, Spellbook, Caster Armour

Magic: Standard Mage Set + Non-Light Forbidden Magic + Draconic Magic  
(Springboard, Teleport, Negate Spell, Nullify Strike)

Skills: Witch's Smile(3), Magic Time!(10), Stirring Kiss(18), Meditate\*,  
Control Golem(1)

This is Deneb's special class.

Yet another 'super wizard' class, this one's selling point is her Magic Time! skill. Compared to the Enlighten spell and Spiritstone of the Stars item, the Magic Time! skill doesn't consume your turn, which is a nice perk and that makes it more usable. TP is still an issue however, conflicting with Meditate the same way Nature's Touch does. That aside this is just another souped up Wizard class that also gets Forbidden Magic, somewhat disappointing for the effort involved. Still, Magic Time! combined with formidable stats makes her into a strong caster, so there's not too much to complain about.

[Songstress]

WT: 25

Movement: 5 Fly, 32 Up, 32 Down

Classmark: Deneb's Shop after recruiting this class AND Deneb

Equip: Dagger, Hammer\*, Cudgel\*, Whip, Instrument, Medium Armour

Magic: Song

Skills: Echoing Voice(8), Resounding Voice(16), Recruit(1)

This is Iuria's special class.

Something of an overly specialized support class, if you ask me. The Songstress' unique feature is of course the Song command. Unfortunately, most of these are just buff and debuff spells except multi-target in a point blank radius around her. Most of these are pretty underwhelming by the point you get this class, although mass Spellcraft and MP restore at least has some potential. Mobility is good at least, and with enough skill ranks physical attack damage with instruments is almost passable. Too bad they aren't ranged like the FFT Harps.

[Buccaneer]

WT: 25

Movement: 4 Agile, 2 Up, 3 Down, Swim

Classmark:

Equip: Fist, Dagger, 1H Sword, 2H Sword, Axe, Whip, Crossbow\*, Fusil\*, Thrown\*,  
Medium Armour

Magic: None

Skills: Barricade(6), Evade(8), Speedstar(10), Shadowbreak(12), Back  
Attack(15), Stirring Kiss(18), Apostate(20), Risk Management(22)

This is Azelstan's special class. Also usable by Denam, Vyce, and Canopus.

Another class that can Double Attack with daggers, so how bad can it be? For something more fun you can try 1H sword and fusil, recreating a stereotypical pirate look :D That aside, this is one of the better classes, in particular getting the useful Speedstar. This class gets quite a few other skills too, although most of them aren't particularly useful they still serve to help round out this versatile class. The Buccaneer is comparable to the Ranger, enjoying the same movement advantages like Swiftfoot II and swimming, but is probably superior overall thanks to Speedstar. Other than that the Buccaneer is not too different from its counterpart, so you should have a good idea of what to expect from it.

[Knight Commander]

WT: 20

Movement: 4 Agile, 2 Up, 3 Down, Swim

Classmark: Drop - Possible from most of the Knight Commanders

Steal - Zombie Templar Knight encountered when its raining at Reisan  
or Vanessan. Must have already recruited this class in both cases.

Equip: Dagger, 1H Sword, 2H Sword, Hammer\*, Whip, Crossbow, Heavy Armour

Magic: Missile Magic, Targeted Magic, Heal

Skills: Mighty Impact(3), Gordian Key(8), Intimidate(10), First Aid(14),  
Intercession(14), Shadowbreak(14), Dragonslayer(16), Beastslayer(16),  
HP Infusion(17), Squash(20), Ivory Tower(23)

This is Ozma's special class.

AKA the 'Templar Commando', this was a highly longed for class in the original. At long last it is playable, and even in your wildest dreams you would not have imagined how powerful it is. The Knight Commander is very fast, can equip a wide variety of equipment, cast standard attack spells, cast healing spells, walk in water, become invulnerable to physical attack, slay beasts and dragons with ease, use Swiftfoot II and Rampart Aura IV, dual wield, and is an all around powerful fighter. Suffice to say, this is a fairly absurd class! It nonetheless suffers from hybrid issues should to attempt to use it that way, but generally the Knight Commander should excel no matter how you choose to employ it. Realistically, this class' only weakness is vulnerability to status conditions due to the lack of Spell Ward III and IV.

Skills

Action & Special

+=====+  
|[Mighty Impact] |

```
+=====+
|Learned: Warrior(3), Knight Commander(3)
|Usable: Lord
|-----|
|TP: 40      ||RT:+18      ||Range: 1      ||Area: 1
|-----|
|Description: Cause melee weapons such as swords and axes to score
|automatic criticals with 100% accuracy. These attacks are not subject
|to counterattacks.
|-----|
|Simple enough, and certainly useful. Aside from being a damage boost
|this can be used to knock enemies off cliffs or other creative uses.
|
|
+-----+
```

```
+=====+
|[Double Impact]
+=====+
|Learned: Warrior(25)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 1
|-----|
|Description: Allows two attacks to be made with melee weapons
|
|-----|
|At last, this will make your Warrior do more than competitive damage.
|This comes very late however, which is a shame since they really
|could've used it sooner.
|
+-----+
```

```
+=====+
|[Vigorous Attack]
+=====+
|Learned: Warrior(15)
|Usable: None
|-----|
|TP: 75      ||RT:+25      ||Range: 1      ||Area: 3
|-----|
|Description: Cause melee attacks of friendly units within 2 tiles to
|hit with 100% accuracy.
|-----|
|Why bother? You won't really be missing all that much by this level
|either, so there's always better things to spend that much TP on.
|
|
+-----+
```

```
+=====+
|[Double Shot]
+=====+
|Learned: Archer(25)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 1
|-----|
|Description: Allows two attacks to be made with ranged weapons. Does
|not apply to the Lobber or fusils.
|
```

-----  
|As if Tremendous Shot were not good enough they decided to give Archers  
|a skill that will let them kill most units in a single round.  
|Note that this skill fails when attacking out of your normal range, so  
I find it worthwhile to have both this and Tremendous Shot equipped.

=====+  
[Eagle Eye]

|Learned: Archer(15)  
Usable: None

|TP: 70           ||RT:+24           ||Range: 1           ||Area: 3  
-----

|Description: Boost the accuracy of ranged attacks to 100% for all  
friendly units within 2 tiles. Does not apply to fusils.

|This is pretty stupid when you could rape something with Tremendous or  
|Double Shot instead. Besides, your accuracy issues should be resolved  
|by the time this becomes available.  
|  
-----

=====+  
[Tremendous Shot]

|Learned: Archer(3)  
Usable: Lord

|TP: 40           ||RT:+18           ||Range: 1           ||Area: 1  
-----

|Description: Cause ranged weapons such as bows and crossbows to score  
automatica criticals with 100% accuracy. Does not affect fusils.

|This is what makes Archers dominate basically the entire main game.  
|There's not a lot to say really. Use this. A lot.  
|  
|  
-----

=====+  
[Meditate]

|Learned: Wizard(3)  
Usable: All primary magic users, except Cleric and Priest

|TP: 15           ||RT:+13           ||Range: 1           ||Area: 1  
-----

|Description: Restores a small amount of MP. The amount of MP restored  
increases with rank.

|The expected amount of MP restored is 5 per rank, making it 40 MP at  
|Rank 8, but there is a variance in the actual amount you get. This  
|seems pathetically weak initially, but becomes very worthwhile at high  
|ranks. Remember, many pieces of armour grant Meditate rank bonuses,  
greatly improving its effectiveness.

=====+

| [Engulf]

| Learned: Wizard(25)

| Usable: None

| TP: 50            ||RT:+20            ||Range: 1            ||Area: 1

| Description: Increase area of next spell cast by 3.

| The in game description (and by extension, the correctness of the name) is wrong. This actually enhances cast range by 3, not area. Its sorta cool but by the time you get this much more powerful casters that are superior to the Wizard are available. Pity.

| [Conserve RT]

| Learned: Wizard(15)

| Usable: None

| TP: 30            ||RT:+16            ||Range: 1            ||Area: 1

| Description: Reduce RT of next spell cast to 0.

| This isn't very worthwhile for most of the middle tier spells, still only saving you only 12 RT on a Level IV Targeted spell. Wizards can't cast Forbidden Magic either, so this ends up being rather sad.

| [Coax]

| Learned: Wizard(5)

| Usable: All humans and humanoids

| TP: 40            ||RT:+18            ||Range: 1            ||Area: 1

| Description: Attempt to PERSUADE a REPTILE unit to your cause. The lower their HP and loyalty, the higher the chance of success. The HERPETOLOGY skill also affects the outcome.

| Like all persuasion skills Rank affects the Range at which you can persuade with full accuracy. You suffer significant penalties for each tile further from the target than your Rank

| [Recruit]

| Learned: Cleric(1), Rune Fencer(1), Knight(1), Ranger(1), Princess(1)  
| Paladin(1), White Knight(1), Songstress(1)

| Usable: All humans and humanoids

| TP: 40            ||RT:+18            ||Range: 1            ||Area: 1

|Description: Attempt to PERSUADE a HUMAN unit to your cause. The  
|lower their HP and loyalty, the higher the chance of success. The  
|ANATOMY skill also affects the outcome.

|-----|  
|Like all persuasion skills Rank affects the Range at which you can  
|persuade with full accuracy. You suffer significant penalties for  
|each tile further from the target than your Rank  
|

+=====+  
|[Seraph's Pact]

+=====+  
|Learned: Cleric(10), Divine Knight(1), Priest(5), Princess(5)  
|Usable: All humans and humanoids

|-----|  
|TP: 40           ||RT:+18           ||Range: 1        ||Area: 1  
|-----|

|Description: Attempt to WIN a DIVINE unit to your cause. The  
|lower their HP and loyalty, the higher the chance of success. The  
|SACROLOGY skill also affects the outcome.

|-----|  
|Like all persuasion skills Rank affects the Range at which you can  
|persuade with full accuracy. You suffer significant penalties for  
|each tile further from the target than your Rank  
|

+=====+  
|[Mother's Mercy]

+=====+  
|Learned: Cleric(25)  
|Usable: None

|-----|  
|TP: 50           ||RT:+20           ||Range: 1        ||Area: 1  
|-----|

|Description: Removes all debuffs from the caster.

|-----|  
|The only time this is useful is when your Cleric is getting absolutely  
|bombarded with status, but when does that seriously happen? Not to  
|mention that the most debilitating status prevent him from getting this  
|skill off too.

+=====+  
|[Mother's Blessing]

+=====+  
|Learned: Cleric(12)  
|Usable: None

|-----|  
|TP: 50           ||RT:+20           ||Range: 1        ||Area: 1  
|-----|

|Description: Double HP restored by next DIVINE MAGIC spell. If next  
|divine magic spell does not restore HP, the effect is lost.

|-----|  
|This is pretty fantastic, although it suffers from the usual TP issues  
|for casters. Nonetheless, a well placed Mother's Blessing can bring  
|your whole team back from the brink of death. Additionally, Clerics  
|under fire will be able to pump these out turn after turn, so creative

|positioning of your Clerics may allow you to really abuse this skill. |

+=====+  
|[Conserve MP] |

+=====+  
|Learned: Rune Fencer(16) |

|Usable: None |

|-----|  
|TP: 30 ||RT:+16 ||Range: 1 ||Area: 1 |

|-----|  
|Description: Reduce MP cost of next spell cast to 0. |

+=====+  
|[HP Infusion] |

+=====+  
|Learned: Rune Fencer(8), Knight Commander(17) |

|Usable: None |

|-----|  
|TP: 50 ALL ||RT:+20 ||Range: 1 ||Area: 1 |

|-----|  
|Description: Convert accumulated TP to HP. |

+=====+  
|[MP Infusion] |

+=====+  
|Learned: Rune Fencer(24) |

|Usable: None |

|-----|  
|TP: 50 ALL ||RT:+20 ||Range: 1 ||Area: 1 |

|-----|  
|Description: Convert accumulated TP to MP. |

+=====+  
|[Barricade] |

+=====+  
|Learned: Rune Fencer(10), Fusilier(8), Buccaneer(6) |

|Usable: None |

|TP: 60           ||RT:+22           ||Range: 1        ||Area: 1  
|-----|  
|Description: Place a barricade that serves as an obstacle.  
|  
|-----|  
|  
|  
|  
|  
+-----+

+=====+  
|[Guardian Force]  
+=====+  
|Learned: Knight(20), Paladin(18), White Knight(19)  
Usable: None
TP: 50
-----
Description: Redirects 50% of damage taken by friendly units within 2
tiles to the target unit until next attack turn.
-----
This does an okay job at protecting your other characters, but damage
is taken at 100% so it is possible to get the Knight killed through
this.
+-----+

+=====+  
|[Sanctuary Shadow]  
+=====+  
|Learned: Knight(16), Divine Knight(15), Paladin(14), White Knight(15)  
Usable: None
TP: 70
-----
Description: Creates a shadow of the caster with SANCTUARY.
-----
+-----+

+=====+  
|[Phalanx]  
+=====+  
|Learned: Knight(5), Paladin(4)  
Usable: Lord
TP: 50
-----
Description: Reduce HP damage taken by 90% until next attack turn.
the unit cannot make counterattacks during this time.
-----
This isn't good as an actual tanking ability unless cleverly utilized,
so its more likely to end up as a desperation act or to deter taking
in the first place for the Lord.



[Rampart Shadow]

Learned: Knight(12), Divine Knight(11), Paladin(10), White Knight(11)  
Usable: None

TP: 75           ||RT:+25           ||Range: 1           ||Area: 1

Description: Creates a shadow of the caster with RAMPART AURA.

[Lament of the Dead]

Dark Affinity

Learned: Terror Knight(20)  
Usable: None

TP: 30           ||RT:+16           ||Range: 1           ||Area: 1

Description: FRIGHTEN enemy units within 2 tiles. Accuracy increases with rank.

This is really quite good. Try to maximize Mnd for best success rates. Frightening large groups of enemies will make life much easier.

[Shadowbreak]

Learned: Terror Knight(13), Buccaneer(12), Knight Commander(14)  
Usable: None

TP: 40           ||RT:+18           ||Range: 5           ||Area: 1

Description: Dispel a shadow.

This does exactly what it says, dispelling a shadow from the Rampart Shadow and Sanctuary Shadow skills. Obviously this is narrow beyond belief and will never justify taking up a slot.

[Fearful Impact]

Learned: Terror Knight(3)  
Usable: None

TP: 40           ||RT:+18           ||Range: 1           ||Area: 1

-----  
|Description: Cause melee weapons to hit with 100% accuracy and always  
FRIGHTEN the target.

|This isn't a bad use of TP until Lament of the Dead comes along, but  
|once it does it largely eclipses Fearful Impact in usefulness.  
|  
|

+-----+  
|[Squash]  
+-----+

|Learned: Terror Knight(15), Knight Commander(20), Hoplite(??)  
Usable: None

|TP: 30           ||RT:+16           ||Range: 1-3       ||Area: 1  
|-----

Description: Remove a barricade or Jack-o'-Lantern.

|This is about as useful as Shadowbreak. That is to say, utter crap.  
|  
|  
|

+-----+  
|[Berserk]  
+-----+

|Learned: Berserker(7)  
Usable: None

|TP: 40           ||RT:+18           ||Range: 1         ||Area: 1  
|-----

|Description: Cause melee weapons to hit all units in the tiles directly  
|in front of, diagonally forward from, and to to the sides of the  
attacker, regardless of weapon range. Friendly fire is possible.

|Although most of the time Sanguine Assault will be preferred, this isn't  
|bad at all if used well.  
|  
|

+-----+  
|[Sanguine Assault]  
+-----+

|Learned: Berserker(14)  
Usable: None

|TP: 50           ||RT:+20           ||Range: 1         ||Area: 1  
|-----

Description: Increase target's STR by 50% when making melee attacks.

|This will make your Berserker hit like a truck. Simple enough, and has  
|the perk of still being able to crit.  
|  
|

-----+  
+=====+  
|[Risk Management] |

+=====+  
|Learned: Berserker(18), Buccaneer(22) |

|Usable: None |

-----+  
|TP: 50           ||RT:+20           ||Range: 1        ||Area: 1 |

-----+  
|Description: Redirect all damage taken by the target to friendly units |  
|within 2 tiles until next attack turn. |

-----+  
|This doesn't reduce the damage taken at all, so its liable to get your |  
|fellows killed. However, you can't take more damage more than your |  
|have HP, so when you're about to die this can be surprisingly |  
|effective in some situations. |

-----+  
+=====+  
|[Preempt] |

+=====+  
|Learned: Swordmaster(8) |

|Usable: None |

-----+  
|TP: 40           ||RT:+18           ||Range: 1        ||Area: 1 |

-----+  
|Description: Until next attack turn, unit will preempt incoming |  
|melee attacks with an attack of its own. Does not apply to attacks |  
|outside the unit's attack range. |

-----+  
|This interacts interestingly with the Knockback skills, allowing the |  
|swordmaster to knock away assailants before they can even attack. |  
|Subject to the same limitations of Knockback however, so this is not |  
|reliable even with Knockback IV. |

-----+  
+=====+  
|[Mighty Strike] |

+=====+  
|Learned: Swordmaster(16) |

|Usable: None |

-----+  
|TP: 50           ||RT:+20           ||Range: 1        ||Area: 1 |

-----+  
|Description: Increase ATK by 25% when making katana attacks. |

-----+  
|Not as good as other damage boosting skills, made further worse by the |  
|fact that the Swordmaster often needs to be using Preempt if it doesn't |  
|want to take a ton of damage. Additionally the Swordmaster will have |  
|trouble finding the space to put this skill. |

-----+  
+=====+  
|[Mind's Eye] |

+=====+  
|Learned: Swordmaster(24) |

|Usable: None |

|TP: 60           ||RT:+22           ||Range: 1       ||Area: 1  
|-----|  
|Description: Cause target to evade all melee attacks until next attack  
turn.
+-----+

+=====+  
|[Dragonslayer]  
+=====+

|Learned: Dragoon(8), Knight Commander(16)  
Usable: None

|TP: 50           ||RT:+20           ||Range: 1       ||Area: 1  
|-----|

|Description: Cause melee attacks on dragon units to deal increased  
damage and hit with 100% accuracy.

|Rapes Dragons like nobody's business, enough said. Actually, building  
|the TP up to use this can be difficult sometimes, so don't hesitate to  
|hit something else first to get the TP. Additionally, this actually  
|DOES work with ranged attacks.  
+-----+

+=====+  
|[Dragon's Wound]  
+=====+

|Learned: Dragoon(21)  
Usable: None

|TP: 50           ||RT:+20           ||Range: 4       ||Area: 1  
|-----|

Description: Remove DRAGON'S SCALE with a 100% success rate.

|Although Dragon's Scale can be infuriating, its still pretty difficult  
|to justify this skill. Your mileage may vary.  
|  
|  
+-----+

+=====+  
|[Dragonsbane]  
+=====+

|Learned: Dragoon(17)  
Usable: None

|TP: 75           ||RT:+25           ||Range: 1       ||Area: 3  
|-----|

|Description: Increase melee damage dealt to dragon units by friendly  
units within 2 tiles.

|Most of the time this is pretty dumb when you can just kill the damn  
|thing with a Dragonslayer instead, not too mention that if your other  
|units aren't doing much damage to dragons in the first place this won't  
|actually improve that situation by much.  
+-----+

```

+=====+
|[Beastslayer] |
+=====+
|Learned: Dragoon(8), Knight Commander(16) |
|Usable: None |
|-----|
|TP: 40          ||RT:+18          ||Range: 1          ||Area: 1          |
|-----|
|Description: Cause melee attacks on beast units to deal increased |
|damage and hit with 100% accuracy. |
|-----|
|Really great for showing those octopi who's boss. However, beasts in |
|general aren't nearly as resilient as dragons, while octopi don't |
|appear all that often. So this isn't quite as useful as |
|Dragonslayer, but you'll still be glad you have it against octopi. |
+-----+

+=====+
|[Beastbane] |
+=====+
|Learned: Dragoon(17) |
|Usable: None |
|-----|
|TP: 75          ||RT:+25          ||Range: 1          ||Area: 3          |
|-----|
|Description: Increase melee damage dealt to beast units by friendly |
|units within 2 tiles. |
|-----|
|Like Dragonsbane, this isn't worth the TP or skill slot. |
| |
| |
| |
+-----+

+=====+
|[Evanescence] |
+=====+
|Learned: Ninja(25) |
|Usable: None |
|-----|
|TP: 100 ALL     ||RT:+30          ||Range: 1          ||Area: 3          |
|-----|
|Description: Launch a desperate attack that deals damage to units |
|within 2 tiles and leaves the caster INCAPACITATED. |
|-----|
|>_> |
| |
| |
| |
+-----+

+=====+
|[Concentration] |
+=====+
|Learned: Ninja(3) |
|Usable: None |
|-----|
|TP: 30          ||RT:+16          ||Range: 1          ||Area: 1          |
|-----|

```

|Description: Cause ninjutsu to hit with 100% accuracy.

|  
|  
|  
|  
|

+=====+  
|[Steelstance]

+=====+  
|Learned: Ninja(16)

|Usable: None

|-----+  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 1

|-----+  
|Description: Increase DEFENSE until next attack turn.

|  
|-----+  
|This is a pretty borked skill, largely eliminating the Ninja's only  
|weakness. It actually isn't THAT good, except that Ninja are insane  
|to start with, so this just exuberates the problem.

+=====+  
|[Steal]

+=====+  
|Learned: Rogue(1)

|Usable: None

|-----+  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 1

|-----+  
|Description: Steal items from enemies. Success rate and variety of  
|items that can be stolen increase with rank.

+=====+  
|[Sneak Attack]

+=====+  
|Learned: Rogue(8)

|Usable: None

|-----+  
|TP: 40           ||RT:+18           ||Range: 1           ||Area: 1

|-----+  
|Description: Cause melee attacks from behind to deal considerably  
|more damage.

+=====+  
|[Fey Pact]

+=====+  
|Learned: Rogue(5), Vartan(5), Shaman(1)  
Usable: All humans and humanoids

|TP: 40           ||RT:+18           ||Range: 1           ||Area: 1  
|-----|

|Description: Attempt to PERSUADE a FAERIE unit to your cause. The  
|lower their HP and loyalty, the higher the chance of success. The  
SPIRITOLGY skill also affects the outcome.

|Like all persuasion skills Rank affects the Range at which you can  
|persuade with full accuracy. You suffer significant penalties for  
each tile further from the target than your Rank

+=====+  
|[Speedstar]

+=====+  
|Learned: Rogue(9), Buccaneer(10)  
Usable: None

|TP: 30           ||RT:+16           ||Range: 1           ||Area: 1  
|-----|

Description: Grant QUICKENED to the user.

|What's not to like? Cheap TP wise too.  
|  
|  
|-----|

+=====+  
|[Booby Trap]

+=====+  
|Learned: Rogue(16)  
Usable: None

|TP: 25           ||RT:+15           ||Range: 1           ||Area: 1  
|-----|

|Description: Lay a trap in an adjacent tile. A tarot card is required  
to set traps.

|Pretty useless, sadly. You can inflict a wide variety of status or  
|do paltry damage with this, hardly worth the time or even tarot.  
|  
|-----|

+=====+  
|[Disarm]

+=====+  
|Learned: Rogue(20), Ranger(18)  
Usable: None

|TP: 35           ||RT:+17           ||Range: 1           ||Area: 1  
|-----|

|Description: Disarm a trap in an adjacent tile.

|-----|  
|This is a waste of time. Rogues already have way better skills to use,  
|and traps aren't even remotely threatening, or even that common.

+=====+  
|[Sparagmos]

Wind Affinity

+=====+  
|Learned: Rogue(10)

|Usable: None

|-----|  
|TP: 50 ALL ||RT:+20 ||Range: 1 ||Area: 3

|-----|  
|Description: A medium-range attack that deals SLASHING AIR damage to  
|MULTIPLE TARGETS by targeting their vital areas.

|-----|  
|This benefits from Augment Air and can do some pretty impressive damage  
|with sufficient ranks.

+=====+  
|[Course Correction]

+=====+  
|Learned: Fusilier(16)

|Usable: None

|-----|  
|TP: 60 ||RT:+22 ||Range: 1 ||Area: 1

|-----|  
|Description: Cause ranged attacks with fusils to ignore obstacles and  
|hit with 100% accuracy.

|-----|  
|This is pretty necessary if you suck at aiming fusils, but then you  
|give up using Sharpshoot. Try to avoid this whenever you can, but this  
|is still situationally useful for making otherwise impossible shots.

+=====+  
|[Sharpshoot]

+=====+  
|Learned: Fusilier(3)

|Usable: None

|-----|  
|TP: 50 ||RT:+20 ||Range: 1 ||Area: 1

|-----|  
|Description: Cause fusils to score automatic criticals with 100%  
|accuracy.

|-----|  
|Not enough to compete with Archers. Nothing wrong with the skill  
|itself though.



[Empower Dragon]

Learned: Beast Tamer(12)

Usable: None

TP: 70           ||RT:+24           ||Range: \*           ||Area:

Description: Enhance attacks of friendly dragon units to deal maximum damage. Target area increases with rank.

TP cost is pretty high, but this is usually worth it if you can combine it with a beefy dragon breath attack.

[Empower Beast]

Learned: Beast Tamer(8)

Usable: None

TP: 70           ||RT:+24           ||Range: \*           ||Area:

Description: Enhance attacks of friendly beast units to deal maximum damage. Target area increases with rank.

Basically the same thing as the Dragon version really. Particularly powerful when used in conjunction with skills like Poison Rain or Wind Shot.

[Subdue]

Learned: Beast Tamer(5)

Usable: All humans and humanoids

TP: 40           ||RT:+18           ||Range: 1           ||Area: 1

Description: Attempt to PERSUADE a BEAST unit to your cause. The lower their HP and loyalty, the higher the chance of success. The TERATOLOGY skill also affects the outcome.

Like all persuasion skills Rank affects the Range at which you can persuade with full accuracy. You suffer significant penalties for each tile further from the target than your Rank Ganpp comes with Rank 2 of this skill.

[Tame]

Learned: Beast Tamer(7)

Usable: All humans and humanoids

TP: 40           ||RT:+18           ||Range: 1           ||Area: 1

|Description: Attempt to PERSUADE a DRAGON unit to your cause. The  
|lower their HP and loyalty, the higher the chance of success. The  
|DRAGONOLOGY skill also affects the outcome.

|-----  
|Like all persuasion skills Rank affects the Range at which you can  
|persuade with full accuracy. You suffer significant penalties for  
|each tile further from the target than your Rank  
|Occione comes with Rank 2 of this skill.  
+-----+

+=====+  
|[Repel Dragon]  
+=====+

|Learned: Beast Tamer(24)  
|Usable: None

|-----  
|TP: 75           ||RT:+25           ||Range: 1        ||Area: 1  
|-----

|Description: Evade all dragon attacks until next attack turn. The  
|unit cannot make counterattacks during this time.

|-----  
|Okay.  
|  
|  
|  
+-----+

+=====+  
|[Repel Beast]  
+=====+

|Learned: Beast Tamer(24)  
|Usable: None

|-----  
|TP: 75           ||RT:+25           ||Range: 1        ||Area: 1  
|-----

|Description: Evade all beast attacks until next attack turn. The  
|unit cannot make counterattacks during this time.

|-----  
|Stupid.  
|  
|  
|  
+-----+

+=====+  
|[Empower Golem]  
+=====+

|Learned: Warlock(8)  
|Usable: None

|-----  
|TP: 70           ||RT:+24           ||Range: \*        ||Area:  
|-----

|Description: Enhance attacks of friendly golem units to deal maximum  
|damage. Target area increases with rank.

|-----  
|This can lead to pretty sick Heaven's Tears or Raven Eyes, but unlike  
|the Beast Tamer the Warlock sucks at generating TP. Its not bad still,  
|but you just won't get to see it in action much.  
|  
+-----+

```

+=====+
|[Control Golem]
+=====+
|Learned: Warlock(1), Wicce(1)
|Usable: All humans and humanoids
|-----|
|TP: 40      ||RT:+18      ||Range: 1    ||Area: 1
|-----|
|Description: Attempt to COMMAND a GOLEM unit to your cause. The
|lower their HP and loyalty, the higher the chance of success. The
|GOLEMY skill also affects the outcome.
|-----|
|Like all persuasion skills Rank affects the Range at which you can
|persuade with full accuracy. You suffer significant penalties for
|each tile further from the target than your Rank
|Deneb comes with Rank 2 of this skill.
+-----+

+=====+
|[Gordian Key]
+=====+
|Learned: Warlock(14), Knight Commander(8)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 4    ||Area: 1
|-----|
|Description: Remove GORDIAN LOCK with a 100% success rate.
|-----|
|I've never actually seen a Golem use Gordian Lock, so yea.
|
|
|
+-----+

+=====+
|[Golemsbane]
+=====+
|Learned: Warlock(18)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1    ||Area: 3
|-----|
|Description: Increase melee damage dealt to golem units by friendly
|units within 2 tiles.
|-----|
|Interestingly this is cheaper in TP than the other -bane skills. Still
|sucks though, unless you're having enormous issues with golems.
|
|
+-----+

+=====+
|[Master Undead]
+=====+
|Learned: Necromancer(1)
|Usable: All humans and humanoids
|-----|
|TP: 40      ||RT:+18      ||Range: 1    ||Area: 1
|-----|

```

|Description: Attempt to BIND a PHANTOM unit to your cause. The  
|lower their HP and loyalty, the higher the chance of success. The  
|THANATOLOGY skill also affects the outcome.

|-----  
|Like all persuasion skills Rank affects the Range at which you can  
|persuade with full accuracy. You suffer significant penalties for  
|each tile further from the target than your Rank

+-----+  
|[Animate Dead]

+-----+  
|Learned: Necromancer(3)  
|Usable: None

|-----+  
|TP: 30           ||RT:+16           ||Range: 7           ||Area: 1

|-----+  
|Description: Instantly REVIVE stilled units.

|-----+  
|This is fairly annoying when used by enemy Necromancers, so it should  
|pretty good if you have undead of your own.

+-----+  
|[Consecrate Dead]

+-----+  
|Learned: Necromancer(22)  
|Usable: None

|-----+  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 3

|-----+  
|Description: Prevent stilled undead units from being revived. Can be  
|negated with ANIMATE DEAD.

|-----+  
|Not as good as actually getting rid of the undead, but not bad either.

+-----+  
|[Condemn]

+-----+  
|Learned: Necromancer(15)  
|Usable: None

|-----+  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 1

|-----+  
|Description: Prohibit resurrection via magic or items. Remains in  
|effect across the battlefield until negated.

|-----+  
|The AI will never revive units, even in multiplayer, so this isn't  
|actually useful to the player, ever.



```

|TP: 50          ||RT:+20          ||Range: 1      ||Area: 3      |
|-----|
|Description:  A medium-range attack that unleashes a hushed hymn sung |
|in the divine tongue upon MULTIPLE TARGETS.  Has a chance to SILENCE. |
|-----|
|
|
|
|
+-----+

```

```

+=====+
|[Requiem]                                         Light Affinity|
+=====+
|Learned: Divine Knight(15)                       |
|Usable: None                                     |
|-----|
|TP: 50 ALL    ||RT:+20          ||Range: 1      ||Area: 3      |
|-----|
|Description:  A medium-range attack that deals heavy LIGHT damage on |
|MULTIPLE undead units with a rueful requiem sung in the divine tongue. |
|-----|
|
|
|
|
+-----+

```

```

+=====+
|[Day of Reckoning]                               Light Affinity|
+=====+
|Learned: Divine Knight(25)                       |
|Usable: None                                     |
|-----|
|TP: 50 ALL    ||RT:+20          ||Range: 1      ||Area: 3      |
|-----|
|Description:  A medium-range ability that unleashes a boisterous ballad|
|sung in the divine tongue upon MULTIPLE TARGETS.  Has a chance to reset|
|MP and TP.                                       |
|-----|
|
|
|
|
+-----+

```

```

+=====+
|[Poignant Melody]                                Light Affinity|
+=====+
|Learned: Divine Knight(4)                       |
|Usable: None                                     |
|-----|
|TP: 50        ||RT:+20          ||Range: 1      ||Area: 3      |
|-----|
|Description:  A medium-range ability that unleashes a heartrending hymn|
|sung in the divine tongue upon MULTIPLE TARGETS.  Has a chance to charm. |
|-----|
|This skill will make you tear your hair out in frustration in San |
|Bronsa, and its just as good in your hands.    |
|
|

```

```
|
+-----+
+=====+
|[Celestial Song]                               Light Affinity|
+=====+
|Learned: Divine Knight(30)                     |
|Usable: None                                   |
|-----|
|TP: 50          ||RT:+20          ||Range: 1          ||Area: 3          |
|-----|
|Description:  A medium-range ability that unleashes a rapturous hymn |
|sung in the divine tongue upon MULTIPLE TARGETS.  Has a chance to |
|remove the ZOMBIE condition.                    |
|-----|
|I guess if you're too poor to buy Charms of Remission...?      |
|
|
|
+-----+
```

```
+=====+
|[Absolution]                                   |
+=====+
|Learned: Divine Knight(15), Priest(18)         |
|Usable: Princess                               |
|-----|
|TP: 50          ||RT:+20          ||Range: 1          ||Area: 1          |
|-----|
|Description:  NEGATE the effect of CONDEMN, allowing resurrections to |
|be carried out once more.                    |
|-----|
|Maybe if you're REALLY scared of Condemn.      |
|
|
|
+-----+
```

```
+=====+
|[Evilsbane]                                   |
+=====+
|Learned: Divine Knight(6)                     |
|Usable: None                                   |
|-----|
|TP: 70          ||RT:+24          ||Range: 1          ||Area: 3          |
|-----|
|Description:  Increase melee damage dealt to umbra units by friendly |
|units within 2 tiles.                        |
|-----|
|Like the other -bane skills this is too narrow to bother with.  |
|
|
|
+-----+
```

```
+=====+
|[First Aid]                                   |
+=====+
```

|Learned: Lord(10)

|Usable: None

|-----|  
|TP: 30 ALL ||RT:+16 ||Range: 1 ||Area: 2

|-----|  
|Description: Restore HP to all friendly units within 1 tile.

+=====+  
|[First Aid]

+=====+  
|Learned: Ranger(13), Knight Commander(14)

|Usable: None

|-----|  
|TP: 50 ||RT:+20 ||Range: 1 ||Area: 2

|-----|  
|Description: Remove BOUND, SHACKLE, and STOP from friendly units  
|within 1 tile. Chance of success increases with rank.

|-----|  
|Admittedly those are incredible annoying status that you'll see with  
|some frequency, but the success rate is a crapshoot and it takes  
|forever to skill up. So this just ends up being a frustrating skill.

+=====+  
|[Back Attack]

+=====+  
|Learned: Ranger(8), Buccaneer(15)

|Usable: None

|-----|  
|TP: 40 ||RT:+18 ||Range: 1 ||Area: 1

|-----|  
|Description: Cause attacks to hit as if they were being made to the  
|target's back, regardless of the target's facing.

+=====+  
|[Holy Water]

+=====+  
|Learned: Priest(6)

|Usable: Princess

|-----|  
|TP: 50 ||RT:+20 ||Range: 3 ||Area: 1

|-----|  
|Description: Destroy a stilled undead unit.

|-----|  
|Pretty awesome. Here's a tip: Many staves are undead slayers, smack



|those undead for significant damage to build up TP! Alternatively,  
|a Baldur Shield should be standard equipment for the users of this  
|skill, and it can do a bit of damage too.

=====  
|[Break Curse]  
=====

|Learned: Priest(18)  
|Usable: None

|-----  
|TP: 50           ||RT:+20           ||Range: 3           ||Area: 1  
|-----

|Description: Remove CURSE, WITHER, and ADDLE.

|-----  
|Who cares?  
|  
|  
|

=====  
|[Princess' Whim]  
=====

|Learned: Princess(10)  
|Usable: None

|-----  
|TP: 40           ||RT:+18           ||Range: 1           ||Area: 2  
|-----

|Description: Remove a debuff from friendly units within 1 tile.  
|chance of success increases with rank.

|-----  
|This blows.  
|  
|  
|

=====  
|[Lucky Star]  
=====

|Learned: Princess(20)  
|Usable: None

|-----  
|TP: 35           ||RT:+17           ||Range: 1           ||Area: 3  
|-----

|Description: Raise the LUCK of friendly units within 2 tiles by  
|between 1 and 5 points.

|-----  
|Luck isn't permanent so this is a waste of time.  
|  
|  
|

=====  
|[Iron Maiden]  
=====

|Learned: Dark Priest(20)

```
|Usable: None
|-----
|TP: 50          ||RT:+20          ||Range: 1          ||Area: 2
|-----
|Description:  Inflict WITHER and POISON on enemy units within 1 tile.
|Chance of success increases with rank.
|-----
|I heard its pro to run your squishy caster into melee for a crapshoot
|chance to inflict crappy status.
|
|
+-----+
```

```
+=====+
|[Bloody Gag]
+=====+
|Learned: Dark Priest(10)
|Usable: None
|-----
|TP: 50          ||RT:+20          ||Range: 1          ||Area: 2
|-----
|Description:  Inflict SLEEP and SILENCE on enemy units within 1 tile.
|Chance of success increases with rank.
|-----
|lol.  At least Sleep doesn't suck, but this class can already cast
|sleep normally, so why bother?
|
|
+-----+
```

```
+=====+
|[Consecrate Edge]
+=====+
|Learned: Paladin(3)
|Usable: None
|-----
|TP: 30          ||RT:+16          ||Range: 1          ||Area: 1
|-----
|Description:  Grant LIGHT-TOUCHED to the user.
|
|-----
|Instill Light, but for TP and cast on the Paladin itself only.  Doesn't
|waste your turn, so this is nice in the thick of battle.  A nice boost
|to damage as usual.
|
+-----+
```

```
+=====+
|[Sublime Sacrifice]
+=====+
|Learned: Paladin(20)
|Usable: None
|-----
|TP: 100 ALL    ||RT:+30          ||Range: 1          ||Area: 1
|-----
|Description:  REVIVE an INCAPACITATED friendly unit by sacrificing the
|unit.
|-----
|I don't see the point of this when anyone can use Blessing Stones.
|
+-----+
```

```
|
|
+-----+
+=====+
|[Eyes of Heaven]
+=====+
|Learned: Astromancer(3)
|Usable: None
|-----|
|TP: 25      ||RT:+15      ||Range: 1      ||Area: 1
|-----|
|Description:  Reveal how many experience points and skill points you
|have earned.
|-----|
|Err.  This is a novelty and nothing more.
|
|
|
+-----+
```

```
+=====+
|[Stardust Grace]
+=====+
|Learned: Astromancer(10)
|Usable: None
|-----|
|TP: 40      ||RT:+18      ||Range: 1      ||Area: 2
|-----|
|Description:  Remove STUN, SILENCE, and PETRIFY from friendly units
|within 1 tile with a 100% success rate.
|-----|
|100% chance of success, oh boy!  This isn't terrible, but you can do
|better with your skill slots most of the time.  Handy in Stun and
|Petrify heavy environments though, like the lightning and earth
|shrines.
+-----+
```

```
+=====+
|[Huapango Winds]
+=====+
|Learned: Vartan(10)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 2
|-----|
|Description:  Inflict STAGGER and AIR AVERSE on enemy units within 1
|tile.  Chance of success increases with rank.
|-----|
|This is fairly crappy unless you have something specific in mind with
|that Air Averse, in which case you might be able to put it to some good
|use.  Typically though this isn't worth the skill slot.
|
+-----+
```

```
+=====+
|[El Colas Winds]
+=====+
|Learned: Vartan(15)
|Usable: None
|
```

-----  
|TP: 50           ||RT:+20           ||Range: 1        ||Area: 2  
-----  
|Description: Grant TRUESTRIKE and AIR-TOUCHED to friendly units within  
1 tile.
Air-touched becomes a significant boost to your units damage, so there
is almost nothing bad to say about this skill, especially since Vartans
don't have any other useful skills to spend their TP on besides
finishing moves.
+-----+

+=====+  
|[Paralysis Blade]  
+=====+  
|Learned: White Knight(3)  
Usable: None
TP: 35
-----  
|Description: Grant STUN-BRINGER to the caster.  
|  
-----  
|As described in the White Knight section, this is really pretty good.  
|Stunned units can't counterattack, so this effectively renders your WK  
|uncounterable, and is good for minimizing incoming damage too when the  
|stumble kicks in. Works with your own counters and is cheap in TP too!  
+-----+

+=====+  
|[Velocity Shift]  
+=====+  
|Learned: White Knight(18)  
Usable: None
TP: 50 ALL
-----  
|Description: Reduce RT of friendly units within 1 tile by the amount  
of TP spent.
Almost Paradigm Shift. Some creative use of this can lead to devastating
results.
+-----+

+=====+  
|[Nature's Whisper]  
+=====+  
|Learned: Shaman(3)  
Usable: None
TP: 20
-----  
|Description: Reveal the state of the eight elements on the  
battlefield.
Okay, well. Compared to Eyes of Heaven this at least tells you
something sort of helpful. Still a novelty more than anything though.

```
|
+-----+
+=====+
|[Nature's Touch]
+=====+
|Learned: Shaman(10)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 1
|-----|
|Description: Add bonus daamage to the next elemental spell cast.
|
|-----|
|This adds a SIGNIFICANT amount of damage, letting a Shaman slaughter
|tightly packed formations with AOE spells or easily bring down tougher
|targets with Summon spells. Or both at the same time with a Forbidden
|spell. Bottom line: This is the best skill any caster gets.
+-----+
```

```
+=====+
|[Witch's Smile]
+=====+
|Learned: Wicce(3)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 2
|-----|
|Description: CHARM enemy units within 1 tile. Chance of success
|increases with rank. Has no effect on female units.
|-----|
|This is like a super crappy Charm spell. Why?
|
|
|
+-----+
```

```
+=====+
|[Magic Time!]
+=====+
|Learned: Wicce(10)
|Usable: None
|-----|
|TP: 40      ||RT:+18      ||Range: 1      ||Area: 1
|-----|
|Description: Grant SPELLCRAFT and SPELLSTRIKE to the caster.
|
|-----|
|The TP cost means you can't always sustain this especially alongside
|Meditate, but if Deneb is getting hit then you're probably good to go.
|This doesn't use up a turn unlike Enlighten or Spiritstone of the Stars
|so it does end up being a solid improvement to the Wicce.
+-----+
```

```
+=====+
|[Stirring Kiss]
+=====+
|Learned: Wicce(18)
|Usable: None
|-----|
```

|TP: 50           ||RT:+20           ||Range: 2           ||Area: 1

|-----|  
|Description: A medium-range ability that blows a memorable kiss at a  
|SINGLE TARGET. Has a chance to SHACKLE and HOBBLE.

|-----|  
|This would be sort of nice if the Wicce weren't already able to inflict  
|Shackle...but it can, at longer range and without wasting valuable TP  
|better spent on Magic Time!

+=====+  
|[Echoing Voice]

+=====+  
|Learned: Songstress(8)

|Usable: None

|-----|  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 1

|-----|  
|Description: Double the duration of songs.

|-----|  
|Not a bad skill, but songs aren't amazing to begin with. Probably  
|better off saving the TP.

+=====+  
|[Resounding Voice]

+=====+  
|Learned: Songstress(16)

|Usable: None

|-----|  
|TP: 50           ||RT:+20           ||Range: 1           ||Area: 1

|-----|  
|Description: Increase the range of songs by 1.

|-----|  
|Frankly this should have been a passive support skill. Oh well.

+=====+  
|[Evade]

+=====+  
|Learned: Buccaneer(8), Hoplite(?)

|Usable: None

|-----|  
|TP: 70           ||RT:+24           ||Range: 1           ||Area: 1

|-----|  
|Description: Grant NULLIFY to the caster, allowing them to completely  
|avoid the next physical attack. Note that item effects will also be  
|affected.

|-----|  
|Generally this isn't a skill that warrants an entire skill slot. Its  
|not bad, but the Buccaneer at least has better things to do with its  
|skills slots and time.

```
|
+-----+
+=====+
|[Apostate]
+=====+
|Learned: Buccaneer(20), Hoplite(??)
|Usable: None
|-----|
|TP: 75      ||RT:+25      ||Range: 1      ||Area: 1
|-----|
|Description: Render unit immune to magic attack until next attack
|turn.
|-----|
|This is rather decent, although the TP cost is pretty high. Still,
|it can be very useful in battles with many enemy casters, especially
|since the Buccaneer is otherwise pretty vulnerable to magic.
|
+-----+
```

```
+=====+
|[Stirring Kiss]
+=====+
|Learned: Buccaneer(18)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 2      ||Area: 1
|-----|
|Description: A medium-range ability that blows a memorable kiss at a
|SINGLE TARGET. Removes Shackle and Hobble.
|-----|
|Heh, well, I suppose this is a nod at those dashing swashbucklers and
|such. A direct counter to the Wicce's skill with the same name, but
|this one is probably a bit more useful...
|
+-----+
```

```
+=====+
|[Intimidate]
+=====+
|Learned: Knight Commander(10), Juggernaut(??)
|Usable: None
|-----|
|TP: 50      ||RT:+20      ||Range: 1      ||Area: 2
|-----|
|Description: Cause the READIED SKILLS of enemy units within 1 tile to
|FADE. Chance of success increases with rank.
|-----|
|If this skill were guaranteed success you might do more than glance at
|it, but unfortunately it is not.
|
+-----+
```

```
+=====+
|[Intercession]
+=====+
|Learned: Knight Commander(14), Patriarch(??)
|Usable: None
|-----|
```

```

|TP: 50          ||RT:+20          ||Range: 1          ||Area: 1          |
|-----|
|Description: Grant NEGATE to the caster, allowing them to completely |
|avoid the next magical effect. Note that this includes NINJUTSU and |
|WAR DANCES. |
|-----|
| |
| |
| |
| |
+-----+

+=====+
|[Ivory Tower] |
+=====+
|Learned: Knight Commander(23), Patriarch(??) |
|Usable: None |
|-----|
|TP: 75          ||RT:+25          ||Range: 1          ||Area: 1          |
|-----|
|Description: Render unit immune to physical attack until next attack |
|turn. |
|-----|
|Obviously this is pretty powerful, except that the Knight Commander |
|doesn't really need it. Very nice for the Patriarch though. |
| |
| |
+-----+

```

END.