

Tactics Ogre Battle Mechanics Guide

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Tactics Ogre Let Us Cling Together Battle Mechanics Guide

This FAQ is intended to be the most complete and accurate resource on the system and inner workings of TO. Think of it as something like AeroStar's famous Battle Mechanics FAQ for Final Fantasy Tactics (which I, incidentally, helped to start). Most of the FAQs already available for TO, unfortunately, are not very complete and have some inaccuracies.

What this FAQ will be:

- The best English resource on the mechanics and system of TO
- A compendium of general strategy and gameplay tips

What this FAQ will NOT be:

- A strategy guide to specific battles
- A walkthrough

Version History

- 0.5b Initial release
- 0.55b Miscellaneous small updates
- 0.7b Started on gameplay formulae, finished classes
- 0.9b Added formulas for magic, specials, and hit rates, and much more

Acknowledgements

- AstroKnight's site at www.luct.tacticsogre.com has helped serve as a general reference in writing this guide
- Some of the technical knowledge exhibited in this guide has been gleaned from Japanese sites, choppily translated by Babelfish. So, thanks go out to www.ogre.org and http://homepagel.nifty.com/~yu/t_ogre/
- Quest, for making my all-time favorite game, which in my opinion has yet to be surpassed in its genre
- Atlus, for being the only company cool enough to bring this game to the states
- All the regulars at the GameFAQs TO board for input and commentary

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I. Game Flow

A. The WT System

Each TO battle starts with WT counting down one point at a time for all characters beginning from their Max WT. Max WT for all characters is derived as follows:

$$\text{Max WT} = 510 - \text{AGI} + \text{WT of all equipment} + \text{class WT penalty}$$

The first character whose WT reaches zero, that is, the character with the lowest Max WT, will get the first turn. During a turn, a character can choose to move and/or act, in any order, or to do neither. If the player does both of these things, his WT will reset and start counting down again from its full value until his next turn. If he does only one, it will count down from 3/4 of its max value. If he chooses to wait and do neither, it will count down from 1/2 of its max value.

WT countdown can be altered only by the spells Quick, SlowMove, Paradigm, Dominion, Revivify, and Necro, the Faerie special DeepKiss, and certain enemy-only actions. A character hit with Quick will first have 1/2 his max WT subtracted from his current WT. If his WT was already at less than half, he gets an instant turn. When he does get a turn, instant or otherwise, the character ends the turn and all subsequent turns within the duration of the spell at 1/2 max WT, further modified downward by whether he moved, acted, did both, or did neither. The effect lasts until 500 WT have been counted off.

A character hit by SlowMove will have 1/2 his max WT added to his current WT, even if this goes over his max WT. When he does get a turn, the character ends the turn and all subsequent turns within the duration of the spell at 3/2 max WT, further modified downward by whether he moved, acted, did both, or did neither. The effect lasts until 500 WT have been counted off.

A character hit by Paradigm has his WT immediately reduced to 0 and gets an instant turn.

A character hit by Dominion has his WT count stopped until 500 WT have been counted off.

A character who has just been revived or necromanced begins with his full max WT.

A character who has just been summoned by an enemy Summoner, Bishop, Dark Element, Necromancer, or Lich (Nybbas), using the Summon-E special, always begins with 0 WT.

A character who "arrives as a reinforcement" during certain story battles will begin with 0 WT. This is actually caused by an action of the CPU Leader.

A character hit by DeepKiss has his WT immediately reduced to 0 and gets an instant turn.

B. Regeneration

In the beginning of each battle, each unit has 0 MP. Characters accrue MP as their WT counts down at the rate of 1 MP per 20 WT. This fact also means that slower characters recharge more MP per turn, and also that less MP per turn is generated in general as the game goes on, because characters level up and get faster. If a character's WT is not divisible by 20, the remainder will carry over to his next turn for regeneration purposes only.

The rate of MP recharge can be doubled by equipping certain items (Holy Robe, Evil Robe), so that MP is gained at the rate of 2 per 20 WT. Certain items (Angel Armor, Angel Shield) also allow for HP to regenerate at 1 per 20 WT. This effect stacks if you have both items. In order to be able to use spells with high MP costs in the later stages of the game, characters can boost up their MP by using the Charge spell or using an MP restoring item at the beginning of battle.

II. Statistical Attributes

A. Main Stats

Characters in TO are defined by nine main stats. These stats are unaffected by current class and equipment, although certain equipment can cause increased growth in any stat but HP or MP if worn during level-up.

HP: Self-explanatory. The amount of damage you can take before dying increases with level up and by 1-5 by picking up Life Cards.

MP: Also self-explanatory. MP are spent to cast magic, and it recharges gradually as described in the game flow section. Increases with level up and by 1-5 by picking up Magic Cards. For most characters, once you have enough MP to cast the spells you want to cast, you need not worry about it anymore. For characters that must cast many expensive spells, like the Priest, the Exorcist, and the Warlock, having a high max MP comes in handy. For characters that don't use magic, MP is completely worthless.

STR: Physical strength. Each point of STR is worth 1 direct and indirect attack point, 0.5 physical defense points, and 0.5 special skill points. Increases at level up, by 1-3 by picking up Strength Cards, and by 10 by using the Steak item. STR is an important stat for any fighting class, for obvious reasons.

VIT: Vitality. Each point of VIT is worth 1 physical defense point and 1 magic defense point. Increases at level up, by 1-3 by picking up Vitality Cards, and by 10 by using the Burger item. Only a few classes get good VIT growth, but it is a valuable luxury to have. Having high VIT is much more important for defense than wearing good armor, and even weak defensive classes like Ninjas can be noticeably more durable if their VIT is increased.

INT: Intelligence. Each point of INT is worth 1 magic attack point. Increases at level-up, by 1-3 by picking up Mind Cards, and by 10 using the Chicken item. The most important stat for dedicated attack magic users, and a completely worthless stat for non-magic users. And no, this does not factor

into magic defense at all.

MEN: Mentality. Each point of MEN is worth 0.5 magic attack points, 0.5 magic defense points, and 1.5 special skill points. Increases at level-up, by 1-3 picking up Mentality Cards, and by 10 by using the Octoball item. An important all-purpose stat which is most important to special skill users or magic users.

AGI: Agility. Each point of Agility decreases WT by one. It is also worth 1 accuracy/evasion point. Increases only at level-up. Agility Cards do exist in the game ROM, but they are dummied out and will never spawn in battle. The most valuable stat in the game, because it can only be increased by level-ups and because it affects so many parameters.

DEX: Dexterity. Each point of DEX is worth 0.5 physical attack points and 0.25 accuracy/evasion points. Increases at level-up and by 1-3 by picking up Dexterity Cards. An important all-purpose stat for fighting classes.

LUK: Luck. Each point of LUK a character has in excess of his target gives him a 1 point damage bonus on direct attacks. Each point of LUK a character has over all attackers reduces the damage he takes by 1 on most attacks. LUK also affects accuracy and evasion percentages in the same way. Upon killing an enemy, the percentage chance of his turning into an item rather than a tarot card is given by the killer's LUK/100. Items found by characters in battle are determined by LUK as well. LUK also determines the probability of a critical hit on a weapon attack as follows:

$$\text{Chance} = .05 + (\text{Attacker's LUK} - \text{Target's LUK})/100$$

LUK starts at 50 for all generic characters. It can only be increased by picking up LUK cards (which may increase or decrease LUK by 1 or 2 points) and by level-ups with certain items equipped. This is the only stat that won't increase on level up.

Every class has a certain number of points it gains in each stat when it levels up. Each class may gain one or more less than its level up bonus in each stat.

B. Derived Stats

Characters also have a number of derived stats, most of which appear on the upper section of the screen in their profiles. These stats can be affected by equipment and/or class. For the purposes of these derived stats, "offense items" are defined as weapons, rings, or necklaces and "defense items" is defined as helmets, body armor, shields, gauntlets, boots, and bag items.

Direct Attack:

$$\text{STR} + \text{DEX}/2 + \text{STR of direct weapon(s)} + \text{DEX of direct weapon(s)}/2$$

Ranged Attack:

$$\text{STR} + \text{DEX}/2 + \text{STR of indirect weapon(s)} + \text{DEX of indirect weapon(s)}/2$$

Magic Attack:

$$\text{INT} + \text{MEN}/2 + \text{INT of all offense items} + \text{MEN of all offense items}/2$$

Physical Defense:

$$\text{VIT} + \text{STR}/2 + \text{VIT of all defense items} + \text{STR of all defense items}/2$$

NOTE: The physical defense value shown on the character screen is the above value multiplied by $[100/(\text{class physical resistance} - \text{physical resistance of$

all equipped defense items)]. Though this value is a decent approximation of physical defense, it is actually not used in the calculation of damage.

Magic Defense:

$VIT + MEN/2 + VIT \text{ of all defense items} + MEN \text{ of all defense items}/2$

NOTE: The magical defense value shown on the character screen is the same as the physical defense value multiplied by $[.9 * (\text{class physical resistance} - \text{physical resistance of equipped armor})]$. This value really has nothing to do with your character's magic defense and is not used in the calculation of magic damage, so don't pay any attention to it.

Accuracy:

$AGI + DEX/4 - \text{total equipment WT} + AGI \text{ of offense items} + DEX \text{ of offense items}/4$

Evasiveness:

$AGI + DEX/4 - \text{total equipment WT} + AGI \text{ of defense items} + DEX \text{ of defense items}/4$

Special Attack:

$3/2 * (MEN + MEN \text{ of offense items}) + (STR + STR \text{ of offense items})/2$

III. Innate Attributes

A. Character Attributes

Species: There are five species in TO. Every character is one of these:

Human: Most characters are human, even Hawk Men. All S size.

Beast: Only the Gryphon and Cockatrice, and their various palette swaps. affected by Beast Support. All L size.

Dragon: Can be the any of the traditional L size dragon or the S size Lizard Man, as well as their various palette swaps. Affected by Dragon Support and the Anti-Dragon effect.

Giant: Only the Golem and Cyclops, and their various palette swaps. Affected by Giant Support. All L Size.

Aquatic: Only the Octopus and its various palette swaps. All L size. Receives a huge +30 bonus in attack and defense modifiers when in water.

Level: Designates the overall power of a character in TO, and the number of times his stat growth has been added to his base stats to achieve his current stats. Level itself has little direct effect on a character's power. Its only effect in combat is that certain special skills that cause damage to their users base that damage on the user's level. Increases by 1 when the character's experience reaches 100.

Experience: Designates how close the character is to increasing in level. Upon reaching 100, the character levels up. Characters gain some experience for each action in battle unless it misses or fails to alter the target's HP, MP, position, status, or WT count. Actions that have no target, such as the Storm spell, act as if the user has targeted himself. Experience gain is determined as follows:

$Exp = [(\text{target's level} - \text{actor's level} + 1) * RND(3..5)] + K$

K is a special bonus only applied when a kill is made on a non-undead character. It will apply if you take down all of an enemy leader's HP even if that character does not actually die afterwards in the story. K is determined as follows:

$$K = 10 + (\text{target's level} - \text{actor's level}) * 50$$

When the action used is Attack+, experience is received for both swings. When multiple targets are hit by the same action, the experience for each target is cumulative. Any kill bonuses when multiple targets are killed are also cumulative.

Only up to 100 experience can be gained at once. Any experience gained over 100 does not carry over to the next level.

Alignment: Every character in the game is either Law, Neutral, or Chaos aligned. This does not change, except for a few story characters based on certain story events. Alignment's main effect is to determine which classes the character can change to. It also has other miscellaneous effects. L characters perform better in good weather, while C characters excel in bad weather. L characters have extra resistance to Virtue attacks and weakness to Bane attacks, and vice versa. L characters are also twice as susceptible to fear as N characters, while C characters are immune to fear. Lastly, L characters get a significant bonus to their Virtue elemental healing spells, while C characters get a significant penalty.

Element: Every character in the game has affinity toward one of four elements: Wind, Fire, Earth, and Water. Element affects the bonuses given by the different kinds of terrain in the game. Also, Wind and Water characters perform better in stormy weather, while Fire and Earth characters perform better in clear weather. Characters have extra resistance to their own element, and a weakness to the opposing element (Fire and water oppose, while Wind and Earth oppose). Element is also an important consideration when choosing what weapons and spells to equip. A character gets a substantial attack modifier bonus (+10) to both damage and hit rate if he equips a weapon or attack spell of his own element, and he gets a substantial penalty from equipping a spell or weapon of the opposite element. It is possible using GameShark to make a character non-elemental, but this does not confer any real advantages.

Loyalty: A hidden attribute of each character, on a scale of 0 to 100. You can get an idea of approximate loyalty by pressing select and clicking on the character's name and reading what he says. Loyalty has no real effect on gameplay other than the fact that characters will desert if their loyalty gets too low. L characters will warn you at 5 loyalty and desert at 0. N characters will warn at 10 and desert at 5. C characters will warn at 15 and desert at 10. Loyalty of new recruits depends on your Chaos Frame with their race. High Chaos Frame leads to high loyalty. You can raise loyalty by having your characters get kills in battles. If you tell a character to wait in battle without moving or acting, his loyalty may decrease. Enemy characters are easier to persuade if they have low loyalty, and their loyalty will rise after each failed attempt at persuasion.

Union: The army, nation, or master served by a particular unit. A given unit's loyalty is relative to his union. May change for story purposes.

Race: Each character in TO belongs to one of 5 races. A few story characters may have their race change due to story revelations. For other characters, this never changes.

Indistinct: Belonging to no other race. Most L size units and demi-humans are indistinct.

Walstania: Hailing from Walsta, the southern region of Valeria.

Gargastan: Hailing from Gargastan, the western region of Valeria.

Bacrum: Hailing from Bacrum, the northern region of Valeria.

Zenobian: Hailing from Zenobia, the kingdom east of Valeria and featured in the original Ogre Battle game. Only a few story characters are Zenobian. No generic characters may have this race.

Lodis: Hailing from Lodis, a distant, powerful nation. All Templar Knights, Temple Commands, and the Death Templar are from Lodis. No generic characters may have this race.

Chaos Frame: Only Denim has this attribute. It is a series of 1-100 scales that define his reputation with the three main races of Valeria: Walsta, Gargastan, and Bacrum. Certain decisions you make in the story affect Chaos Frame. Your Chaos Frame dictates the initial loyalty of troops you recruit in cities and affects your ending if Kachua is dead. The game also keeps Chaos Frame stats with respect to Zenobia and Lodis, but they do not seem to affect anything. Killing enemies in battle has chance of decreasing your Chaos Frame with their race, no matter which character actually does the killing.

Size: Units in TO can be S size or L size. All humans and demi-humans are S size. Only S size characters can use equipment and magic spells, though L size characters can use bag items. Both S and L size characters are considered to be 3 steps tall, but L size characters can be used by S folks as stepping stones to higher ground. Lastly, you may only bring up to two L size characters to each battle.

Leadership: This trait is shared by Denim and any enemy designated by the game as the leader. If a leader dies in battle, and is not immediately revived by a Blessing or Joystone, his side automatically loses the entire battle even if he subsequently could have been revived by Revivify. For CPU leaders, the trait also confers immunity to the status ailments Stun, Sleep, Poison, and Petrify. Targeting a leader with Stun, for example, will show a normal success rate, but the stun will never be achieved. Should you use a cheat device to change Denim's sprite to somebody else so that he is not present in the battle, you will discover you immediately lose because your leader is considered dead.

B. Class Attributes

Movement Range: The number of panels the character may move. This value ranges from 4-7 for any given class. Affected only by class. Certain terrain panels may cost more than one movement point to traverse, and this cost can vary with the weather.

Movement Type: The rules governing the character's movement. Different rule sets may be combined, or imparted by equipment. The different movement types are as follows:

Fast: Can climb up 2 panels and down 3. Can jump a one panel gap if the sides are at the same height.

Fast (Acrobatic): Can climb up 3 panels and down 4. Only Ninja and Dark

Stalkers have this. Can jump a one panel gap if both sides are at the same height.

Slow: Can climb up 1 panel and down 2. Can jump a one panel gap if both sides are at the same height.

On Water: Can walk on the surface of water with no movement penalty.

Underwater: Can wade in water at the rate of 2 movement points per space moved.

Lava: Can move or stop on lava with no penalty.

Float: Can move or stop on any terrain type that is not an obstacle, with no movement penalty. Can climb up 2 spaces and down 3. Is always considered to be standing at 1 step higher than indicated by the game.

Fly: Can fly over any terrain with no penalty. Unit still incurs penalties for any spaces landed on, and cannot land on water or lava unless it also has Float or the appropriate movement type. In the animation for his movement, the unit will only actually fly if the movement you attempt would be impossible using the movement type Fast. If a flyer is knocked down a bottomless pit, he automatically flies back up and counters his attacker.

Warp: Character can teleport, moving through walls or obstacles, and cannot land on Water or Lava unless it also has Float or the appropriate movement type.

Weather Tolerance: Each class has a specific Weather Tolerance rating, which in actuality is not related to the in-game weather at all. This is basically a flat bonus of 0, 2, or 4 that always applies to the character's attack and defense modifiers.

WT Penalty: Innate WT bonus or penalty of the class. Does not affect the character's accuracy or evasiveness in battle, only his max WT and the delay between his turns.

RES: Resistance to any of the game's seven elements (Physical, Wind (herein abbreviated as A for Air), Fire, Earth, Water, Virtue, and Bane. Each class has a resistance value to each element, which is in the format of a percentage that indicates how much damage it takes from that element. Note that a lower percentage means higher resistance. The effect of armor is generally to lower Physical RES and thus reduce damage taken from physical attacks. RES for the other elements can be affected by elemental armors or elemental weapons. A character has -10 RES (a damage reduction) to all attacks of his element and +10 RES (a damage increase) to all attacks of the opposite element. Also, L characters have -5 Light RES and +5 Dark RES, while C characters have the opposite effect.

Unarmed Indirect Attack Type: The type of indirect attack each unit will execute when not equipped with an indirect attack weapon. Dictated only by class and varies between Stone, Accuse, and Shuriken. L size characters have no indirect attack. Only the Ninja and Dark Stalker throw Shuriken, and only the Sword Master and Lord use the Accuse.

Weapon Preference: The type of weapon with which a class is especially skilled, and with which it gains a +3 attack modifier. Based only on class. Not all classes have a preference.

Magic Slots: Number of spells a character can equip. Ranges from 0 to 3. If

a spell a character can normally use is somehow force-equipped to a spell slot the character should not have access to (even the 4th spell slot), the spell will be usable as normal.

Magic Set: Set of spells a class can equip. There are ten spell sets in TO:

Valkyrie Set: Thunder, FireBurn, Meteor, AcidRain, and Incubus.

Wizard Set: Valkyrie Set plus Ion Shot, Kaminari, Air Cry, MagmaGod, Nova, Nova+, Acid, Gnome, Quake, IceBlast, Fenril, IceCloud, Pain, Dark Law, and Death.

Shaman Set: Valkyrie Set plus Ion Shot, Kaminari, Air Cry, Hahnela, MagmaGod, Nova, Nova+, Zoshonel, Acid, Gnome, Quake, Bartha, IceBlast, Fenril, IceCloud, Gurza, LightBow, Starion, and Vitalize.

Lich Set: All Wind, Fire, Earth, Water, and Bane spells.

Witch Set: Quick, Storm, Teleport, Hahnela, Stun, Heat, Melt, Zoshonel, Jump, Poison, Petrify, Clear, SlowMove, HealRain, Charm, Paradigm, and Charge.

Warlock Set: Witch Set plus all Drakonite Magic.

Exorcist Set: LightBow, Exorcism, Starion, and Heal.

Cleric Set: Vitalize, Heal, Heal+, and Heal All.

Priest Set: LightBow, Vitalize, Heal, Heal All, and Revivify.

NOTE: All generic characters who can equip any magic at all can equip and use the Drakonite Magic spell SnapShot. All unique characters who can equip magic can equip this spell, but will refuse to use it in battle.

Special: These are just miscellaneous special traits of particular classes, here described:

Attack+: Replaces the Attack command. Character can make two direct attacks per turn if equipped with two direct attack weapons. Be advised that this is not the game-breaker it was in FFT, and there are limitations. Firstly, the opponent will counter in between your two attacks, meaning that the second will always be aimed at their front unless the enemy is incapacitated by a status effect or does not have the vertical range to hit you. In addition, you don't get two swings on your own counters. And thirdly, each swing's damage is cut 30%, making it so Attack+ is really only 40% more powerful than the normal Attack. This penalty, of course, does not apply to counters. When using two direct attack weapons, the game designates one as the primary weapon. This weapon will always be used for counters and will always be used in the first swing of an Attack+. This designation depends on which equipment slots on the character are occupied by which weapon. The top left slot is considered the first, the top right is the second, the bottom left is the third, and the bottom right is the fourth. The weapon equipped in the lowest-numbered slot is considered the primary weapon. Although the status screen displays the attack power of a character equipped with two direct weapons as incorporating the STR/DEX bonuses from both weapons, damage for each swing is only calculated using the sword used in that swing. Only the Ninja, the Sword Masters, the Lord, the Warrior, the Dark Stalker, and the Templar Command have this.

Anti-Dragon: Unit receives a +8 attack modifier bonus when attacking and

a +5 defense modifier bonus when being attacked by dragon species units. This attribute can be conferred by a weapon, conferred by a defense item, or innate to a class, and is stackable. If this ability is conferred by a weapon, it will only work on offense. If it is conferred by a defense item, it will only work on defense. If the character has it innately, it works on both offense and defense. You can go crazy with this by using Fire Elemental Dragoons like Forcas or Jenounes with Firedrake Sword, which has the attribute. Only the Dagoon has this innately. If this ability is conferred by a weapon, it will only work on attacks made with that weapon. If the character has it innately, it works on defense as well.

Fear Effect: Enemy units around the character suffer attack and defense modifier penalties depending on alignment. L takes -8, N takes -4, and C is immune. The Terror Knight, the Tiamats, and a bunch of other evil stuff has this. This effect can be granted by the Evil Necklace, and will stack if class innately has it as well.

Beast/Giant/Dragon Support: Allied units of the appropriate species within 3 spaces of the character get +5 attack and defense modifiers. The effect stacks with those of other characters and the Aileron Herb, WordRock, and Dragos Stone items. These abilities are used only by Beast Tamers/Beast Masters, Warlocks, and Dragon Tamers, respectively.

Gunnery: The Unit can fire guns as well as directly attacking with them. Exclusive to the Gunner.

Undead: Unit cannot be healed by any Virtue elemental healing spell. Can be S size or L size. When unit dies, its WT count continues and stays dead until WT reaches 0, at which point it revives with full health. Can only be completely destroyed by the spells Exorcism or Starion, the Special Skills Jihad, HolyBolt, Banish, RiotBurn, Summon-I or Radius, or by being knocked down a bottomless pit.

IV. Abnormal Status

Quick: Because I consider this a WT alteration rather than a status ailment, it is covered in the Game Flow section.

Slow: See above.

Dominion: See above.

Paradigm: See above.

Stun: Caused by the spell Stun, and the specials Thunder Breath, X-Zone, and Dark Cell, and an attack with the Star Bow. Target is immobilized and unable to evade any attacks. WT continues to count down, and when it reaches zero the unit has an unknown chance to recover, losing its turn in the process. Cured by the spell Vitalize, , the Faerie Special CuteKiss, and the items Pomme and Ambrosia. Guarded against by the Zenobia Sword, Isleberg, Blue Necklace, or Red Necklace.

Poison: Caused by the spell Poison, the specials Poison Breath, Hazard, and Venom, and an attack with the Black Cat Claw. Causes target to randomly lose between 1 and Max HP/8 HP every 200 WT. Never wears off. Cured by the spells Clear and Vitalize, the Faerie Special CuteKiss, and the items Pomme and Antidote. Guarded against by the Zenobia Sword, Blue Necklace, and Red Necklace.

Petrify: Caused by the spell *Petrify*, the specials *Petrify*, *EvilEyes*, and *Relic*, and an attack with the *Chaos Bow*. Target is immobilized and WT count stops. Never wears off. All of target's RES values change to 70. Cured by the spell *Vitalize*, the Faerie Special *CuteKiss*, and the items *Pomme* and *LifeRock*. Guarded against by the *Desert Sword*, *Zenobia Sword*, *Faerie Armor*, *Blue Necklace*, or *Red Necklace*.

Sleep: Caused by the spell *Incubus*, the special *Ice Breath*, and an attack with the *Paragun*. Target is immobilized and WT count continues. Target has an unknown chance of recovering once WT count reaches 0, losing that turn in the process. Target has a 50% chance of recovering when stricken by any physical attack. Cured by the spell *Vitalize*, the Faerie special *CuteKiss*, and the items *Pomme* and *Arise*. Guarded against by the *Zenobia Sword*, *Blue Necklace*, and *Red Necklace*.

Charm: Caused by the spell *Charm*, the specials *Toxic Breath* and *EvilRose*, and an attack with the *Dark Bow* or *Caldia Fan*. Disables target from counterattacking. Upon target's turn, he has a 50% chance of recovering. If he recovers, he loses that turn. If he does not recover, he will take a turn as if he were a member of the enemy team, acting in their interest (read: attacking you). Being hit by a physical attack has a 50% chance of curing this ailment. Also cured by the spell *Vitalize*, the Faerie Special *DeepKiss*, and the the items *Pomme* and *Arise*. Guarded against by the *Zenobia Sword*, *Faerie Armor*, *Blue Necklace*, and *Red Necklace*.

Power Up: Caused by the spell *Heat Weapon*. Increases the stat bonuses of the target's primary weapon by _ their original values. A subsequent casting will target the unit's secondary weapon, if any. If there is no secondary weapon, it will reset the timer for the effect, which runs for 500 WT.

Power Down: Caused by the spells *Melt Weapon* and *AcidRain*, and the special *Fire Breath*. Decreases the stat bonuses of the target's primary weapon by _ their original values. A subsequent casting will target the unit's secondary weapon, if any. If there is no secondary weapon, it will reset the timer for the effect, which runs for 500 WT. Cannot be cured or guarded against.

Bonus: Whatever stat bonuses this character gets to base stats over the standard generic of its type. For example, generic mages often have slightly better magic stats than a generic Soldier or Amazon is raised up into their class. Unique portrait characters that use a generic class often have base stats that are higher than a generic version of that class by one level's worth. The better unique portrait characters even have extra bonuses over and above that. Check out *Haborym*.

V. Classes

Character ID: Who the character is recognized as by the game and whether he or she is unique or generic. The number given designates the game's own hexadecimal ID number for the class.

Alignment: Alignment requirement to change into this class for generic character or preset alignment for unique characters.

Element: Set element of character, if any.

Lineage: The leveling path taken by all CPU units of this class.

Stat Growth: Bonuses upon level-up in HP, MP, STR, VIT, INT, MEN, AGI, and DEX. Varies 1 point in either direction during in-game level ups.

Base Stats: Stats at level 1 for that character. Generics recruited in shops

at level 1 can have a +2 or -2 variance in each stat. Unique characters or computer-controlled characters do not have this variance and have no variance in any levels they've gained.

Stat Requirements: For generic characters, stats required to change class to this character. CPU characters are never subject to these requirements. If a character is in a class for which he does not meet the requirements, and changes class, he will not be able to change back until he meets the requirements.

Level: Minimum level at which the class can appear in random battles.

Species: Designation between Human, Beast, Dragon, Giant, and Aquatic.

Movement: Distance and type.

Weather Tolerance: Varies between 0 (weak), 2 (medium), and 4 (strong).

Weapon Preference: Self-explanatory. Magic users technically do not prefer staves. They actually have no preference.

Magic: Number of slots and spell set.

Indirect Attack: Designation between Stone, Accuse, and Shuriken.

WT Penalty: Innate WT bonus or penalty of the class. A negative number here is a bonus, while a positive number is a penalty.

01 Soldier

Generic, basic male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: N/A

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	60		92		172	252	332
452								
MP	4	0		16		56	96	136
196								
STR	6	21		45		105	165	225
315								
VIT	5	20		40		90	140	190
265								
INT	6	18		42		102	162	222
312								
MEN	6	18		42		102	162	222
312								
AGI	6	20		44		104	164	224
314								
DEX	6	20		44		104	164	224
314								
LUK		50						

Bonus: None. +2 HP, +1 STR, +1 MEN, and -2 DEX vs. Amazon

Attack:	9	Defense:	8
Magic:	9	Magic Def.:	8
Special:	12	Speed:	7.5

Level: 1 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +40 Weapon: None
 Movement: Fast, 5 panels
 Magic: None
 Special: None
 Resistances: P 115 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Shield, Armor, Helmet

Notes: Not as bad as you'd think for the starting class, and definitely better than FFT's Squire in terms of stats. Their strongest point is their stat growth, which is good in every category and quite balanced. They are in fact the third best male class for AGI growth, and their STR, INT, and DEX are well rounded. Their weak points all come from the innate attributes of their class: no weapon preference, no magic, and mediocre resistances.

Rating: C

02 Knight

Generic, basic male

Alignment: LN

Element: N/A

Stat Requirements: STR 45, VIT 44, DEX 46

Lineage: Soldier 4 -> Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	56		92		182	272	362
497								
MP	2	8		16		36	56	76
106								
STR	7	17		45		115	185	255
360								
VIT	5	20		40		90	140	190
265								
INT	5	22		42		92	142	192
267								
MEN	6	18		42		102	162	222
312								
AGI	5	24		44		94	144	194
269								
DEX	7	16		44		114	184	254
359								
LUK		50						
Bonus:	None							

Attack: 10.5 Defense: 8.5
 Magic: 8 Magic Def.: 8
 Special: 12.5 Speed: 6.75

Level: 3 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +45 Weapon: Sword
 Movement: Fast, 5 panels
 Magic: None
 Special: None
 Resistances: P 110 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Sword, Shield, Armor, Helmet

Notes: Your basic fighter for your more lawful aligned males. The best

early game attacker, even better than the Berzerker. Most people think these guys pale in comparison to Berzerkers, and they do, but not by all that much. Berzerkers have the advantage in HP, VIT, and MEN, and P.RES, while Knights are better in DEX. Berzerkers' advantage is huge in the early game and diminishes somewhat as the game goes on, though they are always more useful. Knights have an advantage in that they use swords, which are almost all one handed and thus allow you to equip a shield, on top of being lighter than axes and having comparable power. They also make solid bowmen and inflict much more ranged damage than the Archer, as long as you don't weigh them down too much. Note that you are much better off if your Knights are N aligned. Not only will this make you half as vulnerable to terror, but it will also allow you to become a Dragoon, which is a much better unit for a Knight to grow up into than the Sword Master. The best element for a Knight is generally fire, as the Firedrake sword is available for Auction at Coritani and is a great weapon.

Rating: B-

03 Berzerker

Generic, basic male

Alignment: NC

Element: N/A

Stat Requirements: STR 45, VIT 46, DEX 44

Lineage: Solider 4 -> Berzerker

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	52		92		192		292
542								392
MP	2	8		16		36		56
106								76
STR	7	17		45		115		185
360								255
VIT	6	16		40		100		160
310								220
INT	4	26		42		82		122
222								162
MEN	7	14		42		112		182
357								252
AGI	5	24		44		94		144
269								194
DEX	6	20		44		104		164
314								224
LUK		50						

Bonus: None

Attack:	10	Defense:	9.5
Magic:	7.5	Magic Def.:	9.5
Special:	14	Speed:	6.5

Level: 3 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +45 Weapon: Axe

Movement: Fast, 5 panels

Magic: None

Special: None

Resistances: P 105 A 100 F 100 E 100 W 100 V 105 B 95

Equipment: Axe, Armor, Helmet, Boots

Notes: The basic fighter for your more chaotic males. Much meaner and tougher than the Knight, though he is a bit weaker in accuracy, evasiveness,

and attack power. He more than makes up for it with his defense, however, as you'll find him to be very durable even with a little less armor. One small weakness is that he specializes in axes, which tend to be heavier than swords and two handed, preventing him from equipping a shield or gauntlet.

Berzerkers are better off being C aligned, as they will be completely immune to terror and can become Terror Knights later on. The best element for them is Earth, since the Earth Axe is available in auctions, is the best elemental axe in terms of power to weight ratio, and has the Anti-Dragon effect.

Rating: B

04 Terror Knight

Generic, advanced male

Alignment: C

Element: N/A

Stat Requirements: STR 117, VIT 114, DEX 104, KILLS 30

Lineage: Soldier 4 -> Berzerker 10 -> Terror Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	52		92		192	292	392
542								
MP	0	22		22		22	22	22
22								
STR	7	17		45		115	185	255
360								
VIT	7	2		30		100	170	240
345								
INT	4	26		42		82	122	162
222								
MEN	6	28		52		112	172	232
322								
AGI	4	38		54		94	134	174
234								
DEX	6	20		44		104	164	224
314								
LUK		50						

Bonus: -14 MP

Attack: 10 Defense: 10.5
Magic: 7 Magic Def.: 10
Special: 12.5 Speed: 5.5

Level: 14 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +50 Weapon: Axe

Movement: Fast, 5 panels

Magic: None

Special: Fear Effect

Resistances: : P 100 A 100 F 100 E 100 W 100 V 115 B 95

Equipment: Axe, Armor, Helmet, Boots

Notes: The toughest defensive normal class, and a pretty decent attacker as well. He especially shines against L characters, against whom he has the equivalent of the Anti-Dragon effect in both attack and defense. The Terror Effect is halved against N characters and ineffective against C characters. When the Terror Effect works (it can stack for multiple TK's), it is quite devastating. When it doesn't, the Terror Knight's offensive weaknesses can become apparent, as they have the worst accuracy of any fighter in the game, the worst evasiveness, and the worst WT. You might choose to raise these guys initially as Beast Tamers, for better VIT, or as Berzerkers, for better MEN

and HP. Personally I like to go with Berzerkers, as it just seems more of a natural progression.

Rating: A-

05 Sword Master

Generic, advanced male

Alignment: L

Element: N/A

Stat Requirements: STR 95, AGI 102, DEX 126

Lineage: Soldier 4 -> Ninja 10 -> Sword Master

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	60		92		172	252	332
452								
MP	4	-10		6		46	86	126
186								
STR	5	25		45		95	145	195
270								
VIT	4	34		50		90	130	170
230								
INT	6	8		32		92	152	212
302								
MEN	7	4		32		102	172	242
347								
AGI	7	26		54		124	194	264
369								
DEX	9	-12		24		114	204	294
429								
LUK		50						
Bonus:	None							

Attack:	9.5	Defense:	6.5
Magic:	9.5	Magic Def.:	7.5
Special:	13	Speed:	9.25

Level:	14	Species:	Human
Weather:	+2	Indirect:	Accuse
WT Penalty:	+45	Weapon:	Sword
Movement:	Fast, 5 panels		
Magic:	Equip 1, Witch Set		
Special:	Attack+		
Resistances:	P 120	A 95	F 95 E 95 W 95 V 85 B 100

Equipment: Sword, Sword, Robe, Boots, Stun, Poison, Petrify, Charm
Notes: Although some guides out there contend that these units suck, that's really just a function of not using them properly. If you're using a Sword Master as the next progression of the Knight class, raising one up as a Knight and arming him to the teeth with armor and a pair of heavy swords, you're bound to be disappointed. Raise one up as a Ninja rather than a Knight and you will have far better results. The SM's poor P.RES means armor is basically ineffective for him, so you're better off foregoing it entirely in order to maximize his speed. Watch as he smacks around heavy fighters with Attack+, and for decent damage I might add, as SM damage is only slightly worse than the Berzerker and equal to the Lizard Man. Your high AGI and insane DEX means you'll rarely take a hit from a heavy fighter unless you're attacked from behind, and with good tactics and formations that should rarely happen. Sword Masters will never miss their targets and are almost as evasive as Ninja. They're also much better with status magic than any of the mages are, since success rates for those spells are based on speed. A fire

elemental Sword Master with two Firedrake Swords is a unit to be feared.

Rating: A-

06 Dragoon

Generic, advanced male

Alignment: N

Element: N/A

Stat Requirements: STR 115, VIT 106, DEX 114

Lineage: Soldier 4 -> Knight 10 -> Dragoon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	56		92		182	272	362
497								
MP	0	22		22		22	22	22
22								
STR	8	3		35		115	195	275
395								
VIT	5	20		40		90	140	190
265								
INT	4	36		52		92	132	172
232								
MEN	5	32		52		102	152	202
277								
AGI	4	38		54		94	134	174
234								
DEX	8	2		34		114	194	274
394								
LUK		50						

Bonus: -14 MP

Attack:	12	Defense:	9
Magic:	6.5	Magic Def.:	7.5
Special:	11.5	Speed:	6

Level: 14 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +45 Weapon: Sword

Movement: Fast, 5 panels

Magic: Equip 1, Valkyrie Set

Special: Anti-Dragon

Resistances: P 110 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Sword, Armor, Helmet, Boots, Incubus

Notes: The strongest damage dealer among generic classes. Defense is decent, only slightly better than that of a Knight, but their attack power is just godly. For anything else they're not very good. They're slow and have awful WT, but their hit and evade rates aren't quite as bad as you'd expect thanks to their great DEX. They make incredible bowmen if lightly equipped as well, but they shine brightest with swords and when fighting dragons or lizard men, obviously, as the Anti-Dragon effect is quite strong. In fact, give a strong Dragoon like Jenounes the Firedrake Sword, and its Anti-Dragon effect will stack with his innate one. This combined with the matching element bonus, and the sword preference bonus will give you a preposterous +29 attack modifier bonus, which will often be enough to kill Blue Dragons with a single strike. Don't expect much out of their magic, however, as their INT is awful. I suggest giving them Incubus instead of elemental magic, as it will enable them to immobilize the occasional unit rather than just giving paltry damage. You're probably better off raising Dragoons as Knights, as this absolutely

maximizes their attack power.

Rating: B+

07 Ninja

Generic, basic male

Alignment: LNC

Element: N/A

Stat Requirements: STR 45, AGI 46, DEX 44

Lineage: Soldier 4 -> Ninja

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	60		92		172	252	332
452								
MP	3	4		16		46	76	106
151								
STR	5	25		45		95	145	195
270								
VIT	5	20		40		90	140	190
265								
INT	5	22		42		92	142	192
267								
MEN	6	18		42		102	162	222
312								
AGI	8	12		44		124	204	284
404								
DEX	7	16		44		114	184	254
359								
LUK		50						
Bonus:	None							

Attack: 8.5 Defense: 7.5

Magic: 8 Magic Def.: 8

Special: 11.5 Speed: 9.75

Level: 3 Species: Human

Weather: +2 Indirect: Shuriken

WT Penalty: +35 Weapon: Claw

Movement: Fast (Acrobatic) + On Water, 6 panels

Magic: Equip 1, Wizard Set

Special: Attack+

Resistances: P 130 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Claw, Claw, Robe, Boots, Pain, Dark Law

Notes: A very interesting unit. Not the greatest damage dealer and horrible defensively, but very quick, evasive, and versatile. You don't want

to go fighting heavy fighters with Ninja until you've got a few levels under your belt and have gotten your WT low, as one or two hits from a Knight or a Berzerker will make your Ninja hurt bad. What they are great at is getting behind enemy lines using their superior mobility and assassinating enemy mages. You want to avoid Archers at all costs, however, as they're accurate enough to reliably hit and easily kill your Ninja. The number one thing to remember for Ninja is minimize their WT. L Ninja are well suited to be future Sword Masters, but don't feel obligated to do this, as it's handy to have a Ninja around in the late game. Once they get past level 25 or so, they'll really start beating up on heavy fighters, who will have very little chance of hitting them. Don't count on their magic, but don't count it out either, as they can do a bit of damage with it-especially summons. Their best spells, however, are definitely Nova (success based on speed), Pain (success based on

speed, max HP), and Dark Law (requires a good hit rate for max damage).

Rating: B+

08 Beast Tamer

Generic, basic male

Alignment: LNC

Element: N/A

Stat Requirements: STR 45, VIT 44, MEN 46

Lineage: Soldier 4 -> Beast Tamer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	56		92		182	272	362
497								
MP	0	12		12		12	12	12
12								
STR	7	17		45		115	185	255
360								
VIT	7	12		40		110	180	250
355								
INT	4	26		42		82	122	162
222								
MEN	6	28		42		102	162	222
312								
AGI	5	38		44		94	144	194
269								
DEX	6	20		44		104	164	224
314								
LUK		50						
Bonus:	-4 MP							

Attack: 10 Defense: 10.5

Magic: 7 Magic Def.: 10

Special: 12.5 Speed: 6.5

Level: 3 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +45 Weapon: Whip

Movement: Fast, 5 panels

Magic: None

Special: Beast Support

Resistances: P 105 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Whip, Armor, Helmet, Boots

Notes: Though they don't seem like it, these guys are very good fighters and are certainly on par with Knights and Berzerkers. They actually have better defense than even Berzerkers, though they have less HP. Their attack is solid as well, and Whips are good weapons that are powerful, lighter than spears, and keep you safe from counters. Unfortunately, they cannot skewer two adjacent enemies at once like spears can. Their Beast Support ability, while a nice bonus, is not really their main selling point, as beasts have too many limitations (extreme slowness, the fact that you can only bring up to two to any one battle) to be terribly useful. Note that the only beasts to receive his bonus are the Gryphon and the Cockatrice.

Rating: B

09 Wizard

Generic, basic male

Alignment: NC

Element: N/A

Stat Requirements: MP 16, INT 44, MEN 42

Soldier 4 -> Wizard

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	68		92		152	212	272
362								
MP	6	10		34		94	154	214
304								
STR	4	29		45		85	125	165
225								
VIT	3	28		40		70	100	130
175								
INT	8	17		49		129	209	289
409								
MEN	7	20		48		118	188	258
363								
AGI	5	24		44		94	144	194
269								
DEX	5	24		44		94	144	194
269								
LUK		50						
Bonus:	+18 MP, +7 INT, +6 MEN							

Attack: 6.5 Defense: 5
Magic: 11.5 Magic Def.: 6.5
Special: 12.5 Speed: 6.25

Level: 3 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +50 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Wizard Set
Special: None
Resistances: P 125 A 95 F 95 E 95 W 95 V 95 B 95

Equipment: Staff, Staff, Ring, Robe, Attack Magic, Summons,
Incubus

Notes: The basic male offensive spellcaster. If you are serious about attack magic early in the game, they are the only real option. Solid INT growth, but not as great as the Siren, though they have better physical stats. As you'd expect, they're horrendous physical fighters and are very fragile, dying in one hit to the big time attackers later in the game. One strength that most people don't realize is that while their AGI and DEX growth is mediocre, their equipment is usually so light that they are reasonably quick and have a decent chance of dodging some attacks. As spells go, it's best to equip the attack spell of your element. AcidRain is my favorite, despite its high MP cost, because it causes an added effect and because you don't have to see it animate 78 billion times with every casting. If you're using high end attack spells or summons, it'd be wise to use an MP restoring item at the start of battle so you can cast it freely. For backup spells you should consider Incubus

Rating: B-

0A Warlock

Generic, advanced male

Alignment: LN

Element: N/A

Stat Requirements: MP 84, INT 124, MEN 112

Lineage: Soldier 4 -> Wizard 10 -> Warlock

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	68		92		152	212	272
362								
MP	8	-18		14		94	174	254
374								
STR	4	29		45		85	125	165
225								
VIT	2	42		50		70	90	110
140								
INT	7	24		52		122	192	262
367								
MEN	9	-14		22		112	202	292
427								
AGI	4	38		54		94	134	174
234								
DEX	4	38		54		94	134	174
234								
LUK		50						
Bonus:	+18 MP							

Attack: 6 Defense: 4
Magic: 11 Magic Def.: 6.5
Special: 15.5 Speed: 6

Level: 14 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Warlock Set
Special: Golem Support
Resistances: P 105 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Staff, Staff, Ring, Robe, Drakonite Magic, HealRain, Charge

Notes: A strange class that must be used in a particular way to be effective. They have the worst stat growth of any class and their stat growth is horribly suited to what they do. They're supposed to be the elite support mage, but success rates for those spells are based on speed and the Warlock is the slowest support magic user in the game. They also have the ability to use Drakonite Magic, which makes them much more powerful and they are actually well suited to use it. They're also the best unit at using special attacks such as WindShot, Glowball, etc. Their main strength is that their class has insanely good innate attributes. Their P.RES is the same as a Berzerker, and their resistances to other elements are very good. They are thus ideal for leveling as another class and switching to Warlock for battle. Many people like to make Denim a Warlock in chapter 4, as he can take advantage of the class' innate attributes while keeping his permanent Lord stat growth, making him formidable indeed. Their Giant support ability is gravy, but not very useful since Golems are horrible and Cyclops are unavailable until late game. Also, you can only bring up to L sized units into any battle.

Rating: C-

OB Exorcist

Generic, advanced male
Alignment: L
Element: N/A

Stat Requirements: VIT 44, INT 42, MEN 44

Lineage: Soldier 4 -> Exorcist

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	7	64		92		162	232	302
407								
MP	7	-12		16		86	156	226
331								
STR	4	29		45		85	125	165
225								
VIT	5	20		40		90	140	190
265								
INT	8	10		42		122	202	282
402								
MEN	6	18		42		102	162	222
312								
AGI	4	28		44		84	124	164
224								
DEX	5	24		44		94	144	194
269								
LUK		50						

Bonus: None

Attack: 6.5 Defense: 7
Magic: 11 Magic Def.: 8
Special: 11 Speed: 5.25

Level: 8 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +50 Weapon: None

Movement: Slow, 5 panels

Magic: Equip 3, Exorcist Set

Special: None

Resistances: P 120 A 100 F 100 E 100 W 100 V 60 B 115

Equipment: Staff, Ring, Robe, MP Item

Notes: A specialist who is good at what he does. Actually has some nice little advantages, as he is more durable than any other mage and has a decent hit rate with his Exorcism spell, whose success rate is based on speed. The Exorcist spell set is quite versatile, featuring LightBow for attacking, Heal for defensive purposes, and Exorcism for the undead. They are also the only generic class that can use the awesome Starion spell. Note that you can do very good damage with LightBow to evil units like Terror Knights. Overall it's indispensable having one around, but more than one are not needed, so Presance should be enough to fulfill all your exorcising needs.

Rating: B

OC Lich

Generic, transmigrated male or female

Alignment: LNC

Element: N/A

Stat Requirements: MP 114, INT 162, MEN 147

Lineage:	Soldier 4	->	Wizard 15	->	Lich	Growth	Base	Lv 5	Lv 15	Lv 25
			Lv 35		Lv 50					
HP	5		87		107		157		207	257
332										
MP	8		-38		-6		74		154	234
354										
STR	2		67		75		95		115	135

165						
VIT	2	47	55	75	95	115
145						
INT	8	10	42	122	202	282
402						
MEN	8	-5	27	107	187	267
387						
AGI	4	43	59	99	139	179
239						
DEX	4	43	59	99	139	179
239						
LUK		50				
Bonus:	+8 MP					

Attack:	3	Defense:	3
Magic:	12	Magic Def.:	6
Special:	13	Speed:	5

Level:	20	Species:	Human			
Weather:	+2	Indirect:	Stone			
WT Penalty:	+50	Weapon:	None			
Movement:	Slow, 5 panels					
Magic:	Equip 3, Lich Set					
Special:	None					
Resistances:	P 65 A 70 F 70 E 70 W 70 V 85 B 85					

Equipment: Staff, Staff, Ring, Robe, Summons, HealRain, Charge

Notes: The ultimate generic offensive spellcaster. Can't use Virtue magic and has slightly worse raw magic power than the Siren, but has some great fringe benefits. Note that they are not actually undead, as they can't be exorcised and can be healed by normal means. They have horrible physical stats, but they have good defense because their RES values are amazing. They also make decent warriors if you turn a fighter unit into a Lich, as you can skimp on the armor because of their P.RES and be very speedy as a result, plus you can equip spells, but you'll get worse as you level up due to the Lich's awful growth.

Rating: A

OD Gunner

Generic, advanced male

Alignment: N

Element: N/A

Stat Requirements: STR 120, AGI 164, DEX 150

Lineage: Soldier 4 -> Ninja 15 -> Gunner

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	7	79	107	177	247	317
422						
MP	0	0	0	0	0	0
0						
STR	5	25	45	95	145	195
270						
VIT	4	39	55	95	135	175
235						
INT	5	22	42	92	142	192
267						
MEN	5	37	57	107	157	207
282						
AGI	7	31	59	129	199	269

374
DEX 7 16 44 114 184 254
359
LUK 50
Bonus: None

Attack: 8.5 Defense: 6.5
Magic: 7.5 Magic Def.: 6.5
Special: 10 Speed: 8.75

Level: 20 Species: Human
Weather: 0 Indirect: Stone
WT Penalty: +75 Weapon: Gun
Movement: Fast, 5 panels
Magic: None
Special: Gunnery
Resistances: P 135 A 130 F 130 E 130 W 130 V 130 B 130
Bonus: -61 MP

Equipment: Gun, Armor, Helmet, Boots

Notes: Another very interesting unit. The worst RES values in the game, and horrible defense in general. Not that much an issue, since guns have infinite range and they never really need to be in harm's way. They also have the worst WT penalty in the game but their high AGI tends to mitigate that somewhat. Gun damage is good, and in idiotic RPG tradition it's based your physical attack power. For this reason, a Dragoon turned Gunner will rule the battlefield. If you're serious about creating generic Gunners though, I would advise you to use Ninja. Hit rate on guns is more important than raw damage IMO, since you'll almost always be shooting at the enemy's front.

Rating: B

0E Amazon

Generic, basic female

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: N/A

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	58		90		170	250	330
450								
MP	4	0		16		56	96	136
196								
STR	6	20		44		104	164	224
314								
VIT	5	20		40		90	140	190
265								
INT	6	18		42		102	162	222
312								
MEN	6	17		41		101	161	221
311								
AGI	6	20		44		104	164	224
314								
DEX	6	22		46		106	166	226
316								
LUK		50						
Bonus:	None. -2 HP, -1 STR, -1 MEN, +2 DEX vs. Soldier							

Attack: 9 Defense: 8

Magic: 9 Magic Def.: 8
Special: 12 Speed: 7.5

Level: 1 Species: Human
Weather: +4 Indirect: Stone
WT Penalty: +40 Weapon: None
Movement: Fast + Underwater, 5 panels
Magic: NoneSpecial: None
Resistances: P 115 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Bow, Armor, Helmet, Boots

Notes: Like the Soldier, but ever so slightly better since they can enter

Water and have better weather tolerance (which really always applies). They are actually a more viable option since there are fewer female classes to choose from, and they actually have the second best AGI growth, third best STR and DEX growth, and second best VIT growth among females.

Rating: C+

OF Valkyrie

Generic, advanced female

Alignment: LN

Element: N/A

Stat Requirements: STR 44, VIT 46, INT 42

Lineage: Amazon 4 -> Valkyrie

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	54		90		180	270	360
495								
MP	3	0		16		46	76	106
151								
STR	7	16		44		114	184	254
359								
VIT	5	20		40		90	140	190
265								
INT	7	14		42		112	182	252
357								
MEN	6	17		41		101	161	221
311								
AGI	5	24		44		94	144	194
269								
DEX	6	22		46		106	166	226
316								
LUK		50						
Bonus: None								

Attack: 10 Defense: 8.5
Magic: 10 Magic Def.: 8
Special: 12.5 Speed: 6.5

Level: 3 Species: Human
Weather: +4 Indirect: Stone
WT Penalty: +45 Weapon: Spear
Movement: Fast + Underwater, 5 panels
Magic: Equip 2, Valkyrie Set
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Spear, Armor, Helmet, Ring, Attack Magic, Incubus

Notes: A very versatile and strong class. They have the attack power and speed of Berzerkers with the defense of Knights (although the fact that all spears are two handed means they can't use shields). On top of that, they are pretty strong magic users and can equip two spells (I suggest your elemental spell and Incubus). Spears are great weapons and will offset the Valk's mediocre defense by keeping you safe from most counters. Overall, a great unit with power and versatility. The best spear is the fire elemental Ignis spear, and the best alignment is N because there is no benefit to being L (other than the chance to turn into an Angel Knight) and being N reduces your susceptibility to terror.

Rating: B+

10 Archer

Generic, basic female

Alignment: NC

Element: N/A

Stat Requirements: None

Lineage: Amazon 4 -> Archer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	58		90		170	250	330
450								
MP	3	4		16		46	76	106
151								
STR	5	24		44		94	144	194
269								
VIT	6	16		40		100	160	220
310								
INT	5	22		42		92	142	192
267								
MEN	6	17		41		101	161	221
311								
AGI	7	16		44		114	184	254
359								
DEX	8	15		47		127	207	287
407								
LUK		50						
Bonus:	+1 DEX							

Attack: 9 Defense: 8.5

Magic: 8 Magic Def.: 9

Special: 11.5 Speed: 9

Level: 3 Species: Human

Weather: +4 Indirect: Stone

WT Penalty: +35 Weapon: Bow

Movement: Fast + Underwater, 5 panels

Magic: None

Special: None

Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 95

Equipment: Bow, Armor, Helmet, Boots

Notes: The overpowered basic unit of T0. The Archer inexplicably has the best VIT growth of any female class, and has the physical defense of a Knight with even better magic defense (though they can't use shields with most of their bows). The fact that Archers don't need to be in the front lines, combined with their ludicrous defense and great evasion, means that they'll never die. Archers are also really fast, and their AGI and DEX keep their hit rates very high. Their attack power is average but good enough that they can

do big damage with their bows and even kill some mages in one shot. Overall one of the most dominant and easy to acquire units in TO. Has a +1 DEX bonus over other generics.

Rating: A

11 Dragon Tamer

Generic, advanced female

Alignment: LNC

Element: N/A

Stat Requirements: HP 180, STR 115, MEN 103

Lineage: Amazon 4 -> Valkyrie 10 -> Dragon Tamer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	54		90		180	270	360
495								
MP	2	18		26		46	66	86
116								
STR	7	16		44		114	184	254
359								
VIT	3	48		60		90	120	150
195								
INT	6	28		52		112	172	232
322								
MEN	7	3		31		101	171	241
346								
AGI	5	24		44		94	144	194
269								
DEX	7	8		36		106	176	246
351								
LUK		50						
Bonus:	None							

Attack: 10.5 Defense: 6.5
Magic: 9.5 Magic Def.: 6.5
Special: 14 Speed: 6.75

Level: 14 Species: Human
Weather: +4 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast + Underwater, 5 panels
Magic: Equip 1, Valkyrie Set
Special: Dragon Support
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Armor, Helmet, Ring, Attack Magic

Notes: This unit frustrates me. It has higher level requirements than the Valkyrie, but is pretty much worse in every way. They have 1 DEX point and 1 MEN point over the Valkyrie, but this comes at the cost of 1 MP, 1 INT, and a whopping 2 VIT. This means that while they hit a bit harder with their swords, they are much worse in close range fighting since they don't have spears to protect them from counters and they have horrific defense. They are also worse at casting spells than the Valkyrie and can equip one less. They are a wee bit more accurate and evasive than Valkyries, but this doesn't make up for their huge drawbacks. The only real strong point I can think of is that they're the best female unit at using special abilities. Their Dragon Support ability is actually handy, because dragons are the best monsters in general, but they suffer from the limitation that you can only bring 2 to a battle at once. You can remedy this, however, by using Lizard Men, who are pretty tough S size dragon units. A group of C aligned Lizard men with a

Dragon Tamer can beat up Terror Knights good. An overall poorly designed unit that you'll rarely find reason to use.

Rating: D

12 Siren

Generic, advanced female

Alignment: LN

Element: N/A

Stat Requirements: MP 36, INT 75, MEN 71

Lineage: Amazon 4 -> Cleric 10 -> Siren

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	5	85		105		155	205	255
330								
MP	7	-17		11		81	151	221
326								
STR	4	38		54		94	134	174
234								
VIT	3	38		50		80	110	140
185								
INT	9	-1		35		125	215	305
440								
MEN	7	14		42		112	182	252
357								
AGI	4	38		54		94	134	174
234								
DEX	5	31		51		101	151	201
276								
LUK		50						

Bonus: -5 HP, +15 MP, +3 INT, +1 MEN, +15 DEX

Attack: 6.5 Defense: 5
Magic: 12.5 Magic Def.: 6.5
Special: 12.5 Speed: 5.25

Level: 8 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: Fan
Movement: Slow, 5 panels
Magic: Equip 3, Wizard Set
Special: None
Resistances: P 120 A 100 F 100 E 100 W 100 V 80 B 80

Equipment: Fan, Staff, Ring, Robe, Attack Magic, Summons, Incubus

Notes: Identical to a Wizard except she trades 1 HP for 1 MP (bad), 1 AGI for 1 INT (probably good), has slightly worse RES values and a worse WT penalty. She is the most powerful generic attack mage, and she's the only mage with a weapon specialty. There is only one fan in the game, and it is pretty handy as it can charm the target and thus prevent a counter. Unfortunately it gives no INT boost, so you may want to go with a staff anyway.

Rating: B

13 Witch

Generic, basic female

Alignment: NC

Element: N/A

Stat Requirements: MP 16, INT 45, MEN 41

INT	8	20	49	129	209	289
409						
MEN	7	19	47	117	187	257
362						
AGI	5	24	44	94	144	194
269						
DEX	4	26	46	86	126	166
236						
LUK		50				
Bonus:	+14 MP, +7 INT, +6 MEN					

Attack:	7	Defense:	6.5
Magic:	11.5	Magic Def.:	7.5
Special:	13	Speed:	6

Level:	3	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+5	Weapon:	None
Movement:	Slow, 5 panels		
Magic:	Equip 3, Cleric Set		
Special:	None		
Resistances:	P 125 A 95 F 95 E 95 W 95 V 90 B 100		

Equipment: Staff, Staff, Robe, Ring, Heal+, Heal All, Vitalize
Notes: An indispensable healing unit. If you don't use Revivify, like I don't, then she's pretty much better than the Priest in every way because she can use Heal+ as well as Heal All. Note that she's much better off being L aligned as this gives her a sizable bonus to her healing. For tough battles, you may want to have her use an MP restoring item as her first action to make sure her MP holds up.

Rating: B+

15 Priest

Generic, advanced female

Alignment: L

Element: N/A

Stat Requirements: MP 70, INT 125, MEN 110

Lineage: Amazon 4 -> Cleric 10 -> Priest

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	6	76	100	160	220	280
370						
MP	7	-18	10	80	150	220
325						
STR	4	38	54	94	134	174
234						
VIT	3	38	50	80	110	140
185						
INT	9	4	40	130	220	310
445						
MEN	7	19	47	117	187	257
362						
AGI	4	38	54	94	134	174
234						
DEX	5	16	36	86	136	186
261						
LUK		50				

Bonus: +14 MP, +8 INT, +6 MEN

Attack: 7 Defense: 6.5
Magic: 11.5 Magic Def.: 7.5
Special: 13 Speed: 6

Level: 3 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Cleric Set
Special: None
Resistances: P 130 A 90 F 90 E 90 W 90 V 70 B 115

Equipment: Staff, Robe, Ring, MP Item, Heal All, Vitalize,
Revivify

Notes: Basically a Cleric who for some reason can't use Heal+, but can use Revivify and LightBow. She has worse physical stats in exchange for better INT, which really only counts for Heal and LightBow. If you don't use Revivify, there's not much of a reason to use this unit, though LightBow can get really powerful is used on a dark enemy unit. +14 MP, -2 INT, and +6 MEN over other generics.

Rating: B

16 Angel Knight

Generic, transmigrated female

Alignment: L

Element: N/A

Stat Requirements: MP 92, STR 135, VIT 122, INT 144, MEN 119, AGI 122,
DEX 124

Lineage: Angel Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	54		90		180	270	360
495								
MP	6	0		24		84	144	204
294								
STR	8	-1		31		111	191	271
391								
VIT	5	20		40		90	140	190
265								
INT	8	8		40		120	200	280
400								
MEN	6	17		41		101	161	221
311								
AGI	6	20		44		104	164	224
314								
DEX	6	22		46		106	166	226
316								
LUK		50						

Bonus: None

Attack: 11 Defense: 9
Magic: 11 Magic Def.: 8
Special: 13 Speed: 7.5

Level: 20 Species: Human
Weather: 0 Indirect: Stone
WT Penalty: +45 Weapon: Spear

Movement: Fly, 6 panels
 Magic: Equip 1, Exorcist Set
 Special: SadSong, CalmSong
 Resistances: P 100 A 100 F 100 E 100 W 100 V 50 B 125

Equipment: Spear, Armor, Helmet, Ring, Heal, Exorcism, LightBow
 Notes: An outstanding and versatile fighter. Great attack power, great defense, pretty good speed for a fighter, and great magic and special skills. On top of that, you get 6 move and flight. Their attack power is between the Knight and Dragoon, and spear usage means you won't be countered. They're the only generic heavy fighter with 6 AGI growth, and their magic power is identical to that of an Exorcist. In fact, they could replace Exorcists completely if it weren't for the fact that they only have 1 spell slot. For most battles I recommend using Heal. Their special abilities are also handy, as they have the ability to heal undead (useless) and lower enemy MP (very useful). The best generic fighter in the game.
 Rating: A

17 Faerie

Generic, demi-human female
 Alignment: LNC
 Element: N/A
 Stat Requirements: None
 Lineage: Faerie

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	72		96		156	216	276
366								
MP	0	0		0		0	0	0
0								
STR	4	34		50		90	130	170
230								
VIT	3	34		46		76	106	136
181								
INT	4	32		48		88	128	168
228								
MEN	8	3		35		115	195	275
395								
AGI	7	13		41		111	181	251
356								
DEX	8	8		40		120	200	280
400								
LUK		50						
Bonus:	None							

Attack: 8 Defense: 5
 Magic: 8 Magic Def.: 7
 Special: 14 Speed: 9

Level: 3 Species: Human
 Weather: 0 Indirect: Stone
 WT Penalty: +30 Weapon: None
 Movement: Fly + Float, 5 panels
 Magic: None
 Special: CuteKiss, DeepKiss (L10), HolyBolt (L20)
 Resistances: P 125 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Robe, Boots, Necklace, Orb

Notes: Another interesting unit. Her attack and defense are poor, but she is One of the fastest units in the game and has great special abilities. CuteKiss heals a bit of HP and restores status, HolyBolt does holy damage and exorcises undead, and DeepKiss acts as a free casting of Paradigm. DeepKiss, if abused correctly by multiple Faeries, makes them game-breakingly powerful, especially combined with the Charge spell and Dragon Magic, as you can basically have a never-ending turn. My rating assumes you like fun and challenge in your SRPGs, and so doesn't account for abusing this trick.

Rating: C+

18 Gremlin

Generic, demi-human male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Gremlin

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	58		82		142	202	262
352								
MP	0	0		0		0	0	0
0								
STR	7	22		50		120	190	260
365								
VIT	2	38		46		66	86	106
136								
INT	4	32		48		88	128	168
228								
MEN	3	23		35		65	95	125
170								
AGI	8	9		41		121	201	281
401								
DEX	9	4		40		130	220	310
445								
LUK		50						
Bonus:	None							

Attack: 11.5 Defense: 5.5
 Magic: 5.5 Magic Def.: 3.5
 Special: 8 Speed: 10.25

Level: 3 Species: Human
 Weather: 0 Indirect: Stone
 WT Penalty: +45 Weapon: None
 Movement: Fly + Float, 5 panels
 Magic: None
 Special: CuteKiss, DeepKiss (L10), Abyss (L20)
 Resistances: P 115 A 100 F 100 E 100 W 100 V 125 B 75

Equipment: Spear, Robe, Boots, Necklace

Notes: No unit in the game, barring maybe the Death Templar, matches the Gremlin's combination of power and speed. They are the single fastest class, and their attack ranks just under the Dragoon and Death Templar. Abyss is an incredibly powerful 2 panel attack, though it'll cost you half your HP upon use. CuteKiss and DeepKiss can also be used as uncounterable, though weak, close range attacks that have a chance to Charm and Petrify. All this great stuff comes at the cost of horrific defense, and they'll die in one hit from any reasonably strong unit, provided said unit manages to actually hit

them, which is no easy task. They're probably best off with a bow, resorting to CuteKiss and DeepKiss if a strong attacker gets too close. Fear mages as well, since Gremlins also have the worst magic defense in the game apart from maybe the Gunner. Luckily the Gremlin's mad attack power will down most mages in one shot, while his great mobility keeps him away from danger. In fact, lately I even find that Gremlins can be viable in melee combat. Try giving one a spear at high levels.

Rating: A-

19 Hawk Man

Generic, demi-human male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Hawk Man

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	60		92		172	252	332
452								
MP	4	0		16		56	96	136
196								
STR	6	21		45		105	165	225
315								
VIT	4	24		40		80	120	160
220								
INT	6	18		42		102	162	222
312								
MEN	6	18		42		102	162	222
312								
AGI	7	20		48		118	188	258
363								
DEX	7	16		44		116	186	256
361								
LUK		50						
Bonus:	None							

Attack:	9.5	Defense:	7
Magic:	9	Magic Def.:	7
Special:	12	Speed:	8.75

Level:	3	Species:	Human
Weather:	0	Indirect:	Stone
WT Penalty:	+40	Weapon:	Axe
Movement:	Fly, 6 panels		
Magic:	None		
Special:	None		

Resistances: P 120 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Axe, Armor, Helmet, Boots

Notes: A versatile unit which does not really specialize in any one thing. They make excellent bowmen with their flight, mobility, near-Archer speed, and solid attack power. They prefer axes however, which would suggest he is intended to be a melee unit. The Hawk Man is actually not as bad as you'd think in melee combat, though he is a somewhat risky unit to use. His defense is awful, but his attack is as powerful and much more accurate than that of the Lizard Man, while he is faster and more evasive as well. Keeping WT low is essential, so a melee Hawk Man should probably wear very light armor or forego it entirely. Really though any Hawk Man you have will be almost completely outclassed by Canopus. Suggested element is Earth for the melee Hawk Man, and

Water for a ranged one (since you will almost always give the Light bow to Aloser or Sara).

Rating: B

1A Lizard Man

Generic, demi-human male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Lizard Man

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	64		100		190	280	370
505								
MP	0	0		0		0	0	0
0								
STR	7	20		48		118	188	258
363								
VIT	6	20		44		104	164	224
314								
INT	3	22		34		64	94	124
169								
MEN	6	18		42		102	162	222
312								
AGI	6	24		48		108	168	228
318								
DEX	5	16		36		86	136	186
261								
LUK		50						

Bonus: None

Attack: 9.5 Defense: 9.5
Magic: 6 Magic Def.: 9
Special: 12.5 Speed: 7.25

Level: 3 Species: Dragon
Weather: 4 Indirect: Stone
WT Penalty: +45 Weapon: Hammer
Movement: Fast + Underwater, 5 panels
Magic: None
Special: None

Resistances: P 105 A 110 F 110 E 110 W 110 V 110 B 10

Equipment: Hammer, Armor, Helmet, Boots

Notes: An overlooked but pretty good heavy fighter unit who can more than hold his own among the Knights and Berzerkers of the world. They are Dragon species, so they should fear Dragoons but hang out with any Dragon Tamers you're crazy enough to use. Attack power is actually not that great due to weak DEX, and is in fact only equivalent to that of a Sword Master using 1 sword. Defense, however, is equal to the Berzerker and coupled with more AGI for better evasiveness and hit rate. Lizard Man is the only generic unit other than the Angel Knight who has at least 7 STR and 6 AGI gain at level-up. Earth and Water are the best elements for this unit, as Barbas' Earth hammer is the best elemental hammer, while the Aqua Hammer is available earliest and is the lightest.

Rating: B+

1B Pumpkin Head

Generic, demi-human male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Pumpkin Head

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	5	76		96		146	196	246
321								
MP	0	0		0		0	0	0
0								
STR	4	34		50		90	130	170
210								
VIT	8	14		46		126	206	286
406								
INT	3	36		48		78	108	138
168								
MEN	8	3		35		115	195	275
395								
AGI	5	21		41		91	141	191
266								
DEX	5	20		40		90	140	190
265								
LUK		50						

Bonus: None

Attack: 6.5 Defense: 10
Magic: 7 Magic Def.: 12
Special: 14 Speed: 6.25

Level: 3 Species: Human
Weather: 2 Indirect: Stone
WT Penalty: +45 Weapon: None
Movement: Fast, 5 panels
Magic: None
Special: Pumpkin, Squash-X, YasaiWar
Resistances: P 110 A 95 F 95 E 95 W 95 V 95 B 84

Equipment: Shield, Shield, Armor, Helmet

Notes:

Rating:

1C Skeleton

Generic, undead male or female

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Soldier 5 -> Skeleton

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	7	64		92		162	232	302
407								
MP	0	0		0		0	0	0
0								
STR	6	21		45		105	165	225
315								
VIT	4	24		40		80	120	160
220								
INT	5	22		42		92	142	192

267
 MEN 5 22 42 92 142 192
 267
 AGI 7 16 44 114 184 254
 359
 DEX 5 24 44 94 144 194
 269
 LUK 50
 Bonus: None

Attack: 8.5 Defense: 7
 Magic: 7.5 Magic Def.: 6.5
 Special: 10.5 Speed: 8.25

Level: 3 Species: Human
 Weather: 2 Indirect: Stone
 WT Penalty: +40 Weapon: None
 Movement: Fast, 5 panels
 Magic: None
 Special: Undead
 Resistances: P 110 A 100 F 100 E 100 W 100 V 125 B 75

Equipment: Hammer, Armor, Helmet, Boots

Notes:

Rating:

1D Ghost

Generic, undead male or female

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Soldier 5 -> Ghost

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	7	64		92		162	232	302
407								
MP	5	10		30		80	130	180
255								
STR	4	29		45		85	125	165
225								
VIT	3	28		40		70	100	130
175								
INT	7	20		48		118	188	258
363								
MEN	7	20		48		118	188	258
363								
AGI	5	24		44		94	144	194
269								
DEX	5	24		44		94	144	194
269								
LUK		50						
Bonus:	+14 MP, +6 INT, +6 INT							

Attack: 6.5 Defense: 5
 Magic: 10.5 Magic Def.: 6.5
 Special: 12.5 Speed: 6.25

Level: 3 Species: Human
 Weather: 4 Indirect: Stone

WT Penalty: +45 Weapon: None
Movement: Warp + Float, 5 panels
Magic: Equip 1, Wizard Set
Special: Undead
Resistances: P 65 A 110 F 110 E 110 W 110 V 135 B 85

Equipment: Staff, Staff, Robe, Ring
Notes:
Rating:

1E Templar Knight

Generic, enemy only male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Soldier 5 -> Skeleton

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	52		92		192	292	392
542								
MP	7	0		0		0	0	0
0								
STR	6	31		55		115	175	235
325								
VIT	5	28		48		98	148	198
273								
INT	6	28		52		112	172	232
322								
MEN	6	28		52		112	172	232
322								
AGI	6	30		54		114	174	234
324								
DEX	6	30		54		114	174	234
324								
LUK		50						
Bonus:	None							

Attack: 9 Defense: 8
Magic: 9 Magic Def.: 8
Special: 12 Speed: 7.5

Level: 3 Species: Human

Weather: 2 Indirect: Stone

WT Penalty: +45 Weapon: Sword

Movement: Fast, 5 panels

Magic: Equip 3, Full Set

Special: Undead

Resistances: P 105 A 95 F 95 E 95 W 95 V 90 B 90

Equipment: Sword, Shield, Armor, Helmet
Notes:
Rating:

1F Thunder Dragon

Generic, basic dragon

Alignment: LNC

Element: Wind

DEX 3 22 34 64 94 124
 169
 LUK 50
 Bonus: None

Attack: 11.5 Defense: 10
 Magic: 7.5 Magic Def.: 8.5
 Special: 15.5 Speed: 3.75

Level: 3 Species: Dragon
 Weather: 4 Indirect: None
 WT Penalty: +90 Weapon: None
 Movement: Slow, 5 panels
 Magic: None
 Special: Fire Breath
 Resistances: P 100 A 105 F 75 E 105 W 105 V 105 B 105

Equipment: Bag Items
 Notes:
 Rating:

21 Earth Dragon

Generic, basic dragon

Alignment: LNC
 Element: Earth
 Stat Requirements: None
 Lineage: Dragon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	10	60	100	200	300	400
550						
MP	0	0	0	0	0	0
0						
STR	10	23	63	163	263	363
513						
VIT	5	25	45	95	145	195
270						
INT	4	26	42	82	122	162
222						
MEN	7	23	51	121	191	261
366						
AGI	3	28	40	70	100	130
175						
DEX	3	22	34	64	94	124
169						
LUK		50				
Bonus: None						

Attack: 11.5 Defense: 10
 Magic: 7.5 Magic Def.: 8.5
 Special: 15.5 Speed: 3.75

Level: 3 Species: Dragon
 Weather: 4 Indirect: None
 WT Penalty: +90 Weapon: None
 Movement: Slow, 5 panels
 Magic: None
 Special: Poison Breath
 Resistances: P 100 A 105 F 105 E 75 W 105 V 105 B 105

Equipment: Bag Items

Notes:

Rating:

22 Blue Dragon

Generic, basic dragon

Alignment: LNC

Element: WaterStat Requirements: None

Lineage: Dragon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	60		100		200	300	400
550								
MP	0	0		0		0	0	0
0								
STR	10	23		63		163	263	363
513								
VIT	5	25		45		95	145	195
270								
INT	4	26		42		82	122	162
222								
MEN	7	23		51		121	191	261
366								
AGI	3	28		40		70	100	130
175								
DEX	3	22		34		64	94	124
169								
LUK		50						
Bonus:	None							

Attack: 11.5 Defense: 10
Magic: 7.5 Magic Def.: 8.5
Special: 15.5 Speed: 3.75

Level: 3 Species: Dragon
Weather: 4 Indirect: None
WT Penalty: +90 Weapon: None
Movement: Slow, 5 panels
Magic: None
Special: Ice Breath
Resistances: P 100 A 105 F 105 E 105 W 75 V 105 B 105

Equipment: Bag Items

Notes:

Rating:

23 White Dragon

Generic, intermediate dragon

Alignment: LN

Element: N/A

Stat Requirements: HP 170, STR 133, VIT 90, DEX 55

Lineage: Dragon 11 -> White Dragon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	60		100		200	300	400
550								
MP	0	0		0		0	0	0

0
STR 10 23 63 163 263 363
513
VIT 6 14 38 98 158 218
308
INT 4 26 42 82 122 162
222
MEN 6 347 58 118 178 238
328
AGI 3 28 40 70 100 130
175
DEX 4 11 27 67 107 147
207
LUK 50
Bonus: None

Attack: 12 Defense: 11
Magic: 7 Magic Def.: 9
Special: 14 Speed: 4

Level: 8 Species: Dragon
Weather: 4 Indirect: None
WT Penalty: +100 Weapon: None
Movement: Slow, 5 panels
Magic: None
Special: Breath of unit's own element
Resistances: P 95 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Bag Items

Notes:

Rating:

24 Holy Dragon

Generic, advanced dragon

Alignment: L

Element: N/A

Stat Requirements: HP 270, STR 233, VIT 161, DEX 95

Lineage: Dragon 11 -> White Dragon 11 -> Holy Dragon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	11	39	83	193	303	413
578						
MP	0	0	0	0	0	0
0						
STR	10	23	63	163	263	363
513						
VIT	7	-7	21	91	161	231
336						
INT	4	26	42	82	122	162
222						
MEN	6	34	58	118	178	238
328						
AGI	3	28	40	70	100	130
175						
DEX	6	-31	-7	53	113	173
263						
LUK		50				
Bonus:	None					

Attack: 13 Defense: 12
 Magic: 7 Magic Def.: 10
 Special: 14.5 Speed: 4.5

 Level: 14 Species: Dragon
 Weather: 4 Indirect: None
 WT Penalty: +105 Weapon: None
 Movement: Slow, 5 panels
 Magic: None
 Special: Breath of unit's own element
 Resistances: P 90 A 95 F 95 E 95 W 95 V 90 B 110

Equipment: Bag Items
 Notes:
 Rating:

25 Black Dragon

Generic, intermediate dragon
 Alignment: NC
 Element: N/A
 Stat Requirements: HP 170, STR 133, VIT 90, DEX 57, KILLS 30

Lineage: Dragon 11 -> Black Dragon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	60		100		200	300	400
550								
MP	0	0		0		0	0	0
0								
STR	9	34		70		160	250	340
475								
VIT	7	3		31		101	171	241
346								
INT	4	26		42		82	122	162
222								
MEN	6	34		58		118	178	238
328								
AGI	3	28		40		70	100	130
175								
DEX	5	0		20		70	120	170
245								
LUK		50						
Bonus:	None							

Attack: 11.5 Defense: 11.5
 Magic: 7 Magic Def.: 10
 Special: 13.5 Speed: 4

 Level: 8 Species: Dragon
 Weather: 4 Indirect: None
 WT Penalty: +100 Weapon: None
 Movement: Slow, 5 panels
 Magic: None
 Special: Toxic Breath
 Resistances: P 95 A 100 F 100 E 100 W 100 V 105 B 95

Equipment: Bag Items
 Notes:
 Rating:

VIT	5	34	54	104	154	204
279						
INT	3	17	29	59	89	119
164						
MEN	6	39	63	123	183	243
333						
AGI	4	8	24	64	104	144
204						
DEX	4	12	28	68	108	148
208						
LUK		50				
Bonus:	None					

Attack:	11	Defense:	9.5
Magic:	6	Magic Def.:	8
Special:	13.5	Speed:	5

Level:	3	Species:	Beast			
Weather:	0	Indirect:	None			
WT Penalty:	+85	Weapon:	None			
Movement:	Fly, 7 panels					
Magic:	None					
Special:	WindShot					
Resistances:	P 110 A 105 F 105 E 105 W 105 V 105 B 105					

Equipment: Bag Items
Notes:
Rating:

28 Cockatrice

Generic, monster

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Cockatrice

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	10	60		100		200
550						300
MP	0	0		0		0
0						0
STR	8	31		63		143
423						223
VIT	5	34		54		104
279						154
INT	4	13		29		69
209						109
MEN	5	43		63		113
288						163
AGI	4	8		24		64
204						104
DEX	5	18		38		88
263						138
LUK		50				
Bonus:	None					

Attack:	10.5	Defense:	9
Magic:	6.5	Magic Def.:	7.5
Special:	11.5	Speed:	5.25

Level: 3 Species: Beast
 Weather: 0 Indirect: None
 WT Penalty: +80 Weapon: None
 Movement: Fly, 7 panels
 Magic: None
 Special: Petrify Breath
 Resistances: P 105 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Bag Items

Notes:

Rating:

29-2A Octopus

Generic, monster

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Octopus

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	55		87		167	247	327
447								
MP	0	0		0		0	0	0
0								
STR	8	30		62		142	222	302
422								
VIT	4	14		30		70	110	150
210								
INT	3	15		27		57	87	117
162								
MEN	9	8		44		134	224	314
449								
AGI	4	7		23		63	103	143
203								
DEX	4	8		24		64	104	144
204								
LUK		50						
Bonus:	None							

Attack: 10 Defense: 8
 Magic: 7.5 Magic Def.: 8.5
 Special: 17.5 Speed: 5

Level: 3 Species: Aquatic
 Weather: 2 Indirect: None
 WT Penalty: +110 Weapon: None
 Movement: Slow + Underwater, 5 panels
 Magic: None
 Special: Eddy
 Resistances: Variation based on terrain
 On Land: P 120 A 125 F 125 E 125 W 125 V 125 B 125
 In Water: P 65 A 85 F 85 E 85 W 85 V 85 B 85

Equipment: Bag Items

Notes:

Rating:

2B Golem

Generic, monster

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage:	Golem	Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50	
HP	6	30		54		114		174	234
324									
MP	0	0		0		0		0	0
0									
STR	9	30		66		156		246	336
471									
VIT	6	30		54		114		174	234
324									
INT	4	17		33		73		113	153
213									
MEN	7	12		40		110		180	250
355									
AGI	3	10		22		52		82	112
157									
DEX	3	15		27		57		87	117
162									
LUK		50							
Bonus:	None								

Attack: 10.5 Defense: 10.5
Magic: 7.5 Magic Def.: 9.5
Special: 15 Speed: 3.75

Level: 3 Species: Giant
Weather: 4 Indirect: None
WT Penalty: +90 Weapon: None
Movement: Slow, 5 panels
Magic: None
Special: None
Resistances: P 65 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Bag Items
Notes:
Rating:

2C Hydra

Generic, advanced dragon

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage:	Hydra	Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50	
HP	10	60		100		200		300	400
550									
MP	0	0		0		0		0	0
0									
STR	10	30		70		170		270	370
520									
VIT	7	0		28		98		168	238
343									
INT	3	15		27		57		87	117

147
 MEN 10 0 40 140 240 340
 490
 AGI 3 30 42 72 102 132
 177
 DEX 5 0 20 70 120 170
 245
 LUK 50
 Bonus: None

Attack: 12.5 Defense: 12
 Magic: 8 Magic Def.: 12
 Special: 20 Speed: 4.25

Level: 3 Species: Dragon
 Weather: 4 Indirect: None
 WT Penalty: +110 Weapon: None
 Movement: Slow, 5 panels
 Magic: None
 Special: Thunder Breath, Fire Breath, Poison Breath, Ice Breath
 Resistances: P 90 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Bag Items
 Notes:
 Rating:

2D Cyclops

Generic, monster
 Alignment: LNC
 Element: N/A
 Stat Requirements: None
 Lineage: Cyclops

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	70		106		196	286	376
511								
MP	0	0		0		0	0	0
0								
STR	8	35		67		147	227	307
427								
VIT	7	-5		23		93	163	233
338								
INT	2	42		50		70	90	110
140								
MEN	8	-4		28		108	188	268
388								
AGI	4	5		21		61	101	141
201								
DEX	4	25		41		81	121	161
221								
LUK		50						
Bonus:	None							

Attack: 10 Defense: 11
 Magic: 6 Magic Def.: 11
 Special: 16 Speed: 5

Level: 3 Species: Giant
 Weather: 4 Indirect: None

WT Penalty: +95 Weapon: None
Movement: Fast, 5 panels
Magic: None
Special: Toxic Breath
Resistances: P 100 A 110 F 110 E 110 W 110 V 110 B 110

Equipment: Bag Items

Notes:

Rating:

2E Gorgon

Generic, demi-human female

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Gorgon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	60		92		172	252	332
452								
MP	0	0		0		0	0	0
0								
STR	6	24		48		108	168	228
318								
VIT	5	25		45		95	145	195
270								
INT	6	23		47		107	167	227
317								
MEN	6	22		46		106	166	226
316								
AGI	7	21		49		119	189	259
364								
DEX	7	23		51		121	191	261
366								
LUK		50						

Bonus: None

Attack: 9.5 Defense: 8
Magic: 9 Magic Def.: 8
Special: 12 Speed: 8.75

Level: 3 Species: Human

Weather: 4 Indirect: Stone

WT Penalty: +35 Weapon: Bow

Movement: Slow, 5 panels

Magic: None

Special: EvilEyes

Resistances: P 115 A 100 F 100 E 100 W 100 V 110 B 90

Equipment: Bow, Armor, Helmet, Boots

Notes:

Rating:

2F Goblin

Generic, demi-human male

Alignment: LNC

Element: N/A

Stat Requirements: None

Lineage: Goblin

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	65		97		177	257	337
457								
MP	0	0		0		0	0	0
0								
STR	6	26		50		110	170	230
320								
VIT	5	25		45		95	145	195
270								
INT	6	23		47		107	167	227
317								
MEN	6	23		47		107	167	227
317								
AGI	6	25		49		109	169	229
319								
DEX	6	25		49		109	169	229
319								
LUK		50						

Bonus: None

Attack: 9 Defense: 8
Magic: 9 Magic Def.: 8
Special: 12 Speed: 7.5

Level: 3 Species: Human

Weather: 2 Indirect: Stone

WT Penalty: +40 Weapon: Hammer

Movement: Fast, 6 panels

Magic: None

Special:

Resistances: P 105 A 95 F 95 E 95 W 95 V 110 B 90

Equipment: Hammer, Shield, Armor, Helmet

Notes:

Rating:

30 Beast Master

Unique, Gilbert

Alignment: N

Element: N/A

Stat Requirements: None

Lineage: Soldier 5 -> Beast Master

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	65		101		191	281	371
506								
MP	0	24		24		24	24	24
24								
STR	7	24		52		122	192	262
367								
VIT	7	19		47		117	187	257
362								
INT	4	30		46		86	126	166
226								
MEN	6	24		48		108	168	228
318								
AGI	5	29		49		99	149	199

274
DEX 6 26 50 110 170 230
320
LUK 55
Bonus: +1 Level, +2 MP vs. Beast Tamer

Attack: 10 Defense: 10.5
Magic: 7 Magic Def.: 10
Special: 12.5 Speed: 6.5

Level: 3 Species: Human
Weather: 2 Indirect: Stone
WT Penalty: +45 Weapon: Whip
Movement: Fast, 5 panels
Magic: None
Special: Beast Support
Resistances: P 105 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Whip, Armor, Helmet, Boots
Notes:
Rating:

31 Sorceress

Generic, basic female

Alignment: C

Element: Fire

Stat Requirements: None

Lineage: Amazon 4 -> Sorceress

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	72		96		156	216	276
366								
MP	6	16		40		100	160	220
310								
STR	4	32		48		88	128	168
228								
VIT	4	28		44		84	124	164
224								
INT	7	21		49		119	189	259
364								
MEN	8	17		49		129	209	289
409								
AGI	5	29		49		99	149	199
274								
DEX	5	31		51		101	151	201
276								
LUK		70						

Bonus: +1 Level, -6 INT, -7 MEN vs. Witch

Attack: 6.5 Defense: 6
Magic: 11 Magic Def.: 8
Special: 14 Speed: 6.25

Level: 25 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: None
Movement: Fast, 5 panels
Magic: Equip 3, Lich Set
Special: None

MP	4	5	21	71	111	151
191						
STR	7	28	56	126	196	266
371						
VIT	6	26	50	110	170	230
320						
INT	7	27	55	125	195	265
370						
MEN	7	25	53	123	193	263
368						
AGI	6	23	47	107	167	227
317						
DEX	7	27	55	125	195	265
370						
LUK		50				

Bonus: +3 AGI, +1 all other stats vs. SFC Denim

Attack:	10.5	Defense:	9.5
Magic:	10.5	Magic Def.:	9.5
Special:	14	Speed:	7.75

Level:	2	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+50	Weapon:	None
Movement:	Fast, 5 panels		
Magic:	None		
Special:	None		
Resistances:	P 115	A 100	F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Shield, Armor, Helmet

Notes:

Rating:

35 High Priest

Unique, Kachua

Alignment: N

Element: N/A

Stat Requirements: None

Lineage: High Priest

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	68		100		180	260	340
460								
MP	6	22		46		106	166	226
316								
STR	6	28		52		112	172	232
322								
VIT	5	27		47		97	147	197
272								
INT	9	17		53		143	233	323
458								
MEN	8	19		51		131	211	291
411								
AGI	6	14		38		98	158	218
308								
DEX	5	34		54		104	154	204
279								
LUK		45						

Bonus: None

Attack: 8.5 Defense: 8
Magic: 13 Magic Def.: 9
Special: 15 Speed: 7.25

Level: 2 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +40 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Priest Set
Special: None
Resistances: P 125 A 95 F 95 E 95 W 95 V 90 B 100

Equipment: Staff, Staff, Ring, Robe, Heal, Lightbow, Vitalize
Notes:
Rating:

36 Dark Priest

Unique, Kachua
Alignment: C
Element: N/A
Stat Requirements: None
Lineage: Dark Priest

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	69		101		181	261	341
461								
MP	6	23		47		107	167	227
317								
STR	6	29		53		113	173	233
323								
VIT	5	28		48		98	148	198
273								
INT	9	18		54		144	234	324
459								
MEN	8	20		52		132	212	292
412								
AGI	6	29		53		113	173	233
323								
DEX	5	35		55		105	155	205
280								
LUK		45						

Bonus: +15 AGI, +1 in all other stats vs. High Priest

Attack: 8.5 Defense: 8
Magic: 13 Magic Def.: 9
Special: 15 Speed: 7.25

Level: 28 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +40 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Full Set
Special: None
Resistances: P 130 A 90 F 90 E 90 W 90 V 115 B 70

Equipment: Staff, Staff, Ring, Robe, Heal, All Spells
Notes:
Rating:

VIT	5	28	48	98	148	198
273						
INT	6	27	51	111	171	231
321						
MEN	7	26	54	124	194	264
369						
AGI	7	35	63	133	203	273
378						
DEX	8	23	55	135	215	295
415						
LUK		57				

Bonus: None

Attack:	11	Defense:	8.5
Magic:	9.5	Magic Def.:	8.5
Special:	14	Speed:	9

Level:	3	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+35	Weapon:	Sword
Movement:	Fast, 5 panels		
Magic:	Equip 1, Cleric Set		
Special:	None		
Resistances:	P 105 A 100 F 100 E 100 W 100 V 95 B 105		

Equipment: Zenobia Sword, Shield, Armor, Helmet, Heal

Notes:

Rating:

39 Lord Mancer

Unique, Warren

Alignment: L

Element: N/A

Stat Requirements: None

Lineage: Lord Mancer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	5	67		87		137	187	237
312								
MP	9	45		81		171	261	351
486								
STR	3	25		37		67	97	127
172								
VIT	3	30		42		72	102	132
177								
INT	9	43		79		169	259	349
484								
MEN	9	47		83		173	263	353
488								
AGI	4	11		27		67	107	147
207								
DEX	4	35		51		91	131	171
231								
LUK		62						

Bonus: None

Attack:	5	Defense:	4.5
Magic:	13.5	Magic Def.:	7.5
Special:	15	Speed:	5

Level: 3 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +35 Weapon: None
 Movement: Slow, 5 panels
 Magic: Equip 3, Lich SetSpecial: None
 Resistances: P 125 A 95 F 95 E 95 W 95 V 95 B 95

Equipment: Staff, Staff, Robe, Ring, Attack Magic

Notes:

Rating:

3A Eagle Man

Unique, Canopus

Alignment: L

Element: Wind

Stat Requirements: None

Lineage: Eagle Man

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	75		107		187	267	347
467								
MP	0	0		0		0	0	0
0								
STR	7	25		53		123	193	263
368								
VIT	5	25		45		95	145	195
270								
INT	6	26		50		110	170	230
320								
MEN	6	24		48		108	168	228
318								
AGI	7	33		61		131	201	271
376								
DEX	6	21		45		105	165	225
315								
LUK		55						

Bonus: None

Attack: 10 Defense: 8.5

Magic: 9 Magic Def.: 8

Special: 12.5 Speed: 8.5

Level: 3 Species: Human

Weather: 0 Indirect: Stone

WT Penalty: +35 Weapon: Hammer

Movement: Fly, 6 panels

Magic: None

Special: WindShot (L10), Tornado (L20)

Resistances: P 115 A 90 F 100 E 100 W 100 V 100 B 100

Equipment: Hammer, Shield, Armor, Helmet

Notes:

Rating:

3B White Knight

Unique, Mildain

Alignment: L

Element: N/A

Stat Requirements: None

Lineage: Soldier 4 -> White Knight (Mildain)

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	65		101		191	281	371
506								
MP	0	0		0		0	0	0
0								
STR	6	22		46		106	166	226
316								
VIT	6	17		41		101	161	221
311								
INT	6	19		43		103	163	223
313								
MEN	7	15		43		113	183	253
368								
AGI	7	34		62		132	202	272
372								
DEX	7	20		48		118	188	258
363								
LUK		52						

Bonus: +9 HP, -16 MP, +18 AGI, +4 DEX, +1 to all other stats

Attack: 9.5 Defense: 9
Magic: 9.5 Magic Def.: 9.5
Special: 13.5 Speed: 8.75

Level: 3 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +35 Weapon: Sword
Movement: Fast, 5 panels
Magic: None
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Desert Sword, Shield, Armor, Helmet

Notes:

Rating:

3C White Knight

Unique, Guildus

Alignment: L

Element: N/A

Stat Requirements: None

Lineage: Soldier 4 -> White Knight (Guildus)

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	67		103		193	283	373
508								
MP	0	0		0		0	0	0
0								
STR	7	18		46		116	186	256
361								
VIT	6	18		42		102	162	222
312								
INT	5	24		43		93	143	193
267								
MEN	7	15		43		113	183	253

368
AGI 6 39 63 123 183 243
333
DEX 8 16 48 128 208 288
408
LUK 53
Bonus: +11 HP, -16 MP, +2 VIT, +19 AGI, +4 DEX, +1 to all other stats

Attack: 11 Defense: 9.5
Magic: 8.5 Magic Def.: 9.5
Special: 14 Speed: 8

Level: 3 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +35 Weapon: Sword
Movement: Fast, 5 panels Magic: None
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Isleberg Sword, Armor, Helmet, Boots
Notes:
Rating:

3D Shaman

Unique, Sisteena
Alignment: N
Element: Wind
Stat Requirements: None
Lineage: None
Growth
HP 6
MP 7
STR 4
VIT 4
INT 8
MEN 8
AGI 5
DEX 5
Bonus: None

Attack: 6.5 Defense: 6
Magic: 12 Magic Def.: 8
Special: 14 Speed: 6.25

Level: 1 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +50 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 2, Shaman Set
Special: Pray-H
Resistances: P 125 A 80 F 100 E 120 W 100 V 95 B 95

Equipment: Staff, Staff, Robe, Ring, Summon Magic
Notes:
Rating:

3E Shaman

Unique, Selye
Alignment: N
Element: Fire
Stat Requirements: None
Lineage: None

Growth

HP 6
MP 7
STR 4
VIT 4
INT 8
MEN 8
AGI 5
DEX 5

Bonus: None

Attack: 6.5 Defense: 6
Magic: 12 Magic Def.: 8
Special: 14 Speed: 6.25

Level: 1 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +50 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 2, Shaman Set
Special: Pray-Z
Resistances: P 125 A 100 F 80 E 100 W 120 V 95 B 95

Equipment: Staff, Staff, Robe, Ring, Summon Magic

Notes:

Rating:

3F Shaman

Unique, Shelley
Alignment: L
Element: Earth
Stat Requirements: None
Lineage: None

Growth

HP 6
MP 7
STR 4
VIT 4
INT 8
MEN 8
AGI 5
DEX 5

Bonus: None

Attack: 6.5 Defense: 6
Magic: 12 Magic Def.: 8
Special: 14 Speed: 6.25

Level: 1 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +50 Weapon: None
Movement: Slow, 5 panels

INT 7 47 75 145 215 285
 390
 MEN 8 25 57 137 217 297
 417
 AGI 7 46 74 144 214 284
 389
 DEX 8 30 62 142 222 302
 422
 LUK 70
 Bonus: None

Attack: 12 Defense: 10
 Magic: 11 Magic Def.: 10
 Special: 16 Speed: 9

Level: 28 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +30 Weapon: Sword
 Movement: Fast, 6 panels
 Magic: Equip 3, Full Set
 Special: Oracle
 Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Angel Sword, Gauntlet, Armor, Helmet
 Notes:
 Rating:

42 Bishop

Unique, Branta
 Alignment: C
 Element: Water
 Stat Requirements: None
 Lineage: Soldier 4 -> Wizard 10 -> Bishop

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	88		112		172	232	292
382								
MP	8	-18		14		94	174	254
374								
STR	4	39		55		95	135	175
235								
VIT	2	52		60		80	100	120
150								
INT	7	34		62		132	202	272
377								
MEN	9	-4		32		122	212	302
437								
AGI	4	48		64		104	144	184
244								
DEX	4	48		64		104	144	184
244								
LUK		60						
Bonus:	+20 HP, +10 STR, VIT, INT, MEN, AGI, DEX							

Attack: 6 Defense: 4
 Magic: 11 Magic Def.: 6.5
 Special: 15.5 Speed: 6

Level: 14 Species: Human

Weather: +2 Indirect: Stone
 WT Penalty: +55 Weapon: None
 Movement: Slow, 5 panels
 Magic: Equip 3, Full Set
 Special: Summon-E
 Resistances: P 130 A 90 F 90 E 90 W 90 V 70 B 110

Equipment: Staff, Staff, Ring, Robe, All Magic,

Notes:

Rating:

43 Dark Element

Unique, Dolgare

Alignment: C

Element: N/A

Stat Requirements: None

Lineage: Dark Element

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	250		286		376	466	556
691								
MP	4	10		26		66	106	146
206								
STR	5	45		65		115	165	215
265								
VIT	6	80		104		164	224	284
374								
INT	6	28		52		112	172	232
322								
MEN	6	25		49		109	169	229
319								
AGI	7	46		74		144	214	284
389								
DEX	9	8		44		134	224	314
449								
LUK		50						

Bonus: None

Attack: 9.5 Defense: 8.5
 Magic: 9 Magic Def.: 9
 Special: 11.5 Speed: 9.25

Level: 34 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +40 Weapon: None

Movement: Warp, & panels

Magic: None

Special: Correctio, Ex Dio, LifeSuck,

Torutos/Derupt/Pondors/Kusogaki/Radius/Umbra

Resistances: P 70 A 70 F 70 E 70 W 70 V 70 B 70

Equipment: Sword, Shield, Armor, Helmet

Notes:

Rating:

44 Temple Command

Unique, Balzepho

Alignment: L

AGI 6 40 64 124 184 244
 334
 DEX 7 24 52 122 192 262
 367
 LUK 67
 Bonus: None

Attack: 10.5 Defense: 8.5
 Magic: 11 Magic Def.: 9
 Special: 15.5 Speed: 7.75

Level: 1 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +35 Weapon: Spear
 Movement: Fast, 6 panels
 Magic: Equip 2, Full Set
 Special: Reaper, Attack+
 Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Igunis Spear, Armor, Helmet, Ring
 Notes:
 Rating:

45 Temple Command

Unique, Barbas
 Alignment: C
 Element: Earth
 Stat Requirements: None
 Lineage: Temple Command

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	88		128		228	328	428
578								
MP	8	10		42		122	202	282
402								
STR	8	6		38		118	198	278
398								
VIT	6	32		56		116	176	236
326								
INT	5	33		53		103	153	203
278								
MEN	6	28		52		112	172	232
322								
AGI	6	45		69		129	189	249
339								
DEX	5	35		55		105	155	205
280								
LUK		54						
Bonus: None								

Attack: 10.5 Defense: 10
 Magic: 8 Magic Def.: 9
 Special: 13 Speed: 7.25

Level: 28 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +35 Weapon: Hammer
 Movement: Fast, 6 panels
 Magic: Equip 2, Full Set

Special: Avenger, Attack+

Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Earth Hammer, Gauntlet, Armor, Helmet, Ring

Notes:

Rating:

46 Temple Command

Unique, Martym

Alignment: C

Element: Water

Stat Requirements: None

Lineage: Temple Command

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	83		123		223	323	423
573								
MP	7	14		42		112	182	252
357								
STR	7	25		53		123	193	263
368								
VIT	5	39		59		109	159	209
284								
INT	6	38		62		122	182	242
332								
MEN	7	19		47		117	187	257
362								
AGI	6	43		67		127	187	247
337								
DEX	6	28		52		112	172	232
322								
LUK		65						

Bonus: None

Attack: 10 Defense: 8.5

Magic: 8.5 Magic Def.: 8.5

Special: 14 Speed: 7.5

Level: 29 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +35 Weapon: Sword

Movement: Fast, 6 panels

Magic: Equip 2, Full Set

Special: Venom, Attack+

Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Nyfret Sword, Gauntlet, Armor, Helmet, Ring

Notes:

Rating:

47 Temple Command

Unique, Volac

Alignment: L

Element: Fire

Stat Requirements: None

Lineage: Temple Command

Growth Base Lv 5 Lv 15 Lv 25 Lv 35 Lv 50

LUK 58

Bonus: None

Attack: 11 Defense: 10
Magic: 8.5 Magic Def.: 9.5
Special: 14 Speed: 8.5

Level: 34 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +35 Weapon: Claw
Movement: Fast, 6 panels
Magic: Equip 2, Full Set
Special: Thundax, Attack+
Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: Thunder Claw, Claw, Armor, Helmet

Notes:

Rating:

49 Temple Command

Unique, Ozma

Alignment: L

Element: Earth

Stat Requirements: None

Lineage: Temple Command

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	72		112		212	312	412
562								
MP	8	15		47		127	207	287
407								
STR	7	19		47		117	187	257
362								
VIT	5	33		53		103	153	203
278								
INT	6	39		63		123	183	243
333								
MEN	7	18		46		116	186	256
361								
AGI	5	49		69		119	169	219
294								
DEX	6	26		50		110	170	230
320								
LUK		60						

Bonus: None

Attack: 10 Defense: 8.5
Magic: 9.5 Magic Def.: 8.5
Special: 14 Speed: 6.5

Level: 1 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +35 Weapon: Whip
Movement: Fast, 6 panels
Magic: Equip 2, Full Set
Special: EvilRose, Attack+
Resistances: P 95 A 90 F 90 E 90 W 90 V 90 B 90

Equipment: RoseBud Whip, Armor, Helmet, Ring

STR	7	24	52	122	192	262
367						
VIT	5	25	45	95	145	195
270						
INT	5	27	47	97	147	197
272						
MEN	6	24	48	108	168	228
318						
AGI	5	39	59	109	159	209
284						
DEX	7	23	51	121	191	261
366						

LUK 57

Bonus: +1 Level, +27 HP, +10 AGI vs. Knight

Attack: 10.5 Defense: 8.5
 Magic: 8 Magic Def.: 8.5
 Special: 12.5 Speed: 6.75

Level: 6 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +45 Weapon: Sword
 Movement: Fast, 5 panels
 Magic: None
 Special:

Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Shield, Armor, Helmet

Notes:

Rating:

4C Sisteena

Unique, Amazon

Alignment: N

Element: Wind

Stat Requirements: None

Lineage: N/A

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	73		105		185	265	345
465								
MP	4	4		20		60	100	140
200								
STR	6	26		50		110	170	230
320								
VIT	5	25		45		95	145	195
270								
INT	6	24		48		108	168	228
318								
MEN	6	23		47		107	167	227
317								
AGI	6	26		50		110	170	230
320								
DEX	6	28		52		112	172	232
322								
LUK		48						

Bonus: +1 Level, +7 HP vs. Amazon

Attack: 9 Defense: 8

Magic: 9 Magic Def.: 8
Special: 12 Speed: 7.5

Level: 6 Species: Human
Weather: +4 Indirect: Stone
WT Penalty: +40 Weapon: None
Movement: Fast + Underwater, 5 panels
Magic: None
Special: None
Resistances: P 115 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Bow, Armor, Helmet, Boots

Notes:

Rating:

4D Selye

Unique, Valkyrie

Alignment: N

Element: Fire

Stat Requirements: STR 44, VIT 46, INT 42

Lineage: Amazon 4 -> Valkyrie

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	70		106		196	286	376
511								
MP	3	7		19		49	79	109
154								
STR	7	23		51		121	191	261
366								
VIT	5	25		45		95	145	195
270								
INT	7	21		49		119	189	259
364								
MEN	6	23		47		107	167	227
317								
AGI	5	29		49		99	149	199
274								
DEX	6	28		52		112	172	232
322								
LUK		46						

Bonus: +1 Level, +7 HP vs. Valkyrie

Attack: 10 Defense: 8.5
Magic: 10 Magic Def.: 8
Special: 12.5 Speed: 6.5

Level: 18 Species: Human
Weather: +4 Indirect: Stone
WT Penalty: +45 Weapon: Spear
Movement: Fast + Underwater, 5 panels
Magic: Equip 2, Valkyrie Set
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Spear, Armor, Helmet, Ring, Attack Magic, Incubus

Notes:

Rating:

INT	9	13	49	139	229	319
454						
MEN	7	27	55	125	195	265
370						
AGI	4	42	58	98	138	178
238						
DEX	5	21	41	91	141	191
266						
LUK		55				

Bonus: +1 Level, +8 HP, +1 MEN vs. Priest

Attack:	7	Defense:	6.5
Magic:	11.5	Magic Def.:	7.5
Special:	13	Speed:	6

Level:	28	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+55	Weapon:	None
Movement:	Slow, 5 panels		
Magic:	Equip 3, Cleric Set		
Special:	None		
Resistances:	P 130 A 90 F 90 E 90 W 90 V 70 B 115		

Equipment: Staff, Robe, Ring, MP Item, Heal All, Vitalize, Revivify

Notes:

Rating:

50 Presance

Unique, Exorcist

Alignment: L

Element: Earth

Stat Requirements: VIT 44, INT 42, MEN 44

Lineage: Soldier 4 -> Exorcist

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	7	71		99		169	239	309
414								
MP	7	25		46		116	186	256
361								
STR	4	33		49		89	129	169
229								
VIT	5	29		49		99	149	199
269								
INT	8	22		54		134	214	294
414								
MEN	6	24		48		108	168	228
318								
AGI	4	32		48		88	128	168
228								
DEX	5	29		49		99	149	199
274								
LUK		46						

Bonus: +1 Level, +30 MP, +4 VIT, +4 INT vs. Exorcist

Attack:	6.5	Defense:	7
Magic:	11	Magic Def.:	8
Special:	11	Speed:	5.25

Level: 4 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +50 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Exorcist Set
Special: None
Resistances: P 120 A 100 F 100 E 100 W 100 V 60 B 115

Equipment: Staff, Ring, Robe, MP Item

Notes:

Rating:

51 Haborym

Unique, Sword Master

Alignment: L

Element: Fire

Stat Requirements: STR 95, AGI 102, DEX 126

Lineage: Soldier 4 -> Ninja 10 -> Sword Master

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	75		107		187	267	347
467								
MP	4	-6		10		50	90	130
190								
STR	5	30		50		100	150	200
275								
VIT	4	38		54		94	134	174
234								
INT	6	14		38		98	158	218
308								
MEN	7	11		39		109	179	249
354								
AGI	7	48		76		146	216	286
391								
DEX	9	18		54		144	234	324
459								
LUK		51						

Bonus: +1 Level, +7 HP, +15 AGI, +21 DEX vs. Sword Master

Attack: 9.5 Defense: 6.5
Magic: 9.5 Magic Def.: 7.5
Special: 13 Speed: 9.25

Level: 17 Species: Human
Weather: +2 Indirect: Accuse
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: Equip 1, Witch Set
Special: Attack+
Resistances: P 120 A 95 F 95 E 95 W 95 V 85 B 100

Equipment:

Rating:

52 Forcas

Unique, Knight

Alignment: N

AGI 5 29 49 99 149 199
 274
 DEX 5 29 49 99 149 199
 274
 LUK 47
 Bonus: +1 Level, +6 HP vs. Wizard

Attack: 6.5 Defense: 5
 Magic: 11.5 Magic Def.: 6.5
 Special: 12.5 Speed: 6.25

Level: 13 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +50 Weapon: None
 Movement: Slow, 5 panels
 Magic: Equip 3, Wizard Set
 Special: None
 Resistances: P 125 A 95 F 95 E 95 W 95 V 95 B 95

Equipment: Staff, Staff, Ring, Robe, Attack Magic, Summons,
 Incubus
 Notes:
 Rating:

54 Aloser

Unique, Archer

Alignment: N

Element: N/A

Stat Requirements: None

Lineage: Amazon 4 -> Archer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	73		105		185	265	345
465								
MP	3	7		19		49	79	109
154								
STR	5	29		49		99	149	199
274								
VIT	6	16		46		106	166	226
316								
INT	5	27		47		97	147	197
272								
MEN	6	23		47		107	167	227
317								
AGI	7	23		51		121	191	261
366								
DEX	8	25		57		137	217	297
417								
LUK		53						

Bonus: +1 Level, +7 HP, +2 DEX vs. Archer

Attack: 9 Defense: 8.5
 Magic: 8 Magic Def.: 9
 Special: 11.5 Speed: 9

Level: 9 Species: Human
 Weather: +4 Indirect: Stone
 WT Penalty: +35 Weapon: Bow
 Movement: Fast + Underwater, 5 panels

Magic: None
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 95

Equipment: Bow, Armor, Helmet, Boots

Notes:

Rating:

55 Oxyones

Unique, Dragon Tamer

Alignment: L

Element: Water

Stat Requirements: HP 180, STR 115, MEN 103

Lineage: Amazon 4 -> Valkyrie 10 -> Dragon Tamer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	69		105		195	285	375
510								
MP	2	20		28		48	68	88
118								
STR	7	23		51		121	191	261
366								
VIT	3	51		63		93	123	153
198								
INT	6	34		58		118	178	238
328								
MEN	7	10		38		108	178	248
353								
AGI	5	29		49		99	149	199
274								
DEX	7	15		43		113	183	253
358								
LUK		56						

Bonus: +1 Level, +6 HP vs. Dragon Tamer

Attack: 10.5 Defense: 6.5
Magic: 9.5 Magic Def.: 6.5
Special: 14 Speed: 6.75

Level: 28 Species: Human

Weather: +4 Indirect: Stone

WT Penalty: +45 Weapon: Sword

Movement: Fast + Underwater, 5 panels

Magic: Equip 1, Valkyrie Set

Special: Dragon Support

Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Armor, Helmet, Ring, Attack Magic

Notes:

Rating:

56 Jenounes

Unique, Dragoon

Alignment: N

Element: Fire

Stat Requirements: STR 115, VIT 106, DEX 114

Lineage: Soldier 4 -> Knight 10 -> Dragoon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	72		108		198	288	378
513								
MP	0	25		25		25	25	25
25								
STR	8	11		43		123	203	283
403								
VIT	5	25		45		95	145	195
270								
INT	4	40		56		96	136	176
236								
MEN	5	37		57		107	157	207
282								
AGI	4	46		58		98	138	178
238								
DEX	8	10		42		122	202	282
402								
LUK		52						

Bonus: +1 Level, +7 HP, +3 MP vs. Dragoon

Attack: 12 Defense: 9
Magic: 6.5 Magic Def.: 7.5
Special: 11.5 Speed: 6

Level: 18 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: Equip 1, Valkyrie Set
Special: Anti-Dragon
Resistances: P 110 A 100 F 100 E 100 W 100 V 95 B 105

Equipment: Sword, Armor, Helmet, Boots, Incubus

Notes:

Rating:

57 Zapan

Unique, Berzerker

Alignment: C

Element: Wind

Stat Requirements: STR 45, VIT 46, DEX 44

Lineage: Solider 4 -> Berzerker

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	68		108		208	308	408
558								
MP	2	10		18		38	58	78
108								
STR	7	24		52		122	192	262
367								
VIT	6	22		46		106	166	226
316								
INT	4	30		46		86	126	166
226								
MEN	7	21		49		119	189	259
364								
AGI	5	29		49		99	149	199
274								
DEX	6	26		50		110	170	230

320

LUK 59

Bonus: +1 Level, +6 HP vs. Berzerker

Attack:	10	Defense:	9.5
Magic:	7.5	Magic Def.:	9.5
Special:	14	Speed:	6.5

Level:	10	Species:	Human	
Weather:	+2	Indirect:	Stone	
WT Penalty:	+45	Weapon:	Axe	
Movement:	Fast, 5 panels			
Magic:	None			
Special:	None			
Resistances:	P 105 A 100 F 100 E 100 W 100 V 105 B 95			

Equipment: Axe, Armor, Helmet, Boots

Notes:

Rating:

58 Debordes

Unique, Terror Knight

Alignment: C

Element: Earth

Stat Requirements: STR 117, VIT 114, DEX 104, KILLS 30

Lineage: Soldier 4 -> Berzerker 10 -> Terror Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	10	72		112		212	312	412
562								
MP	0	25		25		25	25	25
25								
STR	7	24		52		122	192	262
367								
VIT	7	9		37		107	177	247
352								
INT	4	30		46		86	126	166
226								
MEN	6	34		58		118	178	238
328								
AGI	4	42		58		98	138	178
238								
DEX	6	26		50		110	170	230
320								
LUK		42						

Bonus: +1 Level, +10 HP, +3 MP vs. Terror Knight

Attack:	10	Defense:	10.5
Magic:	7	Magic Def.:	10
Special:	12.5	Speed:	5.5

Level:	17	Species:	Human	
Weather:	+2	Indirect:	Stone	
WT Penalty:	+50	Weapon:	Axe	
Movement:	Fast, 5 panels			
Magic:	None			
Special:	Fear Effect			
Resistances:	: P 100 A 100 F 100 E 100 W 100 V 115 B 95			

MP	8	-10	22	102	182	262
382						
STR	4	33	49	89	129	169
229						
VIT	2	44	52	72	92	112
142						
INT	7	31	59	129	199	269
374						
MEN	9	-5	31	121	211	301
436						
AGI	4	42	58	98	138	178
238						
DEX	4	42	58	98	138	178
238						
LUK		54				

Bonus: +1 Level vs. Warlock

Attack:	6	Defense:	4
Magic:	11	Magic Def.:	6.5
Special:	15.5	Speed:	6

Level:	28	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+55	Weapon:	None
Movement:	Slow, 5 panels		
Magic:	Equip 3, Warlock Set		
Special:	Golem Support		
Resistances:	P 105 A 90 F 90 E 90 W 90 V 90 B 90		

Equipment: Staff, Staff, Ring, Robe, Drakonite Magic, HealRain, Charge

Notes:

Rating:

5B Rodrick

Unique, Sword Master

Alignment: L

Element: N/A

Stat Requirements: STR 95, AGI 102, DEX 126

Lineage: Soldier 4 -> Ninja 10 -> Sword Master

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50
HP	8	78	110	190	270	350
470						
MP	4	-6	10	50	90	130
190						
STR	5	30	50	100	150	200
275						
VIT	4	38	54	94	134	174
234						
INT	6	14	38	98	158	218
308						
MEN	7	11	39	109	179	249
354						
AGI	7	33	61	131	201	271
376						
DEX	9	-3	33	123	213	303
438						
LUK		50				

Bonus: +1 Level, +10 HP, +15 vs. Sword Master

Attack: 9.5 Defense: 6.5
Magic: 9.5 Magic Def.: 7.5
Special: 13 Speed: 9.25

Level: 1 Species: Human
Weather: +2 Indirect: Accuse
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: Equip 1, Witch Set
Special: Attack+
Resistances: P 120 A 95 F 95 E 95 W 95 V 85 B 100

Equipment:

Rating:

5C Zaebos

Unique, Knight

Alignment: L

Element: Wind

Stat Requirements: STR 45, VIT 44, DEX 46

Lineage: Soldier 5 -> Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	95		131		221	311	401
536								
MP	2	10		18		38	58	78
108								
STR	7	24		52		122	192	262
367								
VIT	5	25		45		95	145	195
270								
INT	5	27		47		97	147	197
272								
MEN	6	24		48		108	168	228
318								
AGI	5	37		57		107	157	207
282								
DEX	7	23		51		121	191	261
366								
LUK		55						

Bonus: +1 Level, +30 HP, +8 AGI vs. Knight

Attack: 10.5 Defense: 8.5
Magic: 8 Magic Def.: 8.5
Special: 12.5 Speed: 6.75

Level: 22 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: None
Special:
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Shield, Armor, Helmet

Notes: None

Rating:

5D Necromancer

Unique, Nybbas

Alignment: C

Element: Earth

Stat Requirements: None

Lineage: Necromancer

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	86		110		170	230	290
380								
MP	7	10		38		108	178	248
353								
STR	4	35		51		91	131	171
231								
VIT	3	31		43		73	103	133
178								
INT	8	18		50		130	210	290
410								
MEN	8	8		40		120	200	280
400								
AGI	5	29		49		99	149	199
274								
DEX	5	29		49		99	149	199
274								
LUK		50						
Bonus:	None							

Attack: 6.5 Defense: 5
Magic: 12 Magic Def.: 7
Special: 13 Speed: 6.25

Level: 5 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 2, Full Set
Special: Summon-E
Resistances: P 130 A 95 F 95 E 95 W 95 V 110 B 75

Equipment:
Notes:
Rating:

5E Demon

Unique, Belzebute

Alignment: C

Element: Fire

Stat Requirements: None

Lineage: Demon

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	95		119		179	239	299
389								
MP	7	-17		11		81	151	221
326								
STR	4	48		64		104	144	184

244
VIT 3 48 60 -0 120 150
195
INT 8 1 33 113 193 273
393
MEN 8 18 50 130 210 290
410
AGI 5 48 68 118 168 218
293
DEX 5 41 61 111 161 211
286
LUK 60
Bonus: None

Attack: 6.5 Defense: 5
Magic: 12 Magic Def.: 7
Special: 13 Speed: 6.25

Level: 30 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: Fan
Movement: Slow, 5 panels
Magic: Equip 3, Full Set
Special: None
Resistances: P 110 A 95 F 95 E 95 W 95 V 115 B 75

Equipment:
Notes:
Rating:

5F Venefik

Unique, Falfadet
Alignment: C
Element: Earth
Stat Requirements: None
Lineage: Venefik

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	83		107		167	227	287
377								
MP	7	-23		15		85	155	225
330								
STR	4	36		52		92	132	172
232								
VIT	3	26		38		68	98	128
173								
INT	8	3		35		115	195	275
395								
MEN	8	10		42		122	202	282
402								
AGI	5	26		46		96	146	196
271								
DEX	5	31		51		101	151	201
276								
LUK		45						
Bonus: None								

Attack: 6.5 Defense: 5

Magic: 12 Magic Def.: 7
Special: 13 Speed: 6.25

Level: 30 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Full Set
Special: Hazard
Resistances: P 115 A 95 F 95 E 95 W 95 V 95 B 95

Equipment:

Notes:

Rating:

60 Searzist

Unique, Vepar

Alignment: C

Element: Fire

Stat Requirements: None

Lineage: Searzist

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	82		106		166	226	286
376								
MP	7	-17		11		81	151	221
326								
STR	4	37		53		93	133	173
233								
VIT	3	28		40		70	100	130
175								
INT	8	11		43		123	203	283
403								
MEN	8	17		49		129	209	289
409								
AGI	5	29		49		99	149	199
274								
DEX	5	33		53		103	153	203
278								
LUK		48						

Bonus: None

Attack: 6.5 Defense: 5
Magic: 12 Magic Def.: 7
Special: 13 Speed: 6.25

Level: 30 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Full Set
Special: Jihad
Resistances: P 115 A 95 F 95 E 95 W 95 V 95 B 95

Equipment:

Notes:

Rating:

INT	8	3	35	115	195	275
395						
MEN	8	9	41	121	201	281
401						
AGI	5	24	44	94	144	194
269						
DEX	5	28	48	98	148	198
273						
LUK		51				
Bonus: None						

Attack:	6.5	Defense:	6
Magic:	12	Magic Def.:	8
Special:	13	Speed:	6.25

Level:	15	Species:	Human			
Weather:	+2	Indirect:	Stone			
WT Penalty:	+55	Weapon:	None			
Movement:	Slow, 5 panels					
Magic:	Equip 3, Full Set					
Special:	Summon-E					
Resistances:	P 115 A 95 F 95 E 95 W 95 V 95 B 95					

Equipment:
Notes:
Rating:

63 Knight

Unique, Vice
Alignment: L
Element: N/A

Stat Requirements: STR 45, VIT 44, DEX 46

Lineage: Soldier 5 -> Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	65		101		191	281	371
506								
MP	2	10		18		38	58	78
108								
STR	7	24		52		122	192	262
367								
VIT	5	25		45		95	145	195
270								
INT	5	27		47		97	147	197
272								
MEN	6	24		48		108	168	228
318								
AGI	5	29		49		99	149	199
274								
DEX	7	23		51		121	191	261
366								
LUK		55						
Bonus: +1 Level vs. Knight								

Attack:	10.5	Defense:	8.5
Magic:	8	Magic Def.:	8.5
Special:	12.5	Speed:	6.75

Level:	15	Species:	Human
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Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: None
Special:
Resistances: P 110 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Shield, Armor, Helmet

Notes:

Rating:

64 Sorcerer

Unique, Mordiant

Alignment: N

Element: Water

Stat Requirements: None

Lineage: Summoner

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	82		106		166	226	286
376								
MP	7	-11		17		87	157	227
332								
STR	4	35		51		91	131	171
231								
VIT	3	34		46		76	106	136
181								
INT	7	29		57		127	197	267
372								
MEN	8	0		32		112	192	272
392								
AGI	5	29		49		99	149	199
274								
DEX	4	46		62		102	142	182
242								
LUK		48						

Bonus: None

Attack: 6 Defense: 5
Magic: 11 Magic Def.: 7
Special: 14 Speed: 6

Level: 15 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 0, Full Set
Special: None
Resistances: P 120 A 90 F 90 E 90 W 90 V 105 B 90

Equipment:

Notes:

Rating:

62 Summoner

Unique, Mutsua

Alignment: L

Element: Earth

Stat Requirements: None

Lineage: Summoner

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	6	81		105		165	225	285
375								
MP	7	-8		20		90	160	230
335								
STR	4	36		52		92	132	172
232								
VIT	4	27		43		83	123	163
223								
INT	8	10		42		122	202	282
402								
MEN	8	16		48		128	208	288
408								
AGI	5	28		48		98	148	198
273								
DEX	5	32		52		102	152	202
277								
LUK		53						

Bonus: None

Attack: 6.5 Defense: 6
Magic: 12 Magic Def.: 8
Special: 13 Speed: 6.25

Level: 15 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +55 Weapon: None
Movement: Slow, 5 panels
Magic: Equip 3, Full Set
Special: Summon-EResistances: P 115 A 95 F 95 E 95 W 95 V 95 B 95

Equipment:

Notes:

Rating:

67 Death Knight

Unique, transmigrated Leonard

Alignment: C

Element: Water

Stat Requirements: None

Lineage: Death Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	79		115		205	295	385
520								
MP	2	2		10		30	50	70
100								
STR	7	18		46		116	186	256
361								
VIT	5	20		40		90	140	190
265								
INT	5	22		42		92	142	192
267								
MEN	6	19		43		103	163	223
313								
AGI	5	25		45		95	145	195

270
DEX 7 18 46 116 186 256
361
LUK 57
Bonus: -14 HP, -8 MP, -6 STR, -5 VIT, -5 INT, -5 MEN, -14 AGI, -5 DEX vs.
Leonard

Attack: 10.5 Defense: 8.5
Magic: 8 Magic Def.: 8.5
Special: 12.5 Speed: 6.75

Level: 30 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels
Magic: None
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 120 B 85

Equipment: Sword, Shield, Armor, Helmet
Notes:
Rating:

68 Death Knight

Unique, transmigrated Zaebos

Alignment: C

Element: Wind

Stat Requirements: None

Lineage: Death Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	68		104		194	284	374
509								
MP	2	2		10		30	50	70
100								
STR	7	17		45		115	185	255
360								
VIT	5	21		40		90	140	190
265								
INT	5	23		42		92	142	192
267								
MEN	6	19		43		103	163	223
313								
AGI	5	26		45		95	145	195
270								
DEX	7	18		46		116	186	256
361								
LUK		55						

Bonus: -27 HP, -8 MP, -7 STR, -4 VIT, -4 INT, -5 MEN, -11 AGI, -5 DEX vs.
Zaebos

Attack: 10.5 Defense: 8.5
Magic: 8 Magic Def.: 8.5
Special: 12.5 Speed: 6.75

Level: 30 Species: Human
Weather: +2 Indirect: Stone
WT Penalty: +45 Weapon: Sword
Movement: Fast, 5 panels

Magic: None
Special: None
Resistances: P 110 A 100 F 100 E 100 W 100 V 120 B 85

Equipment: Sword, Shield, Armor, Helmet

Notes:

Rating:

69 Death Knight

Unique, transmigrated Guildus

Alignment: C

Element: N/A

Stat Requirements: None

Lineage: Death Knight

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	77		113		203	293	383
518								
MP	0	0		0		0	0	0
0								
STR	7	27		55		125	195	265
370								
VIT	6	25		49		109	169	229
319								
INT	5	23		43		93	143	193
268								
MEN	7	25		53		123	193	263
368								
AGI	6	48		72		132	192	252
342								
DEX	8	28		60		140	220	300
420								
LUK		60						

Bonus: +10 HP, +9 STR, +7 VIT, -1 INT, +10 MEN, +9 AGI, +12 DEX, +7 LUK vs.
White Knight (Guildus)

Attack:	11	Defense:	9.5
Magic:	8.5	Magic Def.:	9.5
Special:	14	Speed:	8

Level: 20 Species: Human

Weather: +2 Indirect: Stone

WT Penalty: +45 Weapon: Sword

Movement: Fast, 5 panels

Magic: None

Special: None

Resistances: P 110 A 100 F 100 E 100 W 100 V 120 B 85

Equipment: Isleberg Sword, Armor, Helmet, Boots

Notes:

Rating:

6A Lich

Unique, transmigrated Nybbas

Alignment: C

Element: Earth

Stat Requirements: MP 114, INT 162, MEN 147

Lineage: Lich

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	5	94		114		164	214	264
339								
MP	8	-8		24		104	184	264
384								
STR	2	71		79		99	119	139
169								
VIT	2	49		57		77	97	117
147								
INT	8	18		50		130	210	290
410								
MEN	8	8		40		120	200	280
400								
AGI	4	47		63		103	143	183
243								
DEX	4	47		63		103	143	183
243								
LUK		55						

Bonus: +1 Level, +2 HP, +30 MP, +2 STR, +5 MEN

Attack:	3	Defense:	3
Magic:	12	Magic Def.:	6
Special:	13	Speed:	5

Level:	20	Species:	Human
Weather:	+2	Indirect:	Stone
WT Penalty:	+50	Weapon:	None
Movement:	Slow, 5 panels		
Magic:	Equip 3, Lich Set		
Special:	None		
Resistances:	P 65	A 70	F 70 E 70 W 70 V 85 B 85

6B Warrior

Unique, Vice

Alignment: N

Element: N/A

Stat Requirements: None

Lineage: Warrior

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	8	69		101		181	261	341
461								
MP	5	4		24		74	124	174
249								
STR	7	27		55		125	195	265
370								
VIT	5	25		45		95	145	195
270								
INT	6	24		48		108	168	228
318								
MEN	6	24		48		108	168	228
318								
AGI	7	26		54		124	194	264
369								
DEX	7	26		54		124	194	264
369								
LUK		55						

Bonus: None

Attack: 10.5 Defense: 8.5
 Magic: 9 Magic Def.: 8
 Special: 12.5 Speed: 8.75

 Level: 21 Species: Human
 Weather: +2 Indirect: Stone
 WT Penalty: +40 Weapon: Sword
 Movement: Fast, 5 panels
 Magic: Equip 1, Valkyrie Set
 Special: None
 Resistances: P 105 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Sword, Sword, Armor, Helmet, Attack Magic
 Notes:
 Rating:

Equipment:
 Rating:

6C Beast Master

Unique, Ganb

Alignment: N

Element: Water

Stat Requirements: None

Lineage: Soldier 5 -> Beast Master

Growth	Base	Lv 5	Lv 15	Lv 25	Lv 35	Lv 50		
HP	9	60		96		186	276	366
501								
MP	0	20		20		20	20	20
20								
STR	7	21		49		119	189	259
364								
VIT	7	16		44		114	184	254
359								
INT	4	29		45		85	125	165
225								
MEN	6	22		46		106	166	226
316								
AGI	5	58		78		128	178	228
303								
DEX	6	24		48		108	168	228
318								
LUK		55						
Bonus:	+4 HP, +8 MP, +4 STR, +4 VIT, +3 INT, +4 MEN, +34 AGI, +4 DEX							

Attack: 10 Defense: 10.5
 Magic: 7 Magic Def.: 10
 Special: 12.5 Speed: 6.5

Level: 3 Species: Human
 Weather: 2 Indirect: Stone
 WT Penalty: +45 Weapon: Whip
 Movement: Fast, 5 panels
 Magic: None
 Special: Beast Support
 Resistances: P 105 A 100 F 100 E 100 W 100 V 100 B 100

Equipment: Whip, Armor, Helmet, Boots

Notes:

Rating:

VI. Items

VII. Skills

Wind Elemental Magic

Ion Shot

Range: 7 Effect: 1 Alignment: N Cost: 6 MP

Formula: Standard attack magic

Notes: Line-of-Sight Trajectory

Thunder

Range: 6 Effect: 1-13 Alignment: C Cost: 18 MP

Formula: Standard attack magic

Notes:

Kaminari

Range: 5 Effect: 1-13 Alignment: N Cost: 40 MP

Formula: Standard attack magic

Notes: Summon

Air Cry

Range: Inf Effect: All Alignment: N Cost: 60 MP

Formula: Standard attack magic

Notes: Forbidden

Quick

Range: 7 Effect: 1 Alignment: N Cost: 26 MP

Formula: Always hits

Notes: Add: Quick

Storm

Range: Inf Effect: All Alignment: N Cost: 26 MP

Formula: Always hits

Notes: Worsens weather

Teleport

Range: 7 Effect: 1 Alignment: N Cost: 45 MP

Formula: Always hits

Notes: Teleports target anywhere on map

Hahnela

Range: Inf Effect: All Alignment: N Cost: 10 MP

Formula: Always hits

Notes: +3 Wind Terrain Bonus, -2 Earth Terrain Bonus

Fire Elemental Magic

FireBurn

Range: 6 Effect: 1-13 Alignment: L Cost: 14 MP

Formula: Standard attack magic

Notes: Burns terrain

MagmaGod

Range: 5 Effect: 1-13 Alignment: N Cost: 40 MP

Formula: Standard attack magic

Notes: Summon

Nova

Range: 5 Effect: 1 Alignment: N Cost: 50 MP

Formula:

Notes: Instantly kills enemy without leaving bag or card. Works on undead.

Nova+

Range: Inf Effect: All Alignment: N Cost: 60 MP

Formula: Standard attack magic

Notes: Forbidden, more effective on higher targets

Melt

Range: 5 Effect: 1 Alignment: N Cost: 25 MP

Formula: Always hits

Notes: Add: Power Down

Melt

Range: 5 Effect: 1 Alignment: N Cost: 25 MP

Formula: Always hits

Notes: Add: Power Up

Stun

Range: 7 Effect: 1-13 Alignment: N Cost: 22 MP

Formula:

Notes: Add: Stun

Zoshonel

Range: All Effect: All Alignment: N Cost: 10 MP

Formula: Always hits

Notes: Fire Terrain Bonus + 3, Water Terrain Bonus - 2

Earth Elemental Magic

Acid

Range: 6 Effect: 1-13 Alignment: L Cost: 14 MP

Formula: Standard Attack Magic

Notes:

Acid

Range: 6 Effect: 1-13 Alignment: N Cost: 32 MP

Formula: Standard Attack Magic

Notes: More effective on lower targets

Gnome

Range: 5 Effect: 1-13 Alignment: N Cost: 40 MP

Formula: Standard Attack Magic

Notes: Summon

Quake

Range: Inf Effect: All Alignment: N Cost: 60 MP

Formula: Standard Attack Magic

Notes: Forbidden

Jump

Range: 7 Effect: 1 Alignment: N Cost: 30 MP

Formula: Always hits

Notes: Moves target 1 space in any direction regardless of height

Poison

Range: 7 Effect: 1-13 Alignment: N Cost: 32 MP

Formula:

Notes: Add: Poison

Petrify

Range: 7 Effect: 1-13 Alignment: N Cost: 32 MP

Formula:

Notes: Add: Petrify

Bartha

Range: Inf Effect: All Alignment: N Cost: 10 MP

Formula: Always hits

Notes: Earth Terrain Bonus +3, Wind Terrain Bonus -2

Water Elemental Magic

IceBlast

Range: 6 Effect: 1-13 Alignment: N Cost: 14 MP

Formula: Standard Attack Spell

Notes:

AcidRain

Range: 6 Effect: 1-13 Alignment: C Cost: 38 MP

Formula: Standard Attack Spell

Notes: Add: Power Down (50%)

Fenril

Range: 5 Effect: 1-13 Alignment: N Cost: 40 MP

Formula: Standard Attack Spell

Notes: Summon

IceCloud

Range: Inf Effect: All Alignment: N Cost: 60 MP

Formula: Standard Attack Spell

Notes: Forbidden

Clear

Range: 7 Effect: 1 Alignment: N Cost: 18 MP

Formula: Always hits

Notes: Remove: Poison

SlowMove

Range: 7 Effect: 1 Alignment: N Cost: 22 MP

Formula: Always hits

Notes: Add: Slow

HealRain

Range: 6 Effect: 1-13 Alignment: C Cost: 42 MP

Formula: Standard Healing Spell

Notes:

Gurza

Range: Inf Effect: All Alignment: N Cost: 10 MP

Formula: Always hits

Notes: +3 Water Terrain Bonus, -2 Fire Terrain Bonus

Virtue Elemental Magic

Lightbow

Range: 7 Effect: 1 Alignment: N Cost: 20 MP

Formula: Standard Attack Spell

Notes: Line-of-Sight Trajectory

Exorcism

Range: 5 Effect: 1-13 Alignment: N Cost: 35 MP

Formula:

Notes: Exorcises undead

IceBlast

Range: Inf Effect: Enemy Alignment: N Cost: 60 MP

Formula: Standard Attack Spell

Notes: Exorcises undead

Vitalize

Range: 7 Effect: 1 Alignment: N Cost: 10 MP

Formula: Always hits

Notes: Remove: Stun, Poison, Petrify, Charm

Heal

Range: 7 Effect: 1 Alignment: N Cost: 10 MP

Formula: Standard Healing Spell

Notes: More effective when cast by L characters, less effective when cast by C characters, not affected by Terrain Bonus

Heal

Range: 6 Effect: 1-13 Alignment: N Cost: 25 MP

Formula: Standard Healing Spell

Notes: More effective when cast by L characters, less effective when cast by C characters, not affected by Terrain Bonus

Heal

Range: Inf Effect: 1 Alignment: N Cost: 40 MP

Formula: Always hits

Notes: Full healing

Revivify

Range: Inf Effect: 1 Alignment: N Cost: 55 MP

Formula: Always hits

Notes: Revives an ally. Cannot be used by AI.

Bane Elemental Spells

Incubus

Range: 7 Effect: 1 Alignment: N Cost: 14 MP

Formula: Standard Attack Spell

Notes: Add: Sleep (50%)

Pain

Range: 5 Effect: 1 Alignment: N Cost: 20 MP

Formula: $D = \text{Caster's Max HP} \div \text{Caster's HP}$

Notes:

Dark Law

Range: 5 Effect: 1-13 Alignment: N Cost: 40 MP

Formula: $D = \text{Target's HP} / 5$

Notes: Summon

Death

Range: Inf Effect: All Alignment: N Cost: 60 MP

Formula: Standard Attack Spell

Notes: Forbidden, less effective on closer targets

Charm

Range: 7 Effect: 1-13 Alignment: N Cost: 24 MP

Formula:

Notes: Add: Charm

Paradigm

Range: 5 Effect: 1 Alignment: N Cost: 35 MP

Formula: Always hits

Notes: Reduces target WT to 0

Charge

Range: 7 Effect: 1 Alignment: N Cost: 10 MP

Formula: MP-Restoring Healing Spell

Notes: Recharges target MP based on healing spell formula, caster loses MP equal to half the amount recharged, not affected by terrain bonus

Necro

Range: Inf Effect: 1 Alignment: N Cost: 55 MP

Formula: Always hits

Notes: Revives a character as the undead. Physical fighters become Skeletons, mages become Ghosts.

Drakonite Magic

Tempest

Range: All Effect: Enemy Alignment: C Cost: 80 MP

Formula: Standard Attack Spell Element: Wind

Notes: Forbidden, worsens weather

Wipe Out

Range: All Effect: Enemy Alignment: N Cost: 80 MP

Formula: Standard Attack Spell Element: Fire

Notes: Forbidden, burns terrain under targets

Asteroid

Range: All Effect: Enemy Alignment: N Cost: 80 MP

Formula: Standard Attack Spell Element: Earth

Notes: Forbidden, Add: Power Down, more effective on lower targets

Mute

Range: All Effect: Enemy Alignment: N Cost: 80 MP

Formula: Standard Attack Spell Element: Water

Notes: Forbidden, Add: Stun

Dominion

Range: All Effect: 1 Alignment: N Cost: 70 MP

Formula: Always hits Element: None

Notes: Stops target's WT until 500 WT are counted off

Entify

Range: All Effect: 1 Alignment: N Cost: 70 MP

Formula: Always hits Element: None

Notes: Revives one dead ally, killing caster

Retissue

Range: All Effect: 1 Alignment: N Cost: 70 MP
Formula: Always hits Element: None
Notes: Turns a friendly undead character into a level 1 Soldier or Amazon, halving all their stats. May change alignment.

Snapshot

Range: All Effect: Self Alignment: N Cost: 0 MP
Formula: Always hits Element: None
Notes: Turns character into a sword

Tornado

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: Standard special attack Element: Wind
Notes: Randomly alters direction target is facing

Thunder Breath

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Standard special attack Element: Wind
Notes: Add: Stun (50%)

Crimson

Range: 7 Effect: 1 Alignment: L Cost: (Level * 1) HP
Formula: Standard special attack Element: Fire
Notes:

Fire Breath

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Standard special attack Element: Fire
Notes: Add: Power Down (50%)

Dragos

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: Standard special attack Element: Earth
Notes:

Poison Breath

Range: 1 Effect: 1 Alignment: L Cost: None
Formula: Standard special attack Element: Earth
Notes: Add: Poison (50%)

Petrify Breath

Range: 1 Effect: 1 Alignment: L Cost: None
Formula: Standard special attack Element: Earth
Notes: Add: Petrify (50%)

Spiral

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: Standard special attack Element: Water
Notes: Also reduces target's MP by 99%

Ice Breath

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Standard special attack Element: Water
Notes: Add: Sleep (50%)

Banish

Range: 7 Effect: 1 Alignment: N Cost: None
Formula: Always Hits Element: Virtue
Notes: Exorcises undead

HolyBolt

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP

Formula: Standard special attack Element: Virtue

Notes: Exorcises undead

Jihad

Range: 7 Effect: 1 Alignment: N Cost: (Level * 2) HP

Formula: Standard special attack Element: Virtue

Notes: Exorcises undead

Abyss

Range: 3 Effect: 1 Alignment: N Cost: (Level * 2) HP

Formula: $D = 3/4$ Target's HP Element: Bane

Notes:

Toxic Breath

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: Standard special attack Element: Bane

Notes: Add: Charm (50%)

EvilEyes

Range: Inf Effect: All Alignment: N Cost: None

Formula: Element: Physical

Notes: Add: Petrify, must have line-of-sight to target, target must not have a shield

Eddy

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard special attack Element: Physical

Notes: Must be used in water

Typhoon

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Physical

Notes: Worsens weather

Caliban

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Physical

Notes: Improves weather

Summon-E

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: Always hits Element: Physical

Notes: Creates an ally directly in front of the caster, who begins with 0 WT.
Can only be used by the AI.

Summon-H

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Wind

Notes: Forbidden

Summon-Z

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Fire

Notes: Forbidden

Summon-B

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Earth

Notes: Forbidden

Summon-G

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Water

Notes: Forbidden

Summon-I

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Virtue

Notes: Forbidden

Summon-A

Range: Inf Effect: Enemy Alignment: N Cost: None

Formula: Standard special attack Element: Virtue

Notes: Forbidden

Pray-H

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Wind

Notes: Wind Terrain Bonus + 5

Pray-Z

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Fire

Notes: Fire Terrain Bonus + 5

Pray-B

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Earth

Notes: Earth Terrain Bonus + 5

Pray-G

Range: Inf Effect: All Alignment: N Cost: None

Formula: Always hits Element: Water

Notes: Water Terrain Bonus + 5

Fudo

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: $D = \text{DEX}$ Element: Physical

Notes: Cannot target diagonally, must be using sword

Agony

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: $D = \text{Max HP} - \text{HP}$ Element: Physical

Notes: Cannot target diagonally, must be using sword

Dracul

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: $D = 2(\text{W.STR})$ Element: Physical

Notes: Cannot target diagonally, must be using sword

Relic

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: Standard physical Element: Physical

Notes: Cannot target diagonally, Forbidden, must be using axe, hammer, spear, or claw, Add: Petrify (50%)

RamPower

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: Standard special attack Element: Physical

Notes: Cannot target diagonally, must be using axe, hammer, spear, or claw, causes knockback

DevilCry

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: $D = HP$ Element: Physical

Notes: Cannot target diagonally, must be using axe, hammer, spear, or claw

SoulWave

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: Standard physical attack Element: Physical

Notes: Cannot target diagonally, Forbidden, must be using axe, hammer, spear, or claw, reduces target's max HP by D/10

FireWave

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: Standard special attack Element: Fire

Notes: Cannot target diagonally, Forbidden, must be using axe, hammer, spear, or claw

MegaBolt

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: Standard special attack Element: Wind

Notes: Cannot target diagonally, Forbidden, must be using axe, hammer, spear, or claw

Rage

Range: 2 Effect: 1 Alignment: N Cost: (D/5) HP

Formula: $D = STR$ Element: Physical

Notes: Cannot target diagonally, must not be using a direct attack weapon

Reaper

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Fire

Notes: Cannot target diagonally, must be using a direct attack weapon, Add: Power Down, Forbidden

Avenger

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Earth

Notes: Cannot target diagonally, must be using a direct attack weapon, causes knockback, Forbidden

Venom

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Water

Notes: Cannot target diagonally, must be using a direct attack weapon, Add: Poison, Forbidden

RiotBurn

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Virtue

Notes: Cannot target diagonally, must be using a direct attack weapon, exorcises undead, Forbidden

Thundax

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Wind

Notes: Cannot target diagonally, must be using a direct attack weapon, randomly alters direction target is facing, Forbidden

EvilRose

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Bane

Notes: Cannot target diagonally, must be using a direct attack weapon, Add: Charm, Forbidden

DarkCell

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Bane

Notes: Cannot target diagonally, must be using a direct attack weapon, Add: Stun, Forbidden

Oracle

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Bane

Notes: Cannot target diagonally, must be using a direct attack weapon, reduces target's max HP by D/10, Forbidden

EvilRose

Range: 2 Effect: 1 Alignment: N Cost: None

Formula: Standard physical attack Element: Bane

Notes: Cannot target diagonally, must be using a direct attack weapon, Add: Charm

50Heal

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 50 Element: Physical

Notes:

100Heal

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 100 Element: Physical

Notes:

150Heal

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 150 Element: Physical

Notes:

Max Heal

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: Full Healing Element: Physical

Notes:

25MP

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 25 Element: Physical

Notes: Recovers MP

50MP

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 50 Element: Physical

Notes: Recovers MP

100MP

Range: 1 Effect: 1 Alignment: N Cost: None

Formula: -D = 100 Element: Physical

Notes: Recovers MP

Max MP

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Full Healing Element: Physical
Notes: Recovers MP

Restore

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: -D = 100 Element: Physical
Notes: Recovers MP as well as HP

100%

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Full Healing Element: Physical
Notes: Recovers MP as well as HP

Revive

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Remove: Petrify

Antidote

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Remove: Poison

Ambrosia

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Remove: Stun

Awake

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Remove: Sleep

Remedy

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Remove: Stun, Sleep, Poison, Petrify

Double

Range: 0 Effect: Self Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Resets WT to 0. Since it can only be cast on oneself, has no effect

BodyGrab

Range: Inf Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Bane
Notes: Swaps bodies with a random enemy character. Must be a character who could have been persuaded. All stats and parameters are swapped except INT and MEN.

WindShot

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: Standard special attack Element: Wind
Notes: Line-of-sight trajectory

GlowBall

Range: 7 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: Standard special attack Element: Fire
Notes: Line-of-sight trajectory

X-Zone

Range: 7 Effect: 1 Alignment: N Cost: (Level * 2) HP
Formula: Standard special attack Element: Earth
Notes: Add: Stun

Hazard

Range: 7 Effect: 1 Alignment: N Cost: (Level * 2) HP
Formula: Standard special attack Element: Water
Notes: Add: Poison

CalmSong

Range: 5 Effect: 13 Alignment: N Cost: (Level * 1) HP
Formula: $D = 0.9 * \text{Target's MP}$ Element: Virtue
Notes: Damages MP

SadSong

Range: 5 Effect: 13 Alignment: N Cost: (Level * 1) HP
Formula: SadSong Formula Element: Virtue
Notes: Heals undead

CuteKiss (Faerie)

Range: 1 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: $-D = 0.1 * \text{Caster's HP}$ Element: Virtue
Notes: Remove: Stun, Poison, Petrify, Sleep

DeepKiss (Faerie)

Range: 1 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: $-D = 0.3 * \text{Caster's HP}$ Element: Virtue
Notes: Resets target's WT to 0 and grants an instant turn

CuteKiss (Gremlin)

Range: 1 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: $D = 0.1 * \text{Caster's HP}$ Element: Bane
Notes: Add: Charm

DeepKiss (Faerie)

Range: 1 Effect: 1 Alignment: N Cost: (Level * 1) HP
Formula: $-D = 0.3 * \text{Caster's HP}$ Element: Bane
Notes: Add: Petrify

Prophecy

Range: Inf Effect: Allies Alignment: N Cost: (Max HP/2) HP
Formula: Full Healing Element: Virtue
Notes:

LifeSuck

Range: 3 Effect: 1 Alignment: N Cost: -D
Formula: $D = \text{Target's VIT} / 4$ Element: Bane
Notes: Adds damage inflicted to caster's HP

Pumpkin

Range: 3 Effect: 1 Alignment: N Cost: None
Formula: $D = \text{Caster's HP} / 2$ Element: Physical
Notes:

BrainFry

Range: 3 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Bane
Notes: Add: Charm

YasaiWar

Range: 5 Effect: 13 Alignment: N Cost: None
Formula: $D = MP/2$ Element: Physical
Notes: Damages MP

Squash-X

Range: 0 Effect: 13 Alignment: N Cost: Caster's Current HP
Formula: $D = (VIT + MEN)/4$ Element: Physical
Notes: Kills user!

ColicDio

Range: 0 Effect: Self Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Changes user's element to the element of last elemental attack he was struck by

Torutos

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Wind
Notes: Forbidden

Derupt

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Fire
Notes: Forbidden

Pondors

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Earth
Notes: Forbidden

Kusogaki

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Water
Notes: Forbidden

Radius

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Virtue
Notes: Forbidden

Umbra

Range: Inf Effect: All Alignment: N Cost: None
Formula: Standard special attack Element: Bane
Notes: Forbidden

STR Up

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Target's STR +10

VIT Up

Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Target's VIT +10

INT Up
Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Target's INT +10

MEN Up
Range: 1 Effect: 1 Alignment: N Cost: None
Formula: Always hits Element: Physical
Notes: Target's MEN +10

VIII. Gameplay Formulas: Definitions

These equations were obtained using the Japanese Super Famicom edition of TO.
I'm 99% sure they haven't changed in the PSX version.

Definitions:

- Ppa: Total derived physical attack power, including all offense item bonuses.
- Ppd: Raw defense power against weapon attacks and special attacks, modified by defense items but not resistance.
- Mpa: Total derived magic attack power, including all offense item bonuses.
- Mpd: Raw magic defense power, modified by defense items but not resistance.
- Spa: Total derived special attack power for most special attacks, including all offense item bonuses.
- W.x: Attribute bonus from an offense item. W.STR would be STR bonus.
- A.x: Attribute bonus from a defense item.
- Ma: Attack modifier incorporating terrain bonus and other factors. Cannot be lower than 0 or higher than 200. Generally,
$$Ma = 60 + To + E + C + Wb + Wt + Wm + Prf + F + ADa + S + H + FP$$
- Md: Defense modifier incorporating terrain bonus and other factors. Cannot be lower than 0 or higher than 200. Generally,
$$Md = 40 + Td + Wb + Wt + F + ADd + S + Sp1 + Sp2 + Sp3$$
- RES: Resistance level of target applicable to the element of the attacker's attack, dependent on class and adjusted by equipment. Note that a direct attack with a fire sword, for example, is a fire attack and not a physical attack, so for resistance would apply. Also note that when an item says it adds to your RES for a certain element, it really means it subtracts that amount, and vice versa. Generally,
$$RES = \text{Class RES} \hat{=} A.RES \hat{=} E - A$$
- Db: Base damage value not yet modified by LUK and other factors.
- D: Final damage. What you get in the actual game.
- To: Offensive terrain bonus modified by element.
- Td: Defensive terrain bonus modified by element.
- E: Elemental attribute of weapon or skill. If it is the same as the user's element, this value is 10. If it is the opposite, it's -10. Otherwise, it's 0. Only applies to damage-dealing skills.
- A: Alignment modifier. If the weapon or skill being used is virtue elemental, this value is 5 for L characters and -5 for C characters. If the weapon or skill is bane elemental, the opposite modifiers apply.
- C: Critical hit bonus. If attack was a critical hit, this bonus is +10 and knockback results from the attack. Otherwise, this value is 0 and no knockback occurs.
- Wb: Weather bonus based on alignment and weather conditions. Does not apply indoors. Always 0 for N characters.
Clear Skies: L Characters +1, C Characters -3

- Partly Cloudy: L Characters 0, C Characters -2
 Light Rain: L Characters -1, C Characters -1
 Heavy Rain: L Characters -2, C Characters 0
 Snowfall: L Characters -3, C Characters +1
- Wm: Weather modifier of spells or specials. Each spell actually has its own internal alignment, which determines whether it works better in good or bad weather. Does not apply indoors.
- Clear Skies: L Skills +1, N Skills -1, C Skills -3
 Partly Cloudy: L Skills 0, N Skills -1, C Skills -2
 Light Rain: L Skills -1, N Skills -1, C Skills -1
 Heavy Rain: L Skills -2, N Skills -1, C Skills 0
 Snowfall: L Skills -3, N Skills -1, C Skills +1
- Wt: Weather tolerance of class. Although the Warren Report says this is based on weather, it really always applies, even in doors. Can be 0 +2, or +4.
- Prf: Weapon preference bonus. If the attacker is using his preferred weapon, +3. Otherwise, 0.
- FP: Forbidden Power bonus imparting +10 to attack modifier. Only applies to certain skills, such as the Forbidden Powers, Orb attacks, and the like.
- H: Healing bonus. When a Virtue healing spell is being used, this is 10 for L characters and -10 for C characters.
- F: Terror effect. If the character is L aligned and currently in the radius of an enemy with the terror effect, -8. If the character is N aligned, -4. Otherwise, 0.
- ADa: Anti-Dragon effect for the attacker. If the attacker or his weapon has this attribute, and the target is dragon species, +8. Can stack if both the attacker and the weapon have the attribute, to +16.
- ADd: Anti-Dragon effect for the defender. If the defender has this attribute, and the attacker is dragon species, a +5 bonus applies.
- S: Ally support bonus. If attacker is beast, dragon, or giant species and has or is within 3 panels of an ally who has the support attribute for the appropriate species, attacker gets a +5 bonus. Stackable.
- Si: Side modifier. When attacking from target's side, +25. When attacking from target's back, +50.
- Sp1: Skill-Specific Height-based Defense Modifier: Nova+
 $Sp1 = -(\text{Defense unit height}/4)$
- Sp2: Skill-Specific Height-based Modifier: Meteor and Asteroid
 $Sp2 = (\text{Defense unit height} - 33)/4$
- Sp3: Skill-Specific Distance-based Defense Modifier: Death
 $Sp3 = (\text{Defense unit distance from attack unit} \lesseqgtr 65)/4$
- La: Attacker's LUK.
 Ld: Defender's LUK.
- R: Random factor applied to all attacks. Mechanism not fully understood.
- Mw: Weapon modifier.
 Mw = 1 for all weapon attacks
 Mw = 0.5 for all unarmed direct attacks or attack/healing spells
 Mw = 0.25 for all unarmed indirect attacks or summon spells
 Mw = 0.7 when the attacker has Attack+, unless he is countering
- Db: This is the expected damage as shown before the attack is made.
 D: Damage actually given.

IX. Gameplay Formulas: Physical Attacks

A. Damage

Equations:

Physical Attack Power:

$$Ppa = STR + W.STR + (DEX + W.DEX)/2$$

Physical Defense:

$$Ppd = VIT + A.VIT + (STR + A.STR)/2$$

Base Damage:

$$Db = [(Ppa * Ma/100 - Ppd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

When the physical attack is made using a shield or gauntlet as the weapon the damage will always equal 1/4 of the shield or gauntlet's weight plus R.

Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw, however, the value is rounded. Minimum damage is 1 and maximum is 999. Also, damage may never exceed the current HP of the defense unit.

B. Hit Rate

$$\text{Hit \%} = \{ [\text{Attacker's AGI} + \text{Attacker's A.AGI} + (\text{Attacker's DEX} + \text{Attacker's A.DEX})/4 - \text{Weight}] * \text{Ma}/100 \} - \{ [\text{Target's AGI} + \text{Target's A.AGI} + (\text{Target's DEX} + \text{Target's A.DEX})/4 - \text{Weight}] * \text{Md}/100 \} + La - Ld + 50 + Si + R$$

IX. Gameplay Formuals: Magic

A. Attack Magic Damage

Equations:

Magic Attack Power:

$$Mpa = INT + W.INT + (MEN + W.MEN)/2$$

Magic Defense Power:

$$Mpd = VIT + A.VIT + (MEN + A.MEN)/2$$

Base Damage:

$$Db = [(Mpa * Ma/100 - Mpd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw, however, the value is rounded. Minimum damage is 1 and maximum is 999. Also, damage may never exceed the current HP of the defense unit. When applied to summon spells, these equations determine damage per hit, not total damage.

B. Healing Magic Recovery

Magic Attack Power:

$$Mpa = INT + W.INT + (MEN + W.MEN)/2$$

Base Recovery

$$-Db = Mpa * 5/9 * Ma/100 * Mw$$

Final Recovery

$$-D = Db + R$$

Note: Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw and upon multiplication by 5/9 in determining the base recovery, however, the value is rounded. Minimum recovery is 1 and maximum is 999. Also, recovery may never exceed (Max HP - Current HP) of the defense unit.

C. Magic Hit Rate

Coming Soon!

X. Gameplay Formulas: Special Attack Damage

A. Standard Special Attack Damage

Equations:

Special Attack Power:

$$Spa = [3(MEN + W.MEN)/2 + (STR + W.STR)/2] * 2/3$$

Physical Defense Power

$$Ppd = VIT + A.VIT + (STR + A.STR)/2$$

Base Damage:

$$Db = [(Spa * Ma/100 - Ppd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw and upon multiplication by 2/3 in determining the attack value, however, the value is rounded. Minimum damage is 1 and maximum is 999. Also, damage may never exceed the current HP of the defense unit.

B. Roslolian Secret Technique Damage

Physical Attack Power:

$$Ppa = STR + W.STR + (DEX + W.DEX)/2$$

Physical Defense:

$$Ppd = VIT + A.VIT + (STR + A.STR)/2$$

Base Damage:

$$Db = [(Ppa * Ma/100 - Ppd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw, however, the value is rounded. Minimum damage is 1 and maximum is 999. Also, damage may never exceed the current HP of the defense unit.

C. King Roderick Technique Damage

Relic, SoulWave, and RamPower

Physical Attack Power:

$$Ppa = STR + W.STR + (DEX + W.DEX)/2$$

Physical Defense:

$$Ppd = VIT + A.VIT + (STR + A.STR)/2$$

Base Damage:

$$Db = [(Spa * Ma/100 - Ppd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

FireWave and MegaBolt

Special Attack Power:

$$Spa = [3(MEN + W.MEN)/2 + (STR + W.STR)/2] * 2/3$$

Physical Defense Power

$$Ppd = VIT + A.VIT + (STR + A.STR)/2$$

Base Damage:

$$Db = [(Spa * Ma/100 - Ppd * Md/100) * RES/100 + La - Ld] * Mw$$

Final Damage:

$$D = Db + R$$

Note: Any decimals resulting from the above calculations are truncated. Upon multiplication by Mw and upon multiplication by 2/3 in determining the attack value, however, the value is rounded. Minimum damage is 1 and maximum is 999. Also, damage may never exceed the current HP of the defense unit.

Fudo

Final Damage:

$$D = \text{Attacker DEX}$$

Rage

Final Damage:

$$D = \text{Attacker STR}$$

Dracul

Final Damage:

$$D = (\text{Attacker W.STR} * 2)$$

Agony

Final Damage:

$$D = \text{Attacker Max HP} \lesseqgtr \text{Attacker Current HP}$$

DevilCry

Final Damage:

$$D = \text{Attacker Current HP}$$

D. Proportional Damage Specials

Abyss

Final Damage:

$$D = 3/4 * \text{Target's Current HP}$$

CuteKiss (Gremlin)

Final Damage:

$$D = \text{Target's Current HP} / 10$$

DeepKiss (Gremlin)

Final Damage:

$$D = \text{Target's Current HP} / 3$$

LifeSuck

Final Damage:

$$D = \text{Target's VIT} / 4$$

Squash-X

Final Damage:

$$D = (\text{Attacker's VIT} + \text{Attacker's MEN}) / 4$$

YasaiWar

Final MP Damage:

$$D = \text{Target's Current MP} / 2$$

CalmSong

Final MP Damage:

$$D = \text{Target's Current MP} * 9/10$$

Pumpkin

Final Damage:

$$D = \text{Target's Current HP} / 2$$

Spiral

Final MP Damage:

$$S = \text{Target's Current MP} * 99/100$$

E. Proportional Recovery Specials

CuteKiss (Faerie)

Final Recovery:

$$-D = \text{User's HP} / 10$$

DeepKiss (Faerie)

Final Recovery:

$$-D = \text{User's HP} / 2$$

Sad Song

Final Recovery:

$$-D = \text{INT} + \text{W.INT} + \text{MEN} + \text{W.MEN} / 6$$

XI. Class Rankings

Humanoid, generic

Attack:

1. Dragoon (12)

2. Gremlin (11.5)
3. Angel Knight (11)
4. Knight (10.5)
Dragon Tamer (10.5)
5. Berzerker (10)
Beast Tamer (10)
Terror Knight (10)
Valkyrie (10)
10. Lizard Man (9.5)
Sword Master (9.5)
Hawk Man (9.5)

Defense:

1. Terror Knight (10.5)
Beast Tamer (10.5)
3. Berzerker (9.5)
Lizard Man
5. Dragoon (9)
Angel Knight (9)
7. Knight (8.5)
Archer (8.5)
Valkyrie (8.5)
10. Soldier (8)
Amazon (8)
Gorgon (8)
Goblin (8)

Magic:

1. Priest (12.5)
Siren (12.5)
3. Lich (12)
4. Wizard (11.5)
Cleric (11.5)
Warlock (11.5)
7. Exorcist (11)
Witch (11)
Angel Knight (11)
10. Ghost (10.5)

Magic Defense:

1. Pumpkin Head (12)
2. Terror Knight (10)
Beast Tamer (10)
4. Berzerker (9.5)
5. Lizard Man (9)
Archer (9)
7. Angel Knight (8)
Knight (8)
Soldier (8)
Amazon (8)
Gorgon (8)
Goblin (8)
Valkyrie (8)
Witch (8)
Ninja (8)
Exorcist (8)

Special:

1. Warlock (15.5)
2. Pumpkin Head (14)

- Berzerker (14)
- Faerie (14)
- Witch (14)
- Dragon Tamer (14)
- 7. Angel Knight (13)
- Sword Master (13)
- Cleric (13)
- 10. Ghost (12.5)
- Wizard (12.5)
- Priest (12.5)
- Siren (12.5)

Speed:

- 1. Gremlin (10.25)
- 2. Ninja (9.75)
- 3. Sword Master (9.25)
- 4. Archer (9)
- Faerie (9)
- 5. Hawk Man (8.75)
- 7. Soldier (7.5)
- Amazon (7.5)
- Angel Knight (7.5)
- 10. Lizard Man (7.25)

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